



HARDING MADSEN SHIELD

PLAYING CONDITIONS

2018/19 SEASON – Issue 1.0

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1. 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.

1.1 The Laws

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

1.1.1 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.

1.1.2 Players 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.

1.2 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..

1.3 The umpires are authorised to intervene in cases of:

1. Time Wasting
2. Damaging the pitch
3. Dangerous or unfair bowling
4. Tampering with the ball
5. Any other action that they consider to be unfair

1.4 The Spirit of the Game involves RESPECT for:

1. Your opponents
2. Your own captain and team
3. The role of the umpires
4. The games traditional values

1.5 It is against the Spirit of the Game:

1. To dispute an umpire's decision by word, action or gesture

2. To direct abusive language towards an opponent or umpire
3. 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 team

1.6 Violence

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

1.7 Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

2. ADMINISTRATIVE MATTERS

2.1 Board of Control

1. The Boards of Ipswich & West Moreton Cricket Association (IWMCA) and Toowoomba Cricket Inc. (TCI) deal with the day to day running of the Competition including:
 - a. Preparing fixtures for all matches
 - b. Allocating venues for fixture matches
 - c. Maintaining ladders
 - d. Maintaining player and team statistics
 - e. Organise the distribution of all relevant information (draws, playing conditions etc.) to all clubs, umpires and officials of the IWMCA and the TCI
2. Any issue raised by a members Club should be in writing to the IWMCA Senior Coordinator or the TCI Secretary.

2.2 Players / Clubs Agreement

1. By playing in this competition, players have elected to play under these by-laws/rules
2. Rules approved by the IWMCA and TCI Boards are set for the season

2.3 Results / Media Obligations

1. The IWMCA and the TCI have chosen to use MyCricket as the software package for use in team lists, match reports and statistics
2. Clubs are required to enter full team lists (11 players) the day of scheduled play
3. Match Results: Harding Madsen Shield results including scores, full batting and bowling figures and dismissals are to be entered by both teams no later than 3.00pm on the Wednesday day after each day's play. Each team may dispute the result no later than 7.00pm Wednesday after the conclusion of the match. Should individual scores differ, the two clubs involved should resolve prior to a dispute being entered. Catcher's names and run-out details are mandatory
4. Matches will be locked off at 10.00pm Wednesday following the conclusion of the match
5. **MyCricket scoring application** can be used to score a match. However, a manual scorebook must still be used and be present at the ground at all times in case of failure of the electronic system. If MyCricket application has been used throughout the match, this will be considered to meet the reporting requirements for both teams. It is the responsibility of the home team to have the manual scorebook on hand at every game

2.4 Umpires

1. Umpire fees will be charged to each club by the respective umpire associations (TCUA will invoice TCI Clubs and IWMCUA umpires are to be paid by IWMCA Clubs in the usual manner).
2. Umpires duties shall include:

- a. The umpire/s shall take control of the ground 30 minutes prior to the schedule start time and has the sole responsibility to make the final decision of pitch and ground conditions, having taken advice from the curator/groundsman and the respective captains.
- b. Their primary objective is to ensure the pitch is “safe”, not necessarily “good”, i.e.: a damp pitch may not be “unsafe” therefore it may be played on.
- c. Captains are to complete and send umpire reports on both umpires standing in the match to the respective Umpire Associations

2.5 Balls and Bats

1. Only approved balls can be used in the Harding Madsen Shield. Approved balls include:
 - a. Dukes 4-piece 156 gram County International ball
 - b. Kookaburra 4-piece 156 gram Regulation ball
2. The IWMCA and / or the TCI will supply balls for the Semi-Finals and Finals from the list of balls in 5.1
3. There is no restriction on the thickness of edges and the overall depth of cricket bats used in the Harding Madsen Shield (HMS) by players.
4. Other restrictions on bat sizes will apply as per MCC Law 5.

2.6 Dress

1. Club Coloured Playing Shirts and Cricket Trousers will be permitted for use in the HMS.
2. All Club Coloured playing Shirts and Trousers must be approved by the respective Associations i.e.: a red playing shirt and/or trousers may not be allowed due to the use of a red cricket ball.
3. All team members are to wear the same playing shirts and trousers i.e.: all players in Coloured Club shirt and white trousers).
4. Coloured batting pads are not permitted as a red ball is used in all fixtures.
5. All players must wear spikes in games played on turf when batting or bowling.

2.7 Stumps and Boundary Markers

1. The home Club is to provide six (6) stumps and four (4) bails of acceptable quality for the match.
2. The home Club is to provide and set in place at least sixteen (16) plastic boundary markers.

2.8 Alcohol

1. Alcohol is NOT to be consumed by any player during the hours of play. Incidents of drinking can be reported within the prescribed time using the incident report form. No player will be allowed to take the field if, in the opinion of the Official Umpire or Captain, they consider the player to be intoxicated.
2. If an Official Umpire observes any player consuming alcohol prior to, or during, the game on any field at the venue here they are officiating, he will advise those player/s that he/they are not to take any further part in the game for the rest of that day. This shall be an automatic Level 3

offence. This is as per Queensland Cricket Association (QCA) directive regarding insurance; if any alcohol has been consumed then all insurance rights are waived.

3. Any Club Official (Committee member or team captain) or Association Official can report any player currently playing in a game, if he/she observes that player consuming alcohol during or before the game, at the game venue. This report must be a written report and sent to the Secretary of the respective Association by 5.00pm Tuesday after the completion of the match.
4. No alcohol or cigarettes are to be consumed on any school premises at all.

2.9 Clearances / Transfers

1. All players must ensure they are eligible to play for their chosen club before completing in the HMS competition.
2. No player can change clubs after Round three (3) of the HMS competition within the IWMCA and TCI.
3. Any player wishing to play in another Association must obtain a clearance from their IWMCA or TCI Club.

2.10 Eligibility for Finals

1. A Player must have played 3 days of cricket, as listed in MyCricket, in either the HMS or Saturday fixtures of the IWMCA or the TCI since the start of the current season.
2. If a Player has played 4 days of cricket in the HMS or a lower grade he shall be qualified to play in the HMS finals.
3. Any Club wishing to play any Player who does not meet the 4 Saturday playing requirement may only do so in the event of injury or medical condition. Note: a current medical certificate stating a player has been out of cricket due to injury may be considered.
4. Any Club seeking an exception from the above rule 10 must make a written application to the IWMCA and the TCI by the Monday prior to the semi-final or final.

2.11 Codes of Behaviour

1. The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as with the Laws.
2. Players, officials and umpires must not assault or attempt to assault another Umpire, another player, another official or a spectator.
3. Players and officials must not react with unnecessary obvious dissension, displeasure or disapproval either towards an Umpire, his decision, or generally, following an umpiring decision.
4. Players and officials must not use crude, racist and/or abusive language, or otherwise engage in conduct detrimental to the spirit of the game. An umpire would be expected to caution the player and advise the Captain of his concern before reporting any player for this type of behaviour.
5. Players and officials must not indulge in conduct detrimental to the game.
6. Players and officials must in no way use crude or abusive hand signals.

7. Where an official umpire/s considers that a player has breached the code of behaviour, he/they may issue the player with a yellow card. The umpire/s will inform the IWMCA and / or TCI Secretaries the name of the player issued the yellow card. The Secretaries will inform the IWMCA and /or TCI Commissionaires as well as the players Club Secretary.
8. Any player receiving 2 yellow cards in the same season shall automatically be suspended for the next match. Any subsequent yellow card in the same season will result in the player being cited to appear before the IWMCA or TCI Commissionaire

2.12 Code of Behaviour – Procedures

1. A complaint can be made by any Player, Club Official, Umpire and Board Member of the IWMCA and / or TCI or any other person.
2. All complaints must be in writing and forwarded to the Secretary, IWMCA / TCI.
3. The following must occur for all complaints; (a) The complainant must have submitted the complaint in writing no later than 5pm on the Monday following the incident and or the match to the Secretary of the IWMCA / TCI; (b) If the complaint is by an Umpire, the Umpires Association must forward the specific offence alleged along with the Umpires recommendation for penalty on the appropriate form to the Secretary, IWMCA or the Secretary TCI in compliance with 11.2.2.
4. Upon receipt of any complaint by the Secretary of IWMCA / TCI, the Secretary must within 24 hours of receipt forward the complaint to the following: (a) The Commissioner; (b) The player, official or person; (c) The player, official or persons registered club.
5. The Commissioner shall upon receipt of the complaint contact the player, official or person directly and ask the following: (a) Is the player, official or person in receipt of the formal complaint against them; (b) If not, the Commissioner will immediately suspend the call and arrange delivery of the complaint and also advise the player, official or person that they may have another person present when the call resumes.
6. The Commissioner will not proceed with a telephone call until the player has the complaint. The Commissioner will again call, confirm the complaint is received and then outline the complaint and the level charged on and what penalties this may come with and then ask whether or not the player, official or person pleads guilty or not guilty to the charge or charges alleged. (a) If a player, official or person pleads guilty to the offence or offences as outlined in the formal complaint, then the Commissioner within 12 hours must notify the Secretary of IWMCA /TCI in writing of the penalty and the Secretary IWMCA / TCI must pass on within 24 hours in formal letter to the player, official or person and the player, official or persons registered club of the decision and penalty reached in relation to the plea of guilty entered. (b) If a player pleads not guilty the Commissioner must then call a formal hearing of the complaint and offence or offences alleged and a hearing called. There must be at least 3 members on the judiciary to hear the complaint and the hearing must take place as soon as reasonable practical and no later than 10 days of the complaint being received by the Secretary of IWMCA /TCI. (c) The player, official or person may call witnesses in their defence but must notify the Commissioner of the names and number of witnesses at least 24 hours before the hearing. (d) The player must be served a formal notice that they are not to partake in any match until such time as the matter is heard and any match missed will be taken into consideration by the judiciary in any penalty that is issued. (e) Upon the complaint being determined by the judiciary, the Commissioner shall immediately notify in writing the Secretary of IWMCA / TCI, the player, official or person and their registered club. (g)

Non adherence to the foregoing regulations does not preclude the commissioner or judiciary from hearing any case, whether reported or not, providing that in all such cases the principals of natural justice apply and the player alleged to have committed a breach of the code of behaviour is not in any way unfairly disadvantaged by the failure to adhere to the regulations.

7. 11.2.7 If the player, official or person wishes to appeal any decision of the judiciary, the player, official or person has the right to do so in accordance with rule 11.5

2.13 Code of Behaviour – Offences

Refer to the IWMCA Code of Behaviour if the player is registered with an IWMCA Affiliated Club or the TCI Code of Behaviour if the player is registered with a TCI Affiliated Club.

The relevant Codes of Behaviour and recommendations are only to act as a guide for offences and respective penalties.

3. PLAYING CONDITIONS

3.1 Laws of Cricket

The Laws of Cricket (2017 edition) shall apply except as varied below.

3.2 Number of Players

1. A team shall consist of eleven (11) nominated players.
2. Each captain, deputy or team manager shall nominate his/her players in writing to one of the umpires prior to the toss. No player may be replaced after the nomination without the consent of the opposing
3. Eleven fieldsmen only shall be on the field of play at any one time

3.3 The Ball

1. Each team will be responsible for providing their own balls, as per the balls listed in Administrative Matters, Section 5, to be used in all matches, except for the semi-finals and final when balls will be supplied by IWMCA and the TCI. Each fielding team shall have one new ball for its innings.
2. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew and in the opinion of the umpires being unfit for play, the ball shall be replaced for a ball that has had a similar amount of wear and improved colour. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to replacement or otherwise will be final.
3. The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play, umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.

3.4 The Bat.

As per listed in Administrative Matters, Section 5.

3.5 Duration of Matches and Composition of Team

1. Matches shall be of one day's scheduled duration. The matches will consist of one innings per team and each innings will be limited to 50 six-ball overs. A minimum of 15 overs per team shall constitute a match. (Final: a minimum of 20 overs per team).
2. Nomination of players and results submitted to "My Cricket" as follows:
 - a. All results are to be entered in My Cricket by the Wednesday following the weekend games. Failure to do so will see "NO" Points allocated and the non-qualification of players.

3. In the case of washout games, teams are to submit their nominated playing eleven onto “My Cricket” by the Wednesday immediately following the scheduled game. This allows qualification of players. **Failure to do so will result in non-qualification of player for that game.**

3.6 Hours of Play and Intervals

1. There will be two sessions of 3½ hours each, separated by a break:
 - a. 10.00am -1.30pm Session 1
 - b. 1.30pm – 2.00pm Interval
 - c. 2.00pm – 5.30pm Session 2
2. The innings of the team batting second shall not commence before the time for the scheduled interval between innings unless the team batting first has completed its innings at least 40 minutes prior to the scheduled interval, in which case a ten-minute interval will occur and the team batting second will commence its innings and the interval will occur as scheduled.
 - a. Except as provided above, the interval shall be of 30 minutes’ duration.
 - b. Where up to 60 minutes of actual playing time has been lost the interval will be reduced to 20 minutes.
 - c. Where more than 60 minutes of actual playing time has been lost the interval will be reduced to 20 minutes.
3. Two drinks breaks per session shall be permitted, after overs 17 & 34. The provisions of this law shall be strictly observed except that under conditions of extreme heat the umpires will 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 approved clothing and equipment.
4. No extra playing time shall be made available.

3.7 Innings

Penalties for the fielding team shall apply for not bowling the required overs by the scheduled or rescheduled time for the cessation of each session.

1. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. Unless determined otherwise by the Match Referee, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team’s match points. The over in progress at the scheduled time for cessation of the session shall count as a completed over.
2. If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Match Referee, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team’s match points. The over in progress at the scheduled time for cessation of the session shall count as a completed over.

3. For the purpose of determining penalties, the following allowances shall be taken into account:
 - a. Actual time taken for treatment of an injured player on the field.
 - b. Actual time taken for a player leaving the field in the event of serious injury.
 - c. Actual time taken to dry a wet ball.
 - d. Actual time taken to a maximum of 4 minutes for each drinks break in excess of two per innings in conditions of extreme heat (see clause 3.3).
4. There shall be no allowances given for:
 - a. Wickets falling.
 - b. Drinks Intervals.
 - c. Sightscreen changes.

3.7.1 Uninterrupted Matches:

- a. Each team shall bat for 50 overs unless all out earlier or a result has been achieved.
- 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.
- c. If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs unless a result has been achieved.
- d. If the team fielding second fails to bowl 50 overs 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.

3.7.2 Delayed or Interrupted Matches

- 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. A minimum 15 overs (20 overs in Final) have to be bowled to the team batting second to constitute a match. 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. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.
- 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.
- 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. Any uncompleted over included in the overs already bowled shall be regarded as a complete over.
- e. Fractions are to be ignored in all calculations regarding the number of overs to be bowled.

3.7.3 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 11.6 and 13.2.2 (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.

See Appendix 7

3.7.4 Delay or Interruption to the Innings of the Team Batting Second

- a. If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.28 overs per hour for time lost. However, should the innings of the team batting first have been completed at least 40 minutes prior to the scheduled or rescheduled time for commencement of the interval then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

See Appendix 8

3.7.5 Restrictions on the placement of fieldsmen.

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side for the entire match. In addition to the restriction contained in playing condition (c) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs. The following fielding restrictions shall apply:
 - a. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
 - b. At the instant of delivery:
2. Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
3. Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
4. Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive
5. In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	1	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

6. If play is interrupted during an innings and the table in 1.1(f) applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. (i) Illustrations of 1.1(g) a 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new Powerplays are 7+19+6. Therefore, the middle Powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final Powerplay begins after 26 overs have been bowled. A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new Powerplays are 5+13+4. When play resumes, the final Powerplay fielding restrictions apply for the remaining 3.1 overs.
7. At the commencement of the middle and final Powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
8. The scoreboard (where possible) shall indicate the current Powerplay in progress.
9. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

10. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'. In this case, the Fielding captain is permitted to reposition the offending player(s). The ball following the No Ball shall be a FREE HIT as per clause 8.1 below

3.8 Declaration and Forfeiture

Neither team is permitted to declare their innings closed.

3.9 The Result

Results are to be entered into My Cricket by Wednesday after the game. Failure to adhere to this, will see points not being allocated to the team.

1. A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs (preliminary matches), 20 overs (Semi Final & Final), unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs. All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared No Result.
2. Tie - In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

3.10 Calculation of the Target Score utilising “Duckworth-Lewis Method”

1. If, due to suspension of play (including abandonment of a match) after the start of the match, the number of overs in the innings of the team batting second has to be revised to a lesser number than originally allotted (minimum 15 overs in preliminary matches and 20 overs in the final), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.
2. This revised target is to be calculated using the “Standard Edition” of the Duckworth-Lewis method. This will not give exactly the same answer as the 'Professional Edition' that is used in professional matches. (Use of the Professional Edition requires proprietary software which is not yet available to the general public.) However, this application will provide a good indicator of the state of play in a match, and the Standard Edition is valid in non-professional matches (or where the professional software is not available). In the rare event of a software device being unavailable or software failure is encountered, manual calculation using a calculator and a hard copy of the method can be utilised.
3. Due to the size of the “full” explanation and the “tables” contained in the Standard Duckworth-Lewis Method, a copy is NOT included in these set of rules.
4. There are many internet resources available to scorers & officials for the download to their PC, laptop, android tablet or iPhone of the Standard Duckworth-Lewis Method calculator, hardcopy including 'over-by-over' & 'ball-by-ball' tables.
 - a. The following website is a suggestion for the free download of an up-to-date accurate “Standard” Duckworth-Lewis Method Calculator.

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en>

- b. The following website is a suggestion for a hard copy download of an up-to-date accurate “Standard” Duckworth-Lewis Method explanation & a copy of the tables.

http://www.icc-cricket.com/rules_and_regulations.php

3.11 Points

One Day Match:

Win - 8 points plus bonus points

Draw or No Play - 2 points each

Tie - 4 points each

Bonus Point - 1 (Run rate 1.25 times that of opposition)

Additional Bonus Point - 1 (Run rate twice that of opposition)

1. Abandoned match due to inadequate pitch and / or ground preparation Law 7.4 will not apply. In the event of a match being abandoned because of inadequate pitch and / or ground preparation it is considered that the match be awarded to the visiting team. For the purposes of this clause, the pitch and / or ground preparation will be deemed to have been inadequate if the match is abandoned as a direct or indirect result of the local Association failing to take proper precautions in the circumstances to ensure that:
 - a. The pitch and / or field was properly prepared
 - b. The pitch was properly protected against the elements or other acts of God, vandalism or foul play, machinery or equipment failure or other reasonably foreseeable events.
2. IWMCA and/or TCI shall arrange and ensure that a thorough investigation of the circumstances into the abandonment of the match is conducted and that a report be presented to a forum (to be determined) for decision and penalty if appropriate.
3. The team that wins the match and achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. For example, the team shall receive a total of 5 points (4 points for win, 1 bonus point).
4. The team that wins the match and achieves a run rate of twice that of the opposition shall be awarded an additional 1 bonus point, which is in addition to the bonus point achieved in clause 12.2 (a). For example, the team shall receive a total of 6 points (4 points for win, 1 bonus point and 1 additional bonus point).
5. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.
6. Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.
7. Part overs are to be considered whole overs for the purposes of calculating Bonus Points.
8. Where matches are shortened and targets revised through the Standard Duckworth-Lewis Method, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

See Appendix 3

3.12 Net Run Rate

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.
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.
3. Part overs are to be considered whole overs for the purposes of calculating Net Run Rates.
4. Only those matches where results are achieved will count for the purpose of net run rate calculations.
5. Where a match is abandoned, but a result is achieved under the Standard Duckworth-Lewis Method, for net run rate purposes the team batting first will be accredited with the Par Score of the team batting second on abandonment off the same number of overs faced by the team batting second.
6. Par Score of team batting second = (score of team batting first) x (overs faced by team batting second / overs faced by team batting first) Rounded down
7. Where a match is concluded but with the Standard Duckworth-Lewis Method having been applied at an earlier point in the match, for net run rate purposes the team batting first will be accredited with 1 run less than the final Target Score for the team batting second off the total number of overs allocated to the team batting second to reach the target.

3.13 Qualifying for the Final

1. The two teams with highest number of points at the completion of the preliminary matches shall play in the semi-final. The winner of each semi-final will play in the final:
 - a. Semi-final 1: Highest Placed team Pool A v Second placed team in Pool B
 - b. Semi-final 2: Highest Placed team in Pool B v Second placed team in Pool A
 - c. Final: Winner of SF1 v Winner SF2
2. In the event of the teams finishing on equal points, the right to play in the final will be determined as follows:
 - a. The team with the most number of wins and ties, then if required
 - b. The team with the most number of wins over the other team(s), then if required
 - c. The team with the highest number of bonus points, then if required
 - d. The team with the highest net run rate.
3. In a match declared no result, run rate is not applicable

3.14 The Over

1. No bowler shall bowl more than 10 overs in an innings.

2. In a delayed or interrupted match 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.
3. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
4. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
5. The scoreboard if available shall show the total number of overs bowled and the number of overs bowled by each bowler

3.15 No Ball

3.15.1 Free Hit After a No Ball

1. The delivery following a No ball (Law 21) 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 Wide), then the next delivery will become a free hit for whichever batsman is facing it.
2. For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery, or to move one (1) fielder if the no ball was called for a fielding restriction infringement.
3. The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

3.16 Wide

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.
2. Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.
3. As a guide, a delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps.
4. As a guide, a ball passing the batsman on the off side more than 75cm wide of the off stump shall be called a Wide. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the wicket. (see Appendix 4)

3.17 Batsman's Innings; Runners

No runners are permitted.

3.18 Unfair Play

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

Appendix 1

Finals

The Final will be under the control of a Match Referee if so appointed by the IWMCA and the TCI.

Final Venue

The Final shall be played at a venue to be determined by IWMCA and the TCI.

Tie or No Result

If there is a Tie or No Result in the Semi-Finals and or Final, the team finishing on top of the points table at the end of the preliminary matches shall be declared the winner (**see clause 12.4**)

Penalties for not Bowling Required Overs in the Final

(a) The provisions of clause 13.1 shall apply.

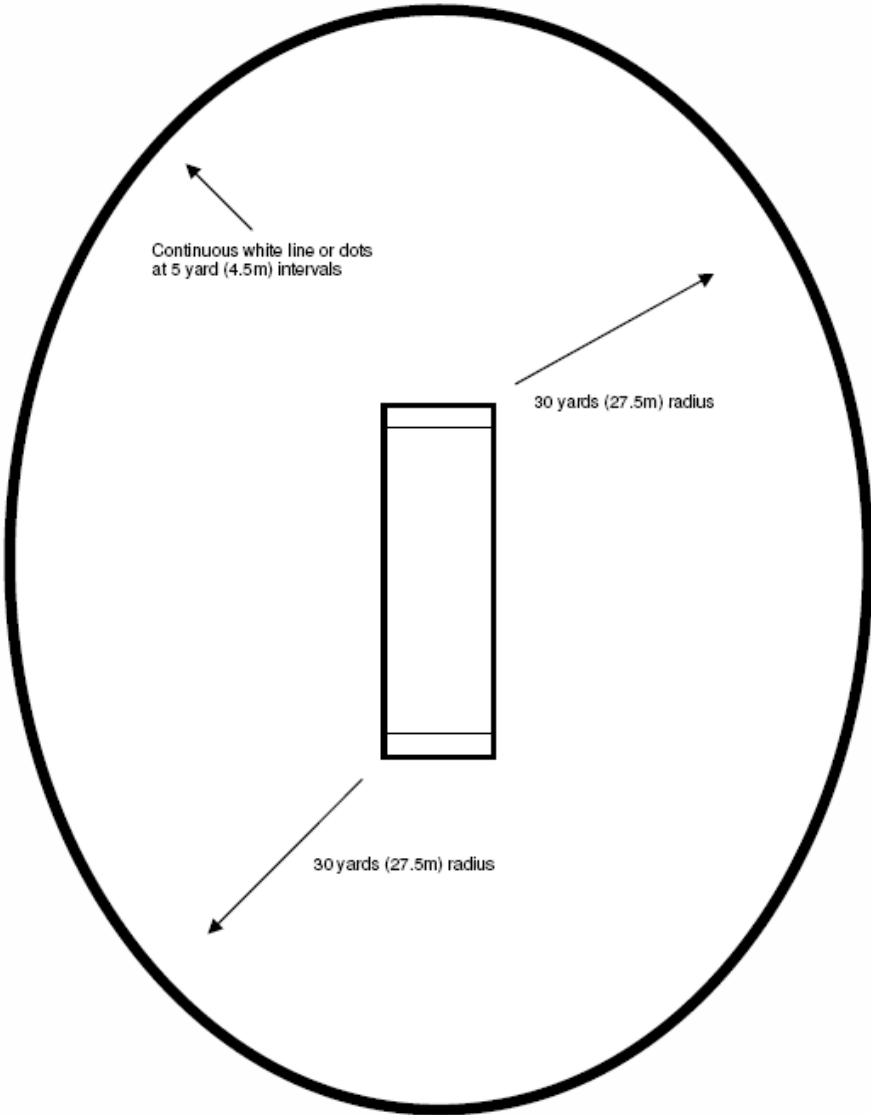
(b) For each over the fielding team is short of the required number of overs to be bowled by the scheduled time for the cessation of the session, a penalty of 10 (ten) runs per over shall be awarded to the batting team. The over in progress at the scheduled time for cessation of the session shall count as a completed over.

(c) Penalty runs awarded to the team batting first are recorded as penalty extras to that team's total of runs in its recently completed innings.

(d) Penalty runs awarded to the team batting last, shall be determined and added as penalty extras to that team's current total of runs immediately following the completion of the over that occurs at or after the scheduled time for cessation of the session.

Appendix 2

Restriction on the Placement of Fielders



Appendix 3

Bonus Point System

Table below shows examples of criteria for the awarding of bonus points for an uninterrupted 50 overs a team match

Team Batting First		Team Batting Second				Team Bowling Second			
		1 Bonus Point		1 Additional Bonus Point		1 Bonus Point		1 Additional Bonus Point	
Score	Run Rate	Required Run Rate A	Overs to Win by A	Required Run Rate B	Overs to Win by B	Defensive Run Rate A	Defensive Target Score A	Defensive Run Rate B	Defensive Target Score B
300	6	7.525	40	12.04	25	4.8	240	3	150
275	5.5	6.9	40	11.04	25	4.4	220	2.74	137
250	5	6.275	40	10.04	25	4	200	2.5	125
225	4.5	5.65	40	9.04	25	3.6	180	2.24	112
200	4	5.025	40	8.04	25	3.2	160	2	100
175	3.5	4.4	40	7.04	25	2.8	140	1.74	87
150	3	3.775	40	6.04	25	2.4	120	1.5	75
125	2.5	3.15	40	5.04	25	2	100	1.24	62
100	2	2.525	40	4.04	25	1.6	80	1	50
75	1.5	1.9	40	3.04	25	1.2	60	0.74	37

Example 1 Calculations for an Uninterrupted / Delayed match where a result is achieved:

Team Batting First

Score = 300 (50 overs)

Run Rate = Score / overs faced = $300 / 50 = 6.00$

Team Batting Second

Required Run Rate A (1 bonus point) = $[(\text{Score} + 1) / (\text{overs faced})] \times 1.25 = (301 / 50) \times 1.25 = 7.525$

Overs to Win by A (1 bonus point) = $(\text{Score} + 1) / \text{Required Run Rate A} = 301 / 7.525 = 40$ Rounded up

Required Run Rate B (1 additional bonus point) = $[(\text{Score} + 1) / (\text{overs faced})] \times 2.00 = (301 / 50) \times 2.00 = 12.04$

Overs to Win by B (1 additional bonus point) = $(\text{Score} + 1) / \text{Required Run Rate B} = 301 / 12.04 = 25$ Rounded up

Team Bowling Second

Defensive Run Rate A (1 bonus point) = $\text{Run Rate} / 1.25 = 6.00 / 1.25 = 4.8$

Defensive Target Score A (1 bonus point) = $\text{Score} / 1.25 = 300 / 1.25 = 240$ Rounded down

Defensive Run Rate B (1 additional bonus point) = $\text{Run Rate} / 2.00 = 6.00 / 2.00 = 3$

Defensive Target Score B (1 additional bonus point) = $\text{Score} / 2.00 = 300 / 2.00 = 150$ Rounded down

Example 2 Calculations for an Interrupted match where a result is achieved:

Where the team batting first scored 317 runs off 50 overs and the number of overs for the team batting second is reduced to 35 overs, where a revised target score of 236 runs is calculated using the Standard Duckworth-Lewis Method.

Team Batting First

Score = 235 (35 overs)

Run Rate = Score / overs faced = $235 / 35 = 6.714$

Team Batting Second

Required Run Rate A (1 bonus point) = $[(\text{Score} + 1) / (\text{overs faced})] \times 1.25 = (236 / 35) \times 1.25 = 8.429$

Overs to Win by A (1 bonus point) = $(\text{Score} + 1) / \text{Required Run Rate A} = 236 / 8.429 = 28$ Rounded up

Required Run Rate B (1 additional bonus point) = $[(\text{Score} + 1) / (\text{overs faced})] \times 2.00 = (236 / 35) \times 2.00 = 13.486$

Overs to Win by B (1 additional bonus point) = $(\text{Score} + 1) / \text{Required Run Rate B} = 236 / 13.486 = 18$ Rounded up

Team Bowling Second

Defensive Run Rate A (1 bonus point) = $\text{Run Rate} / 1.25 = 6.714 / 1.25 = 5.371$

Defensive Target Score A (1 bonus point) = $\text{Score} / 1.25 = 235 / 1.25 = 188$ Rounded down

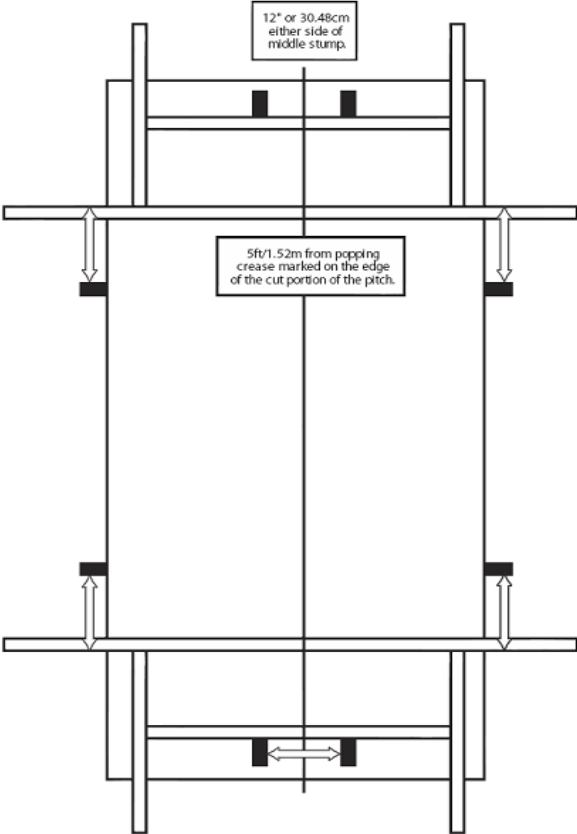
Defensive Run Rate B (1 additional bonus point) = $\text{Run Rate} / 2.00 = 6.714 / 2.00 = 3.357$

Defensive Target Score B (1 additional bonus point) = $\text{Score} / 2.00 = 235 / 2.00 = 117$ Rounded down

Appendix 4

The Protected Area Markings

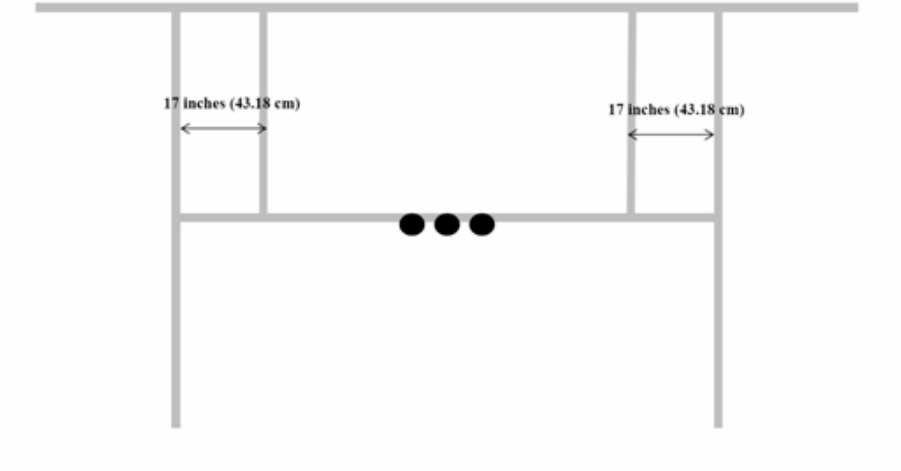
Protected Area markings must be the same width as the crease markings.



Appendix 5

Wide Markings

Wide markings must be the same width as the crease markings and extend backwards from the popping crease to the bowling crease. The distance of 17 inches (43.18cm) shall be measured from the inside edge of the wide marking to the inside edge of the return crease.



Appendix 6

Maximum Overs for Under Age Medium and Pace Bowlers

(a) Definitions

(i) **Bowling Type:** Bowlers of medium pace or faster (as determined by the umpires and broadly defined as one to whom the wicket-keeper would normally stand back, or one who is not considered a slow bowler). The umpires shall immediately notify the captains of both teams of each bowler who they determine should be treated differently to this broad definition.

(ii) **Players Age:** The player's age shall be determined as their age on 31 August preceding each cricket season, the appropriate bowling limitations shall apply for the entire season.

(b) Notification

The team captain must indicate to the umpires on the team sheet each player to whom this playing condition applies and indicate their age.

(c) Bowling Limitations for Medium or Faster Bowlers

(i) **Under-19:** A maximum spell of eight (8) consecutive overs. A maximum match allocation of ten (10) overs.

(ii) **Under-18:** A maximum spell of seven (7) consecutive overs. A maximum match allocation of ten (10) overs.

(iii) **Under-17:** A maximum spell of six (6) consecutive overs. A maximum match allocation of ten (10) overs.

(iv) **Under-15:** A maximum spell of five (5) consecutive overs. A maximum match allocation of ten (10) overs.

(iv) **Under-14:** A maximum spell of four (4) consecutive overs. A maximum match allocation of eight (8) overs.

(d) Length of Break

(i) The break between spells is to be a minimum of 30 minutes (including the lunch interval and any unscheduled breaks in play).

(ii) A medium pace (or faster) bowler who has bowled a spell of less than the maximum spell permitted for their age 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 30 minutes between spells will apply and the break within the spell is disregarded.

(iii) If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the medium pace (or faster) bowler's spell and daily limits.

(e) Change of Bowling Type

Where a bowler changes from medium pace (or faster) to slow bowling or vice versa during a day's play:

(i) If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.

(ii) If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change (first ball), and all complete overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

(f) Management

(i) It is the responsibility of the fielding captain to ensure that this playing condition is upheld.

(ii) If the umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

(iii) Should a dispute or uncertainty regarding the application of this playing condition occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.

Appendix 7

Calculation sheet for use when delays or interruptions occur for team batting First in a 50 Over One-Day match

Time innings commenced	_____	(A)
Net playing time available at start of the "MATCH" (4.2 minutes per over) Excluding extra playing time if available (see clause 3.4)	_____	(B)
Length of interruption/s	_____	(C)
Extra playing time available (see clause 3.4)	_____	(D)
Total playing time lost (C - D)	_____	(E)
Recalculated Net playing time available (B - E)	_____	(F)
Recalculated total overs of match (F / 4.2) ignore fractions and add 1 if necessary Match = 15 overs per team minimum. Final = 20 overs per team minimum	_____	(G)
Recalculated total overs per team (G / 2)	_____	(H)
Recalculated length of innings per team (F / 2) round fraction up	_____	(J)
Rescheduled 1st session cessation time (A + C + J)	_____	(K)
Length of interval (see clause 3.4)	_____	(L)
Time 2 nd innings to commence	_____	(M)
Rescheduled 2 nd innings cessation time (M + J)	_____	(N)
Maximum overs per bowler (H / 5) ignore fraction	_____	overs
Note: Add 1 over maximum per bowler to equal (H) if necessary		
Revised 1st block of powerplay overs (see clause 6.7) 2 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery	_____	overs
Revised 2nd block of powerplay overs (see clause 6.7) 3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery	_____	overs
Revised 3rd block of powerplay overs (see clause 6.7) 3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery	_____	overs
Non powerplay overs (see clause 6.4) 5 fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery		
Note: At the instant of delivery, there may not be more than 5 fieldsmen on the leg side		

Appendix 8

Calculation sheet for use when delays or interruptions occur for team batting Second in a 50 Over One-Day match

Time innings commenced	_____	(A)
Net playing time available at start of the "INNINGS" (4.2 minutes per over)	_____	(B)
Maximum overs available at start of innings	_____	(C)
Scheduled cessation time of innings Including lunch interval if applicable (see clause 3.2)	_____	(D)
Length of interruption/s Excluding lunch interval if applicable (see clause 3.2)	_____	(E)
Lunch interval remains at 40 minutes if innings commenced at least 30 minutes prior to the scheduled interval		
Extra playing time available Equivalent time innings commenced prior to scheduled lunch interval (see clause 5.2.3)	_____	(F)
Total playing time lost (E - F)	_____	(G)
Recalculated total playing time (minutes) available (B - G)	_____	(H)
Recalculated overs of innings (H / 4.2) ignore fractions Match = 15 overs per team minimum & Final 20 overs per team minimum	_____	(J)
Rescheduled 2 nd innings cessation time (A + B + F) INCLUDE LUNCH INTERVAL IF APPLICABLE (see clause 3.2)	_____	(K)
Maximum overs per bowler (J / 5) ignore fraction	_____	overs
Note: Add 1 over maximum per bowler to equal (J) if necessary		
See Appendix 8 (Calculation of Target Scores) when recalculating number of overs in 2nd innings		
Revised 1st block of powerplay overs (see clause 6.7) 2 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery	_____	overs
Revised 2nd block of powerplay overs (see clause 6.7) 3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery	_____	overs
Revised 3rd block of powerplay overs (see clause 6.7) 3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery	_____	overs
Non powerplay overs (see clause 6.4) 5 fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery		
Note: At the instant of delivery, there may not be more than 5 fieldsmen on the leg side		