



GENERAL COMPETITION RULES

1 INTRODUCTION

This document outlines the specific procedures and requirements common to all competitions played under the Greater Illawarra Cricket Zone including social, club, and representative competitions it conducts.

The terms within these rules means:

- 'Zone' – The Greater Illawarra Cricket Zone
- 'IA Rep' – Inter Association Representative Competitions
- 'Association' means an affiliated association of the zone
- 'Club' means a club of an affiliated association of the zone

1. The Competition

The Zone has the responsibility to conduct IA Rep across the zone's boundaries (male & female). The competition is to be structured and conducted to maximise development and enjoyment for all players. The Zone may also run other competitions for the clubs and associations across the zone.

Every club, association, official and player participating in the Zone competition has the responsibility to ensure each match is played in the finest spirit of the game of cricket.

2. Authority of Zone

As part of the Zone's responsibility it has the authority to take an appropriate course of action considered necessary to ensure standards and practices are upheld. This may include the imposition of fines, penalties, suspensions, or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

3. The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally.





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.

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

4. The Traditions and Etiquette of Cricket

The Zone believes it is vital to maintain, and in some cases recapture, the spirit and traditions in which cricket is played. The values of honesty, fair play, respect for others, accepting the umpire's decision, courtesy and self-discipline are enshrined in the game. Coaches, captains, players and administrators have responsibility for upholding these traditional values which make cricket such a great game.

Fielders

- Enter the field of play after the umpires
- The captain should lead the team onto the field
- Between deliveries keep an eye on the captain for a possible change of position
- Keep position, don't stray
- Remember position for each bowler and each Batter
- Get the ball back to the bowler promptly
- Do not engage in unnecessary comments or actions in the guise of enthusiasm and motivation of teams
- Do not engage in frivolous appealing
- Only players in line with the wickets should appeal
- Do not charge the umpire when appealing
- Indicate immediately if you have not completed a fair catch
- Do not engage in chatter or movement likely to distract the Batter
- Do not engage in any form of sledging
- Always signal to the umpire when the ball reaches the boundary
- Do not sit on the ground - even if having a drinks break or a wicket has fallen
- Avoid walking on the pitch
- Acknowledge a significant score (50 and/or 100) scored by a Batter
- Acknowledge a bowler's good performance - clap them off the field

Bowlers

- Always say 'thank you' to the umpire when passing or receiving your hat and/or jumper - never throw them or leave on the stumps or on the ground
- Always accept the umpire's decision
- If questioning the umpire on a point, do it calmly and politely - accept the decision
- If the non-striker is leaving the crease early a quiet word via the umpire should solve the problem
- Apologise to the Batter immediately if a high full-pitched delivery accidentally slips out
- Do not engage in any form of sledging

Batters

- Enter the field of play after the fielding side
- When asking for 'guard' say 'please'
- Always be ready to receive the ball when the bowler is ready to start the run-up
- Apologise if for some reason, such as adjustment to equipment, you have cause to make the bowler wait





- Accept the umpire's decision - when given out walk immediately without any show of emotion
- Do not engage in comments or gestures likely to cause conflict with the bowler or fieldsmen
- As the incoming Batter, cross the outgoing Batter on the field of play
- Always have clothing and equipment comfortable and fully adjusted so as not to cause delays when you are the incoming Batter - When taking runs always run to the side of the pitch

General

- Show respect for your captain, team-mates, opponents, umpires and the game's traditional values
- Do not be arrogant in victory nor surly in defeat
- When the 'home' team, create a hospitable environment for opponents and umpires
- Put team interests above your own
- Show self-discipline both on and off the field
- Look the part - clothing and equipment should be clean, tidy and properly worn - Show appreciation of the efforts of workers within the game - for example, the people who provide lunches and afternoon teas, ground staff and club officials
- Always be punctual for matches and training sessions
- At the end of the match shake hands with opponents and thank the umpires
- After the day's play participate in social interaction with team mates, opponents and umpires - it is amazing how much you can learn about the game on such occasions
- Take the opportunity to form new friendships and acquaintances

If you can observe and practise all of the above, you will gain maximum enjoyment from this great game and make it equally enjoyable for the other participants. You will also have made a significant contribution to the maintenance of the spirit and traditions of the game.

Note: This set of guidelines was prepared by Ric Evans, Director of Umpiring and Dean Holder, Director of Coaching for the WACA.

CONTENTS

1	INTRODUCTION	1
2	COMPETITION PROCESSES	4
3	THE PLAYERS	6
4	MATCH SET-UP	7
5	EQUIPMENT	10
6	MATCH CONDITIONS.....	12
7	THE MATCH RESULT	14
8	FINAL SERIES.....	17
9	TROPHIES	17





2 COMPETITION PROCESSES

2.1 Local Rules

2.1.1 Organisation

Local Rules are organised, outlined, and detailed in separate documents to facilitate the ease of reference, clarity, and consistency. These documents govern for all competitions the;

- Competition Administration Rules (CAR)
- General Competition Rules (GCR)
- Match Format Playing Conditions (PC's) & Appendices
- Zone Codes, Policies, & Schedules.

2.1.2 Rule Precedence

Local playing conditions are developed utilising the current MCC Laws of Cricket. Should any local Playing Condition and the MCC Laws conflict, the local rule shall be binding.

2.1.3 Reference Documents

All approved reference documents can be found on the Zone website.

2.1.4 Alterations to Rule

Any rule or policy that requires changing or clarification, the written consent to such change from a majority of member association **or** from the Zone Chairperson **and** Zone Vice-Chairperson shall suffice in making the change effective until such time as the amendment can be ratified by a Zone general meeting.

2.2 Use of PlayHQ

PlayHQ System will be used for processing player and match information (see CAR-PlayHQ).

2.3 Draws & Fixtures

2.3.1 Display

A full list of draws for all competitions will be available and displayed on PlayHQ.

2.3.2 Draw Alterations

1. In cases of emergency the Zone Administrator may alter the program with respect to dates of play and the venues on which matches will be played.
2. Should any changes become necessary after the Wednesday prior to the match the Zone shall advise the respective Associations, Clubs, and umpires accordingly.
3. No cricket is to be played on the gazetted public holidays of Christmas Day, Boxing Day and New Year's Day.

2.3.3 Venue Allocation

1. All matches must be played on venues as programmed.
2. All matches except U12's and U13's IA Rep (male and female) shall be played on Turf, unless otherwise permitted by the Zone Chair.
3. U12's and U13's matches shall be played on synthetic. Finals may be played on turf at cost of hosting authority.
4. Relocation of matches for any reason is not permitted without permission from the Zone Chair.





2.3.4 Format Structure

Each Format Structure run within the Zone will have separate Match Format Playing Conditions (PC's).

1. Zone Premier Competitions
 - Creighton Cup – Combination of 50 Over Matches and T20 Matches
 - Open Womens – 20 Over Matches
2. Zone Junior Male Premiership Competitions
 - Under 18's – Combination of 50 Over One Day Matches and T20 Matches
 - Under 16's Steve Edwards Cup – Combination of 50 Over One Day Matches and T20 Matches
 - Under 14's – Combination of 50 Over One Day Matches and T20 Matches
 - Under 12's – Combination of 40 Over One Day Matches and T20 Matches
3. Zone Junior Female Premiership Competitions
 - Under 15 – 20 Over Matches
 - Under 13 – 20 Over Matches
4. Champions Competitions
 - Club T20 Competition(s) – T20 Matches
 - Champions of Champions – 50 Over One Day Matches in Knockout Finals Format.

2.4 Team Entry

2.4.1 Entry Procedure

1. For Zone Premiership Competitions, it shall be mandatory for associations to enter a team in each competition.
2. Any team entered into a Zone competition must be fully financial with the Zone and also have paid the respective nomination fee prior to Round 1 for competition points to be awarded.
3. Teams paying nomination fees late will only receive competition points for matches after payment.

2.4.2 Teams in Same Competition

An Association/club having 2 or more teams in the same competition shall be known and distinguished by association/club colours.

2.4.3 Late or Withdrawn Entries

1. Associations or Clubs nominating or withdrawing a team after the specified closing date may incur a fine for any redrafting required of competition draws.
2. Late applications may not be accepted based on draw structures.

2.4.4 Team Contacts

1. Each team entry shall include and advise its team official – name and contact details.
2. Details of the team official are to appear and be displayed on each Association/Club website by October 1.
3. Failure to comply may result in a fine or a deduction of points.





3 THE PLAYERS

3.1 Player Eligibility

1. Each player must be duly registered with and within the zone (see CAR-Clearances and Registration)
2. Junior Age Competitions – Players will qualify to their own age as at August 31st 11:59pm of the current season.
3. Minimum Age Qualifications – 15 years of age (as at the prescribed age date of the current season) to play in Zone Premier or Champions Competition, subject to:
 - a. written parental consent be sighted by the zone; **AND**
 - b. the association or club representatives make an application to the zone for approval.

3.2 Qualifications of Players

3.2.1 Qualified Players

1. A person to be a qualified player, must be;
 - a. a player registered to the zone; **AND**
 - b. eligible to play within the competition for which they are playing
2. No player may be nominated in or play for more than one team on the same date, except as a substitute.
3. Any team found playing an unqualified player i.e. not registered correctly, incorrect clearance, incorrect by age, incorrect by grade or team, etc.), shall incur (after investigation and at the Association discretion) any of, or a combination of;
 - a. a fine for each offence; and/or
 - b. the loss of points for that match (or matches); and/or
 - c. disqualification from the competition.

3.2.2 Dispensations

1. The Zone (for final series player qualification eligibility purposes) may consider dispensations relating to injuries of players who are likely to be unavailable for matches over an extended period.
2. For dispensation applications to be accepted and considered it must
 - a. be submitted by the approved Association/Club representatives.
 - b. be provided in writing on GICZ Exemption Form. (See FM-311)
 - c. clearly state all the player circumstances (nature and likely duration).
 - d. be received prior to the commencement of match(s) concerned in the preliminary rounds.The Zone Administrator will acknowledge receipt of an application (no approval given at that point).
3. It is the Association/Club's responsibility to
 - a. again make a player re-grade application at the time of the final series.
 - b. maintain and provide any likely documented evidence (dated at the time of original notification) to support such an application.

3.3 Representative Duties

1. If a player is selected for higher representative duties (if the situation arises) during a Zone run competition, the affected team may select an additional player to play in the representative players position, and the representative player will still have the match counted to finals qualifications as required.

3.4 Dress Standards

All players are to adhere to dress standards as set out in (CAR – Playing Apparel). It is the responsibility of the team captain to ensure all players are attired correctly.





4 MATCH SET-UP

4.1 The Umpires

4.1.1 Responsibility of Umpires

1. Umpires have a responsibility to ensure that:
 - a. they have a thorough knowledge and understanding of MCC laws and local playing conditions
 - b. Laws/Playing conditions are applied with objectivity while officiating;
 - c. the conduct of all participants is of the highest standards; and
 - d. matches are played fairly and in the intended 'Spirit of Cricket'.
2. Umpires and captains should confer before the match and agree on the match conditions and any differing Laws and /or playing conditions interpretations.

4.1.2 Appointment of Umpires

1. The Zone reserves the right to appoint umpires to matches as appropriate, with the authority to appoint delegated to the Zone Umpires Representative.
2. Appointed Umpires shall be the central umpire(s).
3. When one appointed umpire is in attendance, the square leg umpire must at all-times are a team member from the batting team.
4. If the appointed Umpire(s) is not present at the specified start time, both teams are to appoint an umpire.

4.1.3 Changing Umpires

Team appointed umpires should only be changed during a break in play and after consultation with the previous umpire regarding the match agreements.

4.1.4 Players as Umpires

1. Captains are to ensure all players acting as an Umpire (whether bowlers end or square leg),
 - a. act within the spirit of the game.
 - b. are suitably attired.
 - c. not smoke or consume alcohol at any time.
 - d. adhere to the Umpires code & guidelines.
2. Any player umpire failing to adhere to the Umpires Code will
 - a. be removed from the field by the Official Umpire (or captain) and replaced with another player umpire
 - b. cause their Club to be fined for each offence.
3. Each Official Umpire in their match report will report offences.
4. Players under the age of 18 are not permitted to act as Player Umpires for any Zone Run Competition.

4.2 Scorers & Scoring

4.2.1 Scoring & Method

1. Each team will provide a competent scorer and the appropriate scoring material (score books / sheets, pens,) for the match.
2. Scoring methods can be manual on scoresheets and electronic using PlayHQ Live Score.
3. Manual scoring method must be maintained throughout the match in case of any electronic method failure.
4. The Zone reserves the right to appoint scorers to matches as appropriate.





4.2.2 Electronic Scoring

- **Live scoring is MANDATORY for all Zone Competitions**
 - PlayHQ allows 1 device per match to Live score, while also uploading data at frequencies throughout the match or after the match.
 - In addition the Team list nomination requirements will then need to be met by both teams. (see Match Result-Submission of PlayHQ Results-Team Lists)
1. The Home Team has the preference of Live Scoring
 2. Scorers using an electronic device shall:
 - a. prior to play, fully charge the device battery;
 - b. during inclement weather, charge the device if practicable;
 - c. at the end of every over, save all record;
 - d. during every scheduled interval, print/display a full scorecard as required.

4.2.3 Scorers Protocol

1. Positioning – both teams' scorers are to sit together to allow regular score checks. Preferably away from distractions. (Note Covid Rules)
2. Regular Score Checks – at the completion of each over, agree on full details of player batting & bowling figures; bowling order & spells; progressive run total & overs.
3. Match Guidance & Assistance – scorers are empowered to advise the umpire and fielding captain when bowling and batting restrictions are approaching or have been met.
4. Innings & Match conclusion – agreement is reached on all figures, match result is signed off (see Match Result requirements)
5. Discrepancies – follow requirement in Match Result-Declaration of Winner.
6. PlayHQ Data Entry – all after match requirements to be met (see Match Result-Submission of PlayHQ Results).

4.3 Risk Management

1. Team officials / Umpires are responsible for ensuring the Game Day Checklist is completed on each day before the start of play via the
 - a. Marsh App (mobile device) preferred method
 - b. Marsh Form (paper copy).
2. Home team officials complete the form WITH the Visiting team officials confirming agreement to conditions.
3. Completed checklists are to be emailed / returned to the Club Secretary for safekeeping.
4. Failure to comply on every day of every match may;
 - a. jeopardise any future insurance claims
 - b. result in association / club / team officials being held liable for damages if sued
 - c. result in the loss of competition points based on random checks by the Association.





4.4 Young Bowlers Restrictions

4.4.1 Age of Bowlers

1. For the purposes of this clause, where Umpires are not appointed the responsibility falls entirely to the fielding captain.
2. Team captains in all competitions must indicate on their declared Team list for each match those members who are aged between under 19 years in that season.
3. Players OWN age is determined at registration and used for whole season.

4.4.2 Maximum Overs

No medium pace or fast 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 days' play, set out below:

Age at midnight 31 August (Age)	Maximum Overs in a Spell	Maximum Overs in a Day's Play
Under 19 (18, 17)	7	20
Under 17 (16, 15)	6	16
Under 15 (14, 13)	5	12
Under 13 (12,11)	4	8
Under 11 (10 and below)	2	4

Note: maximum overs in a day also includes any overs bowled in other matches on the same day.

4.4.3 Rest Period

1. Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.
2. A bowler who has bowled a spell of fewer than the maximum of overs set out in (2) above may resume bowling prior to the completion of the minimum rest period as defined in (a) above, but this will be considered as extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
3. An interruption to play will not affect a change in the bowlers' rest period.

4.4.4 Change of Bowling Type

1. 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 conditions 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 considered in either the current spell or the daily limit.

4.4.5 Responsibility of the Fielding Captain

1. Fielding Captain is responsible 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. Scorers must notify the Umpires and fielding Captain whenever a bowler reaches maximum overs in a spell or in a day.





2. If the Umpire becomes 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.
3. 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.

4.4.6 Breach of Bowling Limitations

Failure to enforce these restrictions will result in:

1. First offence: the offending Association/Club will receive a warning letter from the Zone.
2. Second offence: Final warning to Association/Club – any further breach by ANY team in the club will result in loss of points gained (or a further loss of maximum first innings points if the match was already lost) for the current match and any previous offences.
3. Any subsequent breach by that Association/Club will result in the matter being dealt with by the Zone.

4.5 Substitute Fielder

1. A substitute is defined as a player who is acting as a fielder only and is not listed on the official team list.
2. To act as a substitute fielder a player must be a registered player and may NOT bat or bowl.
3. The Umpires and opposing team officials are to be informed when a substitute player is being used.
4. Any infringement will be dealt with under the Player qualification rule.

5 EQUIPMENT

5.1 Equipment Responsibility

1. Nominated Home Team – Responsibility
 - a. Providing the ground equipment (stumps, bails, boundary markers and spares if necessary),
 - b. Positioning the ground equipment within 15 minutes of the scheduled start time of play,
 - c. Freshen & remarking crease lines
 - d. Organising the opening & closing of facilities etc. at the match venue.
2. Each team – responsibility providing
 - a. Appropriate team playing equipment (helmets, batting pads and gloves, field equipment, etc.),
 - b. Scoring material,
 - c. Balls required for bowling and fielding,
 - d. Measuring device (tape measure, rope or string) to accurately measure the boundary size each day.
 - e. Bowling markers at both ends for marking of the bowler's run-ups.
3. Compliance – Failure to comply may render the offending team liable to a fine, loss of points or the match being awarded to the away team, as determined by the Zone.

5.2 The Ball

1. Only approved balls shall be used and will be advised prior to the season commencing.
2. Ball – types and weight to be used are listed in the specific match format playing conditions.
3. Penalty for not adhering to this Rule is a fine in each instance





5.3 Field Boundaries

1. Boundary Sizes:
 - a. Aim to provide the largest playing area available with the preferred boundary size measured from each end of the pitch (Premier & Champions Competitions) and from the centre of the pitch (Juniors)
 - i. Premier Mens Competitions – 82 metres maximum and preferred
 - ii. Premier Womens Competitions – 62 metres maximum and preferred
 - iii. Champions Competitions – 75 metres recommended (65m minimum and 82m maximum)
 - iv. Male Under 14 – 18 IA Rep – 55 metres recommended (50m minimum and 60m maximum)
 - v. Male Under 12 – 13 IA Rep – 50 metres recommended (45m minimum and 55m maximum)
 - vi. Female Junior IA Rep – 50 metres recommended (45m minimum and 55m maximum)
 - b. Sizes may be modified in whole or part, to compensate for varying ground sizes however recommendations should be adhered to.
2. Boundary Definition
 - a. Ideally marked with a continuous line (paint or mower cut)
 - b. Highlighted by use of PVC Cones, domes or markers no more than 20m apart
 - c. If no continuous paint line, boundary is defined as straight line from inside edge of markers
 - d. All aspects to be agreed by umpires and captains
3. Boundary Obstacles – Any obstacles within the boundary must be allotted run scored prior to the start of play and be appropriately sectioned off

5.4 Covering the Pitch

1. General – All participants are to strive for maximum opportunity to play
2. Pitch Covers are to be made available by the hosting authority with hessian underlay as required
3. Laying & Removal
 - a. Nominated home club shall be responsible for the pitch covering.
 - b. The pitch (and bowlers' approaches where possible) must be protected against rain up to the commencement of play and for the duration of the match.
 - c. Pitch covers must be laid as late as possible (7pm) overnight prior to the days play and, if the weather is fine, raised as early as possible (8am latest) the next morning.
 - d. If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.
 - e. Match on consecutive days – at the conclusion of the day's play, the officiating umpires and visiting captain shall satisfy themselves that the covers have been properly laid prior to the following day's play.
 - f. If the pitch is wet beforehand or too 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 Association must be notified by 7pm latest if covers are not used on the day.
 - g. Match has been abandoned – covers must be removed from the pitch, wicket square and outfield on the day of the match abandonment.
4. A fine and loss of competition points will be issued for incorrect use of pitch covers
5. All pitch covers are to be appropriate and are to be:
 - a. a minimum of 30m x 10m in size, to cover pitch and bowlers' approaches;
 - b. made of a suitable material (not single layer landscaper's plastic);
 - c. used over a hessian underlay, which covers the pitch area.





6 MATCH CONDITIONS

6.1 Playing Times

Hours of Play and Conditions – stated in each specific match format Playing Conditions or as fixtured.

6.1.1 Definition of Lost Time

1. Definition of Interruptions to Play – any unforeseen circumstance that stops play from commencing or continuing resulting in batting time being lost i.e. Player Injury, Lost Ball, Unsafe Conditions, Weather.
2. Lost Time Procedure – detailed in each match format Playing Conditions

6.2 Wet Weather

6.2.1 Powers

1. Whenever weather and venue conditions warrant, the Association shall
 - a. have the power to cancel or abandon matches (including the final series), prior to play commencing on any day,
 - b. be the sole judge as to the fitness for play of any ground in these circumstances,
 - c. have the power to adjudicate on the fitness of the ground for play, in cases of disagreements after play commences.
2. The Zone shall in its decision, act on advise from the hosting authority and local councils if grounds are closed.

6.2.2 Notifications

1. The Zone once a decision is made will on the day,
 - a. notify the local media & via Social Media of any cancellations.
 - b. Email a notice to zone delegates and association administrators/secretaries, listing details of cancellations and venue closures that have been advised.
2. Cancellations should clearly advise the specifics for any competitions.
3. Radio cancellations for the Illawarra area typically occur regularly after news bulletins.
(Local radio stations details 198 FM: 42234170 or 42234198 and Wave FM: 42752965 or 42745444)

6.3 Fitness for Play

1. Pitches and grounds are fit for play unless
 - a. A venue has been closed by the Local Council of which the match is being played,
 - b. A venue has been declared unfit for play by the Association (prior to commencing play), or
 - c. A Council curator is present at a ground for the purpose of wicket preparation and shall be in their control until deemed fit for play and hands control to the officiating umpires, or
 - d. The Umpires consider conditions to be a danger to the players' safety (at the commencement or during play).
2. Umpires shall be guided in their decision by noting and applying MCC LAW 2.7, 2.8, 2.11 for adverse conditions of ground, weather and light. 'The umpires together decide that conditions are dangerous or unreasonable, then play will be suspended.'

6.3.1 Team Procedure

1. Teams participating in matches not cancelled by the Zone must proceed to the allocated venue (unless representatives have agreed on the match day that play is abandoned); otherwise, forfeiture could result.
2. The Zone and the officiating Umpires must be immediately informed of any abandonment.





6.3.2 Disagreement as to Fitness of Play

1. Matches with Official Umpire(s) appointed
 - a. 2 umpires – both together shall adjudicate whether to suspend or start.
 - b. 1 umpire – solely shall adjudicate whether to suspend or start.
2. Matches with NO Official Umpire appointed, where
 - a. an appointed official Umpire or a Zone member is present nearby, who is otherwise not involved in the match, is available, they shall have the power to adjudicate on fitness of the ground for play.
 - b. NO appointed official Umpire or a Zone member is NOT available to adjudicate, the captains together shall determine and adjudicate. (Junior matches, this shall be the team coach)
 - c. Any final disagreement – each Captain shall submit a report, in writing, through their Association/Club Administrator/Secretary to the Competition Manager within 48 hours of the competition match.
3. The Zone shall be empowered to award the match to the non-offending team where such suspension of play or delay is not considered to be justified in accordance with this Rule.

6.3.3 Remaining at Venue

1. Teams are required to remain at the venue should there be a disagreement;
 - a. (At the start of play) for at least half the scheduled playing time.
 - b. (After commencing play) the time required should there be a possibility of play continuing.
2. Captains may agree to abandon play prior to these times.

6.3.4 Wet Weather Match Result

Results must be entered into PlayHQ by the stipulated time regardless of whether play proceeded or not. (see The Match Result-Submission of PlayHQ Results)

6.4 Forfeit

6.4.1 Protocol

1. A team unable to fulfil its engagement shall notify the Association of its intention to forfeit no later than Wednesday prior to the match.
2. The Association shall
 - a. have discretionary powers in dealing with all forfeited matches referred to it.
 - b. under no circumstances, approve a request for a match to be deferred without a justifiable reason. A team, unable to fill its engagement, shall forfeit the match.
 - c. If the explanation of a cause of forfeit submitted by a forfeiting team is deemed frivolous the forfeiting team may incur a fine and or a loss of points

6.4.2 Forfeit / Match Delay Procedure

1. A team will be deemed to have forfeited if,
 - a. 15 minutes after the scheduled start time on any playing day, it does not have at least 7 players in attendance. (If play is delayed at the direction of the Umpires the re-scheduled start time will be taken as the new start time).
2. The match shall still be played as a normal match and the result will stand until the Association investigates the match.
3. After a match has commenced, refuses to proceed with the match, the match will be deemed to have been lost (forfeited) by that team.
4. Any team that forfeits a match shall be dealt with under the Forfeit Protocol rule.





6.4.3 Incorrect Number of Players

1. Should a team have the incorrect number of players during a match, it must provide evidence explaining the situation to the Zone.
2. If the Zone considers that the situation was NOT out of the team control and the players concerned, it may declare the match a forfeit and will incur a fine and or a loss of points.

6.4.4 Fine & Points Penalty

1. A team which forfeits
 - a. without notice as per clause (1-Protocol) will be subject to a fine for each offence.
 - b. will be responsible for all match related expenses (ground & umpires).
 - c. will incur a fine in the first instance.
 - d. will incur an increased fine for each repeated instance.
 - e. three matches may, at the Zone discretion, be withdrawn from the competition.
2. A team which forfeits will lose all competition points for that match.

6.5 No Smoking or Drinking

1. No smoking is permitted at any outdoor sporting event (on the field or council grounds at any time).
2. No alcohol is allowed on the ground during the hours of play.
3. No player, umpire or anyone else participating in a match may consume alcohol between the time the match begins and the time when stumps are officially drawn on that day.
4. The team of any player or player umpire breaching this rule shall be regarded as having lost the match and shall forfeit any points gained. Where such team lost the match, a first innings points shall be deducted from the total points gained by that team for the season.
5. There shall be no alcohol allowed to be brought by any persons (including spectators) to or for sale at any Zone Junior Competition Match under any circumstances.
6. All breaches of this policy shall be reported and handled in accordance with the Zone's Code of Conduct document.

7 THE MATCH RESULT

7.1 Declaration of Winner

1. The declaration of the winning team for a match shall be
 - a. the team, which both captains, umpires or team officials have agreed as being the winner of the match; and
 - b. made by the officials countersigning of scorebooks immediately after the match and prior to leaving the ground.
2. Failure to signoff – in the event of any further dispute will render the dispute invalid and result in no points being awarded.
3. Score sheets – copies must be kept for any possible scrutinising of a disputed match result or scorecard.

7.1.1 Mistakes in Scoring

1. If after leaving the field of play, the books reveal an error affecting the result, play shall recommence and continue, providing time permits, until the correct result is achieved.
2. Discrepancy between the batting and bowling figures – innings score shall be based on the bowling analysis, with the batting then adjusted accordingly.





7.1.2 Disputed Matches & Protests

1. In the event of a disputed match,
 - a. the match shall be played under protest.
 - b. the reasons for the dispute must be noted on the scoresheet, otherwise the result will stand.
 - c. both teams must provide and send the original sheet to the Zone for ruling.
2. All protests / disputes / grievances shall be reported and handled in accordance with the Zone's Disputes document.

7.2 Submission of PlayHQ Results

7.2.1 Procedure

1. Frequency – required on a weekly basis by each team for all match results and player statistics.
2. First Data Entry – Either team can enter the match results first, noting that it does so for both teams. i.e.
 - a. full match scorecards are required – both team scores, overs, itemised sundries
 - b. any match comments (if applicable)
 - c. update match result (use correct ladder result code)
3. Second Team Entry (Opposing team) – checks the accuracy and confirms the result (i.e. match result now agreed).

7.2.2 Team Lists

1. Pre-match timing – the evening prior to each match, Clubs are required to enter their teams in PlayHQ in order to facilitate the PlayHQ Live Scoring and or smooth manual processing of full scorecards by opposing teams.
2. After match – update and only include player names who participated in the match whether have batted or bowled or not.

7.2.3 Summary Scores

Match Summary deadline – entered no later than 9:30am the next day (All grades) in PlayHQ to allow for media publication of match scores and leading individual performers

Match Score detail – wickets & runs, all extras itemised; overs bowled (to the ball level) & max over entitlement; match result selecting correct PlayHQ code.

7.2.4 Scorecards

Full Player scorecards (including player batting, bowling & fielding analysis and adjusting team lists) must be entered no later than 24 hours after match completion

Player Batting detail – Batting position in scorecard; How out – with opposition fielder & bowler names (or Not out, retirements); Run scored (plus 4s & 6s); Balls faced & time (optional); Fall of wicket score

Player Bowling detail – bowling order position in scorecard; itemised over & maidens bowled, wickets taken, runs conceded; itemised wides & no balls (optional). (Note: values must be included in runs conceded)

Player Fielding detail – itemised outfield catches, wicket keeper catches, assisted runouts, unassisted runouts, stumpings





7.2.5 Match Reports

7.2.5.1 Captains/Coaches Reports

Captains' reports on an appointed official umpire(s) performance in their matches must be entered into PlayHQ within 2 days (11:59pm) after the match completion. Coaches are to do this for junior matches.

7.2.5.2 Umpires Reports

Match reports are required by Official umpire(s) appointed to all matches and must be entered into OfficialsHQ within 2 days (11:59pm) after the match completion. **These reports are required prior to payment.**

7.2.6 Submitting Results Late

1. Results not submitted by the times specified above, may result in fines on a per team basis for each offence (per result & per report). In addition, continual offending teams may face loss of points.
2. Latitudes given before penalty applies
 - a. Team nomination, Summary Scores, Scorecards – 1 warning per team
 - b. Captain's reports – 2 warnings per team

7.3 Competition Points

7.3.1 Points Allocation

Ladder point values allocated are stated within in each format playing conditions.

7.3.2 Ladders & Correctness

1. PlayHQ Ladder Tables – are automatically generated from the 'match result codes' entered.
2. Ladder Points Clarifications – requests can be made by contacting the Zone Administrator
3. Ladder Points Accuracy Disputes – all applications must be in writing to the Zone (via Club officials) within 7 days of publication (ie after Match status being made Official result).

7.3.3 Competition Placing

1. The Final Competition Ladder positions for team ranking is determined, ordered and differentiated by;
 - a. Competition points earned, and if equal
 - b. Separation factor – Team Net Run Rate
2. Separation factor type used is stated within in each format playing conditions.

7.3.3.1 Calculation of Net Run Rate

1. Net Run Rate (NRR) = (Runs For / Overs Faced) – (Runs Against / Overs Bowled)
2. Team ranking position = higher NRR value
3. In the calculation of NRR regarding overs
 1. (Uninterrupted match), a team NRR overs are:
 - i. 'All out' in less than its full quota of overs is deemed to have faced its full quota of overs
 - ii. Is not 'All out' is then deemed to only receive the actual overs faced to the exact ball.
 2. (Delayed or interrupted match and the match becomes less than the scheduled overs per team) a team NRR overs are:
 - i. Team batting second – at the rate achieved in its innings based on the revised number of overs.
 - ii. Team batting first – at the rate achieved in its innings based on the revised number of overs to which it would have been entitled.





8 FINAL SERIES

8.1 Type of Final Series

1. All IA Rep Competitions will only play a final of the Top 2 placed teams in each competition
2. All other competition final series types are at the discretion of the Zone Committee of Management.

8.2 Player Eligibility & Qualifications

1. There is no difference in player eligibility and qualification for finals series for all IA Rep competitions.
2. For any club-based competitions with competition rounds, a player must have played in or been listed to player (In event of abandoned match) at least 50% of all round matches for the specific competition to be eligible to play in the finals series for that competition.

8.3 Finals Venues

1. The Zone will designate a hosting association or authority at its discretion to host finals matches.
2. The Zone Administrator may also nominate reserve venues, where possible and appropriate.

8.4 Umpires Appointments

The Zone Umpires Representative must assign the most skilled and accredited umpires to all finals games in an order of priority being Zone Premier Matches, Junior IA Rep Matches, and then Champions Competitions.

8.5 Claims to Titles

1. A team will claim a Zone Competition Premiership by either:
 - a. Winning the Competition Final for the respective competition; **OR**
 - b. Being the highest placed team in the competition in the case of a 'first past post' competition or the abandonment of the final.
2. The Zone reserves the right to not award a premiership at its discretion if not enough matches are played or a substantial circumstance arises resulting in reasonable grounds not to award the premiership.

9 TROPHIES

Zone Awards and Trophies will be issued and handled in accordance with the Zone Awards & Trophy document.

