

NDCA Rules of Competition and Fixtures Booklet 2009/2010

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Newcastle District Cricket Association Office Bearers 2009/2010

Patron

Mr Colin Rogers

Chairman

Mr Paul H Marjoribanks

Email: pmarjoribanks@forsythes.com.au

Deputy Chairman

Mr Jerry R Tombleson

Email: jerry.t@cwfin.net.au

Mobile: 0402 106 324

Financial Controller

Mr Neil D McDonald

PO Box 752

The Junction NSW 2291

Email: neil.mcdonald@cricketnsw.com.au

Mobile: 0425 297 714

Secretary

Mr Royce D McCormack

PO Box 60

Charlestown NSW 2290

Email: ndcaza@gmail.com

Mobile: 0434 274 823

Grade Administrator

Mr Joseph P C Wenta

29 Wansbeck Valley Rd

Cardiff NSW 2285

Email: jpcwenta@gmail.com

Mobile: 0422 436 424

Committee Members

Mr Ross L Declerck

Email: rosscod@tpg.com.au

Mobile: 0422 537 150

Mr Peter N March

Email: peterm@mpceng.com.au

Mobile: 0414 830 933

Mr Alan E Nichols

Email: alan.nichols@pacific.net.au

Mobile: 0412 153 531

Mr Paul G Robertson

Email: paul.robertson@pacificsmiles.com.au

Mobile: 0421 052 183

Mr Philip J Stanbridge

Email: tech3@politis.com.au

Mobile: 0422 866 099

NDCA Club Contact Details 2009/2010

Belmont DCC

Secretary: Mr Craig N Slavek
Email: cslavek@theherald.com.au
Mobile: 0409 895 283

Cardiff-Boolaroo DCC

Secretary: Mrs Rochelle M Loveday
Email: chloedog04@bigpond.com
Mobile: 0418 406 915

Charlestown DCC

Secretary: Mr Steven R Threadgold
Email: steven.threadgold@newcastle.edu.au
Mobile: 0421 808 149

Hamilton-Wickham DCC

Secretary: Mr David J Lacey
Email: djlacey1@bigpond.com
Mobile: 0407 669 961

Merewether DCC

Secretary: Mr Martin R Krause
Email: tuffykrause@hotmail.com
Mobile: 0409 833 766

Newcastle City and Eastern Districts CC

Secretary: Mr Stephen E Warham
Email: tlc03@bigpond.com
Mobile: 0408 679 201

Stockton and Northern District CC

Secretary: Mr Paul G Robertson
Email: paul.robertson@pacificsmiles.com.au
Mobile: 0421 052 183

Toronto Workers Kookaburras

Secretary: Mr Andrew M Eastcott
Email: andyeastcott@yahoo.com
Mobile: 0422 630 239

University of Newcastle CC

Secretary: Mr Benjamin J Smee
Email: ben.smee@gmail.com
Mobile: 0401 021 726

Wallsend DCC

Secretary: Mr Nathan J Bullock
Email: natty2103@yahoo.com.au
Mobile: 0428 961 580

Waratah-Mayfield DCC

Secretary: Mr Joshua A Payne
Email: jpayne@energy.com.au
Mobile: 0403 182 458

Western Suburbs DCC

Secretary: Dr Gerry J Lister
Email: listergerry@hotmail.com
Mobile: 0411 209 647

Newcastle District Cricket Umpires Association Inc

Secretary: Mr Joe A Thomson
Email: joeathom@bigpond.com
Phone: (02) 4948 2631

Delegates to the NDCA General Committee 2009/2010

Belmont DCC

Primary: Mr Peter Barnett (02) 4946 9612
Secondary: Mr Ryan Mannix 0410 869 848

Cardiff-Boolaroo DCC

Primary: Mrs Rochelle Loveday 0418 406 915
Secondary: Mr John Porcheron 0447 689 968

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

Stockton and Northern District CC

Primary: Mr Marco Capponechia 0407 228 171
Secondary: Mr Brian McKay 0409 742 154

Toronto Workers Kookaburras

Primary: Mr Andrew Nichols 0425 349 193
Secondary: Dr Ron Williams (02) 4963 1383

University of Newcastle CC

Primary: Mr Benjamin Smee 0401 021 726
Secondary: Mr Stephen Taylor 0404 227 083

Wallsend DCC

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

Waratah-Mayfield DCC

Primary: Mr Vasilios Pappas 0402 872 569

Secondary: Mr Benjamin Sharp 0413 235 059

Western Suburbs DCC

Primary: Mr Alan Hawgood 0410 057 540

Secondary: Dr Gerry Lister 0411 209 647

Newcastle District Cricket Umpires Association Inc

Primary: Mr Cyril Manning 0437 969 829

Wet Weather Liaison Officers 2009/2010

Belmont DCC

Mr Peter Barnett (02) 4946 9612

Cardiff-Boolaroo DCC

Mr John Porcheron 0447 689 968

Charlestown DCC

Miss Kathleen Pink 0414 641 867

Hamilton-Wickham DCC

Mr Victor Cook 0417 439 312

Merewether DCC

Mr Mitch Irwin 0408 477 401

Newcastle City and Eastern Districts CC

Mrs Betty Anderson (02) 4952 2521

Stockton and Northern District CC

Mr Daniel Foster 0401 639 516

Toronto Workers Kookaburras

Mr Robert Holland 0458 505 488

University of Newcastle CC

Mr Tim Unwin 0427 363 802

Wallsend DCC

Mr John Cameron 0403 685 544

Waratah-Mayfield DCC

Mr Simon Porter 0401 019 104

Western Suburbs DCC

Mr David Edwards 0400 412 629

NDCA Standing Committees 2009/2010

Appeals Committee

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

Contact: Mr Peter Owens
Chairman, NDCA Appeals Committee
14 Watt Street Newcastle NSW 2300
Email: petero@mcdonaldjohnson.com.au
Business: (02) 4926 1944
Fax: (02) 4926 4113

Fixtures and Permits Committee

Alan E Hawgood, Ian J Gorton, Alan E Nichols and Joseph P C Wenta*

Contact: Mr Joseph Wenta
Chairman, NDCA Fixtures and Permits Committee
Email: jpcwenta@gmail.com
Mobile: 0422 436 424

Judiciary Committee

John A Brooks, Kevin J Burke, John W Hartigan, Alan E Hawgood, Peter N March*

Contact: Mr Peter March
Chairman, NDCA Judiciary Committee
Email: peterm@mpceng.com.au
Mobile: 0414 830 933

Selection Committee

Gregory G Geise, Darren J Herbert, Peter N March, Gary K Pinches, Paul G Robertson*

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 2009/2010

Newcastle Zone Administrator

Mr Royce D McCormack
PO Box 60
Charlestown NSW 2290
Email: ndcaza@gmail.com
Mobile: 0434 274 823

Cricket NSW Newcastle/Central Coast Regional Cricket Manager

Mr Neil D McDonald
PO Box 752
The Junction NSW 2291
Phone: (02) 4927 1697
Mobile: 0425 297 714
Email: neil.mcdonald@cricketnsw.com.au

Regional Director of Coaching

Mr Mark S Curry
37 Aucklet Road
Mount Hutton 2290 NSW
Mobile: 0431 576 203
Email: mark.curry@education.nsw.gov.au

Newcastle Junior Cricket Association

Mr W John Henry
Phone: (02) 4957 8602
Email: njcasec@people.net.au

Newcastle City and Suburban Cricket Association

Mr Graham F Field
3 Barry St
Arcadia Vale NSW 2283
Phone: (02) 4975 2024
Email: creekcricket@yahoo.com.au

NDCA Code of Conduct Commissioner

Mr Greg J Wilson
PO Box 575
The Junction NSW 2291
Mobile: 0414 671 785
Email: greg.wilson@wilsoncolawyers.com

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

Part 1 - Competition

1. Competitions

1.1 The Newcastle District Cricket Association Inc (the Association) shall conduct competition in four (4) grades during the 2009/2010 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, Limited Overs and Twenty20 Competitions; each club shall be permitted to enter one (1) team only in each competition.

2. Competition Entries

2.1 Entries for the respective competitions must be made in writing to the Secretary of the Association on or before the date fixed at the Annual General Meeting of the Association for the closing of entries.

3. Competition Formats and Dates of Fixtures

3.1 The First, Second, Third and Fourth Grade Competitions are to consist of eleven (11) two day fixtures where possible.

3.2 The Denis Broad OAM Cup to be played in two (2) seeded pools of six (6) teams with dates of fixtures to be determined by the Fixtures and Permits Committee.

3.3 The U21 Competition is to be played as a knockout consisting of one team from each club and up to four (4) teams invited by the Association with dates of fixtures to be determined by the fixtures and Permits Committee.

3.4 The VB Tom Locker Cup is to be played as a knockout consisting of one (1) team from each club and up to four (4) teams invited by the Association with dates of fixtures to be determined by the Fixtures and Permits Committee.

3.5 The format of the Twenty20 Competition is to be determined by the Fixtures and Permits Committee and/or the Management Committee of the Association based on the number of team entries received.

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

3.7 Any Saturday/Sunday fixtures will be for First and Second Grades only.

3.8 On Public Holidays (with the exception of Saturdays) the only fixtures that will be drawn will be for First Grade.

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

4. Management of Competitions

4.1 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.

5. Allocation of Grounds and Appeal as to allocated venue

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

5.2 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 noon on Tuesday prior to the day of the fixture, stating the ground which is appealed against and the reason of appeal.

6. Alterations to Fixtures

6.1 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.

7. Procedure for Notification of Cancellation of Fixture due to Wet Weather

7.1 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 10.30 am.

7.2 The NDCA Wet Weather Number (1900 920 248) and NDCA website (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.

8. Forfeitures

8.1 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 Umpires' Association Secretary. The notice must be given by 10.00 am on the day prior to the fixture.

8.2 Any Club or Team failing to comply with this Rule shall be liable for the actual travelling and wicket expenses incurred by their opponents together with Umpire's fees.

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

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

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

8.6 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 including GST.

9. Playing Attire

9.1 First Grade, Second Grade, VB Tom Locker Cup and U21 Competition players 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. Other Grades optional cream or white shorts and predominantly white cricket footwear.

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

10. Invalidity of Fixtures

10.1 No fixtures shall be declared invalid from any cause unless a report is made to the Fixtures and Permits Committee within fourteen (14) days.

Part 2 – Administrative Requirements

11. Entry of Results

11.1 Results from matches played on Saturdays (including full player scores) are to be entered no later than 6pm on Sunday into MyCricket.

11.2 Results from matches played on all other days including full player scores are to be entered no later than 8pm on that same evening.

11.3 In all competitions either team can enter the match results first. The opposing team from the match will be responsible for confirming the result. If there is no play or the fixture is drawn/tied either team can enter the match result first and the opposing team will be responsible for confirming the result.

11.4 Penalty for not entering/confirming the result shall be \$44 inclusive GST for each game not entered.

11.5 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. Such names 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.

12. Captains' Reports

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

12.2 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.

12.3 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.

13. Fees and Accounts

13.1 Umpires Fees

First Grade (2 day fixture)	\$100
Second Grade (2 day fixture)	\$80
Lower Grades (2 day fixture)	\$70
First Grade (1 day fixture) and Tom Locker Cup	\$110
Second Grade (1 day fixture)	\$95
Lower Grades (1 day fixture)	\$85
Under 21's	\$85
NDCA Representative Fixture	\$120
20/20 Fixtures	\$50
Requested to report to the ground but no play is possible	\$40

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.

13.2 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 a protest against a Judiciary Committee decision shall be **\$220 (incl. \$20 GST)**. This fee shall be refunded at the discretion of the Appeals Committee.

13.3 Fines

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

13.4 Account Terms

Payments of Club Accounts are to be received by the NDCA Treasurer 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 \$110 fine (incl. \$10.00 GST).

13.5 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

14. Points

14.1 Competition points in all Grades shall be awarded as follows:-

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

15. Club Championship

15.1 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, 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, and three (3) in Denis Broad OAM Cup.

16. Premiers and Major Premiers

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

16.2 The team which wins the Final in each grade shall be the Major Premiers of that grade.

17. Calculation of Quotients

17.1 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.

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

17.3 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).

18. Knock out Competitions

18.1 This rule shall apply to all competitions played in a knock out format (see Rules 1 and 2 above).

18.2 Seedings are to be determined by the Fixtures and Permits Committee. As far as is possible, seedings shall be based on performance in the same competition in the previous season.

18.3 Fixtures in Round 1 of a knock out competition shall be determined by a draw conducted by the Fixtures and Permits Committee.

18.4 In Round 1 fixtures, the team with the lower seeding shall be the home team.

18.5 In the event that an odd number of competition entries are received in any given knock out competition, the team seeded "(1)" shall receive a bye in Round 1 of the competition. That team shall progress to the Quarter Finals of the competition, and retain its seeding or ranking of "(1)".

18.6 In the event that all Round 1 fixtures are completed, teams shall be ranked on the basis of Net Run Rate (calculated in accordance with Rule 19 below). The draw for the Quarter Finals shall be the team ranked one (1) to play the team ranked eight (8), the team ranked two (2) to play the team ranked seven (7), the team ranked three (3) to play the team ranked six (6), the team ranked four (4) to play the team ranked five (5). In the event

that no play is possible in the Quarter Finals, the teams ranked one (1) to four (4) progress to the Semi Finals and the teams ranked five (5) to eight (8) are eliminated.

18.7 In the event that some (but not all) Round 1 fixtures are completed, the winners of completed fixtures shall progress to the Quarter Finals, as shall the higher seeded team from each Round 1 fixture in which a result could not be obtained. Where necessary, the next highest seeded team(s) shall progress to the Quarter Finals such that eight (8) teams reach the Quarter Finals.

18.8 In the event that no play is possible in Round 1 of a knock out competition, the eight (8) highest seeded teams shall progress to the Quarter Finals. Fixtures for the Quarter Finals shall be determined by random draw conducted by the Fixtures and Permits Committee.

18.9 Where every team remaining in the competition has played at least one (1) match in which a result has been obtained, the team with the higher net run rate (calculated in accordance with Rule 19 below) shall progress from a Semi Final in which a result cannot be achieved (in accordance with the Playing Conditions for One (1) Day Fixtures found below).

18.10 Where at least one (1) team remaining in the competition has not played at least one (1) match in which a result has been obtained, the team with the highest seeding (as determined under Rule 18.2 above) shall progress from a Semi Final in which a result cannot be achieved.

18.11 In the event that a team or teams progress from Round 1 of a knock out competition on the basis of Net Run Rate (see Rule 18.6 above) despite being defeated in its Round 1 match, its seeding/ranking shall (for the purpose of determining which team shall progress from a fixture in which no result was achieved only) be deemed to be the number of entries received in that competition plus one (1). For example, where 14 team entries are received, the seeding/ranking of the team which progresses from Round 1 of the competition despite losing its Round 1 match shall be deemed to be fifteen (15).

18.12 Net Run Rates are to be recalculated by the Fixtures and Permits Committee after play in each round of the competition.

19. Calculation of Net Run Rate

19.1 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.

19.2 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.

19.3 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

20. Registration of Players

20.1 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 Committee, and in the event of any dispute, or query, shall be referred to the Judiciary Committee for decision.

20.2 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.

20.3 All players transferring from a club must obtain a financial clearance from that previous club, before the Registration Form is accepted. If the previous club is disbanded this financial clearance must be obtained from relevant Association or Cricket Council Secretary.

20.4 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.

20.5 Dual Registration

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

21. Qualification of Players

21.1 Any Club playing an unregistered player in a District fixture (as defined in the Rules of NDCA Inc.) or playing an unauthorised replacement player under Rule 22 or a registered player who has not received the permission required under Rules 21.2 or 21.3 or an ineligible player in any aged competition or an ineligible player as referred to in Rule 23 or a player 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 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).

21.2 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 round 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.

21.3 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.

21.4 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.

21.5 In the event that a fixture is completed on the first day, a player in that fixture shall be ineligible to participate in a lower grade fixture on the second day.

21.6 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 2009.

22. Replacement Players

22.1 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 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.

22.2 The 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.

22.3 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 days play 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.

22.4 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.

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

22.6 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.

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

22.8 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 22.1.

22.9 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.

22.10 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 21.1.

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

22.12 If a player(s) has to be substituted 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 rules 22.6 and 22.7 for player’s rights.

22.13 If a player(s) has to be substituted 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.

23. Qualification of Players for Semi Finals and Finals

23.1 No player shall be allowed to play with more than one District club in one season. This includes fixtures played in both the Grade and City and Suburban competitions.

23.2 A player to be eligible to play in semi-finals and / or finals must have played on at least nine (9) playing days during the current season.

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

23.4 Where a player is dual registered (see Rule 20.5), 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 23.2 and 23.3 above.

23.5 If a player represents the Newcastle Junior Cricket Association (NJCA), the Association (NDCA), Cricket Newcastle (CN), Country Cricket NSW (CCNSW), Cricket NSW (CNSW) or Cricket Australia (CA) during the playing of a Grade game, the 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 23.2 and 23.3 above.

23.6 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 in the current or a prior season, to the particular player or to another player.

23.7 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.

23.8 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

24. Laws, Hours and other Conditions of Play

Except as varied herein, the Laws of Cricket (2000 Code) and such Local Laws as approved by the Management Committee shall apply to all fixtures.

24.1 *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 22, 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 22.

(c) In all 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.

24.2 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.

24.3 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.

In fixtures not affected by the loss of 60 minutes or more on any one day:

- (j) Ninety (90) 6 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.

(k) 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.

(l) 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:

(m) 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.

(n) *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).

(o) *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.

24.4 Two (2) Day Fixtures – Second, Third and Fourth Grades

- (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) Rule 21 to apply except that eighty (80) 6 ball overs are to be bowled and rule 24.2 not relevant.
- (d) Where fixtures are played on consecutive days, the pitch is to be reprepared but not watered for the second day.

25. Follow On

25.1 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.

26. Playing Conditions for One (1) Day Fixtures – Third and Fourth Grades

Third and Fourth Grades

Laws of Cricket (2000 Code) shall apply except as varied below.

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

26.1 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 forty (40) six-ball overs. A minimum of twenty (20) overs per team shall constitute a fixture.

26.2 Hours of Play and Intervals

Play shall commence at 1pm except in non daylight savings time, play shall commence at 12.30pm 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.

26.3 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.

26.4 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.

26.5 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.

26.6 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.

26.7 The hours of play shall be extended by the amount of time lost up to a maximum of 30 minutes. Calculations because of any time lost thereafter shall be as per rule 26.5(a).

26.8 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.

26.9 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 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.

26.10 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 3.20 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.
- (d) In the event of a Tie a team losing the lesser number of wickets will be the winner. If runs (after taking into account the target score adjustments in interrupted (fixtures) and wickets equal then the match shall be a tie.

27. General Provisions Regarding Umpires

27.1 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.

27.2 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.

27.3 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.

27.4 *Lightning* Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last such flash and thunder as above.

27.5 After the conclusion of a match in the First Grade competition only, both team captains and both official umpires shall meet to review the conduct of the match.

28. Local Laws

28.1 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.

28.2 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.

29. Boundaries

29.1 Law 19: Boundaries shall apply with the exceptions of Law 19.2 Defining the boundary - boundary marking. In addition to Law 19: Boundaries, the boundary at Townson Oval, Merewether shall be the fence and the retaining wall circulating part of Cardiff No 1 Oval will form part of the boundary.

30. Restrictions - Young Bowlers

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

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

Age at midnight 31st August	Maximum Overs in a Spell	Maximum Overs in a Day's Play
Under 19	8	20
Under 17	6	16
Under 15	5	10
Under 14	4	8

30.3 Length of Break

- (a) The break between spells is to be a minimum of sixty (60) minutes (including the lunch and tea interval and any unscheduled breaks in play).
- (b) A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined in (a) above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break of 60 minutes between spells will apply and the break within the spell is disregarded.
- (c) If a change of innings occurs, and a bowler commences bowling in the new innings within 60 minutes of bowling in the previous innings, this will be considered an

extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.

- (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.

30.4 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.

30.5 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.

31. Semi-Finals and Finals

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

31.2 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.

31.3 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.
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. i.e. a maximum of 90 overs each team), using all available playing dates to enable the game to be completed and a result achieved.

- (b) Where the last possible playing date has been reached and no play has been possible the fixture shall revert to a one day fixture.
- (c) In the event of a Semi-Final being drawn or tied - the team finishing higher on the Premiership standings shall be declared the winner.
- (d) Where Semi-Finals or Finals are played on consecutive days, pitch to be fully reprepared but not watered for second day.
- (e) 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.
- (f) 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.

31.4 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

32. Compulsory Covers

32.1 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, VB Tom Locker Cup, Denis Broad OAM Cup and U21's fixtures. Hessian must be used in conjunction with covers.

32.2 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.

32.3 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.

32.4 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 Chairman of the Fixtures and Permits Committee must be notified immediately if covers are not used.

32.5 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) premierships points for succeeding offence(s).

33. Operation of Scoreboards and Sightcreens

33.1 Scoreboards

All First Grade grounds shall provide scoreboards and they shall operate in all First Grade, Second Grade, VB Tom Locker Cup, Denis Broad OAM Cup and U21's 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 for each offence shall be payable unless in the opinion of the NDCA Management Committee there are extenuating circumstances.

33.2 Sightcreens

- (a) All First Grade grounds shall provide sightcreens and if not the NDCA Management Committee will determine the date they are to be installed by and for every week after that date they are not provided the club shall be fined \$33.
- (b) Where sightcreens are on the playing surface they shall be boxed in by lines and/or witches hats.
- (c) Movement of the sightcreens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

34. Equipment for Grounds

34.1 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

35. Code of Behaviour

35.1 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.

35.2 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.

35.3 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.

35.4 Where the conduct or behaviour of any person referred to in rule 35.1 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.

35.5 Where the conduct or behaviour of any person referred to in rule 35.1 is to be the subject of a report by any person referred to in rule 35.3, 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.

35.6 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 35.4(a) and 35.5(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.

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

35.8 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.

35.9 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.

35.10 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.

35.11 The following is a recommended schedule of prescribed penalties:

- Bringing the game into disrepute/unsportsmanlike behaviour
2-4 playing days
- Disputing an Umpire's decision
2-6 playing days
- Using abusive/offensive language
2-10 playing days
- Provocative/intimidating behaviour
2-10 playing days
- Assaulting Umpire's, players and/or spectators
10 playing days to life
- Threatening or violent behaviour towards an Umpire
10-75 playing days

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 and 2nd Grade, VB Tom Locker Cup and Denis Broad OAM Cup

Laws of Cricket (2000 Code) 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>Time Lost</i>	<i>Interval</i>
Less than 60 minutes	30 minutes
60-120 minutes	20 minutes
More than 120 minutes	10 minutes

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 14.28 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 14.28 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 At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.

5.3 For the first fifteen (15) 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 Two inner circles shall 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 (refer appendix 1).

5.6 In the first fifteen (15) overs 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.

5.7 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 and 5.6 above shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings	No. of overs for which fielding restrictions in 5.3 and 5.6 above will apply
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

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

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. Wide Bowling - Judging a Wide

8.1 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.

8.2 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.

8.3 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.

9. The Ball

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

10. 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.

10.1 *In the event of a Tie, the following will apply:-*

- (i) A team losing the lesser number of wickets will be the winner.
- (ii) If wickets lost are equal, the team with the higher overall scoring rate will be 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 40 overs or, if still equal;

2nd – after 30 overs or, if still equal;

3rd – after 20 overs or, if still equal;

4th – after 10 overs.

10.2 *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.

11. Calculation of Net Run Rate

11.1 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.

11.2 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.

11.3 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.

12. Sight Screens

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

13. Scoreboards

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

14. Duties of Scorers and Umpires

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

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

14.3 Umpires to initial calculations at the end of each innings.

15. 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.

16. 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.

17. Special Playing conditions for Denis Broad OAM Cup

17.1 The draw and format is to be determined by the Fixtures and Permits Committee.

17.2 No player who has played four (4) or more matches in First Grade in the current or previous season shall be eligible to participate in this competition.

17.3 In the event that teams finish with equal points in the Denis Broad OAM Cup competition, net run rate shall be used to decide competition positions. The team with the higher net run rate shall be considered to have the better performance.

17.4 To be eligible to participate in semi-finals or finals in this competition, players must have participated in one of the preliminary rounds (being listed on a team sheet for a totally washed out fixture does not constitute participation in this instance). In an instance where a Club has all preliminary rounds washed out, all otherwise eligible players can be selected.

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 2009.

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 Competition

Laws of Cricket (2000 Code) 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>
Less than 30 minutes	10 minutes
More than 30 minutes	5 minutes

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.

Total overs in innings	No. of overs for which fielding restrictions in 5.3 above will apply
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. Wide Bowling - Judging a Wide

8.1 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.

8.2 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.

8.3 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.

9. Free Hit

9.1 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.

9.2 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.

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

9.4 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.

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.

Fixtures and Ground Allocations

Grade Competition

Round 1	10 Oct, 17 Oct 2009	1st Grade	2nd Grade	3rd Grade	4th Grade
Wallsend	v Waratah-Mayfield	Wallsend Oval	Waratah Oval	Wallsend No 2	Waratah No 3
Toronto Workers	v Charlestown	Ron Hill Oval	Awaba Oval	Hunter Sports	TBC
Hamilton-Wickham	v Newcastle City	Passmore Oval	Learmonth Park	Hawkins Oval	Sports 5
Western Suburbs	v Cardiff-Boolaroo	Harker Oval	Cardiff Oval	Ford Oval	Walters Park
Merewether	v University	Townson Oval	University Oval	Ray Watt Oval	Sports 6
Stockton	v Belmont	Lynn Oval	Cahill Oval	Stockton Hosp	Miller Field
Round 2	24 Oct, 31 Oct 2009				
Charlestown	v Waratah-Mayfield	Waratah Oval	Waratah No 3	Hunter Sports	TBC
Cardiff-Boolaroo	v Merewether	Cardiff Oval	Townson Oval	Walters Park	Sports 6
Hamilton-Wickham	v Toronto Workers	Passmore Oval	Ron Hill Oval	Awaba Oval	TBC
Western Suburbs	v Stockton	Harker Oval	Lynn Oval	Ford Oval	TBC
Belmont	v Newcastle City	Cahill Oval	Learmonth Park	Miller Field	Sports 5
University	v Wallsend	University Oval	Wallsend Oval	Ray Watt Oval	Wallsend No 2
Round 3	7 Nov, 14 Nov 2009				
Wallsend	v Charlestown	Wallsend Oval	Wallsend No 2	Hunter Sports	Sports 6
Toronto Workers	v Western Suburbs	Ron Hill Oval	Harker Oval	Awaba Oval	Ford Oval
Newcastle City	v Cardiff-Boolaroo	No 1 Sports	Cardiff Oval	Learmonth Park	Walters Park
Merewether	v Hamilton-Wickham	Townson Oval	Passmore Oval	Sports 5	Hawkins Oval
Stockton	v University	Lynn Oval	University Oval	Stockton Hosp	Ray Watt Oval
Waratah-Mayfield	v Belmont	Waratah Oval	Cahill Oval	Waratah No 3	Miller Field
Round 4	21 Nov, 28 Nov 2009				
Charlestown	v Stockton	Lynn Oval	Learmonth Park	Stockton Hosp	Hunter Sports
Belmont	v Wallsend	Cahill Oval	Wallsend Oval	Miller Field	Wallsend No 2
Cardiff-Boolaroo	v Hamilton-Wickham	Cardiff Oval	Passmore Oval	Walters Park	Hawkins Oval
Western Suburbs	v Merewether	Harker Oval	Townson Oval	Ford Oval	Sports 6
Newcastle City	v Waratah-Mayfield	No 1 Sports	Waratah Oval	Sports 5	Waratah No 3
University	v Toronto Workers	University Oval	Ron Hill Oval	Ray Watt Oval	Awaba Oval
Round 5	5 Dec, 12 Dec 2009				
Wallsend	v Western Suburbs	Wallsend Oval	Harker Oval	Wallsend No 2	Ford Oval
Toronto Workers	v Cardiff-Boolaroo	Ron Hill Oval	Cardiff Oval	Awaba Oval	Walters Park
Hamilton-Wickham	v Stockton	Passmore Oval	Lynn Oval	Hawkins Oval	TBC
Waratah-Mayfield	v University	Waratah Oval	University Oval	Waratah No 3	Ray Watt Oval
Merewether	v Newcastle City	No 1 Sports	Learmonth Park	Townson Oval	Sports 5
Belmont	v Charlestown	Cahill Oval	Miller Field	Hunter Sports	Sports 6
Round 6	9 Jan, 16 Jan 2010				
Charlestown	v Merewether	Kahibah Oval	Townson Oval	Hunter Sports	Empire Park
Belmont	v Toronto Workers	Cahill Oval	Ron Hill Oval	Miller Field	Awaba Oval
Cardiff-Boolaroo	v University	Cardiff Oval	University Oval	Cardiff No 2	Ray Watt Oval
Hamilton-Wickham	v Western Suburbs	Passmore Oval	Harker Oval	Hawkins Oval	Ford Oval
Wallsend	v Newcastle City	Wallsend Oval	Learmonth Park	Wallsend No 2	Sports 5
Waratah-Mayfield	v Stockton	Waratah Oval	Lynn Oval	Waratah No 3	Stockton Hosp

Round 7		23 Jan, 24 Jan 2010 ***				
Charlestown	v	Cardiff-Boolaroo	Kahibah Oval	Cardiff Oval	Hunter Sports	Cardiff No 2
Toronto Workers	v	Waratah-Mayfield	Ron Hill Oval	Waratah Oval	Awaba Oval	Waratah No 3
Western Suburbs	v	Newcastle City	Harker Oval	Learmonth Park	Ford Oval	Sports 5
Merewether	v	Belmont	Townson Oval	Cahill Oval	Empire Park	Miller Field
Stockton	v	Wallsend	Lynn Oval	Wallsend Oval	Stockton Hosp	Wallsend No 2
University	v	Hamilton-Wickham	University Oval	Passmore Oval	Ray Watt Oval	Hawkins Oval
Round 8		30 Jan, 6 Feb 2010				
Wallsend	v	Toronto Workers	Wallsend Oval	Ron Hill Oval	Wallsend No 2	Awaba Oval
Cardiff-Boolaroo	v	Belmont	Cardiff Oval	Cahill Oval	Cardiff No 2	Miller Field
Hamilton-Wickham	v	Charlestown	Passmore Oval	Kahibah Oval	Hawkins Oval	Hunter Sports
Western Suburbs	v	University	Harker Oval	University Oval	Ford Oval	Ray Watt Oval
Newcastle City	v	Stockton	No 1 Sports	Lynn Oval	Learmonth Park	Stockton Hosp
Waratah-Mayfield	v	Merewether	Waratah Oval	Townson Oval	Waratah No 3	Empire Park
Round 9		13 Feb, 20 Feb 2010				
Charlestown	v	Western Suburbs	Kahibah Oval	Harker Oval	Hunter Sports	Ford Oval
Toronto Workers	v	Stockton	Ron Hill Oval	Lynn Oval	Awaba Oval	Stockton Hosp
Belmont	v	Hamilton-Wickham	Cahill Oval	Passmore Oval	Miller Field	Hawkins Oval
Merewether	v	Wallsend	Townson Oval	Wallsend Oval	Empire Park	Wallsend No 2
University	v	Newcastle City	University Oval	Learmonth Park	Ray Watt Oval	Sports 5
Waratah-Mayfield	v	Cardiff-Boolaroo	Waratah Oval	Cardiff Oval	Waratah No 3	Cardiff No 2
Round 10		27 Feb, 6 Mar 2010				
Cardiff-Boolaroo	v	Wallsend	Cardiff Oval	Wallsend Oval	Cardiff No 2	Wallsend No 2
Hamilton-Wickham	v	Waratah-Mayfield	Passmore Oval	Waratah Oval	Hawkins Oval	Waratah No 3
Western Suburbs	v	Belmont	Harker Oval	Cahill Oval	Ford Oval	Miller Field
Newcastle City	v	Toronto Workers	No 1 Sports	Ron Hill Oval	Learmonth Park	Awaba Oval
Stockton	v	Merewether	Lynn Oval	Townson Oval	Stockton Hosp	Empire Park
University	v	Charlestown	University Oval	Kahibah Oval	Ray Watt Oval	Hunter Sports
Round 11		13 Mar, 20 Mar 2010				
Wallsend	v	Hamilton-Wickham	Wallsend Oval	Passmore Oval	Wallsend No 2	Hawkins Oval
Charlestown	v	Newcastle City	No 1 Sports	Learmonth Park	Kahibah	Sports 5
Belmont	v	University	Cahill Oval	University Oval	Miller Field	Ray Watt Oval
Merewether	v	Toronto Workers	Townson Oval	Ron Hill Oval	Empire Park	Awaba Oval
Stockton	v	Cardiff-Boolaroo	Lynn Oval	Cardiff Oval	Stockton Hosp	Cardiff No 2
Waratah-Mayfield	v	Western Suburbs	Waratah Oval	Harker Oval	Waratah No 3	Ford Oval
Semi Finals		27 Mar, 28 Mar 2010				
TBD	v	TBD				
TBD	v	TBD				
Finals		3 Apr, 4 Apr 2010				
TBD	v	TBD				

*** Saturday/Sunday matches in Round 7 (23 January, 24 January 2010) for First and Second Grades only.

VB Tom Locker Cup

Round 1	31 January 2010
Round 2	14 February 2010
Semi Finals	28 February 2010
Final	14 March 2010

Under 21 Competition

Round 1	17 January 2010
Round 2	7 February 2010
Semi Finals	21 February 2010
Final	7 March 2010

Denis Broad OAM Cup

Denis Broad OAM Cup 2009/2010 Pool A

Round 1		18 Oct 2009	
Toronto Workers	v	Wallsend	Ron Hill Oval
Cardiff-Boolaroo	v	University	Cardiff Oval
Newcastle City	v	Hamilton-Wickham	No 2 Sports
Round 2		8 Nov 2009	
Wallsend	v	Newcastle City	Wallsend Oval
Hamilton-Wickham	v	Cardiff-Boolaroo	Passmore Oval
University	v	Toronto Workers	University Oval
Round 3		29 Nov 2009	
Toronto Workers	v	Hamilton-Wickham	Ron Hill Oval
Cardiff-Boolaroo	v	Newcastle City	Cardiff Oval
University	v	Wallsend	University Oval
Round 4		13 Dec 2009	
Wallsend	v	Cardiff-Boolaroo	Wallsend Oval
Newcastle City	v	Toronto Workers	No 2 Sports
University	v	Hamilton-Wickham	University Oval
Round 5		10 Jan 2010	
Toronto Workers	v	Cardiff-Boolaroo	Ron Hill Oval
Hamilton-Wickham	v	Wallsend	Passmore Oval
Newcastle City	v	University	No 2 Sports

Denis Broad OAM Cup 2009/2010 Pool B

Belmont	v	Charlestown	Cahill Oval
Western Suburbs	v	Stockton	Harker Oval
Waratah Mayfield	v	Merewether	Waratah Oval
Western Suburbs	v	Charlestown	Harker Oval
Merewether	v	Belmont	Townson Oval
Stockton	v	Waratah Mayfield	Lynn Oval
Stockton	v	Charlestown	Lynn Oval
Waratah Mayfield	v	Belmont	Waratah Oval
Merewether	v	Western Suburbs	Townson Oval
Charlestown	v	Merewether	Kahibah Oval
Belmont	v	Stockton	Cahill Oval
Waratah Mayfield	v	Western Suburbs	Waratah Oval
Western Suburbs	v	Belmont	Harker Oval
Merewether	v	Stockton	Townson Oval
Charlestown	v	Waratah Mayfield	Kahibah Oval

Semi Finals **31 Jan 2010**

Winner Pool A	v	Second Pool B
Winner Pool B	v	Second Pool A

Final **14 Feb 2010**

TBD	v	TBD
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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.

J.R. 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.

Stockton Hospital

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

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.