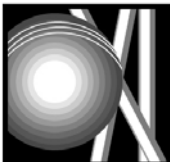


**Commonwealth**Bank

# **RULES OF COMPETITION AND FIXTURES SEASON 2011/2012**



NEWCASTLE  
DISTRICT CRICKET  
ASSOCIATION INC.

**NEWCASTLE DISTRICT CRICKET ASSOCIATION INC**

# **NDCA Rules of Competition and Fixtures Booklet 2011/2012**

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## NDCA Office Bearers 2011/2012

### **Chairman**

Mr Paul H Marjoribanks

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### **Deputy Chairman**

Mr Jeremy R Tombleson

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Mr Paul G Robertson

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### **Committee Members**

Mr Shane R Burley

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Mr Peter N March

Email: [peterm@mpceng.com.au](mailto:peterm@mpceng.com.au)

Mr Steven N Roxby

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Mr Benjamin J Smees

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## NDCA Club Contact Details 2011/2012

### **Belmont DCC**

Secretary: Mrs Kim M Barrie  
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### **Cardiff-Boolaroo DCC**

Secretary: Mr Graeme P Knowles  
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### **Charlestown DCC**

Secretary: Mr Steven R Threadgold  
Email: [steven.threadgold@newcastle.edu.au](mailto:steven.threadgold@newcastle.edu.au)  
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### **Hamilton-Wickham DCC**

Secretary: Mr David J Lacey  
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### **Merewether DCC**

Secretary: Mr Benjamin P McLeod  
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Mobile: 0432 576 699

### **Newcastle City and Eastern Districts CC**

Secretary: Mr Michael E Gale  
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### **Stockton Raymond Terrace CC**

Secretary: Mr Paul G Robertson  
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Secretary: Mr Alan E Nichols  
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**University of Newcastle CC**

Secretary: Mr David K Brown  
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**West's CC**

Secretary: Mr Stephen W Petherbridge  
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**Newcastle District Cricket Umpires Association Inc**

Secretary: Mr Michael A Connolly  
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Phone: 0401 415 188

## Delegates to the NDCA General Committee 2011/2012

### **Belmont DCC**

Primary: Mr Peter Barnett 0407 228 100  
Secondary: Mr Tristan Combridge 0433 306 391

### **Cardiff-Boolaroo DCC**

Primary: Mr John Porcheron 0447 689 968  
Secondary: Mr Gerard Maher 0425 236 862

### **Charlestown DCC**

Primary: Miss Kathleen Pink 0414 641 867  
Secondary: Mr Steven Threadgold 0421 808 149

### **Hamilton-Wickham DCC**

Primary: Mr Scott McInnes 0427 721 724  
Secondary: Mr Greg Wilson (02) 4940 0214

### **Merewether DCC**

Primary: Mr Simon Moore 0422 660 486  
Secondary: Mr David Stanbridge 0400 573 575

### **Newcastle City and Eastern Districts CC**

Primary: Mr Colin Tegg 0419 495 093  
Secondary: Mr Damien Jones 0421 969 733

### **Stockton Raymond Terrace CC**

Primary: Mr Marco Capponechia 0407 228 171  
Secondary: Mr Graeme Whittingham 0402 603 390

### **Toronto Workers Kookaburras**

Primary: Mr David Howe 0410 589 305  
Secondary: Mr Alan Nichols 0411 601 204

### **University of Newcastle CC**

Primary: Mr David Brown 0431 177 316  
Secondary: Mr Brett Norris 0416 039 630

### **Wallsend DCC**

Primary: Mr Joe Clarke 0413 212 248  
Secondary: Mr Peter Hanna 0418 106 450

**Waratah-Mayfield DCC**

Primary: Mr Paul Burke 0412 602 502  
Secondary: Mr Tim Caimakamis 0403 456 567

**West's CC**

Primary: Mr Scott Robertson 0466 286 864  
Secondary: Mr Steven Petherbridge 0432 634 772

**Newcastle District Cricket Umpires Association Inc**

Primary: Mr Peter Davis 0414 855 707

## Wet Weather Liaison Officers 2011/2012

### **Belmont DCC**

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### **Cardiff-Boolaroo DCC**

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### **Charlestown DCC**

Miss Kathleen Pink                      0414 641 867

### **Hamilton-Wickham DCC**

Mr Victor Cook                      0417 439 312

### **Merewether DCC**

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### **Toronto Workers Kookaburras**

Mr Robert Holland                      0458 505 488

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### **Wallsend DCC**

Mr John Cameron                      0403 685 544

### **Waratah-Mayfield DCC**

Mr Simon Porter                      0401 019 104

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## NDCA Standing Committees 2011/2012

### **Appeals Committee**

E Peter Owens\*, Terry C Morgan and John T Smith

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Chair, NDCA Appeals Committee  
14 Watt Street Newcastle NSW 2300  
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### **Fixtures and Permits Committee**

Neil D McDonald, Peter N March, Alan E Nichols and Joseph P C Wenta\*

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### **Judiciary Committee**

Kevin J Burke, Alan E Hawgood, Graeme A Jefferies, Royce D McCormack,  
Paul G Robertson\*

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Chair, NDCA Judiciary Committee  
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Mobile: 0421 052 183

### **Selection Committee**

Robert C Faraday-Bensley, Darren J Herbert, Peter N March, Gary K Pinches,  
Phillip J Stanbridge\*

### **Umpires Appointments Committee**

Paul H Marjoribanks, Peter N March, John V Roberts, Joe A Thomson,  
Jerry R Tombleson\*

\* indicates Chair of the Committee

## Newcastle Cricket Contacts 2011/2012

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### **NDCA Code of Conduct Commissioner**

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## **The Preamble**

### **The Spirit of Cricket**

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

### **A There are two Laws which place the responsibility for the team's conduct firmly on the captain.**

#### **- Responsibility of Captains**

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

#### **- Player's conduct**

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

### **B Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

### **C The umpires are authorised to intervene in cases of**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

### **D The Spirit of the Game involves Respect for**

- Your opponents.
- Your own captain and team.
- The role of the umpires.
- The game's traditional values.

**E It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire.
- To indulge in cheating or any sharp practice, for instance:
  - (a) To appeal knowing that the batsman is not out
  - (b) To advance towards an umpire in an aggressive manner when appealing.
  - (c) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

**F Violence:**

There is no place for any act of violence on the field of play.

**G Players:**

Captains and umpires together set the tone for the conduct of a cricket fixture. Every player is expected to make an important contribution to this. The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

# Rules of Competition 2011/2012

## Part 1 - Competition

### 1. Competitions

**1.1** The Newcastle District Cricket Association Inc (the Association) shall conduct competition in four (4) grades during the 2011/2012 season (First, Second, Third and Fourth Grades). Each affiliated club is required to enter one (1) team in each grade.

**1.2** If any club has more than four (4) teams they may enter them in the Newcastle City and Suburban Competition. Players may (in accordance with Rule 20.5) be registered with both the Newcastle City and Suburban Cricket Association and the Newcastle District Cricket Association so that they can play in the grade competition if required.

**1.3** The Association shall also conduct Under 21, Denis Broad OAM Cup, Tom Locker Cup and First Grade Twenty20 Competitions; each club shall enter one (1) team only in each competition.

### 2. Competition Formats and Dates of Fixtures

**2.1** The First, Second, Third and Fourth Grade Competitions are to consist of two day, one day and T20 fixtures as determined by the Fixtures and Permits Committee.

**2.2** The Denis Broad OAM Cup is to consist of Twenty20 fixtures and is to be played in pools with dates of fixtures to be determined by the Fixtures and Permits Committee.

**2.3** The U21 Competition is to be played as a round robin competition. The competition will involve three (3) pools of four (4) teams, with the team finishing highest in each pool progressing to the Semi Finals of the competition. The team with the best performance that did not finish first in its pool shall also proceed to the Semi Finals (performance shall be measured by competition points, and net run rate if necessary). Dates of fixtures are to be as determined by the Fixtures and Permits Committee.

**2.4** The Tom Locker Cup is to be played as a round robin competition. The competition will involve two (2) pools of six (6) teams, with the team finishing highest in each pool progressing to the Final of the competition. Matches in the Tom Locker Cup shall also form part of the First Grade competition. Dates of fixtures are to be determined by the Fixtures and Permits Committee.

**2.5** The First Grade Twenty20 Competition is to be played in pools with dates of fixtures to be determined by the Fixtures and Permits Committee. Matches in the First Grade Twenty20 Competition shall also form part of the First Grade competition.

**2.6** Fixtures at No 1 Sportsground will be allocated as determined by the Fixtures and Permits Committee.

**2.7** Any Saturday/Sunday fixtures will be for First Grade only (with the exception of Semi Finals and Finals).

**2.8** On Public Holidays (with the exception of Saturdays) the only fixtures that will be drawn will be for First Grade (with the exception of Semi Finals and Finals).

**2.9** No cricket is to be played on the gazetted public holidays of Christmas Day, New Year's Day and Good Friday.

### **3. Management of Competitions**

**3.1** The competitions shall be managed by the Committee of the Association which shall arrange dates for all fixtures, and shall deal with all matters whatsoever arising during the competition.

### **4. Allocation of Grounds and Appeal as to Allocated Venue**

**4.1** In all competition fixtures the ground shall be arranged by the Fixtures and Permits Committee.

**4.2** The Fixtures and Permits Committee shall on appeal decide what grounds are suitable for competition fixtures. Any such appeal is to be lodged with the Secretary of the Association before 12 noon on Tuesday prior to the day of the fixture, stating the ground which is appealed against and the reason of appeal.

### **5. Alterations to Fixtures**

**5.1** No alterations shall be made to the prospective dates and grounds for fixtures unless by consent of a majority of the Fixtures and Permits Committee and/or where practicable the NDCA Management Committee.

### **6. Procedure for Notification of Cancellation of Fixture due to Wet Weather**

**6.1** If no play is possible due to the condition of any ground then the club nominated Wet Weather Liaison Officer is to inform the NDCA Wet Weather Liaison Officer before 8.00 am for all fixtures commencing at or before 10.00 am. For all games scheduled to commence at 10.30 am or 11.00 am he is to be informed by 8.30 am. For all other fixtures he is to be informed before 10.00 am.

**6.2** The NDCA Wet Weather Number (1900 920 248) and NDCA website ([www.ndca.asn.au](http://www.ndca.asn.au)) will advise players and umpires of grounds unfit for play. In the event of no announcement by 9.00 am for all fixtures commencing at or before 11.00 am, or by 11.00 am for all other fixtures, players and umpires must report to the ground set down for play and the decision as to fitness for play shall be as provided for in the Laws of Cricket. Failure to report to the ground shall render a team liable for forfeit.

### **7. Forfeitures**

**7.1** Any Club Team intending to forfeit a fixture must give notice in writing or by telephone to the opposition Club Secretary, the Fixtures and Permits Committee Chairman and the Newcastle District Cricket Umpires' Association Secretary. The notice must be given by 10.00 am on the day prior to the fixture.

**7.2** Any Club or Team failing to comply with cl 7.1 and forfeiting a fixture shall be liable for the actual travelling and wicket expenses incurred by their opponents together with Umpire's fees.

**7.3** Any club forfeiting a match will be deemed to be forfeiting all grades lower than that nominated.

**7.4** A team receiving a forfeit shall receive the maximum number of points gained by any team in that Grade in that round.

**7.5** The team making the forfeit shall not be credited with any points.

**7.6** Any club which forfeits a fixture must provide a written explanation to the Management Committee within seven (7) days. If explanation of cause of forfeit submitted by forfeiting team is deemed frivolous the forfeiting team may, at the decision of the Judiciary Committee, be fined **\$110 (incl GST)**.

## **8. Playing Attire**

**8.1** Unless otherwise approved, all players in all matches shall be attired in complete cricket attire consisting of long cream/white trousers, cream/white shirt with collar and sleeves, white cricket footwear and cream/white socks.

**8.2** A club may be allowed to wear cricket apparel bearing the club colours and logos subject to the approval of the Committee. Any changes to previously approved apparel must be submitted to the Management Committee for approval. The Management Committee reserves the right to accept/reject samples submitted.

## **Part 2 – Administrative Requirements**

### **9. Entry of Results**

**9.1** Results from matches played on Saturdays (including full player scores) are to be entered no later than 6.00 pm the following day into MyCricket.

**9.2** Results from matches played on all other days including full player scores are to be entered no later than 7.45 pm on that same evening.

**9.3** In all competitions either team can enter the match results first. The opposing team from the match will be responsible for confirming the result.

**9.4** Penalty for not entering/confirming the result shall be **\$44 (incl GST)** for each game not entered.

**9.5** In all games the names of all team members must be entered for each fixture in MyCricket. Results must be entered for fixtures when no play takes place for any reason whatsoever.

### **10. Captains' Reports**

**10.1** This rule shall apply to all fixtures to which official umpire(s) are allocated.

**10.2** The Captain's report from each fixture must be entered onto the MyCricket site by 6pm on the Wednesday after the completion of the fixture.

**10.3** If after this time reports are still outstanding club(s) will be fined **\$44 (incl GST)** per report that is not entered. This will be imposed on each club for each team in that club for which a report has not been entered.

### **11. Fees and Accounts**

### **11.1 Umpires Fees**

<b>First Grade</b> (2 day fixture)	<b>\$110</b>
<b>First Grade</b> (1 day fixture) <b>and Tom Locker Cup</b>	<b>\$125</b>
<b>First Grade</b> (T20 Fixture)	<b>\$60</b>
<b>Second Grade</b> (2 day fixture)	<b>\$90</b>
<b>Second Grade</b> (1 day fixture)	<b>\$90</b>
<b>Lower Grades</b> (2 day fixture)	<b>\$80</b>
<b>Lower Grades</b> (1 day fixture)	<b>\$80</b>
<b>Under 21's</b>	<b>\$100</b>
<b>Denis Broad OAM Cup T20 Fixtures</b>	<b>\$50</b>
<b>Requested to report to the ground but no play is possible</b>	<b>\$50</b>

A 25% surcharge shall apply to umpires officiating alone. Charges are per umpire/per day and are debited to clubs on their account(s). Queries concerning umpires fees should be directed to the NDCUA Treasurer.

### **11.2 Protest Fees**

- (a) The fee to accompany any lodgment of a protest shall be **\$33 (incl \$3 GST)**.  
(b) The fee to accompany any lodgment of an appeal against a Judiciary Committee decision shall be **\$220 (incl \$20 GST)**. This fee shall be refunded at the discretion of the Appeals Committee.

### **11.3 Fines**

Not entering results into MyCricket	<b>\$44 (incl \$4 GST)</b>
Not submitting Captain's Report (per game)	<b>\$44 (incl \$4 GST)</b>
Captain's Reports not completed/Signed by the captain (per game)	<b>\$11 (incl \$1 GST)</b>
Non-use of covers	<b>\$55 (incl \$5 GST)</b>
Non-operation of scoreboard	<b>\$33 (incl \$3 GST)</b>
Non-operation of sightscreens	<b>\$33 (incl \$3 GST)</b>
Forfeitures (if reason deemed frivolous)	<b>\$110 (incl \$10 GST)</b>
Forfeitures (travel expenses to non-offending team)	<b>\$44 (incl \$4 GST)</b>
Failing to advise of wet weather cancellation	<b>\$22 (incl \$2 GST)</b>

### **11.4 Account Terms**

Payments of Club Accounts are to be received by the NDCA Financial Controller no later than 30 days after the month of Account. For example, November Account is due on or before 31st December. Payments NOT received or Post Marked by the due date will be subject to a fine of **\$110 (incl \$10 GST)**.

### **11.5 Annual Financial Statements**

All clubs will submit to the Association, as soon as available after the end of financial year, a copy of their Annual Report, Balance Sheet and Income and Expenditure Statement. Statements not received within thirty (30) days of a Clubs Annual General Meeting (AGM) will be fined **\$110 (incl \$10 GST)**.

### Part 3 - Point scores

#### 12. Points

12.1 Competition points in **two day fixtures** in all Grades shall be awarded as follows:-

	<b>Points</b>
(i) Outright Win - including 1 <sup>st</sup> Innings Win	10
(ii) Outright Win - after 1 <sup>st</sup> Innings Tie	8
(iii) Outright Win - including 1 <sup>st</sup> Innings Loss	6
(iv) Win on 1 <sup>st</sup> Innings	6
(v) Lead on 1 <sup>st</sup> Innings but beaten Outright	4
(vi) Tie on 1 <sup>st</sup> Innings	3
(vii) Loss on 1 <sup>st</sup> Innings	1
(viii) Outright Loss after being behind on 1 <sup>st</sup> Innings	0
(ix) Outright Loss after 1 <sup>st</sup> Innings Tie	2
(x) Tie on played out fixture - Team leading on 1 <sup>st</sup> Innings	8
(xi) Tie on played out fixture - Team behind on 1 <sup>st</sup> Innings	2
(xii) Tie on played out fixture - Tie on 1 <sup>st</sup> Innings	5
(xiii) Draw	2
(xiv) Bye	0

12.2 Competition points in **one day fixtures** in all Grades shall be awarded as follows:-

	<b>Points</b>
(i) Win	6
(ii) Tie	3
(iii) Loss	1
(iv) Draw	2

Bonus points shall be available to teams competing in one day fixtures:

- (a) Two (2) bonus points shall be awarded to a team which wins a one day fixture by reaching the target score in 60% (or less) of the available overs, or by restricting the opposing team to 60% (or less) of the target score.

- (b) One (1) bonus point shall be awarded to a team which wins a one day fixture by reaching the target score in 80% (or less) of the available overs, or by restricting the opposing team to 80% (or less) of the target score.

12.3 Competition points in **Twenty20 fixtures** shall be awarded as follows:-

	<b>Points</b>
<b>(i) Win</b>	<b>2</b>
<b>(ii) Tie</b>	<b>1</b>
<b>(iii) Loss</b>	<b>0</b>
<b>(iv) Draw</b>	<b>0</b>

### **13. Club Championship**

**13.1** There shall be a Club Championship which shall be decided at the end of the final round of competition fixtures for teams competing in the First, Second, Third, and Fourth Grades, Under 21 competition and Denis Broad OAM Cup. Points shall be determined by multiplying the total competition points secured by each Club by five (5) in First Grade, four (4) in Second Grade, three (3) in Third Grade, two (2) in Fourth Grade, three (3) in Under 21 competition and two (2) in Denis Broad OAM Cup.

**13.2** All matches included in the Grade Competitions (two day, one day and Twenty20 fixtures) shall be taken into consideration when calculating the Club Championship point score.

### **14. Minor Premiers and Major Premiers**

**14.1** The team with the highest points in each grade shall be the Minor Premiers of that grade. In any competition with a bye, the team with the highest percentage of total possible points shall be the Minor Premiers. In the event of teams finishing with equal points or percentages, quotients shall be used to decide Minor Premiership winners and competition positions.

**14.2** The team which wins the Final in each grade shall be the Major Premiers of that grade or competition.

### **15. Calculation of Quotients**

**15.1** For the purpose of ascertaining quotients in the Grade competition the following system shall be adopted:

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

**15.2** The team having the higher quotient shall be considered to have the better performance.

**15.3** For the purpose of calculating quotients a team with less than 11 players shall be deemed to be all out should they lose all the available wickets (ie where a team loses all available wickets, the team is deemed to have lost ten (10) wickets for the purpose of calculating quotient).

## **16. Calculation of Net Run Rate**

**16.1** For the purposes of calculating net run rate in applicable competitions, a team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition, that is, calculation of net run rate – Team run rate per over less Opponent run rate per over.

**16.2** In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

**16.3** In fixtures where play is delayed or interrupted, and the fixture becomes less than a fifty (50) over per team fixture, the Team Run Rates will be calculated as follows:

- (a) The Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs as set in Clause 10.2 of the Playing Conditions for One (1) Day Fixtures.
- (b) The Team Run Rate for the team batting first will be that which was achieved from the same number of highest scoring overs as set in Clause 11.2 of the Playing Conditions for One (1) Day Fixtures to be bowled to the team batting second.

## **Part 4 – Qualification and Registration of Players**

### **17. Registration of Players**

**17.1** Each club shall furnish to the Association at the commencement of each season a completed "Registration Form" in respect of each player. These forms shall be dealt with by the Fixtures and Permits Committee, and in the event of any dispute, or query, shall be referred to the Judiciary Committee for decision.

**17.2** Late registrations (ie those submitted after the commencement of the season) must be received by the NDCA Grade Administrator no later than 5 pm on the day before the commencement of the fixture.

**17.3** All players transferring from a club must obtain a financial clearance from that club. If that club has been disbanded the financial clearance must be obtained from the relevant Association, Cricket Council and/or Zone Secretary. A financial clearance is a clearance provided in writing or via email by an office bearer of the player's most recent club, or a clearance requested and confirmed from the player's most recent club through the MyCricket system. A player is ineligible (for the purposes of Rule 18.1) to participate in any NDCA competition unless and until a financial clearance is provided to the Grade Administrator, or acknowledged through the MyCricket system. The responsibility for

obtaining the relevant financial clearance falls upon the club attempting to register the relevant player.

**17.4** Clubs may register players currently playing in other associations for the Under 21 competition only by indicating this on the Registration Form. The Registration Form must be accompanied by a letter of support from their club/association.

**17.5 Dual Registration**

(a) A player may be dual registered (registered with a Newcastle District Cricket Association club and with the Newcastle City and Suburban Cricket Association) such that they can participate in competitions managed by both Associations in the same season.

(b) A player who wishes to be “dual registered” must indicate as such on their Registration Form.

(c) This provision applies only where the Association club has entered teams in the City and Suburban competition in accordance with Rule 1, or where the Association club has entered into a joint venture with another club which has been approved by the Management Committee prior to the commencement of the season.

**18. Qualification of Players**

**18.1** Any Club playing an unregistered player in a fixture or playing an unauthorised replacement player under Rule 19 or a registered player who has not received the permission required under Rules 18.2 or 18.3 or an ineligible player in any aged competition or an ineligible player as referred to in Rule 20 or a player suspended, otherwise ineligible or disqualified, shall lose the fixture or fixtures in which such player takes part and the maximum points gained by any Club in that Grade and/or Competition in that round shall then be awarded to the opposing Club or Clubs. The offending Club shall receive no points for the fixture. A club which plays an “Unregistered/Unauthorised Substitute” shall be fined \$220 (incl. \$20 GST).

**18.2** With the exception of each registered players first fixture of a season, any player having played First, Second or Third Grade in his last fixture shall not be allowed to drop more than one Grade in the match he next plays unless he receives permission from the Fixtures and Permits Committee. The Fixture and Permits Committee shall make its decision within seven (7) days of any application being received in writing by the Secretary of the Association. This provision does not apply to players who have participated in a First Grade T20 fixture.

**18.3** With the exception of each registered players first fixture of a season, any player having played A, AR or B Grade in the City and Suburban competition in their last fixture shall not be allowed to drop more than one Grade in the round they next play. For the purposes of this rule, A Grade City and Suburban is equivalent to First Grade District, AR Grade City and Suburban is equivalent to Second Grade District, and B Grade is equivalent to Third Grade District fixtures. A player may apply for an exemption from this clause, and the Fixture and Permits Committee shall make its decision within seven (7) days of any application being received in writing by the Secretary of the Association.

**18.4** Any players who are unavailable for a Representative fixture shall not be permitted to play with their Club for the Competition Round or Rounds played during the Representative fixture. This rule will not apply to a player who notifies the Secretary of the Association in writing before the commencement of the season that he is unavailable to play in ALL Representative fixtures during the season. In extenuating circumstances, a player may make application to the Fixtures and Permits Committee for an exemption from the provision of this rule, provided the player gives, in the opinion of the Committee adequate notice of the circumstances that preclude the player's appearance in a Representative Fixture. This clause shall also apply to players who in previous seasons have indicated their unavailability or retirement from representative cricket and nothing has transpired to alter this status.

**18.5** In the event that a two day fixture is completed on the first day, a player in the completed fixture shall be ineligible to participate in any other fixture on the second day, unless approved as a replacement player under Rule 22.

**18.6** For the purposes of determining eligibility for the Under 21 competition, players must be less than 21 years of age as at midnight 31 August 2011.

## **19. Replacement Players**

**19.1** A player selected in a representative team, who is to or has taken part in a fixture played under the direction and control or with the sanction of the Newcastle Junior Cricket Association (NJCA), the Association (NDCA), Cricket Newcastle (CN), Country Cricket NSW (CCNSW), Cricket ACT, Cricket NSW (CNSW) or Cricket Australia (CA) whether so selected before or after the commencement of a grade fixture in which he will be or is currently playing, may be replaced in that grade fixture on either day (as applicable) by another player.

**19.2** Where a player is selected in a representative team prior to the commencement of a fixture, any nominated replacement must be determined and listed on the Team Sheet next to the player being replaced, and cannot be changed without the consent of the opposing captain.

**19.3** Where a representative player only becomes unavailable after the commencement of a fixture due to (a) selection in a representative team or (b) is injured as a result of a representative fixture played after the commencement of a grade fixture and a replacement is required for the second day, the following shall apply. The replacement player shall be approved by the Chairman of the Fixtures and Permits Committee (or his delegate) by 8.00 pm on the evening before the playing day in question. This approval will apply the principle of the replacement player being a 'like player'. The Chairman of the Fixtures and Permits Committee (or his delegate) will inform the Umpires Association of the approval.

**19.4** If a player is released from representative duty and becomes available to participate in the second day of a fixture the nominated replacement for that player shall no longer be applicable.

**19.5** The principle of this replacing of a player shall apply to all lower grade teams so affected in the Club involved.

**19.6** In the case where a player being replaced has batted and been dismissed the replacement player shall not be entitled to bat in that innings.

**19.7** In all other cases the replacement player shall have the full rights of the player being replaced.

**19.8** For the purpose of this rule “a player” includes a registered player of this Association who is appointed as the manager, coach or fixture official of a team referred to in rule 19.1.

**19.9** The replacement player may take further part in the lower grade fixture in the event that play is abandoned in the higher grade before play actually recommences in the lower grade fixture.

**19.10** If the replacements under this Rule have not been approved by the Fixtures and Permits Committee they are unauthorised replacement players for the purposes of rule 18.1.

**19.11** In Third and Fourth Grades players may be replaced for work, injury or other commitments. The players that are replacing should be listed on the Team Sheet next to the player(s) being replaced.

**19.12** If a player(s) has to be replaced in between the first and second days play the club has to notify the Fixtures and Permits Committee Chairman (or their delegate) by 5.00 pm the day before the match. Refer to rules 19.6 and 19.7 for player's rights.

**19.13** If a player(s) has to be replaced in between the first and second day's play, the Fixtures and Permits Committee Chairman (or their delegate) will approve the replacement/s. This approval will apply the principle of the replacement player being a 'like player'. Once approved, the Chairman will notify the Umpire's Association (if the match has official umpire/s) and the Club Secretary of the opposing team before 10.00 am of the morning of the match.

## **20. Qualification of Players for Grade Competition Semi Finals and Finals**

**20.1** No player shall be allowed to play with more than one District club (including approved joint ventures) in one season. This includes fixtures played in both the Grade and City and Suburban competitions.

**20.2** To be eligible to play in grade competition semi-finals and / or finals, a player must have played on at least nine (9) playing days in the grade competition during the current season.

**20.3** To qualify to play in grade competition semi-finals and / or finals in a particular grade a player must have played five (5) of their last nine (9) playing days in the grade competition in that particular grade or a lower grade.

**20.4** Where no play is possible in a fixture for any reason, teams must be nominated on submission of results via the MyCricket system. Players named in a team via the MyCricket system shall count as a day or days played for those particular players in order to qualify them for semifinals or finals in any particular grade.

**20.5** Where a player is dual registered (see Rule 17.5), each match played in the City and Suburban competition for the City and Suburban club for which that player is registered is to be counted as one (1) playing day for the purposes of rules 20.2 and 20.3 above.

**20.6** If a player represents the Newcastle Junior Cricket Association (NJCA), the Association (NDCA), Cricket Newcastle (CN), Country Cricket NSW (CCNSW), Cricket ACT, Cricket NSW (CNSW) or Cricket Australia (CA) during the playing of a Grade game, the grade competition playing days occupied by the Representative fixture shall be treated playing days for the purpose of determining the eligibility of a player as per rules 20.2 and 20.3 above.

**20.6** The Fixtures and Permits Committee may exempt a player from this Rule if he is unable to comply with it because of illness or injury suffered by the player in question during the current season.

**20.7** In the event of a Club having consecutive teams in semi-finals and finals, the Club may interchange players, but a player may play only one grade lower than that for which he is qualified.

**20.8** Any player, having played in a lower Grade semifinal by virtue of the fact that the next higher grade was also in the semi-final, shall still be eligible to play in the lower Grade final if the higher grade team should be defeated in the semi-final.

## **Part 5 – Playing Conditions**

### **21. Laws, Hours and other Conditions of Play**

Except as varied herein, the Laws of Cricket (2000 Code, 4<sup>th</sup> edition - 2010) and such Local Laws as approved by the Management Committee shall apply to all fixtures.

#### **21.1 Nomination of Players**

*Replacement and Substitutes:*

(a) Each Captain shall, immediately before the toss, give to each other and to one of the appointed umpires prior to the umpires taking their positions on the field, a list of his eleven (11) players signed by him and, except as authorised by Rule 19, no alteration shall be made in either eleven without the consent of the opposing Captain.

(b) The Association shall where necessary, prior to the days play, notify the other Club and the NDCUA of the names of authorised replacements under Rule 19.

(c) In all grade competition fixtures any registered player from the fielding Club may be used as a substitute fielder for any player who is injured during the fixture or for any player who has to leave the ground before the end of play. In all other competitions in which player eligibility is restricted, any substitute fielders used must be otherwise eligible to participate in that competition.

#### **21.2 Two (2) Day Fixtures - First Grade:**

*Hours of Play and Intervals:*

- (a) Start time is 11.00 am, except in non daylight saving time, when play shall commence at 10.30 am.
- (b) Luncheon interval is from 1.00 pm to 1.40 pm, except:
  - 30 minutes earlier in non daylight saving time.
- (c) Tea interval is from 3.40 pm to 4.00 pm, except:
  - 30 minutes earlier in non daylight saving time.
  - by the application of Law 15.7: Changing agreed time for Tea Interval and Law 15.8: Tea Interval - 9 wickets down.
- (d) Where fixtures are played on consecutive days, the pitch is to be reprepared but not watered for the second day.

### **21.3 Two (2) Day Fixtures - First Grade:**

#### *Number of Overs and General Conditions:*

- (a) Where present, umpires shall be responsible for determining the number of overs to be bowled. In the absence of umpires, this responsibility would fall to the captains of the respective sides. Where there is any amendment to the number of overs to be played this shall be communicated to both captains and scorers.
  - (b) Fractions shall be ignored in all calculations of the number of overs to be bowled; in each case proceed to the next whole number.
  - (c) There will be no deduction of overs due to innings breaks.
  - (d) An over which for any reason is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of calculating the number of overs on the second day.
  - (e) Laws of Cricket 16.6, 16.7 and 16.8 relating to the last hour of a fixture shall not apply to this competition.
  - (f) There will be no reduction of overs on either day until there is sixty (60) minutes lost on that day.
  - (g) In the event of ground, weather or light resulting in a suspension of play at or after 7.00 pm (6.00 pm in non-daylight saving time) then stumps shall be drawn.
  - (h) If players remain off the ground due to ground, weather or light at 7.00 pm (6.00 pm in non-daylight saving time) then stumps shall be drawn.
  - (i) For the purposes of this clause, "Overs Afforded" to a team includes overs batted by a team and any overs forgone by a team at that point in time by virtue of being bowled out or having voluntarily declared their innings closed.
  - (j) Law of Cricket 5.4 does not apply. No new ball is available in a two-day fixture.
- In fixtures not affected by the loss of 60 minutes or more on any one day:*
- (k) Ninety (90) six-ball overs to be bowled on each day unless an outright result is achieved or the game is ended by mutual agreement of both captains after consulting with the umpires at any stage after the achievement of a first innings result.
  - (l) The team batting first on the first day of a match who has batted for 90 overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

(m) A team that in its first innings has batted for the entire 90 overs on the second day (plus any overs it may have received at the conclusion of the first day) will have its innings automatically declared closed and the total at that time will stand as its first innings total.

*In fixtures affected by the loss of 60 minutes or more on any one day:*

(n) For every 4 minutes or part thereof following the expiration of sixty (60) minutes on any one day the total numbers of overs to be bowled on that day shall be reduced by 1.

eg: If 197 minutes playing time was lost then the numbers of overs lost would be 137 minutes (197-60) divided by 4 which would result in (34.25 rounded up) 35 overs being lost.

(o) *With regard to Day 1*

i. Play shall be abandoned with the fixture reverting to a one day fixture if play cannot be commenced by 3pm (2.30pm in non-daylight saving time).

ii. The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (NB: half overs to be rounded up)

eg: If a total of 35 overs are lost on day 1 then the team batting first would be entitled to receive a maximum of 73 overs before its first innings was closed (total of 145 for the match - 55 overs on Day 1 plus 90 overs on Day 2. If not bowled out or declare their respective innings closed Team A would bat for the 55 overs on Day 1 and 18 overs on Day 2. Team B would then bat for a maximum of 73 overs).

(p) *With regard to Day 2*

i. When Day 1 has seen reduction(s) in overs and there is no further reduction on Day 2, the following shall apply.

a. A team (Team A) batting in its first innings in a match upon reaching its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

b. A team (Team B) batting second in a game and who has reached its revised maximum number of afforded overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

ii. When Day 2 has seen a reduction in overs.

a. The revised total maximum overs for the match (actual overs bowled on Day 1 plus available overs after the reduction on Day 2) shall be divided evenly between the two sides (NB: half overs to be rounded up).

1. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received equal to or more than the revised maximum number of overs in their first innings then it will have its innings automatically declared closed and the total at that time will stand as its first innings total. Team B would then commence its first innings.

2. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received less than the revised

maximum numbers of overs in their first innings the following shall apply.

- a. Upon reaching its revised maximum number of overs Team A will have its innings automatically declared closed and the total at that time will stand as its first innings total.
  - b. The first innings total for Team B who in its first innings who has batted for its revised maximum number of afforded overs on the second day will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- iii. In any circumstances where Team B does not have the opportunity to face an equal or greater number of overs than that afforded to Team A in its first innings then its first innings will not be considered automatically closed at any point. If Team B is not bowled out or do not declare their first innings closed without passing Team A's total then the fixture would be drawn.

#### **21.4 Two (2) Day Fixtures – Second Grade**

- (a) **Start time is 12.30 pm in daylight saving time and 12.00 midday** in non daylight saving time.
- (b) Tea interval is from 3.00 pm to 3.20 pm, except 30 minutes earlier in non daylight saving time.
- (c) Rules 21.2 and 21.3 to apply except that:
  - i. **Eighty (80) six-ball overs** are to be bowled on each day;
  - ii. Times as specified in rule 21.2 not relevant;
  - iii. Rule 21.3 to apply, except that paragraph 21.3(f) does not apply and paragraph 21.3(n) shall be modified such that overs shall be deducted immediately any time is lost after the scheduled start time. For every 4 minutes or part thereof lost after the scheduled start time on any one day the total numbers of overs to be bowled on that day shall be reduced by 1.

#### **21.5 Two (2) Day Fixtures – Third Grade**

- (a) Start time is 1.00 pm in daylight saving time and 12.30 pm in non daylight saving time.
- (b) Tea interval is from 3.20 pm to 3.40 pm, except 30 minutes earlier in non daylight saving time.
- (c) Rules 21.2 and 21.3 to apply except that:
  - i. Seventy (70) six-ball overs are to be bowled on each day;
  - ii. Times as specified in rule 21.2 not relevant;
  - iii. Rule 21.3 to apply, except that paragraph 21.3(f) does not apply and paragraph 21.3(n) shall be modified such that overs shall be deducted immediately any time is lost after the scheduled start time. For every 4 minutes or part thereof lost after the scheduled start time on any one day the total numbers of overs to be bowled on that day shall be reduced by 1.

## **21.6 Two (2) Day Fixtures – Fourth Grade**

- (a) Start time is 1.30 pm in daylight saving time and 1.00 pm in non daylight saving time.
- (b) Tea interval is from 3.40 pm to 4.00 pm, except 30 minutes earlier in non daylight saving time.
- (c) Rules 21.2 and 21.3 to apply except that:
  - i. Sixty five (65) six-ball overs are to be bowled on each day; no bowler shall bowl more than fifteen (15) overs in an innings;
  - ii. Times as specified in rule 21.2 not relevant;
  - iii. Rule 21.3 to apply, except that paragraph 21.3(f) does not apply and paragraph 21.3(n) shall be modified such that overs shall be deducted immediately any time is lost after the scheduled start time. For every 4 minutes or part thereof lost after the scheduled start time on any one day the total numbers of overs to be bowled on that day shall be reduced by 1.

## **22. Follow On (All Grades)**

**22.1** The team which bats first and leads by 100 runs or more in a two (2) day grade competition fixture shall have the option of requiring the opposition to follow on.

## **23. Playing Conditions for One (1) Day Fixtures – Second and Third Grades**

Laws of Cricket (2000 Code, 4<sup>th</sup> edition - 2010) shall apply except as varied below.

### *(i) Duration of Fixtures and Composition of Teams*

**23.1** (a) Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to forty (40) six-ball overs. A minimum of twenty (20) overs per team shall constitute a fixture.

(b) In Second Grade one (1) day fixtures ONLY, fielding restrictions shall apply. Fielding restrictions shall be as per Rule 5 of the First Grade One (1) Day Playing Conditions, on the basis that the innings of each team is of a maximum of forty (40) overs duration.

(c) In Second Grade one (1) day fixtures ONLY, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball called for a foot fault (Law 24.5) as is required by Rule 8 of the First Grade One (1) Day Playing Conditions.

(c) In Second Grade one (1) day fixtures ONLY, umpires are instructed to apply the same strict and consistent interpretation of the Law relating to wide bowling as is required by Rule 9 of the First Grade One (1) Day Playing Conditions.

### **23.2 Hours of Play and Intervals**

Play shall commence at 12.30pm except in non daylight savings time, play shall commence at 12.00 midday and all scheduled times will be brought forward by 30 minutes. A tea interval of 20 minutes shall be taken in the break between innings. Where play is delayed or interrupted in the first innings, for more than 120 minutes the length of the interval will be 10 minutes.

### **23.3 Intervals for Drinks**

One drink break per session shall be permitted. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

### **23.4 Length of Innings**

#### **Uninterrupted Fixtures**

Each team shall bat for 40 overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for a maximum of 40 overs.

### **23.5 Delayed or Interrupted Fixtures**

#### **General**

- (a) 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. (Minimum twenty (20) overs each team).

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.

- (b) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (c) A team shall not be permitted to declare its innings closed.
- (d) Fractions are to be ignored in all calculations re number of overs.

### **23.6 Delay or Interruption to the Innings of the Team batting Second**

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost.

**23.7** The hours of play shall not be extended where time is lost. Calculations because of any time lost thereafter shall be as per rule 26.5(a).

### **23.8 Calculations of target score**

If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

- (a) The result shall be decided on the average run rate throughout both innings.
- (b) If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

### **23.9 Number of overs per Bowler**

No bowler shall bowl more than eight (8) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

### **23.10 The Result**

A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. A fixture shall be a "no result" if both teams have not had the opportunity to bat for a minimum 20 overs because:

- (a) the innings of the team batting first could not commence by 3.10 pm (except thirty (30) minutes earlier in non daylight savings time);
- (b) the innings of the team batting second could not commence by 4.40 pm (except thirty (30) minutes earlier in non daylight savings time); or
- (c) the innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its' commencement.

In the event of scores being level at the completion of the innings of both teams, the result shall be a tie.

## **24. Playing Conditions for One (1) Day Fixtures – Fourth Grade**

Laws of Cricket (2000 Code, 4th edition - 2010) shall apply except as varied below.

### *(i) Duration of Fixtures and Composition of Teams*

**24.1** Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to thirty-five (35) six-ball overs. A minimum of twenty (20) overs per team shall constitute a fixture.

### **24.2 Hours of Play and Intervals**

Play shall commence at 1.30pm except in non daylight savings time, play shall commence at 1.00 pm and all scheduled times will be brought forward by 30 minutes. A tea interval of 20 minutes shall be taken in the break between innings. Where play is delayed or interrupted in the first innings, for more than 120 minutes the length of the interval will be 10 minutes.

### **24.3 Intervals for Drinks**

One drink break per session shall be permitted. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

### **24.4 Length of Innings**

#### **Uninterrupted Fixtures**

Each team shall bat for 35 overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than 35 overs, the team batting second shall be entitled to bat for a maximum of 35 overs.

### **24.5 Delayed or Interrupted Fixtures**

#### **General**

- (a) 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. (Minimum twenty (20) overs each team).
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) A team shall not be permitted to declare its innings closed.
- (e) Fractions are to be ignored in all calculations re number of overs.

**24.6** Delay or Interruption to the Innings of the Team batting Second If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost.

**24.7** The hours of play shall not be extended where time is lost. Calculations because of any time lost thereafter shall be as per rule 26.15(a).

**24.8 Calculations of target score**

If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

- (a) The result shall be decided on the average run rate throughout both innings.
- (b) If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

**24.9 Number of overs per Bowler**

No bowler shall bowl more than seven (7) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

**24.10 The Result**

A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. A fixture shall be a "no result" if both teams have not had the opportunity to bat for a minimum 20 overs because:

- (a) the innings of the team batting first could not commence by 3.10 pm (except thirty (30) minutes earlier in non daylight savings time);

- (b) the innings of the team batting second could not commence by 4.40 pm (except thirty (30) minutes earlier in non daylight savings time); or
- (c) the innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its' commencement.

In the event of scores being level at the completion of the innings of both teams, the result shall be a tie.

## **25. General Provisions Regarding Umpires**

**25.1** In the event of only one appointed Umpire being present at any fixture, the authority vested in the Umpires in accordance with rules 23, 24 and 26 shall be the sole responsibility of the appointed Umpire.

**25.2** In the event of no appointed Umpire being present at any fixture, the fitness of the light, weather, pitch and ground shall be matters for the determination of the two Captains. If the Captains disagree the state of affairs existing at the time of the question arising shall continue.

**25.3** In all fixtures both Captains and Umpire(s) are to check and sign both score books on completion of each innings certifying the correctness of the score and the result of the fixture.

### **25.4 Lightning**

**25.4.1** Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

**25.4.2** Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later, and shall remain off the field of play for the duration of the period that play is suspended under clause 25.4.

## **26. Local Laws**

### **26.1 Penalty Runs**

The Laws of Cricket covering the awarding of Five Penalty Runs will only apply to those fixtures where official Umpires have been appointed.

**26.2** Law 2.5 (Law of Cricket:- Fielder absent or leaving the field) – is amended to allow players arriving late to a fixture, due to work commitments, to participate upon taking the field.

## **27. Boundaries**

**27.1** Law 19: Boundaries shall apply with the following exceptions:

- (a) the boundary at Townson Oval, Merewether shall be the fence; and
- (b) the retaining wall circulating part of Cardiff No 1 Oval will form part of the boundary.

## 28. Restrictions - Young Bowlers

**28.1** For the purposes of this clause, where Umpires are not appointed to the fixture the responsibility falls entirely to the fielding captain.

**28.2** No medium pace or faster bowler (broadly defined as a bowler to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play, as set out below.

	<b>Maximum Overs in a Spell</b>	<b>Maximum Overs in a Day's Play</b>
Under 19	8	20
Under 17	6	16
Under 15	5	12
Under 14	5	10

### 28.3 Length of Break

- (a) The break between spells is to be at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.
- (b) A bowler who has bowled a spell of fewer than the maximum number of overs set out in the above table may resume bowling prior to the completion of the minimum rest period as defined in (a) above, but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
- (c) For the purposes of determining the break between spells where play is interrupted, the following shall apply:
  - i. where the interruption is a change of innings (10 minute break), the interruption shall count as one (1) over from each end;
  - ii. where the interruption is the tea interval (20 minute break), the interruption shall count as two (2) overs from each end;
  - iii. where the interruption is the luncheon interval (40 minute break), the interruption shall count as five (5) overs from each end;
  - iv. where the interruption is an unscheduled interruption (as a result of wet weather, bad light or any other break in play) which lasts for more than ten (10) minutes, the interruption shall count as one (1) over from each end for every eight (8) minutes of play that is lost. Fractions are not to be included in any calculations.

**Example:** 75 minutes play is lost due to wet weather. This interruption in play will count as nine (9) overs from each end. This is because 9 eight (8)

minute increments of play have been lost (9 x 8 = 72 minutes; remaining 3 minutes are ignored for the purposes of this calculation).

- (d) 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 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.

#### **28.4 Change of Bowling Type**

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

- (a) if the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day; and
- (b) 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.

#### **28.5 Responsibility of Fielding Captain**

- (a) It is the responsibility of the fielding Captain to ensure that this playing condition is upheld. The Umpires will assist in maintaining records to enable the enforcement of this rule together with the Scorers of the match. Scorers must notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs he may bowl without a break, and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Rule.
- (b) 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.
- (c) 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.

### **29. Semi-Finals and Finals**

**29.1** In Semi-Finals the draw will be the Major Premiers to play the Fourth placed team and the Second placed team to play the Third placed team.

**29.2** Playing conditions (with the exception of hours of play) shall be the two day competition rules. The hours of play in Semi-Finals and Finals are thirty (30) minutes before normal starting time of rounds.

#### **29.3 All Grades**

- (a) In the event of both the First Grade Semi-Finals being completely washed out, they can be replayed provided there is one weekend left spare for the Final.
- (b) In the First Grade Final only, if ANY play (whether play has commenced or not) is lost due to weather, ground, light conditions or any other reason, then play will

commence or continue, (and the state of the game will remain the same, until a total of 180 overs are bowled, with the proviso that the team batting first bats for no more than 90 overs in their first innings), using all available playing dates to enable the fixture to be completed and a result achieved.

- (c) Where the last possible playing date has been reached and no play has been possible the fixture shall revert to a one day fixture.
- (d) In the event of a Semi-Final being drawn or tied - the team finishing higher on the Premiership standings shall be declared the winner.
- (e) Where Semi-Finals or Finals are played on consecutive days, pitch to be fully reprepared but not watered for second day.
- (f) Second, Third and Fourth Grade Semi-Finals: if there is no play on the first day then the fixture will revert to a one day fixture.
- (g) Second, Third and Fourth Grade Finals: if there is no play on either day the game can be still played as a two day fixture if there are spare days available. If there is no play on the first day and there are no spare days available, the match will revert to a one day fixture.

**29.4** To take part in Semi-Finals or Finals of any competition conducted by the NDCA Clubs must be financial with respect to wicket fees, Umpires' fees and fines imposed by the Association no less than two (2) weeks prior to the fixture concerned taking place.

## **Part 6 - Facilities**

### **30. Compulsory Covers**

**30.1** At each club's First Grade ground covers shall be provided and it shall be compulsory for them to be used in all First Grade, Second Grade, Tom Locker Cup, Denis Broad OAM Cup, Twenty20 and Under 21 fixtures. Hessian must be used in conjunction with covers.

**30.2** The home club shall be responsible for the pitch covering whilst the responsibility for pitch covers in all Semi-Finals and Finals shall be determined by the Management Committee. For the purposes of this Rule, if the fixture is to be played at No. 1 Sportsground, the home team shall be the team whose Second Grade team is playing in the same round at the home ground of their opponents.

**30.3** Where covers are required, the pitch shall be protected in the event of rain wherever possible from the afternoon prior to the commencement of play and as required during the days play.

**30.4** In the event of the pitch being wet beforehand or wet at the time the covers are to be laid, the home club is permitted to exercise discretion as to whether to cover or not cover the pitch. The Chair of the Fixtures and Permits Committee must be notified immediately if covers are not used.

**30.5** The NDCA Management Committee shall, if it determines that a Club has breached this Rule, inflict on that Club:

- (a) A penalty of \$55 for the first offence and then
- (b) The forfeiture of three (3) premiership points for succeeding offence(s).

## **31. Operation of Scoreboards and Sightscreens**

### **31.1 Scoreboards**

All First Grade grounds shall provide scoreboards and they shall operate in all First Grade, Second Grade, Tom Locker Cup, Denis Broad OAM Cup, Twenty20 and Under 21 fixtures. It is the responsibility of the batting side to update the scoreboard at a maximum of five (5) over intervals. If they are not so operated the Umpires shall indicate accordingly in their report and a fine of \$33 (incl \$3 GST) for each offence shall be payable unless in the opinion of the NDCA Management Committee there are extenuating circumstances.

### **31.2 Sightscreens**

All First Grade grounds shall provide sightscreens and if they are not provided the club shall be fined \$33 (incl \$3 GST).

- (a) Where sightscreens are on the playing surface they shall be boxed in by lines and/or witches hats.
- (b) Movement of the sightscreens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

## **32. Equipment for Grounds**

**32.1** The home club is responsible for providing six (6) stumps and four (4) bails and spares if necessary. In addition the home club shall provide plastic markers where required.

## **Part 7 – Code of Behaviour**

### **33. Code of Behaviour**

**33.1** This Code of Behaviour (“the Code”) shall apply to all players, members, officials and office bearers of affiliated clubs and organisations, participating in, or attending district cricket fixtures.

**33.2** Persons who are subject to the Code must not:

- (a) Assault or attempt to assault an Umpire, a player or a spectator;
- (b) Abuse an umpire, another player or a spectator;
- (c) Dispute, or repeatedly question, an Umpire’s decision, or react in an obviously provocative or disapproving manner towards an Umpire, his decision or generally;
- (d) Use crude and/or abusive language or abusive hand signals or other gestures, or engage in any form of conduct detrimental to the spirit of the game, or likely to bring the game into disrepute;
- (e) (As a dismissed batsman). Fail to leave the crease promptly on being given out or bang his bat on the ground or throw the bat on returning to the pavilion or strike any object with the bat or use audible unacceptable language either on the way from the ground or after leaving the field of play;
- (f) Engage in any other conduct, either on or in the vicinity of the field of play, detrimental or prejudicial to the best interests of the game of cricket, the NDCA, or of an affiliated club or organisation.

**33.3** An alleged breach of the Code may be reported by:

- (a) A player participating in the particular fixture in which an alleged breach occurs;
- (b) Either or both Umpires officiating in the fixture;
- (c) An office bearer or committee person of either club involved in the fixture;
- (d) Any member of the NDCA Management Committee or its Standing Committees.

**33.4** Where the conduct or behaviour of any person referred to in rule 33.1 is to be the subject of a report by an officiating Umpire, the Umpire shall:

- (a) Submit to the Code of Conduct Commissioner of the NDCA by 6.30 pm on the 2nd business day following the incident, a written report containing details of the alleged conduct or behaviour;
- (b) Attend the meeting of the Judiciary Committee which considers the report.

**33.5** Where the conduct or behaviour of any person referred to in rule 33.1 is to be the subject of a report by any person referred to in rule 33.3, other than an officiating Umpire the person shall:

- (a) Submit to the Code of Conduct Commissioner of the NDCA by 6.30 pm on the 2nd business day following the incident, a written report on the prescribed form containing details of the alleged conduct or behaviour;
- (b) Attend the meeting of the Judiciary Committee which considers the report.

**33.6** The Code of Conduct Commissioner shall:

- (a) Examine and consider any report made under the Code of Behaviour, such reports must be lodged with him as per rules 33.4(a) and 33.5(a) above.
- (b) If of the opinion that a breach of the Code has occurred, the Code of Conduct Commissioner shall lay charges against the person reported and serve on them notice in the form prescribed in the administrative regulations, to appear before the Judiciary. Service of the notice on the player's club shall be deemed service on the player. Telephone advice of the details of the alleged breach of the Code shall be sufficient provided the written notice is served before the hearing.
- (c) Appear at the hearing before the Judiciary, to present the evidence relied upon to support the charge (including assisting the reporter/s in their presentation of their evidence) to test the defence case, to address the Judiciary, and, if applicable, to make submissions in respect to these matters and as to penalty.
- (d) In the case where a person charged under the Code appeals, appear before the Appeals Committee on the hearing of the appeal and make such submissions as are, in the circumstances, appropriate.
- (e) Appear for and represent the Association at the hearing of any matter by the Judiciary or the Appeals Committee, which comes before those committees otherwise than as a result of a charge under the Code of Behaviour.

**33.7** Any judiciary hearing shall take place prior to the commencement of the next grade fixture following the incident.

**33.8** Umpires may report any case of obvious dissent or misconduct, even though the player's captain may have taken effective action (Refer Law 42.13) and nothing in this

Code is intended to derogate from or be a substitute for the Umpires' duties under that Law. In addition umpires may mention in their report any player whose conduct is contrary to the spirit and traditions of the game as outlined in The Preamble to the Laws of Cricket. Any such conduct will be drawn to the attention of the Code of Conduct Commissioner.

**33.9** Otherwise than is required under rules 35.4 and/or 35.5 no person, other than the Secretary of the NDCA, shall publish the fact that a report has been made under this rule.

**33.10** The captain of a player cited to appear before the Judiciary Committee must attend the Judiciary Committee Hearing. Failure to do so will result in the player and captain being automatically suspended until such time as they appear before the Judiciary Committee unless there are extenuating circumstances acceptable to the Judiciary Committee.

**33.11** The following is a recommended schedule of prescribed penalties:

- Bringing the game into disrepute/unsportsmanlike behavior  
**2-4 playing days**
- Disputing an Umpire's decision  
**2-6 playing days**
- Using abusive/offensive language  
**2-10 playing days**
- Provocative/intimidating behavior  
**2-10 playing days**
- Assaulting Umpire's, players and/or spectators  
**10 playing days to life**
- Threatening or violent behavior  
**10 playing days to life**

**Notes:**

1. Charges arising from one particular incident shall be considered together. The penalty for composite offences arising from one particular incident shall be the most serious of the offences plus up to 6 playing days.
2. The actual sentence(s) duration shall be stated as "suspended to a certain date".
3. Suspended sentences may be considered when deemed appropriate but reprimands are to be avoided, except in exceptional circumstances.

**Royce D McCormack**  
Secretary NDCA

## **Playing Conditions for One (1) Day Fixtures for 1st Grade (Tom Locker Cup) and Under 21 Competitions**

Laws of Cricket (2000 Code, 4th edition - 2010) shall apply except as varied below.

### **1. Duration of Fixtures**

Fixtures shall be of one day's duration. The fixtures will consist of one innings per side and each innings will be limited to fifty (50) six-ball overs. A minimum of twenty (20) overs per team shall constitute a fixture.

### **2. Hours of Play and Intervals**

#### **2.1 Hours of Play**

- (a) Play shall commence at 10.00 am, except that in non-daylight savings time play shall commence at 9.30 am and all scheduled times will be brought forward by 30 minutes.
- (b) Each innings of the match is to be completed within 3 hours 30 minutes of its commencement. For the purposes of Rules 3 and 4 below, the scheduled time shall be 3 hours 30 minutes after the commencement of each innings (subject to any adjustment in accordance with those provisions).
- (c) A lunch interval of forty (40) minutes is to be taken at the conclusion of the innings of the team batting first.
- (d) Where play is delayed or interrupted in the first innings, the Umpires will reduce the length of the interval as follows:

<i><b>Time Lost</b></i>	<i><b>Interval</b></i>
<b>Less than 60 minutes</b>	<b>30 minutes</b>
<b>60-120 minutes</b>	<b>20 minutes</b>
<b>More than 120 minutes</b>	<b>10 minutes</b>

#### **2.2 Intervals for Drinks**

Two (2) drinks breaks per session shall be permitted, each 1 hours 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

#### **2.3 Extra Time**

Provision has been made for up to 30 minutes of extra official playing - refer 4.1 and 4.3.

### **3. Length of Innings**

#### **3.1 *Uninterrupted Fixtures***

- (a) Each team shall bat for fifty (50) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The interval shall be reduced in the event that the team fielding first fails to bowl the required number of overs in the scheduled time.

The Umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- (d) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided in (c) above.
- (e) If the team fielding second fails to bowl 50 overs or the number of overs as provided in 3.1 (b), (c) or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with Clause 2.3.
- (f) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with Clause 2.3. Unless determined otherwise by the Umpires, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

## **4. Delayed or Interrupted Fixtures**

### **4.1 General**

- (a) 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. (Minimum twenty (20) overs each team, subject to the provisions of Clause 3.1 (b). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.
- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with Clause 2.3.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) A team shall not be permitted to declare its innings closed.
- (e) Fractions are to be ignored in all calculations re number of overs.

### **4.2 Delay or Interruption to the Innings of the Team Batting First**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses 2.1 and 4.1 (a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and 3.1 (b) shall apply.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, 3.1 (c) shall apply.

### **4.3 Delay or Interruption to the Innings of the Team Batting Second**

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost.

The hours of play shall be extended by the amount of time lost up to a maximum of 30 minutes in day fixtures and up to 45 minutes in day/night fixtures. Calculations because of any time lost thereafter shall be as per 4.1 (a).

Calculations of target score - refer clause 10.2.

## **5. Restrictions on the Placement of Fieldsmen**

**5.1** Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

Continuous painted white lines or 'dots' at five yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

**5.2** Two inner circles shall also be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated.

**5.3** At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side. This applies to both "Powerplay overs" and "non-Powerplay overs".

**5.4** Fielding restrictions shall apply to certain overs in each innings (to be referred to as "Powerplay overs").

a) The first block of Powerplay overs shall be taken at the commencement of the innings (to be referred to as the "First Powerplay"). In an uninterrupted fixture, the First Powerplay shall be of ten (10) overs duration.

- i. During the First Powerplay, only two (2) fieldsmen are permitted to be outside the field restriction marking (30 yard circle) at the instant of delivery.
- ii. During the First Powerplay there must be a minimum of two (2) stationary fieldsmen within the 15 yards field restriction of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the undemarcated area) provided only that they are standing in slip, leg slip and gully positions.

b) The remaining Powerplay overs (the second and third block of Powerplay overs) shall be taken at the discretion of the participating teams. One block shall be taken at the discretion of the fielding captain, and the other at the discretion of either of the batsmen at the wicket. During the second and third block of Powerplay overs, only three (3) fieldsmen shall be permitted outside the field restriction marking (30 yard circle) at the instant of delivery (note that no stationary fielders within the 15 yard restriction are required during the second and third blocks of Powerplay overs)).

- i. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over.
- ii. A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
- iii. The Umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- iv. Once a side has nominated a Powerplay, the decision cannot be reversed.
- v. Should either (or both) teams choose not to exercise their discretion, their Powerplay overs will automatically commence at the latest available point in the innings (ie in an uninterrupted fixture where one team has not claimed its Powerplay, the Powerplay will begin at the start of the 46<sup>th</sup> over).

**5.5** Each block of Powerplay overs must commence at the start of an over.

**5.6** At the commencement of the second and third blocks of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay, the umpire shall signal this to the scorers by tapping his hand above his head after the signal. The umpire shall also indicate

to the fielding captain before any signal is made that the batting side has chosen its powerplay.

**5.7** For the remaining overs (the “non-Powerplay overs”), only five fieldsmen are permitted to be outside the field restriction marking (30 yard circle) at the instant of delivery.

**5.8** In circumstances where the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. This provision applies where overs are reduced in either or both the first and/or second innings of a match.

Total overs in innings	First Powerplay	Fielding Powerplay	Batting Powerplay	Total Powerplay Overs
20-21	4	2	2	8
22-23	5	2	2	9
24-26	5	3	2	10
27-28	6	3	2	11
29-31	6	3	3	12
32-33	7	3	3	13
34-36	7	4	3	14
37-38	8	4	3	15
39-41	8	4	4	16
42-43	9	4	4	17
44-46	9	5	4	18
47-48	10	5	4	19
49	10	5	5	20

**5.9** If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 5.8 above. Any Powerplay overs already taken prior to the interruption will be deemed to have been taken in the following sequence: the initial allocation, the fielding side’s allocation then the batting side’s allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

**Examples of 5.9:**

**Example One:** A match starts as 40 overs; with the first 8 as Powerplays (PP). The next two overs are not PP, the match is then delayed after 10 overs and shortened to 30 overs.

The new PP allocation is 6+3+3, we have had 8 PP overs, so there is one over of fielding side selection left and all three overs for the batting sides. Both teams can choose when to use their respective 1 and 3 over allocations.

**Example Two:** As above but the match resumes as 23 overs each. The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.

**5.10** If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

**5.11** If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

**5.12** If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

**Examples of 5.10, 5.11 and 5.12:**

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (Example One) 38 overs, (Example Two) 28 overs, (Example Three) 20 overs.

**Example One:** Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.

**Example Two:** Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.

**Example Three:** Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

**5.13** If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

**Example of 5.13:**

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

## **6. Number of Overs per Bowler**

**6.1** No bowler shall bowl more than ten (10) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

**6.2** Where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

**6.3** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

**6.4** Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs, which are allowed in a spell and in a day's play (see Rule 30, Rules of Competition).

## **7. No Ball**

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

**7.2** A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.

**7.3** The umpire at the bowlers end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.

**7.4** In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

**7.5** In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in 7.1 above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

**7.6** If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in 7.5 above and advise the bowler that this is his final warning.

**7.7** Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

## **8. Free Hit**

**8.1** The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

**8.2** For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

**8.3** Field changes are not permitted for free hit deliveries unless there is a change of striker.

**8.4** The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **9. Wide Bowling - Judging a Wide**

**9.1** 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.

**9.2** Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a wide.

**9.3** A penalty of one shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

## **10. The Ball**

Only balls as approved by the NDCA Inc. are to be used.

## **11. The Result**

A result can be achieved only if both teams have had the opportunity of batting for at least twenty (20) overs, subject to the provisions of Clause 3.1 (b) and 4.2 (b), unless one team has been all out in less than twenty (20) overs or unless the team batting second scores enough runs to win in less than twenty (20) overs. A fixture shall be a "no result" if both teams have not had the opportunity to bat for a minimum twenty (20) overs because:

- (a) the innings of the team batting first could not commence by 3.20 pm (except thirty (30) minutes earlier in non daylight savings time);
- (b) the innings of the team batting second could not commence by 5.15 pm (except thirty (30) minutes earlier in non daylight savings time); or
- (c) the innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its' commencement.

**11.1** In the event of scores being level at the completion of the innings of both teams, the result shall be a tie.

**11.2** *Delayed or Interrupted Fixtures –  
Calculation of the Target Score*

If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

- (i) The result shall be decided on the average run rate throughout both innings;
- (ii) If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

## **12. Calculation of Net Run Rate**

**12.1** A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition, that is, calculation of net run rate – Team run rate per over less Opponent run rate per over.

**12.2** In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

**12.3** In fixtures where play is delayed or interrupted, and the fixture becomes less than a fifty (50) over per team fixture, the Team Run Rates will be calculated as follows:

- (a) The Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs as set in Clause 10.2.
- (b) The Team Run Rate for the team batting first will be that which was achieved from the same number of highest scoring overs as set in Clause 11.2 to be bowled to the team batting second.

## **13. Sight Screens**

Movement of the Sight Screens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

## **14. Scoreboards**

Scoreboards are to be operated for the whole of the fixture.

## **15. Duties of Scorers and Umpires**

**15.1** Scorers to maintain list of progress score at the end of each over.

**15.2** Scorers to calculate run rate at the end of each innings.

**15.3** Umpires to initial calculations at the end of each innings.

## **16. Competition Fixtures and Allocation of Grounds**

All fixtures to be played on a home and away basis as determined by the Fixtures and Permits Committee, except that the final be played at No. 1 Sportsground if possible.

## **17. Markings**

Field restriction circle and Stationary Fielding indicators and Wide bowling indicators at each end of the pitch need to be applied in addition to the normal pitch markings ie Popping, Bowling and Return Creases including Protected Area 5ft Markings.

## **18 Player Qualification for Under 21 Competition**

**18.1** For the purposes of determining eligibility for the Under 21 competition, players must be less than 21 years of age as at midnight 31 August 2011.

## **19. Declaration of Team**

**19.1** Each captain shall provide (in writing) a list of the names of the 11 players comprising their team to both the opposing Captain and officiating umpires prior to the toss.

# **Playing Conditions for Fixtures in NDCA Twenty20 and Denis Broad OAM Cup Competitions**

Laws of Cricket (2000 Code, 4th edition - 2010) shall apply except as varied below.

## **1. Duration of Fixtures**

Fixtures shall be of one day's duration. The fixtures will consist of one innings per side and each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

## **2. Hours of Play and Intervals**

### **2.1 Hours of Play**

- (a) Play in each fixture shall commence at the time designated by the NDCA Inc.
- (b) Each innings of the match is to be completed within 1 hour 15 minutes of its commencement. For the purposes of Rules 3 and 4 below, the scheduled time shall be 1 hour 15 minutes after the commencement of each innings (subject to any adjustment in accordance with those provisions).
- (c) An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.
- (d) Where play is delayed or interrupted in the first innings, the length of the interval will be as follows:

<i>Time Lost</i>	<i>Interval</i>
<b>Less than 30 minutes</b>	<b>10 minutes</b>
<b>More than 30 minutes</b>	<b>5 minutes</b>

### **2.2 Intervals for Drinks**

- (a) No drinks intervals shall be permitted, except in extreme conditions.
- (b) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

### **2.3 Extra Time**

Provision has been made for up to 30 minutes of extra official playing - refer 4.1 and 4.3.

## **3. Length of Innings**

### **3.1 Uninterrupted Fixtures**

- (a) Each team shall bat for twenty (20) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The interval shall be reduced in the event that the team fielding first fails to bowl the required number of overs in the scheduled time.

The Umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- (d) If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (c) above.
- (e) If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in 3.1 (b), (c) or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with Clause 2.3.
- (f) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with Clause 2.3. Unless determined otherwise by the Umpires, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

#### **4. Delayed or Interrupted Fixtures**

##### **4.1 General**

- (a) 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. (Minimum five (5) overs each team, subject to the provisions of Clause 3.1 (b)). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.

- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with Clause 2.3.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) A team shall not be permitted to declare its innings closed.
- (e) Fractions are to be ignored in all calculations re number of overs.

#### **4.2 Delay or Interruption to the Innings of the Team Batting First**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses 2.1 and 4.1(a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and 3.1(b) shall apply.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, 3.1(c) shall apply.

#### **4.3 Delay or Interruption to the Innings of the Team Batting Second**

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost.

The hours of play shall be extended by the amount of time lost up to a maximum of thirty (30) minutes. Calculations because of any time lost thereafter shall be as per 4.1(a).

Calculations of target score - refer clause 10.2.

### **5. Restrictions on the Placement of Fieldsmen**

**5.1** Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

Continuous painted white lines or 'dots' at five yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

**5.2** At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.

**5.3** For the first six (6) overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

**5.4** For the remaining overs, only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

**5.5** In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

<b>Total overs in innings</b>	<b>No. of overs for which fielding restrictions in 5.3 above will apply</b>
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

**5.6** Where the number of overs for the team batting second is reduced, the restriction in 5.3 will apply in accordance with the table above.

## **6. Number of Overs per Bowler**

**6.1** No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

**6.2** Where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

**6.3** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

## **7. No Ball**

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

**7.2** A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.

**7.3** The umpire at the bowlers end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.

**7.4** In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

**7.5** In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in 7.1 above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the

other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

**7.6** If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in 7.5 above and advise the bowler that this is his final warning.

**7.7** Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

## **8. Free Hit**

**8.1** The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

**8.2** For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

**8.3** Field changes are not permitted for free hit deliveries unless there is a change of striker.

**8.4** The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **9. Wide Bowling - Judging a Wide**

**9.1** 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.

**9.2** Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a wide.

**9.3** A penalty of one shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

## **10. The Ball**

Only balls as approved by the NDCA Inc. are to be used.

## **11. The Result**

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of Clause 3.1(b) and 4.2(b), unless one team has been all out in less than five (5) overs or unless the team batting second scores enough

runs to win in less than five (5) overs. A fixture shall be a “no result” if both teams have not had the opportunity to bat for a minimum five (5) overs because:

- (a) the innings of the team batting first could not commence within 85 minutes of the scheduled start of play;
- (b) the innings of the team batting second could not commence within 2 hours 50 minutes of the scheduled start of play; or
- (c) the innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its’ commencement.

**11.1 In the event of a Tie in the Preliminary Rounds, the following will apply:**

- (i) A team losing the lesser number of wickets shall be declared the winner.
- (ii) If wickets lost are equal, the team with the higher overall scoring rate shall be declared the winner.
- (iii) If the result cannot be decided by (i) or (ii) the winner will be the team with the higher score:

1st – after 15 overs or, if still equal;

2nd – after 10 overs or, if still equal;

3rd – after 5 overs or, if still equal the result shall be declared a tie.

**11.2 In the event of a Tie in the Semi Finals or Final, the following will apply:**

- (a) A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the match.
- (b) The one (1) over per side eliminator will take place on the pitch allocated for the match.
- (c) Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
- (d) The names of the nominated players are to be provided in writing to the officiating umpires and opposing captain.
- (e) The umpires shall stand at the same end as that in which they finished the match.
- (f) The umpires shall choose which end to bowl and both teams will bowl from the same end.
- (g) Each team’s over is played with the same fielding restrictions as those that are in place for the last over of a normal twenty20 fixture.
- (h) The team batting second in the match will bat first in the one over eliminator.
- (i) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team’s innings shall be used for the “extra” over.
- (j) The loss of two wickets in the over ends the team’s one over innings.
- (k) In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
- (l) If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.

(m) If still equal the following shall apply:

- i. In the Semi-Finals, as per clause 11.1.
- ii. In the Final – the teams are declared joint winners.

### **11.3 Delayed or Interrupted Fixtures**

#### *Calculation of the Target Score*

If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

- (i) The result shall be decided on the average run rate throughout both innings;
- (ii) If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

### **12. Calculation of Net Run Rate**

**12.1** A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition, that is, calculation of net run rate – Team run rate per over less Opponent run rate per over.

**12.2** In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

**12.3** In fixtures where play is delayed or interrupted, and the fixture becomes less than a twenty (20) over per team fixture, the Team Run Rates will be calculated as follows:

- (a) The Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs as set in Clause 11.2.
- (b) The Team Run Rate for the team batting first will be that which was achieved from the same number of highest scoring overs as set in Clause 12.2 to be bowled to the team batting second.

### **13. Sight Screens**

Movement of the Sight Screens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

### **14. Scoreboards**

Scoreboards are to be operated for the whole of the fixture.

### **15. Duties of Scorers and Umpires**

**15.1** Scorers to maintain list of progress score at the end of each over.

**15.2** Scorers to calculate run rate at the end of each innings.

**15.3** Umpires to initial calculations at the end of each innings.

## **16. Markings**

Field restriction circle (30 yards) and wide bowling indicators at each end of the pitch are to be applied in addition to the normal pitch markings ie Popping, Bowling and Return Creases including Protected Area 5ft Markings.

## **17. Substitute Fielders**

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons.

## **18. Fall of Wicket**

The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to make his way to the wicket immediately a wicket falls.

## **19. Declaration of Team**

Each captain shall provide (in writing) a list of the names of the 11 players comprising their team to both the opposing Captain and officiating umpires prior to the toss.

## **20. Player Eligibility for the Denis Broad OAM Cup**

**20.1** No player who has played nine (9) or more playing days in First Grade in the current and/or previous season combined shall be eligible to participate in this competition.

**20.2** Players may apply to the Fixtures and Permits Committee for an exemption from the operation of r 20.1. Applications are to be made in writing by the Club Secretary. Exemptions from the operation of r 20.1 are only to be granted in exceptional circumstances.

## Fixtures and Ground Allocations 2011/2012

### Grade Competition

Round 1	1 Oct 2011	1st Grade	2nd Grade	3rd Grade	4th Grade
Wallsend	v Hamilton-Wickham	Wallsend Oval	-	-	-
Belmont	v Charlestown	Cahill Oval	-	-	-
West's CC	v Newcastle City	Harker Oval	-	-	-
Toronto Workers	v University	Ron Hill Oval	-	-	-
Stockton-Terrace	v Cardiff-Boolaroo	Lynn Oval	-	-	-
Waratah-Mayfield	v Merewether	Waratah Oval	-	-	-
<b>Round 2</b>	<b>8, 15 Oct 2011</b>				
Hamilton-Wickham	v Cardiff-Boolaroo	Passmore Oval	Cardiff Oval	Hawkins Oval	Cardiff No 2
Newcastle City	v Toronto Workers	Learmonth Park	Ron Hill Oval	No 5 Sports	Awaba Oval
Charlestown	v Stockton-Terrace	Kahibah Oval	Lynn Oval	Walters Park	Stock Hosp
Waratah-Mayfield	v Wallsend	Waratah Oval	Wallsend Oval	Waratah No 3	Wallsend No 2
University	v Belmont	University Oval	Cahill Oval	Ray Watt Oval	Miller Field
West's CC	v Merewether	Harker Oval	Empire Park	Ford Oval	No 6 Sports
<b>Round 3</b>	<b>22, 29 Oct 2011</b>				
Belmont	v Hamilton-Wickham	Cahill Oval	Passmore Oval	Miller Field	Hawkins Oval
Charlestown	v Newcastle City	Kahibah Oval	Learmonth Park	Walters Park	No 5 Sports
Wallsend	v West's CC	Wallsend Oval	Harker Oval	Wallsend No 2	Ford Oval
Stockton-Terrace	v University	Lynn Oval	University Oval	Stock Hosp	Ray Watt Oval
Cardiff-Boolaroo	v Merewether	No 1 Sports	Cardiff Oval	Empire Park	Cardiff No 2
Toronto Workers	v Waratah-Mayfield	Ron Hill Oval	Waratah Oval	Awaba Oval	Waratah No 3
<b>Round 4</b>	<b>5, 12 Nov 2011</b>				
Cardiff-Boolaroo	v Stockton-Terrace	Cardiff Oval	Lynn Oval	Cardiff No 2	Stock Hosp
Waratah-Mayfield	v Belmont	Waratah Oval	Cahill Oval	Waratah No 3	Miller Field
University	v Charlestown	No 1 Sports	Kahibah Oval	University Oval	Ray Watt Oval
Wallsend	v Merewether	Wallsend Oval	Empire Park	Wallsend No 2	Walters Park
Hamilton-Wickham	v Newcastle City	Passmore Oval	Learmonth Park	Hawkins Oval	No 5 Sports
West's CC	v Toronto Workers	Harker Oval	Ron Hill Oval	Ford Oval	Awaba Oval
<b>Round 5</b>	<b>19 Nov 2011</b>				
Charlestown	v Wallsend	Kahibah Oval	Wallsend Oval	No 5 Sports	Wallsend No 2
West's CC	v Hamilton-Wickham	Harker Oval	Passmore Oval	Ford Oval	Hawkins Oval
Newcastle City	v Belmont	No 1 Sports	Learmonth Park	Walters Park	No 6 Sports
Cardiff-Boolaroo	v Toronto Workers	Cardiff Oval	Ron Hill Oval	Cardiff No 2	Awaba Oval
University	v Waratah-Mayfield	University Oval	Waratah Oval	Ray Watt Oval	Waratah No 3
Merewether	v Stockton-Terrace	Lynn Oval	Empire Park	Stock Hosp	TBC
<b>Round 6</b>	<b>26 Nov, 3 Dec 2011</b>				
Waratah-Mayfield	v Hamilton-Wickham	Waratah Oval	Passmore Oval	Waratah No 3	Hawkins Oval
Newcastle City	v University	University Oval	Learmonth Park	Ray Watt Oval	No 5 Sports
Merewether	v Charlestown	No 1 Sports	Empire Park	Walters Park	No 6 Sports
Cardiff-Boolaroo	v Wallsend	Cardiff Oval	Wallsend Oval	Cardiff No 2	Wallsend No 2
Belmont	v Toronto Workers	Cahill Oval	Ron Hill Oval	Miller Field	Awaba Oval
Stockton-Terrace	v West's CC	Lynn Oval	Harker Oval	Stock Hosp	Ford Oval

<b>Round 7</b>	<b>10, 17 Dec 2011</b>	<b>1st Grade</b>	<b>2nd Grade</b>	<b>3rd Grade</b>	<b>4th Grade</b>
Hamilton-Wickham v	Wallsend	Passmore Oval	Wallsend Oval	Hawkins Oval	Wallsend No 2
Stockton-Terrace v	Newcastle City	Lynn Oval	Learmonth Park	Stock Hosp	No 5 Sports
Charlestown v	Waratah-Mayfield	No 1 Sports	Waratah Oval	Walters Park	Waratah No 3
Toronto Workers v	University	Ron Hill Oval	University Oval	Awaba Oval	Ray Watt Oval
Merewether v	Belmont	Townson Oval	Cahill Oval	Empire Park	Miller Field
Cardiff-Boolaroo v	West CC	Cardiff Oval	Harker Oval	Cardiff No 2	Ford Oval
<b>Round 8</b>	<b>18 Dec 2011</b>	<b>(First Grade T20/Denis Broad OAM Cup)</b>			
University v	Waratah-Mayfield	University Oval			
Belmont v	Newcastle City	Cahill Oval			
West CC v	Hamilton-Wickham	Harker Oval			
Stockton-Terrace v	Merewether	Lynn Oval			
Wallsend v	Cardiff-Boolaroo	Wallsend Oval			
Toronto Workers v	Charlestown	Ron Hill Oval			
<b>Round 9</b>	<b>7 Jan 2012</b>				
Belmont v	West CC	Cahill Oval	Harker Oval	Miller Field	Ford Oval
Hamilton-Wickham v	Charlestown	No 1 Sports	Kahibah Oval	Passmore Oval	Walters Park
Wallsend v	Newcastle City	Wallsend Oval	Learmonth Park	Wallsend No 2	No 5 Sports
Stockton-Terrace v	Waratah-Mayfield	Lynn Oval	Waratah Oval	Corroba Oval	Waratah No 3
University v	Cardiff-Boolaroo	University Oval	Cardiff Oval	Ray Watt Oval	Cardiff No 2
Toronto Workers v	Merewether	Ron Hill Oval	Townson Oval	Awaba Oval	Empire Park
<b>Round 10</b>	<b>8 Jan 2012</b>	<b>(First Grade T20/Denis Broad OAM Cup)</b>			
Cardiff-Boolaroo v	Waratah-Mayfield	Cardiff Oval			
Newcastle City v	Wallsend	No 1 Sports			
Charlestown v	West CC	Kahibah Oval			
Merewether v	Toronto Workers	Townson Oval			
University v	Belmont	University Oval			
Hamilton-Wickham v	Stockton-Terrace	Passmore Oval			
<b>Round 11</b>	<b>14, 21 Jan 2012</b>	<b>(Note 4<sup>th</sup> Grade Draw for 14 and 21 January 2012 below)</b>			
Toronto Workers v	Cardiff-Boolaroo	Ron Hill Oval	Cardiff Oval	Awaba Oval	-
Stockton-Terrace v	Hamilton-Wickham	Lynn Oval	Passmore Oval	Corroba Oval	-
Belmont v	Charlestown	Cahill Oval	Kahibah Oval	Miller Field	-
Merewether v	Newcastle City	No 1 Sports	Townson Oval	Learmonth Park	-
Wallsend v	University	Wallsend Oval	University Oval	Wallsend No 2	-
Waratah-Mayfield v	West CC	Waratah Oval	Harker Oval	Waratah No 3	-
<b>Round 12</b>	<b>28 Jan 2012</b>				
West CC v	Wallsend	Harker Oval	Wallsend Oval	Ford Oval	Wallsend No 2
Newcastle City v	Charlestown	No 1 Sports	Kahibah Oval	Learmonth Park	Walters Park
Hamilton-Wickham v	Belmont	Passmore Oval	Cahill Oval	Hawkins Oval	Miller Field
Waratah-Mayfield v	Toronto Workers	Waratah Oval	Ron Hill Oval	Waratah No 3	Awaba Oval
Merewether v	Cardiff-Boolaroo	Townson Oval	Cardiff Oval	Empire Park	Cardiff No 2
University v	Stockton-Terrace	University Oval	Lynn Oval	Ray Watt Oval	Corroba Oval
<b>Round 13</b>	<b>29 Jan 2012</b>	<b>(First Grade T20/Denis Broad OAM Cup)</b>			
Cardiff-Boolaroo v	University	Cardiff Oval			
Wallsend v	Belmont	Wallsend Oval			
Charlestown v	Hamilton-Wickham	Kahibah Oval			
Toronto Workers v	Stockton-Terrace	Ron Hill Oval			
Waratah-Mayfield v	Newcastle City	Waratah Oval			
West CC v	Merewether	Harker Oval			

<b>Round 14</b>	<b>4, 11 Feb 2012</b>	<b>1st Grade</b>	<b>2nd Grade</b>	<b>3rd Grade</b>	<b>4th Grade</b>
Hamilton-Wickham	v Merewether	Passmore Oval	Townson Oval	Hawkins Oval	Empire Park
Newcastle City	v Waratah-Mayfield	No 1 Sports	Waratah Oval	No 5 Sports	Waratah No 3
Charlestown	v Toronto Workers	Kahibah Oval	Ron Hill Oval	Walters Park	Awaba Oval
Stockton-Terrace	v Wallsend	Lynn Oval	Wallsend Oval	Corroba Oval	Wallsend No 2
Belmont	v Cardiff-Boolaroo	Cahill Oval	Cardiff Oval	Miller Field	Cardiff No 2
Westcs CC	v University	Harker Oval	University Oval	Ford Oval	Ray Watt Oval
<b>Round 15</b>	<b>18, 25 Feb 2012</b>				
Cardiff-Boolaroo	v Newcastle City	Cardiff Oval	Hawkins Oval	Cardiff No 2	No 5 Sports
Wallsend	v Charlestown	Wallsend Oval	Kahibah Oval	Wallsend No 2	Walters Park
Westcs CC	v Belmont	Harker Oval	Cahill Oval	Ford Oval	Miller Field
University	v Merewether	Townson Oval	University Oval	Empire Park	Ray Watt Oval
Hamilton-Wickham	v Toronto Workers	No 1 Sports	Ron Hill Oval	Passmore Oval	Awaba Oval
Waratah-Mayfield	v Stockton-Terrace	Waratah Oval	Lynn Oval	Waratah No 3	Corroba Oval
<b>Round 16</b>	<b>3, 10 Mar 2012</b>				
University	v Hamilton-Wickham	University Oval	Passmore Oval	Ray Watt Oval	Hawkins Oval
Merewether	v Waratah-Mayfield	Townson Oval	Waratah Oval	Empire Park	Waratah No 3
Charlestown	v Cardiff-Boolaroo	Kahibah Oval	Cardiff Oval	Walters Park	Cardiff No 2
Toronto Workers	v Wallsend	Ron Hill Oval	Wallsend Oval	Awaba Oval	Wallsend No 2
Belmont	v Stockton-Terrace	Cahill Oval	Lynn Oval	Miller Field	Corroba Oval
Newcastle City	v Westcs CC	No 1 Sports	Harker Oval	Ford Oval	No 5 Sports
<b>Round 17</b>	<b>17 Mar 2012</b>				
Newcastle City	v Hamilton-Wickham	No 1 Sports	Passmore Oval	No 5 Sports	Hawkins Oval
Charlestown	v Westcs CC	Kahibah Oval	Harker Oval	Walters Park	Ford Oval
Wallsend	v Belmont	Wallsend Oval	Cahill Oval	Wallsend No 2	Miller Field
Merewether	v University	Townson Oval	University Oval	Empire Park	Ray Watt Oval
Cardiff-Boolaroo	v Waratah-Mayfield	Cardiff Oval	Waratah Oval	Cardiff No 2	Waratah No 3
Toronto Workers	v Stockton-Terrace	Ron Hill Oval	Lynn Oval	Awaba Oval	Corroba Oval
<b>Semi Finals</b>	<b>24, 25 Mar 2012</b>				
TBD	v TBD				
TBD	v TBD				
<b>Finals</b>	<b>31 Mar, 1 Apr 2012</b>				
TBD	v TBD				

## Denis Broad OAM Cup

Round 1 18 December 2011

Round 2 8 January 2012

Round 3 29 January 2012

Semi Finals 19 February 2012

Final 4 March 2012

**Note that Denis Broad OAM Cup venues are as per the First Grade T20 Draw.**

## 4<sup>th</sup> Grade Draw – 14 and 21 January 2012

4th Grade competition comprises one day matches on both 14 January 2012 and 21 January 2012 respectively; 4th Grade Draw for those playing days is as follows:

<b>4<sup>th</sup> Grade ONLY</b>		<b>14 Jan 2012</b>	
Toronto Workers	v	Cardiff-Boolaroo	Cardiff No 2
Stockton-Terrace	v	Hamilton-Wickham	Hawkins Oval
Belmont	v	Charlestown	Walters Park
Merewether	v	Newcastle City	Empire Park
Wallsend	v	University	Ray Watt Oval
Waratah-Mayfield	v	Wests CC	Ford Oval
<b>4<sup>th</sup> Grade ONLY</b>		<b>21 Jan 2012</b>	
University	v	Waratah-Mayfield	Ray Watt Oval
Belmont	v	Newcastle City	No 5 Sports
Wests CC	v	Hamilton-Wickham	Ford Oval
Stockton-Terrace	v	Merewether	Empire Park
Wallsend	v	Cardiff-Boolaroo	Cardiff No 2
Toronto Workers	v	Charlestown	Walters Park

## Under 21 Competition

### Under 21 Competition 2011/2012 Pool A

<b>Round 1</b>		<b>11 December 2011</b>	
Newcastle City	v	Wests CC	No 1 Sports
Waratah-Mayfield	v	Wallsend	Waratah Oval
<b>Round 2</b>		<b>22 January 2012</b>	
Newcastle City	v	Waratah-Mayfield	No 1 Sports
Wests CC	v	Wallsend	Harker Oval
<b>Round 3</b>		<b>12 February 2012</b>	
Waratah-Mayfield	v	Wests CC	Waratah Oval
Wallsend	v	Newcastle City	Wallsend Oval

### Under 21 Competition 2011/2012 Pool B

<b>Round 1</b>		<b>11 December 2011</b>	
Belmont	v	Charlestown	Cahill Oval
Merewether	v	Cardiff-Boolaroo	Townson Oval
<b>Round 2</b>		<b>22 January 2012</b>	
Charlestown	v	Merewether	Kahibah Oval
Cardiff-Boolaroo	v	Belmont	Cardiff Oval
<b>Round 3</b>		<b>12 February 2012</b>	
Merewether	v	Belmont	Townson Oval
Charlestown	v	Cardiff-Boolaroo	Kahibah Oval

### Under 21 Competition 2011/2012 Pool C

<b>Round 1</b>		<b>11 December 2011</b>	
Hamilton-Wickham	v	Toronto Workers	Passmore Oval
University	v	Stockton-Terrace	University Oval
<b>Round 2</b>		<b>22 January 2012</b>	
Hamilton-Wickham	v	University	Passmore Oval
Toronto Workers	v	Stockton-Terrace	Ron Hill Oval
<b>Round 3</b>		<b>12 February 2012</b>	
University	v	Toronto Workers	University Oval
Stockton-Terrace	v	Hamilton-Wickham	Jack Collins Oval

**Semi Finals** 26 Feb 2011  
**Final** 11 Mar 2011

## Grounds Directory

### **Sportsgrounds 1, 5 and 6**

No 1 Sportsground - Cnr Union & Parry Street.

No 5 Sportsground - Off Parry Street.

No 6 Sportsground - Off Parkway Avenue.

### **Cahill and Miller Ovals**

Belmont - East of Pacific Highway & Maude Street  
(in surrounds of Belmont Sportsmans Club).

### **Cardiff No 1 Oval**

Cnr Myall and Macquarie Road, Cardiff.

### **Cardiff No 2 Oval**

Directly behind Cardiff Bowling Club.

### **Walters Park**

Seventh Street and Creek Reserve Road, Boolaroo.

### **Kahibah Oval**

Eastern end of James Street, Kahibah.

### **Hunter Sports High School**

Pacific Highway, Gateshead.

### **Passmore Oval**

Albert Street, Wickham - near Wickham Park Hotel.

### **Hawkins Oval**

Albert Street, Wickham - outer ground to Passmore Oval.

### **Thomas Armstrong Oval**

Directly behind Passmore Oval.

**Townson Oval**

Cnr of Mitchell and Berner Streets, Merewether.

**Empire Park**

Cnr Memorial Drive and Bar Beach Avenue, Bar Beach.

**Learmonth Park**

Cnr Gordon Avenue and Jenner Parade, Hamilton.

**Ron Hill Oval**

Straight Drive, Toronto - off Awaba Road (beyond Toronto High School).

**Awaba Oval**

Take the Cessnock Road from Toronto and then Wilton Road to southern side of Awaba Railway Station.

**Lynn Oval**

Mitchell Street, Stockton.

**Jack Collins Oval**

King Park, Raymond Terrace.

**Stockton Hospital**

Turn right off Stockton Bridge, entrance 200 metres left hand side.

***Please note that players and supporters must park in the visitors' car park when using the Stockton Hospital ground. The visitors' car park is located on the left hand side as you enter via the main gate.***

***Car parking is not permitted anywhere else in the grounds.***

**Corroba Oval**

Cnr Fullerton Street and Meredith Avenue, Stockton

**University Oval and Ray Watt Oval**

Turn off University Drive into Wirra Crescent, Callaghan at the Trans-Grid entrance.

**Wallsend Oval No 1 and Wallsend Oval No 2**

Cowper Street, Wallsend.

**Waratah Oval**

Opposite Waratah Railway Station - Waratah Park.

Access via Harris Street, (off Turton Road, Waratah).

**Waratah No 3 Oval**

Behind Waratah Oval, Waratah Park.

Access via Young Street, Waratah.

**Harker Oval**

Hobart Road, New Lambton.

**Ford Oval**

Wallarah Road, New Lambton - at the rear of Harker Oval.