



Senior Domestic Playing Arrangements

Season 2024-25

Version 1.2 October 2024

RINGWOOD AND DISTRICT CRICKET ASSOCIATION

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DOMESTIC PLAYING ARRANGEMENTS

SENIOR COMPETITION

1 Title

The Senior Competition will be known as the Ringwood and District Cricket Association (Incorporated) (RDCA) Senior Competition.

2 RDCA Rules Apply

The RDCA Senior Competition operates under the constitution of the RDCA. The rules of the Senior Competition, as defined herein, will apply. Penalties are stated in penalty units. Each penalty unit is worth \$10.

3 Senior Committee

- 3.1 The Senior Competition will be administered by the Senior Committee and will be under the control of the RDCA Board of Management.
- 3.2 The Senior Committee will consist of a Chairperson, Senior Secretary, Registration Secretary, all elected in accordance with the constitution, and other ex-officio members. Ex-Officio members may be invited to serve on the committee and will have normal voting rights at any Senior Committee Meeting.
- 3.3 No more than two (2) members of any one affiliated club will be on the Senior Committee at any one time.
- 3.4 The elected Chairperson of the Senior Committee will be the Chairperson of all its meetings and in their absence, the meeting will elect a chairperson for that meeting.
- 3.5 The Chairperson at all meetings will be entitled to a casting vote as well as a deliberative vote.
- 3.6 The Senior Committee will meet as required and the Senior Secretary will convene meetings.
- 3.7 Five members will form a quorum and business will not be proceeded with unless such a quorum is present.
- 3.8 Any member absent, without leave, from three consecutive meetings of the Senior Committee, will forfeit their seat.
- 3.9 The Senior Committee will issue directives to enforce and administer the rules of the senior competition. If any direction of the Senior Competition has not been complied with, within the specified time, the Senior Committee is empowered to take such action as it deems fit.
- 3.10 The Senior Committee, in the absence of any set penalty for the breach of a rule, will determine the penalty which may be in the form of a fine, and/or the loss of match points and/or another suitable penalty.
- 3.11 Players, Club Officials and Spectators are required to follow any instruction from an RDCA Umpire, RDCA Match Day Official or RDCA Committee Member. Failure to do so will result in disciplinary action by the Senior Committee.

4 Competition Structure

The senior competition will comprise multiple divisions, each division containing multiple grades. All grades will comprise eight (8) teams per grade. Grades may comprise an alternate number of teams to fulfil fixturing requirements.

- The first division will be known as “Premier 1 Division” with five (5) grades.
- The second division will be known as “Premier 2 Division” with four (4) grades.
- The third division will be known as “District 1 Division”.
- The fourth division will be known as “District 2 Division”.

Other divisions may be created to fulfil other requirements as may be appropriate.

5 Communications

- 5.1 Information circulars emanating from RDCA officials must be consecutively numbered to ensure that clubs are aware that all advices have been received. Clubs will be held responsible for ensuring that advices are received in sequence.
- 5.2 All forms and communications addressed to the Association must be by mail, email or facsimile and be typed or written in ink.
- 5.3 Information requiring immediate dissemination to clubs may be sent via mobile text message and/or email.

6 Association Representative Matches

- 6.1 The Selection Committee consisting of a minimum of three (3) members will be appointed annually by the Senior Committee to select teams to represent the Association in matches.
- 6.2 “Representative Teams” and practice squads of the Association will be selected by the Selection Committee.
- 6.3 A player selected in any Association Representative Team or in any practice squad, who is subsequently unable to play in such Representative Team or attend practice, will furnish the Senior Committee, at least seven (7) days before the match or practice, their notice of unavailability. If a selected player fails to attend or play as required or if the notice of the unavailability is provided less than seven (7) days before the match or practice, the Senior Committee may impose such penalty, including suspension or fine, as it considers the occasion warrants. Players selected in Association Representative Teams will be unavailable for selection in any club team scheduled to play on the same day.
- 6.4 Notification of selection will, for the purpose of this rule, be deemed sufficient if players concerned are advised of their selection personally, by mobile text message, email, or letter at least four (4) days before the match or practice.

Club/Team Entries

7 Applications for Admittance

All new clubs will be eligible for affiliation with the Ringwood and District Cricket Association Incorporated subject to the following:

- 7.1 All applications by clubs desirous of playing cricket with the Association for the ensuing season will be made in writing, on forms supplied by the Association and lodged with the Administration Manager/Secretary not later than the first Friday of August in each year and will contain the following information:
 - Name, address and telephone number of President, Secretary, Treasurer, Club Members and when available, Junior Team Managers.
 - Team entries for the ensuing season, indicating the location of playing grounds, type of wicket and the best means of approach to same.
 - Name of team(s) sharing its wicket and dates on which the ground(s) may be unavailable.

- The telephone number at Pavilion or Ground.

Regarding the nomination of new Clubs into the Association, additional information may be required by the Board of Management before a nomination is placed before the General Committee for decision at the Annual General Meeting or a Special General Meeting.

Such entries are to be regarded as final.

- 7.2 i) Failure to field any nominated team may result in a penalty as decided by the Board of Management.
- ii) Before the commencement of each season each Club must certify that it complies with the requirements of the Member Protection Policy on the form provided by the Senior Secretary.
- 7.3 A club may enter teams in the Veterans and Junior Competitions without the need to play in the Senior Competition.
- 7.4 The Senior Committee will determine the composition of all senior grades. Proposals for changes to the playing competition structure of the Association will be dealt with by the convening of a General Meeting, to provide the clubs with the opportunity to hear submissions, for and against the proposal, and permit the members the opportunity to vote by ballot or by show of hands. A simple majority of eligible votes will be required to achieve acceptance of such a proposal.

8 Fulfilment of Fixtures

- 8.1 If a team is unable to secure its ground for a match, it must give seven (7) clear days' notice to that effect to the opposing club and to the Senior Committee Secretary. The Senior Committee Secretary will then decide where and when the match will be played and is empowered to impose a penalty on any club failing to comply with its decision.
- 8.2 Every team unable to play a competition match will give notice to the Senior Committee Secretary and to the opposing club of its inability to play by no later than noon on the day preceding the day scheduled for play. Should this deadline be met, the penalty will be the deduction of 4 match points, but should advice be received after this deadline the penalty will be a deduction of 8 match points. Withdrawal of a team from the competition, after the cut-off date in September, will incur a fine of 10 penalty units.
- 8.3 Any team failing to fulfil any engagement will forfeit the match in question and will also be liable to be dealt with by the Senior Committee, which may include financial penalties.
- 8.4 In the event of a club withdrawing a team from the competition or forfeiting a match during the season, then the club must withdraw or forfeit its lowest grade team.
- 8.5 Possibility of re-scheduling of matches (due to vandalism, ground damage etc): Clubs must advise the Senior Committee Secretary as soon as possible who, in consultation with the Senior Committee Chair, or his delegate, will make a ruling.
- 8.6 In the event of any team of a member club being unable to field a team resulting in their forfeiture of matches on more than 5 occasions during a season then the said team and club will be dealt with by the Senior Committee. Sanctions on the said team may include being compulsorily withdrawn from competition during the season. Sanctions on the said club may include a financial penalty (minimum 10 penalty units) and a restriction on the club registering the team again in the following season. Both will be at the discretion of the Senior Committee.
- 8.7 Application to play matches on a Sunday or public holiday (instead of Saturday).
- Clubs desiring to take this option must submit an application at least four (4) weeks before the scheduled date of the match. The Senior Secretary is empowered to make the decision. If approved, the match will become part of the scheduled fixture and be subject to the rules that apply thereto. Approval may not be forthcoming if the proposed date of the match clashes with

that of a scheduled Association representative match. Clubs requesting a change of fixture must be aware of player availability under Rule 6.3. If Saturday matches of the same round are abandoned by the Senior Committee due to weather conditions (wet or heat), such decision will also apply to matches in that round being played on the Sunday or public holiday.

Playing Eligibility

9 Registration of Players

All players must be registered in PlayHQ with their respective clubs and a player must be registered with the club with which they desire to play, prior to the completion of the match. Each club is responsible for maintaining its own player registration listing (in PlayHQ) comprising ONLY those players that are eligible to be registered with its club.

EXISTING REGISTERED PLAYERS

- 9.1 The existing club player block registration listing at the end of the previous season will be used as the club player block registration listing for the next season.

NEW REGISTRATION

- 9.2 Before entry onto a Club's PlayHQ database, each new player must complete and sign an Association Registration Form. This form must be signed by the Secretary or another official of the club, retained in the club records and produced for verification if required by the RDCA. No player will be eligible to play unless registered as above and no player will be registered unless eligible.

APPROVAL BY BOARD OF MANAGEMENT

- 9.3 Notwithstanding anything contained in these rules, all players will be and always remain subject to the approval of the Board of Management and / or the Senior Committee.

PLAYER REGISTERING WITH MORE THAN ONE CLUB

- 9.4 Any player who signs the registration forms and submits themselves for registration with more than one club in this Association will be dealt with by the Senior Committee.

10 Classification of Players

- 10.1 A Premier, Sub-District or Club of another Association will be permitted free interchange of players between its men's and women's teams and their highest grade in this Association without permits, provided that such players are duly registered in accordance with the rules of this Association, but this rule will not permit the transfer of players between teams in this Association without compliance with these rules.
- 10.2 i) If a club has two or more teams in this Association, then any player of that club may play in any team of that club, within 6 grades or 1 team, whichever is the greater number of grades, than played in their previous match during the current season, without the approval of the Senior Committee. *NB: within 6 grades excludes the grade last played.*
- ii) A player may transfer to a team of their club in a higher grade at any time without a permit.

MATCHES TO QUALIFY FOR FINALS

- 10.3 The minimum number of home and away matches (finals qualifying matches) to be played by players to be eligible to play in finals matches of any one grade in any season will be determined by the Senior Committee. A player will be eligible to play for a club in finals matches (as defined in Rule 22) of any one grade in that season if:

- 1) they have played the minimum number of finals qualifying matches for that club in that grade or lower including Forfeits and Byes received, and
- 2) excluding any abandoned or cancelled matches, and
- 3) excluding any matches with Juniors, Veterans, or other clubs, and
- 4) subject to rule 10.2.

Only teams receiving a forfeit, or a bye can enter eligible player names into PlayHQ, which will count as a game played. Players of a team causing a forfeit cannot use that forfeit match as part of their eligibility to play in finals matches.

It is permissible for any club to freely interchange their eligible players between any consecutively graded teams of that club in the RDCA or other Associations' final series, if teams are competing on the same day or days in finals matches, subject to rule 10.2.

- 10.4 Any team playing an unregistered or ineligible player in any game will be fined 10 penalty units per player and will forfeit that game. The win and any premiership points will be awarded to the non-offending team. The Senior Committee reserves the right to impose further penalties against captain, players, officials, and club.
- 10.5 Persons called upon to act as "substitutes" MUST be registered players of this Association. A player acting as a substitute need not have played the required qualification matches in order to act as a substitute in finals; however, a player may not act as a substitute in a grade more than two (2) consecutive club teams lower than the team in which they last played for that club during the current season.
- 10.6 A registered player of this Association will not be permitted to play in two matches at the same time or in the same round, either with this or any other Association without a permit from the Senior Committee. **This excludes school cricket.**
- 10.7 Players from another Association - refer to Rule 11.6 to 11.8.

11 Transfers and Permits

- 11.1 Transfer (clearance) and permit requests are to be submitted online through PlayHQ and MUST be approved before that player commencing play in any match. **(Temporary manual system in play for season 2024/25)**
- 11.2 If no action is taken by the club to which the application for transfer is made within seven (7) days, the Registration Secretary may deal with the application as deemed fit.
- 11.3 All transfer, associated registrations and permits must be finalised before the commencement of the match.
- 11.4 Any player unable to obtain a transfer from their club in this Association will have the right to apply to the Registration Secretary who will have the power to deal with the application.
- 11.5 Any player who has previously registered with an RDCA affiliated club requires a transfer application to be submitted online, on their behalf, in the PlayHQ system. This transfer must be approved by the player's previous RDCA club before that player commences play in any match.
- 11.6 Disqualified players from any Association must obtain a transfer before playing in this Association.
- 11.7 Any player who has played with a club affiliated with another Association during the current season and desiring to transfer to RDCA must first obtain a transfer from their club, such transfer to be endorsed by the Association they desire to leave. In the event of the club refusing the transfer, the player may appeal to their Association. Should the club and Association refuse the application for a transfer, the player may appeal to the Senior Committee of the RDCA, whose decision will be final and binding on all concerned. To be eligible to play in the following rounds,

a player must be registered with the club with which they desired to play before the commencement of the match.

- 11.8 Interim Permits - the Registration Secretary of this Association will have the power to grant Interim Permits.

Players

12 Cricket Attire

- 12.1 All players must appear on the field in proper cricket attire which should be predominately white (or cream), comprising a white shirt with collar, white pullover if worn and long white trousers, and preferably white socks, except as provided in rule 12.4.
- 12.2 Players officiating as umpires must wear proper cricket attire plus distinguishing clothing as required under Rule 40.3.
- 12.3 Umpires will report players contravening this rule who will, on a first occasion, be fined 10 penalty units and, if a further breach of this rule occurs, will be dealt with by the Senior Committee, which may impose a higher fine or penalty.

COLOURED CLOTHING

- 12.4 For all scheduled Limited-Over matches, coloured clothing with matching coloured pads and white balls are mandatory for all Premier 1 & 2 Division matches. In all other divisions for each match, both teams may opt to wear approved coloured clothing with matching coloured pads and use an approved white ball. If either team opts to play in whites only, then both teams must play in whites and use a red ball. Arrangements for teams agreeing to both play in coloured clothing must be completed and confirmed with the Senior Secretary by no later than 9:00 pm on the Thursday preceding the fixtured game.
- 12.5 No player will wear boots or shoes equipped with studs, spikes, sprigs, or projections made of metal or hard plastic which could damage the surface when playing on synthetic wickets. The penalty for non-compliance with this rule will be a fine of 2 penalty units, and the offending player will not be permitted to participate in the match until this rule has been complied with.

13 Code of Conduct

- 13.1 The following code of behaviour is recommended by the Victorian Metropolitan Cricket Union (VMCU) and adopted by the RDCA. The Senior Committee may impose penalties for breaches of this code.
- 13.2 All matches will be conducted in the true spirit of the game of cricket and Club Officials, Coaches, Captains, and Players are required to adopt this code, or the Senior Committee may impose penalties.

PLAYER'S RESPONSIBILITIES

- 13.3 No player or official will, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.

Players will:

- i) Respect the umpire(s).
- ii) Not verbally or physically abuse any umpire.
- iii) Not dispute the umpire's decision nor react in a threatening or disapproving manner.
- iv) When given out, move immediately from the field.
- v) Endeavour to assist the umpire in carrying out the umpire's duties.

- vi) Not indulge in “sledging” of opposition players.
- vii) Not verbally or physically abuse any player or official.

13.4 Clubs will place all teams under the control of a responsible person.

CAPTAIN'S RESPONSIBILITIES

13.5 Captains will:

- i) Instruct all players to avoid time-wasting. Incoming and outgoing batters are expected to pass on the field of play.
- ii) Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time-wasting.
- iii) Instruct all fielders to move quickly between overs and whenever required to change position, i.e. field setting, and changes be undertaken without time-wasting.
- iv) Ensure that players conduct themselves in a manner that conforms to the traditional image of the game of cricket.

13.6 Smoking on the playing field during the progress of a match is strictly prohibited. No alcohol will be consumed by players or match officials while the match they are participating in is in progress.

13.7 Players will maintain a standard of dress consistent with Rule 12.

13.8 Clubs will be responsible for the behaviour of their supporters and spectators.

13.9 Player being **officially reprimanded**¹ - see Rule 14.

13.10 Persons registered with the Ringwood and District Cricket Association Incorporated (RDCA) who post on the RDCA website or on a club website or in social media will be subject to the rules of the RDCA and the Code of Conduct under the RDCA Social Media policy as posted on the RDCA website.

The term social media refers to any medium or method which is used by individuals or organisations to disseminate information or opinions to one or more other individuals or organizations. This includes noticeboards and toilets.

13.11 Offensive and/or obscene language will not be tolerated.

14 Misbehaviour

14.1 During the progress of a match, and in all matters about dealings with Association Officials concerning the conduct within the RDCA, all players and club officials will behave in an orderly and seemly manner and abide by the spirit of cricket.

Any report made against an umpire must be lodged with the Disciplinary Committee Chair (in writing) within 24 hours of the incident giving rise to the report as detailed in RDCA Constitution Rule 45. All reports will be referred to the RDCA Umpires Association for investigation and resolution.

14.2 Clubs will be responsible for the behaviour of their spectators.

14.3 Umpires are to report all breaches of behaviour as detailed in Rule 42.

14.4 i) Where an umpire believes a player has infringed the code of conduct, the umpire will inform the player that an incident report will be submitted. At the same time, the umpire will advise the Team Captain of the report and that any further such incidents during that match will result in the Captain being officially reprimanded¹ for inability to control their players. The report will be formalised within 60 minutes of match end by the completion of an "Incident Report Form" including any applicable penalty (the official advice), which is to be signed by the offending player and/or their captain and/or club representative indicating whether the offered penalty is accepted or not and forwarded to the Disciplinary Committee Chair within

24 hours after the conclusion of the match. If required, the Disciplinary Committee Chair or their nominee will notify the player, in writing, via the Club Secretary of the outcome (official reprimand¹ / suspension or other action).

- ii) A player/official having been offered a penalty has, until 24 hours after the scheduled completion of the match, the right to:
 - a. change the original plea, or
 - b. accept such penalty, or
 - c. challenge the charge at an officially convened Tribunal hearing.
- iii) An accepted penalty will apply immediately.
- iv) The Disciplinary Committee has the right to refer the report direct to a Tribunal Hearing if deemed necessary.
- v) Any player or person charged wishing to appeal against any official reprimand¹ below/suspension must notify the Disciplinary Committee Chair within 24 hours of notification of the report (official advice) and lodge a written statement within 48 hours of notification of the penalty as detailed in RDCA Constitution Rule 45 together with a payment of \$100. Should the Tribunal dismiss the charge with no penalty or uphold the appeal, the \$100 will be refunded. The Senior Committee may reimburse witnesses called by the RDCA to the hearing for costs incurred in attending.
- vi) The Tribunal will hear the appeal, wherever possible, on the Wednesday following the issue of the report, but no later than 14 days following the issue of the report.
- vii) Any player or person charged whose appeal against an official reprimand¹/suspension is not successful will serve an additional one match suspension to the penalty originally offered by the Disciplinary Committee Chair or their nominee.
- viii) When an umpire attends a tribunal hearing they will be paid a fee of \$50.00. The fee is to be paid by the offending club if the charges are appealed. Should the Tribunal dismiss the charge with no penalty or uphold the appeal, the \$50 will be refunded.

14.5 All official reprimands¹ will remain in force for a period of twelve months.

14.6 The Disciplinary Committee Chair and/or their nominee, including officially appointed RDCA Umpires, are authorised to offer a penalty / penalties to reported players / officials within the under-mentioned guidelines, that a reported player or person charged may accept with a “guilty” plea instead of attending a Tribunal hearing.

Audible obscenity (heard beyond boundary)	Official reprimand ¹
Dissension / Disputing decision	Official reprimand ¹
Sledging or send off	Official reprimand ¹
Wilful disregard of Laws, RDCA Rules, umpire(s) instructions	2 weeks
Alcohol consumption (player) Report	4 weeks
Alcohol consumption (match official)	To Disciplinary Committee
Equipment Abuse Report	4 weeks
Abusive language – to any player Report	4 weeks
Abusive language – to Umpire Report	8 weeks
Intentional player contact Report	12 weeks
Umpire intimidation Report	To Disciplinary Committee
Other reportable incidents	To Disciplinary Committee

If the misconduct recurs, these penalties may escalate.

Official reprimand¹ - a behaviour where an umpire needs to speak to a player about their behaviour but does not consider the player's behaviour to be so serious as to warrant a higher/specific penalty. Any player officially reprimanded during a season will, in the first instance, be issued with a warning and, should a second instance occur during the term of the official reprimand, be suspended from playing for two (2) matches in which their team is due to participate.

Any suspension will be served according to the terms of the RDCA Constitution Rule 48 b).

Note: Where the duration of a player's penalty covers either a finals match or any other match being played over 2 days of the same weekend, then each day's play missed will equal a one (1) week penalty.

- 14.7 i) Any player suspended during the season will be deemed ineligible to participate in all competitions / representative matches in any on-field capacity or activity, while play is in progress, for the term of that suspension.
- ii) Any players suspended during the season will be deemed ineligible to qualify for any RDCA awards as defined in rules 35 and 36.
- 14.8 Penalties, whether automatically accepted or imposed at a hearing, will be posted on the RDCA website.

Match Conditions of Play

15 Laws of Cricket

The Laws of Cricket as adopted and interpreted by Cricket Victoria as existing at the date of the Annual General Meeting of this Association in any year will be observed, except as varied by the current RDCA rules including:

- 15.1 Any law introduced as an experimental law will be subject to confirmation at the Annual General Meeting or a meeting of the General Committee before the commencement of the season.
- 15.2 i) In Limited-Over matches, where a professional umpire is officiating, one (1) ball per over may pass between the batter's shoulder and top of the head whilst standing in an upright position. Any other ball within the over which, in the umpire's opinion, would pass higher than the height of the batter's shoulder whilst standing in an upright position will be called and signalled as a "No Ball" by the umpire at the bowler's end or by a professional umpire at square leg.
- ii) In all grades where a professional umpire is not officiating, any ball that would pass higher than the height of a batter's shoulder whilst standing in an upright position will be called and signalled as a "No Ball" in both Limited-Over and Two-day matches.
- 15.3 Declarations of innings may be made at any stage of a match **except** when scores are tied.
- 15.4 The number of on-side fielders will not exceed five of whom not more than two may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this rule by the fielding team, the umpires will call "No Ball"
- 15.5 A team will consist of a minimum of seven (7) players.
- 15.6 Dangerous and unfair bowling.

Where a Professional Umpire is officiating, the rule will be applied as it is listed in the Laws of Cricket (Law 41.6 and 41.7) except as stated below.

¹ See definition of Official reprimand under rule 14.6.

In all grades (matches) ANY delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called a “No Ball”.

NOTE! Either umpire may make the call on such deliveries.

However, if considered by the umpire(s) not to have been deliberately bowled, the delivery will be called and signalled “No Ball” only. No cautionary or other action will be taken.

If directed at the striker AND considered dangerous, the cautionary requirements, as stated in Law 41.7 will apply.

15.7 Adjudication of wides.

In grades without professional umpires, the definition of a wide as defined in rule 18.1.3 will be used as a guideline for interpreting wides (off and leg side) in a two-day match.

Any additional extras scored off such deliveries will be debited against the offending bowler.

15.8 Any delivery pitching off the designated playing surface will be called and signalled “No Ball”. Any additional extras scored off such deliveries will be debited against the offending bowler.

15.9 Any player absent at the commencement of a day’s play will not incur any time penalty on taking the field for the first time on that day. A batter who is not out on Day one and is absent at the start of play on Day two may resume their innings following the fall of any subsequent wicket until the innings is complete.

15.10 In District Division matches, the fielding team will have the option to bowl five (5) overs at each end before changing ends, batters change ends at the end of each over except every sixth over as bowling will commence from the opposite end. Umpires may change positions at the same time as the bowler. This option must be exercised for the entire innings, and the opposing captain is to be notified before the innings commences.

15.11 Should a bowler be unable to complete an over in any match, that over will be completed by another bowler provided that such bowler will not be the one who bowled the preceding over.

15.12 Only an RDCA appointed umpire can impose a 5 run penalty as may be incurred under the Laws of Cricket.

16 Team Captain Duties

Team captains should see that:

- 1) They have a good knowledge of the rules and laws of cricket and the rules of the RDCA.
- 2) The conduct of team members is exemplary.
- 3) The team displays high sportsmanship and abide by the spirit of cricket.
- 4) If playing at their home that the ground is in order,
 - a boundary markers are in the correct position as per rule 27.11,
 - b fielding circles are marked on the ground as required by rules 18.2.1, 27.8 and **Error! Reference source not found.**,
 - c stump holes are filled with good quality soil or sand and level with the pitch surface,
 - d the bowler run-ups are satisfactory as per rule 27.13, and
 - e stumps are in position at least five (5) minutes before the start of play on each day.
- 5) Players under the age of 16 at the start of the season must adhere to all aspects of Rule 29.4 Player Safety: Underage Players.
- 6) The team is ready to play at the scheduled time.

- 7) All 1st XI teams playing Premier 1 & 2 Division cricket must provide a non-playing scorer for the duration of the match. Non-compliance will result in a fine of 5 penalty units – first breach or 10 penalty units for any subsequent breaches.
- 8) Before the start of play, captains or a club official will exchange a list of all players who may not be changed without the consent of the opposing captain. These names are to be entered into the scorebook after completion of play on the first day if it has not already been done so.
- 9) During play, both captains are responsible for maintaining match momentum, ensuring an acceptable average over rate of not less than 16 overs per hour and that, at the fall of wickets, outgoing / incoming batters cross on the ground (except when a break in play is called by the umpire(s)).
- 10) At the end of the match, complete the “Captains Appraisal of Professional Umpire” form.
- 11) Ensure that both scorebooks are correct at the end of each innings and at the conclusion of each day’s play. Signing the opposition’s scorebook at the conclusion of the match signifies the correctness of all names, full results and match points claimed.
- 12) Welcome officials of the opposing team and the RDCA (if present) at the afternoon tea interval.
- 13) At the end of each match, ascertain from the official umpire(s) whether any matters emanating from the match will require further action.

17 Two-Day Matches

- 17.1
 - i) All matches will consist of a designated number of overs as defined for the grade in *Table 19-1*, section 3 to be played on days/dates advised before the commencement of the season.
 - ii) On the first day of a two-day match, the number of overs to be bowled will be as defined for the grade in *Table 19-1*, section 2, unless the team batting first is dismissed with five or less overs to be bowled, when the team batting second may take the option of forfeiting the balance of the overs due to be bowled on that day.
Note! A declaration is not considered as a ‘dismissal’ and, in such circumstances, the full number of overs scheduled is to be bowled on that day.
- 17.2
 - i) The team batting first, if it is not dismissed, will have its innings compulsorily closed after the scheduled overs have been bowled.
 - ii) The team batting second will be entitled to bat for the remaining number of scheduled overs (or to 7:00 pm on the second day if adverse weather intervenes during the match) whereupon the match will end.
 - iii) No reduction of overs for adverse weather. Play may continue to 7:00 pm on either day to make up time lost, but no Over is to commence after 7:00 pm.
- 17.3 Should the innings of the team batting first be completed either by dismissal or declaration before completion of the scheduled number of overs then, the team batting second will be entitled to bat for the remainder of the designated overs unless they declare or are dismissed. The remaining designated overs may be used for a second innings.
- 17.4 Where less than the minimum overs required as defined for the grade in *Table 19-1* have been bowled on the first day of a two-day match, this match will not be regarded as having commenced for the purposes of this rule, and the match will be played as a Limited-Overs match on the scheduled second day of the match.
- 17.5 If play has not commenced two hours after the scheduled starting time (first day only), captains may agree to abandon play. If play has not commenced by 4:30 pm (first day only), then play must be abandoned for the day.

-
- 17.6 i) When BOTH competing captains agree, matches may be terminated any time after a first innings decision has been reached. Should captains not agree, and the match is terminated for any reason other than outright result the team(s) responsible will be penalised 12 match points and further action against the captain(s) responsible will be subject to consideration by the Senior Committee.
- ii) A match may not be terminated early to achieve an outright result.
- iii) Should captains not agree, play must continue.
- 17.7 In all matches, where the scheduled number of overs has been completed, the team scoring the greater number of runs in the first innings, irrespective of the number of wickets lost, will be declared the winner.
- 17.8 When the team batting second is prevented from receiving its over entitlement, the match will be drawn, unless in the available time a decision is reached.

18 Limited-Over (1-Day) Matches

18.1 ALL GRADES

- 18.1.1 Limited-over matches will consist of a designated maximum number of overs as defined for the grade in *Table 19-1 Limited-Over Matches* section 2 and will be single innings matches.
- 18.1.2 Where overs are reduced, the maximum number of overs each bowler may bowl will be reduced equitably among the minimum bowlers required to complete a full innings as per Table 18-1 for Premier 1 & 2 Grades and Table 18-2 for all other grades.
- 18.1.3 For the purpose of determining 'Wides' in Limited-Over matches,
- i) A ball that passes both the stumps and the batter down the 'Leg side' without deflection, will be deemed wide;
- ii) On either side of the wicket, if the ball passes outside the extension of the painted lines as described in Rule 27.9 as it passes the popping crease, it will be deemed wide.
- 18.1.4 One interval is taken at the end of the first innings. The length of the interval is governed by the amount of time lost during the first innings as follows:
- 0 - 30 minutes – 20 minutes.
 - 31+ minutes – 10 minutes.
- 18.1.5 At all times, the match will conclude when a first innings result has been achieved.
- 18.1.6 Unless a team is completely dismissed or scores the same or more runs as team 1, the minimum number of overs per team as defined in Table 19-1 section 6, will be required to constitute a match. Otherwise, the match will be deemed a NO RESULT (Draw).
- 18.1.7 Other conditions of play are as defined in Rule 17 – Two-Day Matches.

18.2 PREMIER 1 & 2 GRADES

18.2.1 FIELDING RESTRICTIONS

In all **Premier 1 & 2** Grade limited-over matches fielding restrictions are to be applied:

An inner circle of 30 metres radius is to be clearly marked to allow fielding restrictions to apply. This should be marked by producing two continuous semi-circles out from the centre stump at each end and a continuous parallel line on each side of the wicket joining the semi-circles.

At the instant of delivery, there will not be more than five fielders on the leg side. Fielding restrictions for the match will apply as designated at 18.2.3.

Any breach of this rule, the umpire will call and signal "No-Ball."

In an interrupted or reduced over match then fielding restrictions will apply as defined at 18.2.3.

- 18.2.2 i) Where time is lost before the commencement of a match, after 30 minutes of lost play the number of overs available to each team will be reduced by one (1) for every eight (8) minutes lost, or part thereof, as defined in Table 18-1 (**Premier 1 & 2** Grades). In these instances, the minimum number of overs per team as defined in *Table 19-1* section 6, will be required to constitute a match.
- ii) Where time is lost during the first innings of a limited-over match, the number of overs available to each team (and bowling restrictions) will be reduced by one (1) for every four (4) minutes lost or part thereof, as defined in Table 18-1 (**Premier 1 & 2** Grades).
- iii) Where time is lost during the second innings of a limited-over match, the match will continue until either a decision is reached or to the end of the over in progress at 7:00 pm whichever is the earlier.

18.2.3 LIMITED-OVER RESTRICTIONS CALCULATION REFERENCE TABLE

Table 18-1 (**Premier 1 & 2** Grades) defines restrictions for bowlers and fielding that will apply in Limited-Over matches, including where overs are to be reduced after:

- Calculating reduction of overs in terms of Rule 18.2.3 ii),
- Calculating the maximum number of overs per bowler, and
- Calculating the fielding restrictions where applicable:

40 Over Match								
Time Lost up to (mins)		Overs per innings	Maximum overs per bowler		Fielding restrictions – fielders outside circle			
Before start	1st Inns				2	3	4	5
0 – 30	0	40	5 x 8		1-10	11-19	21-30	31-40
38	4	39	4 x 8	1 x 7	1-9	10-19	20-29	30-39
46	8	38	3 x 8	2 x 7	1-9	10-18	19-28	29-38
54	12	37	2 x 8	3 x 7	1-9	10-18	19-27	28-37
62	16	36	1 x 8	4 x 7	1-9	10-18	19-27	28-36
70	20	35	5 x 7		1-8	9-17	18-26	27-35
78	24	34	4 x 7	1 x 6	1-8	9-16	17-25	26-34
86	28	33	3 x 7	2 x 6	1-8	9-16	17-24	25-33
94	32	32	2 x 7	3 x 6	1-8	9-16	17-24	25-32
102	36	31	1 x 7	4 x 6	1-7	8-15	16-23	24-31
110	40	30	5 x 6		1-7	8-14	15-22	23-30
118	44	29	4 x 6	1 x 5	1-7	8-14	15-21	22-29
126	48	28	3 x 6	2 x 5	1-7	8-14	15-21	22-28
134	52	27	2 x 6	3 x 5	1-6	7-13	14-20	21-27
142	56	26	1 x 6	4 x 5	1-6	7-12	13-19	20-26
150	60	25	5 x 5		1-6	7-12	13-18	19-25
158	64	24	4 x 5	1 x 4	1-6	7-12	13-18	19-24
166	68	23	3 x 5	2 x 4	1-5	6-11	12-17	18-23
174	72	22	2 x 5	3 x 4	1-5	6-10	11-16	17-22
182	76	21	1 x 5	4 x 4	1-5	6-10	11-15	16-21
190	80	20	5 x 4		1-5	6-10	11-15	16-20
>190	>80	<20						

Table 18-1 (**Premier 1 & 2** Grades)

Grey squares = Match abandoned.

18.3 DISTRICT 1 & 2 GRADES

- 18.3.1 i) Where time is lost before the commencement of a match, after 1 hour of lost play the number of overs available to each team will be reduced by one (1) for every eight (8) minutes lost, or part thereof, as defined in Table 18-2. In these instances, the minimum number of overs per team as defined in Table 19-1 section 6, will be required to constitute a match.
- ii) Where time is lost during the first innings of a limited-over match, the number of overs available to each team (and bowling restrictions) will be reduced by one (1) for every four (4) minutes lost or part thereof, as defined in Table 18-2 (District 1 & 2 Grades).
- iii) Where time is lost during the second innings of a limited-over match, the match will continue until either a decision is reached or to the end of the over in progress at 7:00 pm whichever is the earlier.

18.3.2 Limited-over restrictions calculation reference table

The following table defines restrictions for bowlers and fielding in District 1 & 2 Grades that may apply in Limited-Over matches, including where overs are to be reduced:

- i) Calculating reduction of overs in Limited-Over Matches where time is lost before the start of play and during first innings,
- ii) Calculating the maximum number of overs per bowler:

Limited-Over Restrictions Calculation Reference Table							
36 Over Match (District 1 & 2)							
Time Lost up to (mins)		Overs per innings	Minimum bowlers with min 2 overs each	Time Lost up to (mins)		Overs per innings	Minimum bowlers with min 2 overs each
Before start	1st Inns			Before start	1st Inns		
0 - 60	0	36	7	140	40	26	6
68	4	35	7	148	44	25	6
76	8	34	7	156	48	24	6
84	12	33	7	164	52	23	6
92	16	32	7	172	56	22	6
100	20	31	7	180	60	21	6
108	24	30	7	188	64	20	6
116	28	29	6	196	68	19	5
124	32	28	6	204	72	18	5
132	36	27	6	>204	>72	< 18	

Table 18-2

Grey squares for team 1 = Match abandoned.

At all times there are to be at least four (4) fielders other than the wicketkeeper and bowler within thirty (30) metres of the pitch. If there are less than four (4) fielders within this range either umpire will call and signal a no ball.

19 Playing Hours & Overs

Grades Legend: (A) = Premier 1 & 2 Divisions, (B) = District 1 Division, (C) = District 2 Division

Sec		Two-Day Matches (including two-day finals)	Limited-Over Matches
1	Hours of play	1:00 pm – 6:20 pm (may be extended to 7:00 pm with time lost, check rule 17.2)	1:00 pm – 6:20 pm (may be extended with time lost, check rule 18)
2	Scheduled overs of play per day	(A) 80 (check rules 17.2 and 17.7) (B) 72 (check rules 17.2 and 17.7) (C) 72 ((check rules 17.2 and 17.7))	(A) 80 (B) 72 (C) 72
3	Designated maximum scheduled overs per match	(A) 160 (B) 144 (C) 144	(A) 80 (B) 72 (C) 72
4	Afternoon Tea Break (See also Rule 24)	3:20 pm – 3:40 pm	After completion of first innings (up to 20 mins)
5	Compulsory close Team batting first	(A) 80 overs (for match) (B) 72 overs (for match) (C) 144 overs (for match)	(A) 40 overs (for innings) (B) 36 overs (for innings) (C) 36 overs (for innings)
	Team batting second	(A) 160 overs (for match) (B) 144 overs (for match) (C) 144 overs (for match)	(A) 40 overs (for innings) (B) 36 overs (for innings) (C) 36 overs (for innings)
6	Minimum overs required to constitute a match	(A) 25 overs (for match) (B) 25 overs (for match) (C) 25 overs (for match)	(A) 20 overs per team (B) 18 overs per team (C) 18 overs per team
7	If team batting first is dismissed or declares	Balance of maximum scheduled overs	Not applicable
8	Completion of Match	At completion of scheduled overs (refer rules 17.2 and 17.7))	Team batting second declares, is dismissed, or compulsorily closed
9	Slow Over rate (N/A in finals)	Refer to rule 20	Refer to rule 20
10	FOLLOW ON may be enforced	If the first innings lead is 80 runs or greater	Not applicable
11	Bowling restrictions (i) General	Nil	(A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	(ii) Time lost Before start During 1 st innings	Nil	Reduce 1 over per bowler, in turn, for each 8 minutes lost. Refer Tables 18.1 & 18.2
		Nil	Reduce 1 over per bowler, in turn, for each 4 minutes lost. Refer Tables 18-1 & 18-2
	(iii) Underage Max overs per pace* bowler per afternoon	U/17 – 16 overs U/19 – 20 overs	(A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	Max overs per pace* bowler per spell	U/17 – 8 overs U/19 – 10 overs	(A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	Break between spells	U/17 and U/19 - twice the number of overs bowled in the previous spell	U/17 and U/19 - twice the number of overs bowled in the previous spell
	* Bowling type guideline	Bowlers of medium pace or faster are broadly defined as those for whom the wicketkeeper would normally stand back <u>or</u> as any bowler who is not considered to be a spinner.	

Table 19-1

- 19.1 Where summertime (daylight saving) hours are not in operation, all matches will commence 30 minutes earlier than indicated in *Table 19-1* section 1 (Hours of play).
- 19.2 This rule will be read in conjunction with Rules 17 (Two Day Matches) and 18 (Limited-Over (One-Day) Matches) and, where applicable, Rule 23 Finals Matches.
- 19.3 Umpires and captains are responsible for policing the bowling restrictions under *Table 19-1*, section 11. They must report any breaches to the Senior Committee Secretary by noon on the day following the completion of the match.

Penalties to apply for the breach of this rule are:

- 1st offence – captain to be officially reprimanded¹ and club fined 5 penalty units.
- 2nd and subsequent offences – captain to be officially reprimanded¹ and club fined 10 penalty units.

20 Over Rate Requirements

Applicable to **Premier 1 & 2 Division** grades only.

20.1 Minimum overs requirement

In each innings of a match, the overs bowled will be no less than 16 overs per hour. A full day's uninterrupted play is scheduled to be completed by no later than 6:20 pm.

20.2 Penalties:

Bowling Team: Penalty Assessment

A penalty of 0.5 match points will be applied in the first instance each season and doubled exponentially for each subsequent instance by that team.

Exceptions

A penalty will not be incurred in an innings where a team is dismissed, and the adjusted batting time taken did not exceed:

- 2 Day matches – 200 minutes
- Limited-Over matches - 100 minutes

Allowances for On-field Delays

The allowances to the bowling team will be actual times for injuries requiring treatment or assistance to leave the field, ball-drying or replacement, other delays unrelated to adverse conditions or time-wasting and tardiness in starting or resuming play and time-wasting for which the batting team is to be penalised under rule 20.2.

Batting team: Penalty Assessment

A batting team will be penalised at the same rate per over as in rule 20.2 for the number of overs relative to the amount of actual batting time wilfully wasted by it in each innings including undue time taken by an incoming batter to reach their wicket.

20.3 Notification of Penalties

Penalties will be notified to clubs by the umpires if requested on the day or upon receipt of the club copy of the Umpires' Match Report.

21 District 1 Division – Grade Rules

The Senior Committee will determine the grades to which these rules apply based on team entries each season, and these grades will be known as District 1 Grades.

APPLICABLE TO ALL MATCHES

21.1 Applying to both Limited-Over and Two-day matches:

- i) Six (6) overs to be bowled at each end before changing ends, batters change ends at the end of each over except every sixth over as bowling will commence from the opposite end. Umpires may change positions at the same time as the bowler.
- ii) A team can have twelve (12) registered players of which any combination of eleven (11) players can bat, bowl and field.
- iii) Note *Table 19-1*, section 10, for underage player bowling restrictions.
- iv) All twelve (12) players of a team must be entered in PlayHQ and also be recorded in both scorebooks. Players not listed in the scorebook and on PlayHQ will mean they are unable to count the match towards finals qualifications. See Rule 34.
- v) If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines any deliveries are to be declared null and void and a replacement bowler will re-bowl the over.
- vi) Any ball bowled that bounces over the shoulder will be deemed a “No ball” in both Limited-Over and Two-day matches.

LIMITED-OVER MATCHES ONLY

21.2 Applicable to Limited-over matches only:

- i) Playing 72 overs – 36 each team.
- ii) A minimum of six (6) bowlers per innings (36 overs) must be used with each bowling a minimum of two (2) overs each. Maximum seven (7) overs per bowler permitted.
- iii) Wides will be determined as defined in rule 18.1.4.
- iv) If a team is dismissed in less than 36 overs, the opposition is entitled to bat a maximum of 36 overs.

TWO-DAY MATCHES ONLY

21.3 Applicable to Two-day matches only:

- i) A minimum of six (6) bowlers per split (36 overs) must be used with each bowling a minimum of two (2) overs each. Maximum ten (10) overs per bowler permitted.
- ii) Each innings (72 overs) will be split into 36 over groups, i.e. after the first 36 overs of an innings, there will be an afternoon tea break, following which the fielding team will start their batting innings.
- iii) On Day Two, the team that batted second on Day One will resume their innings (assuming they were not dismissed) with the two current not out batters, for a further maximum of 36 overs followed by an afternoon tea break. Then the team that batted first on Day One will then resume their innings.
- iv) At the end of each batting session, a notation must be made in the scorebook confirming the score at the end of 36 overs, e.g. 4/156. Not out batters and their individual scores e.g. Smith 23* Jones 12*.

Note: A further notation should be made to record which end the last over was bowled from and which batter was on strike. These details will be important on Day two ensuring bowling commences from the correct end with the correct batter on strike. In effect, the first innings of each team (72 overs) is split across two (2) days.

- v) If a team is dismissed before using its allocated 72 overs, the other team will be able to bat these overs. For example, if Team 1 is dismissed in 60 overs, Team 2 can bat for 80 overs (72 overs + 10 overs). Follow on rules will still apply as per the current two-day rules.
- vi) Other points awarded for a first innings win, outright win etc. will be allocated according to the current points system.
- vii) In the event of an interruption, existing rules will apply. The team batting last must be given the opportunity to face 72 overs. If the team batting last does not face 72 overs and is not dismissed or they do not make the necessary runs, the match will be a draw.
- viii) In each section of the innings, a bowler can only bowl a maximum of ten (10) overs per session/split.

Note: The rationale behind this rule is about participation and to stop teams bowling 2 or 3 bowlers in the first 36 overs and coming back on Day two and bowling the same bowlers.

- ix) If a team is dismissed within the 72 overs, the bowling restriction is removed after 36 overs have been bowled in the next batting session.

21.4 Finals will be played in the District 1 format with a 2-week final series as defined in Rule 21.3

21.5 Summary of District 1 Grades in table format.

Description	Limited-Over match	Two-day match
Overs per match	<u>72</u> (<u>36</u> each team)	<u>144</u> (<u>72</u> each team)
Overs per split	<u>36</u>	<u>36</u>
Min. Bowlers per split	6	6
Min. overs per bowler/split	2	2
Max. overs per bowler/split	7	10
Ball over the shoulder	No Ball	No Ball
Overs per end	6	6

22 District 2 Division – Grade Rules

The Senior Committee will determine the grades to which these rules apply based on team entries each season, and these grades will be known as District 2 Grades.

22.1 Applying to both Limited-Over and Two-day matches:

- i) A minimum of seven (7) bowlers per split (36 overs) must be used with each bowling a minimum of two (2) overs each. Maximum seven (7) overs per bowler permitted.
- ii) Six (6) overs to be bowled at each end before changing ends, batters change ends at the end of each over except every sixth over as bowling will commence from the opposite end. Umpires may change positions at the same time as the bowler.
- iii) A team can have thirteen (13) registered players of which any combination of eleven (11) players can bat, bowl and field.

Note: See *Table 19-1*, section 10, for underage player bowling restrictions.

-
-
- iv) All thirteen (13) players of a team must be entered in PlayHQ and also be recorded in both scorebooks. Players not listed in the scorebook and on PlayHQ will mean they are unable to count the match towards finals qualifications. See Rule 34.
 - v) If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines any deliveries are to be declared null and void and a replacement bowler will re-bowl the over.
 - vi) Any ball bowled that bounces over the shoulder will be deemed a “No ball” in both Limited-Over and Two-day matches.
 - vii) If other players have retired, the 12th and 13th players can bat, with the opposition captain’s permission, until a team loses 10 wickets.
 - viii) Substitute players are not allowed in **District 2 grades**.
 - ix) Scorers should record details when a player retires, such as the team score (treat like the fall of a wicket) at that point and the number of overs bowled e.g.15.3. These facts will help in determining batting partnerships.

LIMITED-OVER MATCHES ONLY

22.2 Applicable to Limited-Over matches only:

- i) Playing 72 overs – 36 each team.
- ii) Batters retire as soon as they make 50 runs (not the end of the over). RETIRED NOT OUT is the scorebook entry.
- iii) When all available players in the team have batted, RETIRED NOT OUT batters may return in order of retirement and bat until dismissed or until the close of the innings.
- iv) When a batter returns to the crease the bowling team may reuse any bowlers who have bowled without any of the original over limitations.
- v) Wides will be determined as defined in rule 18.1.3.
- vi) If a team is dismissed in less than 36 overs, the opposition is only entitled to bat a maximum of 36 overs.

TWO-DAY MATCHES ONLY

22.3 Applicable to Two-day matches only:

- i) Each innings (72 overs) will be split into 36 over groups, i.e. after the first 36 overs of an innings, there will be an afternoon tea break, following which the fielding team will start their batting innings.
- ii) On Day Two, the team that batted second on Day One will resume their innings (assuming they were not dismissed) with the two current not out batters, for a further maximum of 36 overs followed by an afternoon tea break. Then the team that batted first on Day One will then resume their innings.
- iii) At the end of each batting session, a notation must be made in the scorebook confirming the score at the end of 36 overs, e.g. 4/156. Not out batters and their individual scores e.g. Smith 23* Jones 12*.

Note: A further notation should be made to record which end the last over was bowled from and which batter was on strike. These details will be important on Day two ensuring bowling commences from the correct end with the correct batter on strike. In effect, the first innings of each team (72 overs) is split across two (2) days.

- iv) If a team is dismissed before using its allocated 72 overs, the other team will be able to bat these overs. For example, if Team 1 is dismissed in 60 overs, Team 2 can bat for 84 overs (72 overs + 12 overs). Follow on rules will still apply as per the current two-day rules.
- v) Other points awarded for a first innings win, outright win etc. will be allocated according to the current points system.
- vi) In the event of an interruption, existing rules will apply. The team batting last must be given the opportunity to face 72 overs. If the team batting last does not face 72 overs and is not dismissed or they do not make the necessary runs, the match will be a draw.
- vii) In each section of the innings, a bowler can only bowl a maximum of seven (7) overs per session/split.

Note: The rationale behind this rule is about participation and to stop teams bowling 2 or 3 bowlers in the first 36 overs and coming back on Day two and bowling the same bowlers.

- viii) If a team is dismissed within the 72 overs, the bowling restriction is removed after 36 overs have been bowled in the next batting session.

22.4 Finals will be played in the split innings format with a 2-week final series as defined in Rule 22.

22.5 Summary of above in table format.

Description	Limited-Over match	Two-day match
Overs per match	<u>72</u> (<u>36</u> each team)	<u>144</u> (<u>72</u> each team)
Overs per split	<u>36</u>	<u>36</u>
Min. Bowlers per split	7	7
Min. overs per bowler/split	2	2
Max. overs per bowler/split	7 *	7 *
Ball over the shoulder	No Ball	No Ball
Batter retires upon reaching	50	100
Retired Batter return *	Yes	Yes
Overs per end	6	6

* When a Not Out Retired batter returns to the crease, bowling restrictions for individual bowlers are no longer applicable; however, the team must still bowl the minimum number of bowlers.

23 Finals Matches

23.1 FINALS STRUCTURE

The following structure will be used to decide the winner of the premiership in Premier 1 grades.

Elimination final 3rd vs 4th

Qualifying final 1st vs 2nd

Preliminary final Winner Elimination final vs Loser Qualifying final

Grand Final Winner Qualifying final vs Winner Preliminary final

For all other grades (**Premier 2, District 1 & 2**)

Semi-finals 1st vs 4th

2nd vs 3rd

Grand Final Winners of semi-finals

23.2 SEMI-FINALS

- i) Semi-final matches, including Elimination and Qualifying final matches, will be played on the Saturday and Sunday following the end of the home and away matches.
- ii) Conditions of play will be the same as for two-day matches – refer to Rule 17.
- iii) The matches may be terminated any time after a first innings decision has been reached at the discretion of the losing captain.
- iv) In the event of a drawn, abandoned or tied match the team finishing higher on the premiership list at the end of the home and away matches will proceed to the Preliminary or Grand Final as applicable.

23.3 PRELIMINARY FINALS (Premier 1 grades only)

- i) Preliminary Final matches will be played on the weekend following the completion of the semi-final matches.
- ii) Playing conditions will be the same as for two-day matches
- iii) The matches may be terminated any time after a first innings decision has been reached at the discretion of the losing captain.
- iv) In the event of a drawn, abandoned or tied match the loser of the Qualifying final will proceed to the Grand Final.

23.4 GRAND FINALS

- i) Grand Final matches will be played on the weekend following the completion of the Semi-Final matches for all grades below Premier 1 Division. Grand Final matches for Premier 1 grades will be played on the weekend following the completion of the Preliminary Finals.
- ii) Conditions of play will be the same as for two-day matches – refer to Rules 17, 0 and 22.
- iii) In the Grand Final, a tied match will result in a shared premiership.
- iv) A drawn or abandoned match in Premier 1 Division will result in the premiership being awarded to the team that won the Qualifying final. In all other grades, the team that finished higher on the ladder will be awarded the premiership.
- v) Grand Final matches may be terminated any time after a first innings decision has been reached at the discretion of the losing captain.

24 Afternoon Tea & Drinks Breaks

- 24.1 in two-day matches, should an innings terminate, or there be a suspension in play resulting from bad light or weather conditions within 15 minutes of the scheduled afternoon tea break, an adjournment will be taken immediately and, upon resumption, play will continue under the normal playing conditions. should the team batting have lost 9 wickets at the time scheduled for the afternoon tea break, play may continue for up to 15 minutes in an endeavour to complete the innings.
- 24.2 drinks may be taken if pre-arranged before each session between captains and umpire(s).
- 24.3 drinks will not be taken more than once in any session of play, except as required for the health and safety of players and umpires.
- 24.4 the home club will, on all days of play, provide access to drinking water from a tap. the players and umpires, on all days of play, will provide their own drinks. the home club will provide a means to store and transport the drinks onto the ground when required.
- 24.5 the sharing of drinking vessels is not permitted under any circumstances.

- 24.6 failure to adhere to rules 24.4 and 24.5 will be reported to the senior committee by the umpire(s), or, if there are no official umpires, by the visiting club.
- 24.7 breaches of rules 24.4 and 24.5 will be dealt with by the senior committee which will decide what penalty may apply to the offending club including any combination of financial, team(s) point loss and club suspension.

25 Late Starts

- 25.1 The team or teams responsible for unnecessary delay will be liable for the fine of 2 penalty units or as determined by the Senior Committee.
- 25.2 Should a team not arrive at the ground designated for a match within 30 minutes of the scheduled starting time on either day, then that team will forfeit the match.

26 Fitness Of Conditions

The Senior Committee will determine members of the Adverse Weather Committee. The RDCA's adverse weather policies covering extreme heat, fire rating, and lightning apply to all matches.

WET WEATHER

- 26.1 This Committee will inspect a number of grounds, and if the majority of grounds are unsuitable for play on that day, a decision will be advised to Club Secretaries via SMS and placed on social media as early as possible, but no later than 11:00 am

A match having commenced, the decision to resume play will be in the hands of Official Umpires or Team Captains if official umpires are not in attendance (refer to Rule 40.4).

RAIN

- 26.2 With the agreement of the official umpire(s) (see rule 38) or team captains, if official umpire(s) are not in attendance, that the safety of players is not in jeopardy, play may commence when it is raining. However, should a decision be taken to suspend play due to rain, play may not recommence until, in the opinion of the Umpires / Team Captains, the rain has eased, and it is safe to continue. See also rule 26.5.

LIGHTNING

- 26.3 Refer to the Adverse Weather policy as stated in the Match Handbook and on the RDCA website (www.rdca.com).

EXTREME HEAT

- 26.4 Refer to the Adverse Weather policy as stated in the Match Handbook and on the RDCA website (www.rdca.com).

FITNESS OF GROUND

- 26.5 The official umpire(s) (see rule 38) or team captains if official umpire(s) are not in attendance (see rule 40.4) will consider the ground as unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets.
- Conditions will not be regarded as either dangerous or unreasonable merely because they are not ideal, e.g. simply because the grass and the ball are wet and slippery.
 - Conditions will be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
 - Conditions will be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

If team captains cannot agree on the fitness of the ground to play, refer to rule 40.4 ii).

27 Grounds, Playing Surface & Pitch

All competition matches will be played on synthetic or matting or any other type of pitch approved by the Association.

27.1 Reporting of damage to a pitch.

A club must advise the Senior Committee, through the Senior Committee Secretary, that the synthetic surface has been damaged. Such advice is to include details of the action the club plans to take. The Senior Committee Secretary will confirm whether the action is acceptable and carry out inspection, if, or as, necessary.

27.2 Laying of a new/replacement pitch.

A club must advise details of the type of synthetic to be used and obtain the approval of the Senior Committee, via the Senior Committee Secretary before laying same.

27.3 A synthetic wicket will not be more than nine (9) feet and not less than six (6) feet wide and not less than seventy-eight (78) feet long.

27.4 On synthetic wickets, the batting or popping crease will be marked IN WHITE, four (4) feet in front of and parallel to the bowling crease. Clubs failing to have painted creases on synthetic wickets will incur a fine of 3 penalty units.

27.5 The Senior Committee may require a club whose synthetic wicket is, in its opinion, not of the required length or in good condition, to repair or replace the wicket to the satisfaction of the Senior Committee within a reasonable time.

27.6 All Premier 1 & 2 Division teams are to have an RDCA approved super sopper available at the ground during home matches. Penalty for non-compliance 10 penalty units.

27.7 If the visiting team desires to inspect the pitch before the matting is laid, a representative must be in attendance on the ground 30 minutes before the scheduled time for the commencement of play.

27.8 All pitches and surrounds must be properly prepared for each day's play by the home team, which will be responsible for the provision of an approved playing surface, marking full circles of 10 metres radius on the ground and centred on each middle stump and the proper fixing of boundaries.

27.9 To assist in the adjudication of wides in limited-over matches, a white line must be painted on the popping crease, the inner edge being 75 centimetres either side of the outside stump.

27.10 Clubs will be responsible for setting playing boundaries and must ensure that player safety is always considered when setting the boundaries by taking any hazards out of the field of play (e.g. Football goalposts, drains).

27.11 Boundaries will, where possible, be at least 60 metres from the centre of the pitch. Boundary markers (lines, ropes, cones, etc.) must be used and placed at least 3.1 metres away from any hazards including but not limited to fencing, concrete gutters, trees, or other solid structures which may cause injuries to cricketers. Raised markers must be set no more than 10 metres apart. The boundary between markings will be taken as a straight line unless a continuous white line clearly marks the boundary.

27.12 Umpires must be informed of the boundaries marked out before the commencement of play.

27.13 The approach to the wicket will be sufficiently level to enable the bowler to obtain a fair run to the wicket.

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- 27.14 All grounds and pitches will always be subject to the approval of the Senior Committee and any instructions issued by the Senior Committee for their improvement must be carried out.
- 27.15 The RDCA will have prior claim over all grounds of clubs competing in the RDCA for use in connection with all final matches, as defined in Rule 22. Each club must ensure that before the start of each season, a booking is made for its main ground for possible use for final matches.

28 Equipment

- 28.1 In all grades, each team will provide one new leather ball (156 grams or 5 and a half ounces), purchased from the Association, to be used as the match ball when opponents are batting. A new ball may be used to commence each team's second innings of a home and away round for all grades. The balls so provided must be approved by the professional umpires or by the Captains if no professional umpire be present. A substitute ball, in good condition, will be provided by each team and handed to the umpire or umpires before the commencement of the match for use in case the ball originally provided is lost or becomes unfit for further play.
- 28.2 Each club will use only balls of Australian manufacture and stamped "RDCA" approved. Noncompliance with this requirement will result in a fine of 5 penalty units for each offence.
- 28.3 Each ball must be signed by the official umpires or captains, where no official umpire is in attendance, at the conclusion of the first day's play.
- 28.4 Stumps of the regulation sizes, in good condition, erected to be 28 inches (71.1 cm) in height and 9 inches (22.86 cm) in width, will be used in all matches. Fine of 2 penalty units, if in poor condition.
- 28.5 The first named team in all matches will provide sawdust to be available in the event of inclement weather.
- 28.6 Sufficient materials, satisfactory to the umpire(s), to complete the match, will be ready 20 minutes before the commencement of each day's play.
- 28.7 The first named team in all matches will provide a scoreboard, chalk and at least one broom.
- 28.8 **Premier 1 & 2 Division** teams are to provide a scoreboard at home grounds of a standard that enables details to be easily read from the wicket and to be updated at least once per over. Failure to comply with the above requirements may result in a fine of 4 penalty units.

29 Other Policies

- 29.1 Concussion and Head Trauma
Refer to the policy as stated on the RDCA website (www.rdca.com).
- 29.2 Member Protection including Harassment and Discrimination Policy
Refer to the policy as stated on the RDCA website (www.rdca.com).
The RDCA Board has the discretion to apportion to clubs some or all of the costs incurred in any mediation process.
- 29.3 Privacy
Refer to the policy as stated on the RDCA website (www.rdca.com).
- 29.4 Player Safety: Underage Players
- i) Helmets
Any protective helmet, which must be fitted with a face grill, will be of a colour, type, standard, design and brand approved and advised by Cricket Australia.

Notwithstanding the above, the applicable minimum standard for all helmets worn by players is British Standard 7928:2013 'Specification for head protectors for cricketers'.

- ii) Players under the age of 16 years at the start of the season will not be permitted to field within ten (10) metres of the striker's end stumps except slips and gully in any Senior Grade match within this Association. All players if fielding within ten (10) metres of the striker's end stumps, except slips and gully, are to wear protective equipment – helmets (as described in Rule 29.4 i)) and protectors.
- iii) All wicketkeepers under the age of 16 years at the start of the season and standing within 3 metres of the stumps must wear a protective helmet as described in rule 29.4 i).
- iv) Whilst batting, all players under the age of 16 years at the start of the season must wear a protective helmet as described in rule 29.4 i).

29.5 Player Safety: Senior Community Players

In line with the ICC (2015) and CA (2019) player safety directives, the RDCA strongly recommends that all Senior players wear British Standard 7928:2013 - '*Specification for head protectors for cricketers*' compliant helmets when batting, wicket-keeping up to the stumps commencing in the 2019/20 season. Note: it is compulsory to wear a helmet and abdominal protector when fielding within 10 metres of the striker's end stumps, except slips and gully.

29.6 Provision of Afternoon Teas

It is expected that afternoon teas will be provided by the home team in all grades. If afternoon tea cannot be provided at any match the home team must notify the away team preferably at least one day before the match and notify the Senior Secretary with reason(s).

Premiership and Grading

30 Premiership System

The following premiership point system will be adopted:

30.1 Two-day matches

Outright win if the winning team leads on 1 st innings	12 points
Outright win where 1 st innings a tie	8 points
Outright loss where 1 st innings a tie	4 points
Outright win if winning team behind on 1 st innings	8 points
Outright tie - each team regardless of 1 st innings result	6 points
1 st innings win	8 points
1st innings lead if beaten outright	4 points
1 st innings tie	4 points
No play or drawn match – each team	4 points
Team having a fixtured bye	8 points
Team receiving a forfeit or walk-over	8 points

If day 2 of a round is abandoned for any reason by the Senior Committee, results achieved on day 1 are still valid. Only those matches where no result has been achieved are declared a draw.

30.2 Limited-Over (one-day) matches

Win	6 points
Tied match – each team	3 points

No play or drawn match – each team	3 points
Team having a fixtured bye	6 points
Team receiving a forfeit or walk-over	6 points

- 30.3 If any teams are equal in premiership points gained at the end of the home and away matches, the relative positions of such teams will be determined by percentages as follows:

The batting percentage for a team will be obtained by dividing the total number of runs scored by the number of wickets lost. The batting percentage against each team will be obtained by dividing the total number of runs scored against it by the number of wickets taken. The former will be divided by the latter. The team having the higher quotient will be considered to have the better performance. In an innings closed or match abandoned, only the wickets lost will be counted. In an innings completed, ten (10) wickets will be considered as lost.

- 30.4 If any team withdraws or is expelled from the Association during the home and away matches the Senior Committee will determine if the remaining fixtures will be regarded as walkovers or the fixture is to be redrawn.
- 30.5 Except where otherwise determined at the Annual General Meeting, at the conclusion of the home and away matches, the first four teams in each grade will play off for the premiership in accordance with Rule 22.
- 30.6 Premiership trophies will be awarded to the premiership teams in all senior grades. Where applicable perpetual trophies will be suitably engraved and held by the Association.

31 Grades

- 31.1 All grade names will, where possible, be those of living Life Members. Should a Life Member die, then the name on that Shield should remain there for a minimum of 5 (five) years after that member's death. It would then be superseded by a suitable replacement provided that the replacement Life Member has had at least 10 (ten) years' service to the Association. If, after 5 (five) years a suitable replacement is not available, then the deceased member's name will remain on that Shield until such time as one becomes available.

- 31.2 A promotion and relegation system will apply to the senior grades as follows:

- Any club being promoted will conform to the conditions as detailed by the Senior Committee.
- If any club does not conform to the conditions of entry into the higher grade, the Senior Committee will decide on the club to be promoted.
- The Senior Committee will determine the promotion and relegation system to apply to teams competing in the senior grades. The basic principle, where possible, is that all Premiers will be promoted and last placed teams relegated.

Match Records

32 Official Match Scoring

- 32.1 During the progress of each match, each team will cause to be entered in its scorebook or online (see rule 32.4) the detailed scores and bowling analyses of its own and of the opposing team and the times of starting and finishing play on each day.
- 32.2 At the conclusion of each day's play, the respective Captains will see that the analyses of both scorebooks and, if applicable, online in PlayHQ agree and that the names of all players of both teams appear therein and will sign each other's scorebook accordingly (or confirm online PlayHQ score).

32.3 All Premier 1 & 2 Division 1st XI Home and Away matches and all Premier 1 & 2 Division finals matches must be scored live using the PlayHQ eScore App in addition to the requirements under rule 32. If live scoring is not done by an official match scorer, then scores must be synced with the official scorers at the end of each completed over and all breaks in play.

Failure to comply will result in the home club being fined 5 penalty units per breach per day. A fine of 10 penalty units will be applied per breach per day during finals.

32.4 All games in all grades will have the option to score games online using the PlayHQ eScore App. If this option is used at any game, scoring must be done using at least one official handwritten scorebook.

The home team will have the preference to use a scorebook or score online. Should the home team decide to use a scorebook, the away team can score online. If online scoring is interrupted (temporarily or permanently), both teams will agree that the score as recorded in the handwritten scorebook will prevail and that scoring will continue with both teams using a scorebook.

33 Match Reports

33.1 Team scores of each day's play for both teams will be entered on PlayHQ by the home team by 9:00 pm on each match day. Every home team failing to comply with this rule will be fined 1 penalty unit per team per day.

33.2 Official match reports will be entered online with PlayHQ **by both clubs individually**, including all players' performances, by 6:00 pm on the day following the completion of a match. Fines, per offending team, for not complying will be:

1 st offence -	written warning
2 nd offence -	2 penalty units fine per team
3 rd offence -	3 penalty units fine per team
4 th offence -	4 penalty units fine per team
5 th and subsequent offence -	loss of four (4) match points per team

Official match results must also be entered when a match is washed out (other than when the whole round is abandoned by the Senior Committee), or when a team receives a forfeit or bye (by the team receiving the forfeit or bye).

33.3 i) A separate Captains Appraisal of the Professional Umpire report is to be entered online in PlayHQ by each captain within 72 hours following the scheduled completion of the match. The report is to be completed in accordance with the guidelines in the Senior Match Handbook. Failure to comply will initially result in the club receiving a written warning of non-compliance. A second failure to comply will result in the club being fined 5 penalty units and for any subsequent breach, a fine of 10 penalty units will be applied.

ii) Incomplete or inadequate reports in terms of the guidelines provided may result in clarification being sought of the offending captain / club and is to be provided within 7 days of the request. Failure to do so will result in a penalty being applied as per Rule 33.3 i).

34 Team Lists

34.1 In all matches, before the start of play, captains and/or club officials will exchange a list of all players (in accordance with PlayHQ team listings) which may not be changed without the consent of the opposing captain. These names are to be entered into both scorebooks after the completion of play on the first day if it has not already been done so. All players must be registered to that club prior to the commencement of the match.

Premier 1 & 2 Division 1st XI team lists must be entered in full on PlayHQ no later than one hour before the scheduled start of each game. Any changes to a team list between initial entry and commencement of the game must be updated no later than 9:00 pm on the first day of play and must match the team list as exchanged under this rule. Fines, per offending team, for not complying will be 1st offence - written warning, 2nd, and subsequent offences - 10 penalty units fine per team.

- 34.2 The team list must not differ from those names recorded in terms of Rule 15.12 without the consent of the opposing captain.
- 34.3 Substitutes are only to be permitted in terms of the laws of cricket and after advising umpire(s)/opposing captain.
- 34.4 Failure to advise of a substituted player prior to the entry of players names in the scorebook will preclude that player from participating in that match, (a team will consist of a minimum of seven (7) players).
- 34.5 At the conclusion of the match, the scorebook must be signed by the captains or officials of both clubs signifying the correctness of:
- i) all players names,
 - ii) full results including match scores, player scores and extras, and
 - iii) match points claimed.
- 34.6 The number of players in each team by Division is defined in Table 34.1.

Division	Players per team
Premier 1	11
Premier 2	12
District 1	12
District 2	13

Table 34-1

The captains must be informed at the start of the match before the toss of the coin. No more than eleven players are permitted on the field at any one time. Players that have not participated in the game in any form will not be entered into the PlayHQ website as having played (a breach of this rule will mean a forfeit to the opposition). To be eligible for finals, players must have (physically) participated in a minimum number of games as nominated by the Senior Committee. (see Rule 10.3). For Byes or Forfeits, only 11 players can be named. *One player in each team will not bat, and only eleven fielders will be on the field at any one time.*

Team/Individual Awards

35 Grade Trophies

The Association will provide trophies approved by the Senior Committee to the winners of Batting and Bowling averages in every grade in the Association. All shields and trophies will be insured by the Association to the full insurable value.

All criteria for Batting, Bowling and All Rounder trophies are based on performances during the home and away series only.

To win a trophy:

- 35.1 A Batter must bat and a Bowler must bowl in at least half the matches played by their team in the particular grade and:

Division	Batter minimum runs	Bowler minimum balls bowled	Bowler minimum wickets taken
Premier 1	250	480	20
Premier 2	250	360	20
District 1 one-day	200	300	15
District 1 two-day	200	240	10
District 2	200	240	10

Note The conditions authorised in rule 35.1 may be varied by the Senior Committee under special circumstances.

- 35.2 An All-Rounder Trophy will be presented each year to a player in Lindsay Trollope Shield, Bill Wilkins Cup, Stuart Newey Plate, Steve Pascoe Shield, Pat Meehan Shield, and Ian Spencer Shield. The winner of these trophies will be the player who gains the greatest number of points, based on the following allocation:

- Runs 1 point per run
- Catches 5 points
- Wickets (unassisted) 15 points
- Wickets (assisted) 10 points
- Run outs 5 points per player
- Throw Outs 10 points
- Stumping 10 points

- 35.3 All trophy winners will be provided with a complimentary ticket to the Annual Presentation Function and will be expected to attend the function. In the case of the non-appearance of the trophy winner, the club will be fined 3 penalty units and will pay the full cost of the ticket. The Board of Management may also take disciplinary action against a player for non-attendance.

36 Other RDCA Trophies

36.1 Fairest and Best Awards

The following awards will be made each year, based on votes submitted by Umpires (on a 3, 2, 1 basis) with the winner being the cricketer who polls the greatest number of votes in the particular grade. Players disqualified during the year (home and away matches) will not be eligible for these awards. Should more than one cricketer tie on the greatest number of votes, a tie will be declared, and an award will be made to each player.

Trollope Shield	Bill Dean Medal
Wilkins Cup	Bill Wilkins Medal
Newey Plate	Stuart Newey Medal
Pascoe Shield	Steve Pascoe Medal
Meehan Shield	Pat Meehan Medal
Spencer Shield	Ian Spencer Medal

36.2 Club Championship Trophy – Phil McCallum Championship Award

A Club Championship Trophy, named “The Phil McCallum Club Championship Award” will be awarded every year having regard to final team standings, i.e. on completion of the Finals series, and the following criteria:

- 1) Recognising the success of each team in a particular grade;
- 2) Providing a weighting to higher graded teams;
- 3) Provide some benefit to clubs that field more teams in the Senior Competition;
- 4) Promote strength of club members by placing a minimum of four team entries on eligibility to participate;
- 5) Recognising the success of a club by ensuring representation in at least one of the top three grades to be eligible.

The Senior Committee will decide on an appropriate means of determining the Champion Club and advise all clubs before the start of each season.

36.3 Spirit of Cricket Trophy – Ron Ellis Trophy.

A Spirit of Cricket trophy, named the Ron Ellis Trophy, will be awarded to the team competing in Premier 1 & 2 Division that averages the most points per match over the home and away season. Points will be awarded by appointed professional Umpires based on parameters approved by the Senior Committee.

36.4 Twenty / Twenty Competition (20/20)

A trophy will be awarded to the winning club in the RDCA Twenty/Twenty competition.

36.5 Umpire of the Year Award – Ken Dunham Award

An Umpire of the Year Award, named the Ken Dunham Award, will be made each year, and will be awarded to an umpire on the adjudication of the RDCAUA Umpires’ Selection Panel.

36.6 Best Administered Club Award – Bob Bisset Award

A Best Administered Club Award, named the Bob Bisset Award, will be made each year to the club that the Senior Committee judges to have been the best-administered club within the RDCA.

The following criteria will be considered when assessing this award:

- i) Level of fines incurred
- ii) The efficiency of communication with Senior Committee Secretary
- iii) Level of help provided to Association (official roles)
- iv) Player infringements
- v) Other aspects as determined by the Senior Committee.

36.7 All-Stars Team of the Year Award – Fred Hodgkins All-Stars Team of the Year.

The Fred Hodgkins All-Stars Team of the Year will be named each season as determined by a Selection Panel approved by the Senior Committee.

36.8 Annual Age Trophy – Under 21 – David Beatty Award

This award will be given to the best player in the representative matches, and the recipients will be decided by the Senior Committee in consultation with the manager(s) of the team(s).

Umpiring

37 Umpires

- 37.1 Professional umpires as available will be allotted to matches as available.
- 37.2 Two umpires will be appointed to stand in each Lindsay Trollope Shield and Bill Wilkins Cup match. Each team will, each match day, pay half the fees of the umpires. In case of non-payment, clubs will be liable to the Association for any amount due to the umpires and a fine imposed.
- 37.3 The fees payable to umpires will be determined at the Annual General Meeting or at any meeting of the General Committee. (Refer to Senior Match & Rules Manual for details.) Such fees will be charged to Clubs by RDCA Finance Manager and paid to individual Umpires following the end of each calendar month.
- 37.4 The professional umpire will officiate at the bowler's end throughout the match where only one is appointed to a match.
- 37.5 Umpires will ascertain from the Captain of the Home Club particulars of all boundaries before the commencement of play and advise the visiting captain.
- 37.6 If the professional umpire(s) are not in attendance, umpires will be supplied as provided in Rule 40.4.
- 37.7 Professional umpires will don the uniform as described in RDCAUA Rules and Guidelines Clause 22 and provide themselves with copies of the RDCA rules and the laws of cricket. They will adopt the recognised code of signals and be in attendance at least 45 minutes before the start of play. Umpires may wear the official RDCA Umpires white jumper instead of the coat, although if two umpires are officiating both umpires must wear similar attire.
- 37.8 The Board of Management and/or the Senior Committee may call on any professional umpire to attend any meeting of the Association and/or its Committees.
- 37.9 Any professional umpire appointed by the Umpires Association Executive or Senior Committee may at any time be suspended or removed from the Association list by the Umpires Association Executive or Senior Committee.

38 Professional Umpire Duties & Powers

- 38.1 Upon the umpire's arrival at the appointed ground on each day of play, the professional umpire(s) will assume sole control of the match and will decide as to the weather or ground being unfit for play. If no professional umpire is in attendance, refer to Rule 40.4.
- 38.2 It is solely for the umpires together (or sole umpire if only one in attendance) to decide whether either the conditions of the ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Refer to rule 26.5.
- 38.3 Umpires will ascertain from the captain of the Home Club particulars of all boundaries before the commencement of play and advise the visiting captain.
- 38.4 At matches where an official umpire is officiating, they must compare time with the captains and advise them, at the appropriate time that play is to commence in five (5) minutes. At all other matches, captains must compare time.
- 38.5 In matches with an RDCA umpire, the coin should be tossed no later than 30 minutes before the commencement of play.

39 Finals Umpires

- 39.1 RDCA Umpires will be appointed to finals. Where only one (1) official umpire is officiating, the batting teams will provide a suitable person, to the satisfaction of the appointed official umpire, to act as the square leg umpire. (This does not have to be the same person for the entire match).
- 39.2 Failure to comply with this rule will result in the club incurring a fine equivalent to the umpire's payment, unless extenuating reasons, acceptable to the Senior Committee are provided by the club.

40 Amateur Umpire Appointments

- 40.1 In case of matches for which non-professional umpire(s) have to be provided, such umpire(s) will be provided by the batting team unless otherwise agreed by the respective captains.
- 40.2 The captain of the batting team may replace an umpire from time to time, and the captain of the fielding team may request the replacement of an umpire at any time. Any request to change a club umpire must be complied with by the opposing captain.
- 40.3 A non-professional umpire will wear suitable distinguishing clothing acceptable to the professional umpire or in the absence of that umpire acceptable to both captains. Acceptable, suitable, distinguishing clothing is grey dust coat, coloured poncho, dark jumper or coat, coloured trousers (dark blue or black).
- 40.4 Where no professional umpire is in attendance, the non-professional umpires will have all the powers and duties of professional umpires, save and except that:
- No player under the age of sixteen (16) years will officiate unless by consent of the opposing captains.
 - The captains will be the sole judges of the fitness of the playing conditions. Should captains disagree, the match **MUST** start or continue – the aggrieved team having the right to obtain the opinion of one of the RDCA Match Day contacts listed in the Match Handbook who will be independent of the two competing club teams, by ringing any of the mobile telephone numbers provided in the Match Handbook. The decision of the RDCA Match Day contact will be regarded as final.
- 40.5 Where a professional umpire is in attendance and standing at the bowler's end and a nonprofessional umpire is standing at square leg, the professional umpire will have the power to overrule the nonprofessional umpire, if in the opinion of the professional umpire the nonprofessional umpire made an incorrect decision.

41 Square Leg Umpire Duties

- 41.1 The umpire must wear suitable distinguishing clothing acceptable to either the professional umpire(s), if present, or to both captains.
- 41.2 Like the umpire at the bowler's end, the square leg umpire must concentrate fully on the match, remain unbiased and refrain from coaching during over changes.
- 41.3 Stand about 20 metres from the wicket so that the crease, which is the back edge of the marked line, can be clearly seen.
- 41.4 Give decisions on STUMPING, HIT WICKET, RUN OUT, SHORT RUN (watch the crease, not where the ball goes), NO BALL (if ball lands on the concrete between mats or on the middle or side leathers, if ball lands off the side of a synthetic pitch, if wicketkeeper has gloves in front of the wicket before the ball reaches wicket, or if bowler appears to throw).

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- 41.5 The umpire may be called upon to assist the bowler's end umpire in their decision (if view blocked during the action of a catch, if batters had crossed before a catch taken, if more than five fielders on the leg side, if more than two fielders behind square leg).
- 41.6 Remake the wicket when bails are off.
- 41.7 Alert bowler's end umpire if fielders are deliberately upsetting batter by moving or making noises while the bowler is running in.
- 41.8 Umpire may stand at "point" for a better view, e.g. sun at the back, but with the fielding captain's permission.
- 41.9 Umpire may be replaced if requested by the fielding team captain.
- 41.10 The umpire must be at least the age of sixteen (16).
- 41.11 Umpire may be a person not playing in the match, but only with the consent of both captains.

42 Umpire Reports

- 42.1 Professional umpires will submit incident reports to the Secretary of the Umpires Association, on a form provided by the Association. The report must reach the Umpires Secretary no later than noon on the day following completion of the match.
- 42.2 Professional umpires must report any breach of the rules or misconduct (see rule 13 – Code of Conduct) of players or club officials occurring during any match at which they are officiating. Notice of intention to report and the applicable penalty will be given to the captain or official of the offending club on the final day of play within 60 minutes of the end of the match. Signature(s) of the reported player(s) and/or the captain and/or an official of the reported players club and an indication of whether the penalty offered is accepted, should be obtained on the form but if a signature is not available the reason should be stated on the form. If required, written notice by fax or email to the secretary of the reported player's club will be sufficient notice for the purpose of this Rule 42.
- 42.3 Every report under this Rule 42 will be forwarded to the Disciplinary Committee Chair by the Umpires Secretary, to reach them no later than 24 hours after the completion of a match as detailed in RDCA Constitution Rule 45.
- 42.4 A Tribunal hearing will be held on the Wednesday evening following the completion of the match unless otherwise advised, (at a time and place to be advised by the Disciplinary Committee Chair) unless the reported player elects to have their case determined without a hearing and to accept a penalty of suspension from playing as advised in the initial report as per the terms of Rule 14.4 i).

Should the reported player / official decide to challenge the charge at a Tribunal Hearing, the Secretary of the Club of the reported player / official must provide written advice to the Disciplinary Committee Chair, no later than 48 hours following the completion of the match.

The Board of Management and/or the Disciplinary Committee may elect to have the Tribunal hear the report regardless of the reported player's decision.

PLEASE NOTE: A Tribunal Hearing will not be required should the reported player / official accept the penalty offered. Unless advised otherwise, the Tribunal will meet on the Wednesday of the week following the completion of the match or matches in which the reports are made.

43 Umpires' Code of Signals

Umpires must use the Code of Signalling as per Law of Cricket 2.13 which is:

- "Boundaries" by waving the arm from side to side across the body.
- "Six" by raising both arms above the head.

- “Byes” by raising an open hand above the head.
- “Leg Byes” by touching a raised leg with the hand.
- “One Short” by bending arm upwards to touch the nearest shoulder with the tips of the fingers.
- “No Ball” by extending one arm horizontally and calling out sufficiently loud for the striker to hear to enable them to play the ball so called.
- “Wide Ball” by extending both arms horizontally.
- “Dead Ball” by crossing and re-crossing both wrists below the waist.
- “Cancel Call” by crossing arms across the chest.
- “Out” by raising the index finger above the head.

Note: “No Balls” and “Wides” are not counted in the over, but the “No Ball” or “Wide” AND any runs scored from them are debited against the bowler.

Should an umpire desire to notify an alteration to the scorers, they will do so by crossing their arms across the chest. Besides signalling, the umpire will call distinctly for the information of players.

T20 (20/20) Competition

44 T20 Conditions of Play

The Laws of Cricket and the Senior Domestic Playing Arrangements of the RDCA, except as varied herein, will apply.

45 T20 Match Duration & Team Nomination

- 45.1 The match will consist of one innings per team with each innings limited to a maximum of 20 overs.
- 45.2 Each innings is allocated 1 hour and 20 minutes to be completed, Penalties apply for slow over rate.
- 45.3 Teams will be 11 per side and will be from clubs affiliated with the RDCA Community Big Bash unless approved by the RDCA Senior Committee or the registered guest player..

46 T20 Hours of Play & Intervals

- 46.1 Matches will be played on Tuesday evenings at the 'home' club venue and be scheduled to commence in accordance with the table below.

First Innings Start Time	First Innings Close	Interval Time	Second Innings Start Time	Match Compulsory Close
5:15pm	6:35pm	10 Minutes	6:45pm	8:15pm
5:30pm (not preferred)	6:50pm	5 Minutes	6:55pm	8:15pm

It is required that matches start at the preferred scheduled time of 5:15pm and the below rules are based on that start time.

- 46.2 Intervals between innings shall be of 10 minutes duration unless the start time is delayed where the interval time will be reduced to 5 minutes to make up time. No drinks intervals are permitted.
- 46.3 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 will be taken onto the field without the permission of the umpires. There will be an interval of no more than 10 minutes between each innings.

47 T20 Length of Innings

UNINTERRUPTED MATCHES

- 47.1 Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

DELAYED OR INTERRUPTED MATCHES

- 47.2 If the first innings is delayed or interrupted by adverse weather or other unforeseen circumstances the umpires or captains shall reduce the maximum overs by one for each full four minutes of the aggregate time lost. An additional 15 minutes can add to the scheduled cessation time to enable a result should playing conditions allow. If the reduction calculation results in fewer than 10 overs each the match shall be abandoned.

- 47.3 In the event of a delayed or interrupted match a minimum of 10 overs per team shall constitute a match. If the match has started and cannot be completed because of weather, light or some unforeseen reason, and 10 overs each hasn't occurred then the match will be declared a tie, and points will be split.
- 47.4 Where 10 completed overs or more have been bowled and an interruption is continuing compulsory closure of the first team's innings shall occur when the reduced overs calculated above equate with the number bowled or at the scheduled first innings closure time of 1 hour and 20 minutes after the start of the first innings.
- 47.5 The team batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number of overs as the first innings.
- 47.6 Overs for the team batting second shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until the scheduled cessation time. If the second innings has not started before 7:35pm then the match will be declared a tie.
- 47.7 If play ceases due to players being off the field or leaving it after the scheduled cessation time in the first innings, the innings shall end, the overs already bowled shall be the team batting second's entitlement for the purpose of this rule.
- 47.8 If a match has not commenced for any reason by 6:35pm then the match can be rescheduled. The match will automatically be rescheduled to the Thursday evening of the same week unless agreed otherwise by the clubs. The match must be completed prior to the next fixtured round. Any rescheduling of matches must be communicated to the Senior Committee Secretary as soon as possible or no later than midday the following day. If the match cannot be rescheduled and completed prior to the next fixtured round, the match will be declared a tie, and points will be split.

CALCULATION OF TARGET

- 47.9 The target is determined by the score set at the end of the last completed over. The winner will be determined by the team with the highest comparative score at the time of the last completed over irrespective of wickets lost.
- 47.10 If the match is stopped in the middle of the over the target score is revised to that at the end of the last completed over.

Example:

Team batting first completed their 20 overs and were 6/175, the second innings has been stopped due to bad light at 7:55pm and there has been 16 overs completed. At the end of the 16th over team batting first were 5/145. At the end of the comparative over the team batting second are 9/151. The winner of this match at the time it was stopped at the end of the 16th completed over is the team batting second as they have the higher comparative score irrespective of wickets lost.

- 47.11 If the second innings is reduced to lower than the number of overs of that in the first innings, provided the reduced amount is more than 10, the target score will be that of the score at the end of the reduced over.

Example:

Team batting first were scheduled 18 overs due to a late start, there was then a delay starting the second innings due to weather and using point (a) above to reduce the over amount. The team batting second are due 14 overs, the target will be set to the comparative score at the end of that over from the first innings. Team batting first were 4/112 at the end of the 14th over. The target for the reduced overs is now 112 regardless of wickets lost.

48 T20 Over Limits For Bowlers

LIMIT PER BOWLER

- 48.1 A bowler shall not deliver more than one-fifth of the maximum of overs permitted in Rule 47. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

LIMIT REACHED OR EXCEEDED

- 48.2 No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that Player.

FRACTIONAL ADJUSTMENTS

- 48.3 Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

PART-OVER INCAPACITY OR SUSPENSION

- 48.4 A part of an over bowled shall count as one full over in the limit of each bowler concerned in that over.

49 T20 Bowling Procedure

- 49.1 Overs are to be bowled in five over blocks alternating between ends, i.e. overs 1 to 5 are bowled from one end, 6-10 from the other end etc.
- 49.2 At the end of each over, only the two batters change ends except as provided in rule 49.3.
- 49.3 Apart from normal fielding position changes, the fielders only change after each five over block. At the end of each five over block, the batters remain at the same end (as do umpires if 2 officially appointed umpires are in charge).
- 49.4 Matches may be played by bowling from only one end if umpires decide that the other end is unfit for play (wet, sun glare etc.) or other exceptional circumstances (e.g. propensity for lost balls).

50 T20 The Ball

One new white association approved cricket ball will be used to commence each innings. Clubs are expected to have additional balls available in case of lost balls etc. to avoid delays.

51 T20 The Result

NORMAL CONDITIONS

- 51.1 When there is no interruption after play has commenced and when both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

SUPER OVER

- 51.2 In the event of a tie in a Match, where possible, the result shall be determined by the use of the Super Over. The procedure for the Super Over is as follows.
- (a) Subject to weather or light conditions the Super Over will take place on the scheduled day of the Match. In normal circumstances it shall commence as soon as possible after the conclusion of the Match. The interval between innings shall be only enough time to have players change into batting gear.

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- (b) The Umpires shall stand at the same end as they stood during the Match.
 - (c) In both innings of the Super Over, the fielding team shall choose which end to bowl from. Once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding team may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
 - (d) Only the starting 11 Players for each team in the main Match may participate in the Super Over. Should any Player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Playing Conditions of the main Match shall apply.
 - (e) Each team's over is played with the same fielding restrictions as apply for the last over in the Match.
 - (f) The team batting second in the Match will bat first in the Super Over.
 - (g) The same ball as used at the end of the team's innings shall be used for the Super Over.
 - (h) **First Result Option.** In the event of the teams having the same score after the Super Over has been completed, the team who lost the least number of wickets combined from its two innings in both the main match and the super over shall be the winner.
 - (i) **Second Result Option.** If the number of lost wickets of both teams is equal, the team whose batters hit the most number of boundaries (4s & 6s) combined from its two innings in both the main Match and the Super Over shall be the winner.
 - (j) **Third Result Option.** If the number of lost wickets and the number of boundaries of both teams hit is equal in both the main match and the super over, the team who lost the least number of wickets in the main match (ignoring the super over) shall be the winner.
 - (k) **Fourth Result Option.** If the number of boundaries hit by both teams is equal and the number of wickets lost is also equal, the team whose batters scored more boundaries during its innings in the main Match (ignoring the Super Over) shall be the winner.
 - (l) If the result options 1-4 are all equal then the match is declared a tie and points will be split.

51.3 Super Over Not Possible In Group Games

- (a) If circumstances make a Super Over impossible due to adverse weather conditions or compulsory closure time, the result will be determined by using the result options as set out in Rule 51.2, (j & k)
- (b) If circumstances make a Super Over impossible due to adverse weather conditions or compulsory closure time and if the result cannot be determined by using Rule 51.2 (j & k) then the match will be declared a tie, and points will be split.

51.4 Super Over Not Possible in Knockout Rounds

- (a) If circumstances make a Super Over impossible in the knockout games the process will be to follow the above Rule 51.3 (a).
- (b) If the result cannot be determined by using Rule 51.3 (a) then the team that finished higher on the points table at the conclusion of the preliminary Matches shall be declared the winner.

52 T20 Fixturing & Points

- 52.1 The groupings and fixtures will be determined by the RDCA T20 Coordinator in conjunction with the RDCA Senior Committee before the commencement of the season.
- 52.2 In the Group Rounds, a win is equal to 4 points, and a draw is equal to 2 points. Teams equal on points will be ranked according to Net Run Rate as determined below.
- 52.3 **Net Run Rate.** A team's Net Run Rate (NRR) is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of its Net Run Rate will 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. Only those matches where results are achieved will count for the purpose of NRR calculations.

53 T20 Finals

- 53.1 Final's structure will be determined by the RDCA T20 Coordinator In conjunction with the RDCA Senior committee.
- 53.2 The finals dates will be determined by the RDCA and sent to clubs with the initial fixtures.
- 53.3 Final matches will be played at a time and venue as decided by the T20 Coordinator.
- 53.4 Finals fixtures will be sent out to clubs no later than the Thursday prior to the Tuesday fixture.
- 53.5 A finals match is a match where the result is one team being eliminated from the tournament. The round may not have the word "final" used. (example Wildcard round or Round of 16) however it is deemed a final by the competition structure.

54 T20 Fielding Restrictions

The following fielding restrictions apply.

- (a) At the instant of delivery there shall not be more than five fielders on the leg side.
- (b) During the first five overs of each innings ("Fixed Attack Overs"): a maximum of two fielders permitted outside the 30-meter circle; and
- (i) a block of two consecutive "Attack Surge" Fielding Restriction overs (for an uninterrupted Match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of two fielders permitted outside the 30-meter circle.
- (ii) In the circumstances where the overs of the batting team are reduced, the "Attack Surge" Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of two fielders permitted outside the 30-meter circle.
- (iii) During the overs 6 to 10: a maximum of four fielders are permitted outside the 30meter circle.
- (iv) During the overs 11 to 20: a maximum of five fielders are permitted outside the 30meter circle. The "Attack Surge" must be taken within this block of 10 overs.
- (v) A batter must nominate the "Attack Surge" overs no later than the moment at which the Umpire reaches the stumps at the bowler's end for the start of the next over.
- (vi) Once a batter has nominated the "Attack Surge" overs the decision cannot be reversed. Should the batting side not exercise their discretion, the "Attack Surge" Fielding Restriction

Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted Match) or at the latest over available in an interrupted Match. Refer to the Fielding Restriction Overs table below.

- (vii) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs 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.

Overs	Attack Surge Available After Over	Attack Surge Available Between Over	Number of Fixed Attack Overs	Number of Attack Surge Overs
20	10	11-19	5	2
19	9	10-18	5	2
18	9	10-17	5	1
17	8	9-16	5	1
16	8	9-15	4	1
15	7	8-14	4	1
14	7	8-13	4	1
13	6	7-12	3	1
12	6	7-11	3	1
11	5	6-10	3	1
10			2	0
9			2	0
8			2	0
7			2	0
6			1	0

- (viii) Where, in an interrupted innings, on resumption the recalculated number of Fixed Attack Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fixed Attack Fielding Restriction Overs for that innings will be the closest achievable whole number.
- (ix) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fixed Attack Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- (x) If play is interrupted not during the Fixed Attack Fielding Restriction Overs, then on resumption, it is necessary to determine how many Attack Surge Overs is derived from the table above. Any Fixed Attack Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the Attack Surge Overs. The decision of the batting side of when to take the remaining Attack Surge Overs is made as per sub point (i).

55 T20 Guest Player

55.1 Clubs are permitted one (1) guest player for the whole tournament

55.2 If clubs choose to have a guest player, that player must be included into the clubs nominated 20-person squad.

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- 55.3 The Guest Player must be registered by that club prior to playing.
- 55.4 A Guest player can only come from outside of your club and must not be registered with a current club that is participating the RDCA T20 Big Bash Competition.
- 55.5 All participating clubs that choose to have a guest player must notify the T20 coordinator of their Guest Player prior to that player playing a game.
- 55.6 If the club hasn't secured a Guest Player prior to the tournament starting, and your club is still wanting to add one, you must leave a spot within the squad for the nominated guest player as per rule 55.2.
- 55.7 If the club hasn't secured a guest player prior to the finals/knockout rounds starting, then the club will not be eligible to play a guest player in the finals/knockout rounds.

56 T20 Qualification

- 56.1 Clubs will be required to nominate a "Twenty 20 Squad" for the tournament. This squad will be a maximum of 20 registered players from all club grades. You do not need to play all 20 players within the tournament, but all 20 players will qualified for the finals/knockout rounds regardless of if they have played a game or not.
- 56.2 To be eligible to be nominated in the clubs 20 person Twenty 20 squad you must be registered with that club in the Seniors, Women's, Juniors or Vets
- 56.3 Your nominated Guest Player must be included within that 20-person squad.

57 T20 Instruction to Clubs

- 57.1 Teams must be nominated before the commencement of play with the clubs required to have the team uploaded into PlayHQ no less than one (1) hour before play commencing.
- If there for some reason is a technical fault with the PlayHQ system, then it will be required that team captains exchange team sheets before play commencing. Only players registered with the Club be eligible to play or act as substitute fielders.
- 57.2 All teams playing in the T20 Competition must provide a scorer for the duration of the match: Non-compliance will result in a financial penalty; 2 penalty units – first breach or 5 penalty units for any subsequent breaches.
- 57.3 The RDCA's Adverse Weather policies covering rain, lightning and heat apply to all T20 matches.

58 T20 Slow Over Rate Breaches and Penalties

- 58.1 Penalties shall apply for not completing target overs by relevant times.
- 58.2 Subject to the provisions of this clause, over rates shall be assessed at the following times:
- (a) in Men's T20s, 4.00 minutes of playing time per over, with 20 overs to be completed in a 1 hour and 20-minute innings.
 - (b) Times for over rates will be adjusted subject to application of the following allowances:
 - (i) Actual time where treatment by authorised medical personnel is required on the field of play and/or for a Player leaving the field due to serious injury.
 - (ii) Actual time taken for: drying a wet ball, finding/replacing a ball, and for all other circumstances beyond the control of the fielding side.
 - (iii) Wickets falling: One minute per wicket, to a maximum of four minutes, for wickets in overs 18,19 and 20, or the last three overs of a reduced Match. For the avoidance of doubt no allowance shall be given for a wicket which falls on the last ball of a scheduled or rescheduled innings or for the last wicket of an innings.

58.3 There shall be no allowances given for:

(a) Wickets falling outside of the timeframes mentioned in Rule 58.2 (b)(iii).

58.4 After taking into account permitted allowances pursuant to Rules 58.2 (b)(ii) and 58.2 (b)(iii), if a team has failed to bowl the required number of overs in the Match after consultation with the Umpires and the scorers, the offending team will be subject to the rules outlined in the table below.

First Offence	Second Offence	Third Offence	Fourth Offence
Warning	2 Match Points Deduction	2 Match Points Deduction + Captain Suspended	4 Match Points Deducted

58.5 In all reduced overs Matches the fielding team will be given a 1 over allowance when calculating its over rate.

58.6 The over rate penalties set out in this Rule 58 apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration.

58.7 In determining whether a team has fallen short of the target number of overs, Umpires may take into account any factor they consider relevant, including whether inclement weather has adversely affected the ability of the team to comply with the required over rate.

58.8 RDCA Coordinator will hear and determine all appeals against penalties imposed.

58.9 Appeals must be lodged within 24 hours of the completion of the Match.

58.10 The onus is on the appellant to prove that the Umpires have erred in their assessment of time allowances. Umpires will be required to record all delays and stoppages on the appropriate form.

59 T20 Ground Dimensions

59.1 Standard ground boundaries are to be used with no modification to the size of the ground to be made. Where a ground doesn't have a standard fence then it is recommended that, where possible, at least 50 metres should be clearly marked on all grounds where matches are played by easily distinguishable cones / flags.

59.2 An inner circle of 30 metres radius is to be clearly marked to allow fielding restrictions to apply. This should be marked by producing two continuous semi-circles out from the centre stump at each end and a continuous parallel line on each side of the wicket joining the semi-circles.

59.3 White sight boards are not permitted to be used for 20/20 fixtures.

59.4 All clubs are required to have grounds clearly marked with a 30-metre circle and boundary line.

60 T20 Free Hit after a No-Ball

60.1 The delivery following a no-ball called for any of:

- a foot fault, or
- a full toss over the waist, or
- a second short pitched delivery in that over, over the shoulder,

will be a free hit for whichever batter is facing it. If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), then the next delivery will become a free hit for whichever batter is facing it.

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

60.3 Field changes will only be permitted for free hit deliveries if a different batter is on strike for the free hit delivery.

61 T20 Declarations

The captain of the batting team may not declare their innings closed at any time during the course of the match.

62 T20 Timed Out

The incoming batter must be in a position to take guard or for their partner to be ready to receive the next ball within 1 minute and 30 seconds of the fall of the previous wicket or they will be dismissed “timed out”. The incoming batter is expected to be ready near the boundary to make their way to the wicket immediately after a wicket falls and is expected to jog to the wicket.

63 T20 Prize Money

The Competition prize money will be announced by the RDCA T20 Coordinator after it has been allocated by the RDCA Board of Management

64 T20 Clothing

Players must wear coloured shirts, pants, and equipment. Pads must also be coloured or have coloured cladding. No whites can be worn in the RDCA T20 Big Bash Competition.

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