

**MASTERS [Age 40+], CLASSICS [Age 50+] & VINTAGE [Age 60+]  
CRICKET COMPETITIONS - PLAYING CONDITIONS**  
Website - <http://sydneymasters.nsw.cricket.com.au/>

**Last updated on 13 September 2017**

**Text that is Shaded (in Green) are new or altered Playing Conditions for Season 2017/18**

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**1. CONSTITUTION OF THE COMPETITIONS**

- (1) The Competitions shall be known respectively as the Masters' Cricket Competition, the Classics' Cricket Competition, and the Vintage Cricket Competition, referred to collectively as "The Competitions". Each team playing in any of these competitions agree to accept, and play under these Playing Conditions
- (2) The Competitions shall be conducted under the control and supervision of "The Ruling Committee". This committee shall consist of a minimum of three (3) persons and shall be elected or appointed on or before 1<sup>st</sup> August of each year by the teams playing in the Competitions in the previous season, each having one (1) vote. There shall be a Chairman of the Ruling Committee appointed by the Ruling Committee.
- (3) The Competition "Ruling Committee" for season 2017-18 consists of – The Chairman, Stirling Hamman (Mandalong Lawyers CC), The Secretary, Tim Ryan (Lane Cove CC) and the Treasurer, Warwick Adlam (Mosman CC). The Match Report and Fixtures Officer for season 2017-18 is Colin Hoving (Mandalong Lawyers CC)
- (4) Such teams shall play in the Competitions which are accepted by the Ruling Committee on or before 1<sup>st</sup> September of each year.
- (5) The draws and the ground allocations for each playing season shall be made by the Ruling Committee.
- (6) The Competitions shall be played in accordance with the Laws of Cricket 2017 Code ("The Laws of Cricket"), except that in the event of an inconsistency, the rules herein shall prevail.
- (7) The Playing Conditions of the Competition shall be changed by a majority of votes from the Ruling Committee who must meet in August each year to consider any proposed changes. Clubs wishing the Ruling Committee to consider any Playing Conditions changes should submit their proposals in writing to the Ruling Committee by no later than 31 July each year
- (8) The Ruling Committee shall determine disputes, complaints or other matters arising out of, or under the rules or otherwise and its decision shall be final.
- (9) The Ruling Committee shall collect from each participating team a competition entry fee of two hundred dollars (\$200) which must be paid prior to the start of the season. This is a levy to fund the ongoing administration costs for the competition which includes insurance. The levy also covers the administration costs involved in sourcing and maintaining umpires for all three of the competitions involved.

## 2. PARTICIPATING CLUBS

Clubs competing in the three competitions during season 2017/18 are as follows

### Masters Cricket –

1) Auburn	9) Mosman
2) Burwood	10) Old Ignatians
3) Collaroy Plateau	11) Pennant Hills
4) Cricketers Club NSW	12) Roseville Navy
5) Georges River	13) Roseville White
6) Lane Cove	14) Ryde Hunters Hill
7) Lindfield	15) St Clair
8) Macquarie Uni	16) Warringah

### Classics Cricket –

1) Ashfield De La Salle	9) Mandalong Lawyers
2) Burwood	10) Mosman
3) Cricketers Club NSW	11) Parramatta
4) Georges River	12) Pennant Hills
5) Kenthurst	13) Roseville
6) Ku-Ring-Gai District	14) Sri Lanka Lions
7) Lane Cove	15) Warringah
8) Lindfield	16) Western Suburbs

### Vintage Cricket –

At the time of publication the number of teams and the names of those clubs participating in Vintage Cricket had yet to be determined

## 3. ADMINISTRATIVE ARRANGEMENTS

- (1) Masters - Shall play eleven (11) round games of 40 overs a side. Play shall occur on the opposite Sundays to that of the Classics competition

Classics - Shall play eleven (11) round games of 40 overs a side. Play shall occur on the opposite Sundays to that of the Masters competition.

Vintage - The number of round games at time of publication for Vintage Cricket had yet to be determined. All round games are to be played as 40 overs a side. Play shall occur on select Sundays that are the same days that Masters Cricket is conducted – those playing dates at time of publication are yet to be determined

- (2) All teams should budget for thirty dollars or more per player (to cover ground rental, new balls, umpire match payments and catering expenses).

- (3) The Fixtures Draw shall be forwarded before the start of the season.

(i) **Masters Competition Only**

At the completion of Round 10, the Ruling Committee may, in its absolute discretion, redraw Round 11 of the Masters Competition and program teams to play each other that are in the top six (6) places of the competition table - this to ensure the integrity of the competition table at the completion of that final round.

- (4) The Masters', Classics and Vintage Trophies for the Competition winner shall be presented at the Competition Dinner at the end of the season.

(5) Each team, in each match will be marked by the appointed umpire with a score from 0 to 10 assessing each teams upholding of the true values involved in the Spirit of Cricket. After the preliminary rounds, the leading team in each competition shall be awarded the Spirit of Cricket Trophy at the end of season dinner

- (6) All games are to be played in accordance with the Competition Rules herein.

#### 4. **RESPONSIBILITIES**

- (1) The Home Team Captain must obtain the keys for the Oval and facilities prior to the game for a start on time.
- (2) The Home Team Captain must collect both teams' finances to pay for the ground hire and make other payments. The Away Team must contribute 50% of the ground hire and umpires' costs provided that if the Away Team forfeits a game it shall reimburse the home team all its costs of hiring the ground for that day.
- (3) The Home Team Captain must provide afternoon tea at its cost, and after the game, beer and other refreshments at a cost to be shared by both teams.
- (4) (a) The Sydney Shires Cricket Umpires Association (SSCUA), where possible, will arrange the appointment of one neutral official umpire for all matches. This umpire will officiate at both bowlers ends with a player or official from the team that is batting to stand at Square Leg at both ends. Each team will bear 50% of the cost for the umpires match payment which is one hundred and fifty dollars (\$150). This match payment is to be made to the umpire before play commences, and preferably at the toss.

(b) Where the appointed umpire and one, or both teams attend the match venue but no play occurs on the day, the umpires match payment is varied to sixty dollars (\$60) with each team paying 50% of this required payment

(c) **Ground Closures** - In the event of a ground closure where no play is possible, the home team must make a personal phone call (no text messages or voicemail) to advise the umpire of the cancellation by no later than 10.30am on match day. If the Umpire is not able to be contacted, the Secretary of the SSCUA should be telephoned. Once 10.30am has been reached, it is to be assumed that the Umpire is already in transit to the match venue. In this situation the home team has to pay the Umpire sixty dollars (\$60) to cover travel and time incurred expenses.

(d) **Match Forfeited** - In the event that the game is cancelled due to a forfeiture, the forfeiting team is required to make a phone call (no text messages or voicemail) to

advise the umpire of the cancellation by no later than 10.30am on match day. If the Umpire is not able to be contacted, the Secretary of the SSCUA should be telephoned. Where the match is forfeited in the preceding four (4) days before match day, the club that forfeits is required to pay the allocated Umpire a fee of sixty dollars (\$60). The collection of this fee will be co-ordinated via the Secretary of the Umpires Association. If following the notification of a forfeit the Secretary of the Umpires Association has the opportunity to re-allocate the affected Umpire to another paid appointment, then the \$60 fee as described in this Playing Condition will be waived.

(e) **Change of Match Venue / Start Time** - In the event that the scheduled match venue or start time has to be changed the following protocol applies –

(i) **Venue change before match day** - If a venue change occurs before match day the home club needs to advise the Opposition, the Match Report and Fixtures Officer (Colin Hoving) who will update the venue in "My Cricket", as well as the Secretary of Sydney Shires Cricket Umpires Association (Stephen Blomfield) who will advise the appointed umpire.

(ii) **Venue change on match day** - If a venue change occurs on match day the home club needs to advise the Opposition, the Match Report and Fixtures Officer (Colin Hoving) who will update the venue in "My Cricket", as well as the appointed umpire using the umpire contact list supplied at the start of the season. The name of the appointed umpire can be found on "My Cricket" or on the SSCUA website located at [www.sscua.com.au](http://www.sscua.com.au)

Contact with the appointed umpire must be made by way of a person to person phone call (no text messages or voicemail). This call should be completed by no later than 10.30am on match day. Once 10.30am has been reached, it is to be assumed that the Umpire is already in transit to the original match venue. Every effort after 10.30am should continue to be made to try and contact the appointed umpire despite him being considered as "In Transit"

If a change of venue is not communicated to the appointed umpire causing that umpire to travel to an incorrect venue which then sees the umpire going home and the match proceeding without an umpire - In this situation the home team has to pay the Umpire sixty dollars (\$60) to cover travel and time incurred expenses.

(f) **No Official Umpire Appointed** – Where no official umpire is appointed, each team should, where possible, provide a non playing person to officiate the game. If this is not possible, players from the team that is batting should officiate each innings.

(5) Each team must provide and use a four (4) piece ball, their own kit and score book.

(6) Both Captains must agree the scores both at the conclusion of the innings of the team batting first and the conclusion of the innings of the team batting second. Both captains must telephone or e-mail the Fixtures Officer who is currently Colin Hoving on 0412 390 880 or email [choving@optusnet.com.au](mailto:choving@optusnet.com.au) with the game scores and competition points (including any bonus points) for each team. The match scorecard must also be entered into "My Cricket" by no later than 5pm on the Wednesday after the completion of the match. Teams that do not enter the scorecard into "My Cricket" in the prescribed timeframe may at the absolute discretion of the Ruling Committee run the risk of a penalty which may come in the

form of having competition points deducted from them. If not already done so, team captains must apply to the Secretary of the competition Ruling Committee for a password to enable results to be entered into "My Cricket"

- (7) It is also the responsibility of each team when entering match scores in "My Cricket" to also complete the Umpire assessment section. Umpire feedback is essential to ensure the best available umpires are selected for the competition. Assessments are also required to establish the Umpire of the Year Award. Teams that do not submit the online umpire assessment within 14 days of match completion may at the absolute discretion of the Ruling Committee run the risk of a penalty which may come in the form of having competition points deducted from them
- (8) Each team must use its best endeavor to ensure that it has a full team for each game. In case of a lack of players, please urgently contact the opposition team captain as soon as possible to arrange a player. Restrictions apply to players under the age of 40 (Masters) , 50 (Classics) and 60 (Vintage) – See Playing Condition 8(1) and 8(2)
- (9) Any team who wishes to change the date of any of their games is to contact the opposition and by agreement arrange an alternative date. If agreement cannot be reached the original date shall stand. Any rearranged date shall not be for competition points and the game shall be regarded as a Draw unless the Ruling Committee consents to it prior to the game being played.
- (10) A list of key personnel in relation to each Club with their contact telephone numbers will be supplied to all clubs prior to the start of the season. Captains are strongly advised to reconfirm match arrangements with the opposition team in the week preceding the game.

## **5. UMPIRING MATTERS**

- (1) The Umpire appointments for each round cricket can be viewed at [www.sscua.com.au](http://www.sscua.com.au) as well as on the actual match scorecard listed on the "My Cricket" system. Appointments are available for each round of cricket at least three to four weeks in advance of match day
- (2) Each club will be circulated in September and again in January a contact list of all umpires participating in these competitions. If contact with an umpire is required and that umpire's name is not on the contact list please instead call the Umpires Secretary (see next clause)
- (3) The Secretary of the Umpires Association is Stephen Blomfield. His email address is [shireumpires@iprimus.com.au](mailto:shireumpires@iprimus.com.au) and his phone number is 0404 270044
- (4) At the completion of each match the appointed umpire is to consult with each captain and jointly decide upon a 3-2-1 points allocation for EACH TEAM for the Player of the Year Award. The umpire consults with the captain of team "A" to decide the 3-2-1 points for the opposing team "B". The umpire then consults with the captain of team "B" to decide the 3-2-1 points for the opposing team "A". If a captain is not available or unwilling to engage in this discussion then the umpire will be the sole judge of the points. If there is disagreement between umpire and captain regarding the allocation of the points, then the opinion of the umpire will prevail. The appointed umpire must then accurately record the six players names

(Full Given Name and Full Surname) and accurately supply this information on the Umpire match result sheet

- (5) At the completion of each match the appointed umpire is required to complete a match result sheet which must be forwarded by email to the Secretary of the SSCUA. Copies of these match result sheets will then be supplied to The Match Report and Fixtures Officer
- (6) Enquiries from clubs seeking interpretations of the laws of the game and/or these playing conditions are welcome. Please email [shireumpires@iprimus.com.au](mailto:shireumpires@iprimus.com.au)

## **6. FITNESS OF GROUND, WEATHER AND LIGHT FOR PLAY**

- (1) Where the Captains disagree, the appointed Umpire shall be the final judge of the fitness of the ground, weather and light for play. However, Where there has not been 15 overs completed in the second innings, and where the Captains are in disagreement over the fitness of the ground, weather and light for play, the appointed Umpire will not call off the match until at least 5.30pm or until agreement otherwise is reached by the Captains. Where there have been 15 or more overs completed in the second innings, and where the Captains are in disagreement over the fitness of the ground, weather and light for play, the appointed Umpire shall be the final judge of the fitness of the ground, weather and light for play.
- (2) In the absence of an appointed umpire the status of the match in relation to the fitness of the ground, weather and light for play shall be subject to the agreement of the Captains. In the event of a disagreement the status quo will remain until such time as mutual agreement is achieved or until 6.30pm.
- (3) Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later and shall not resume until 30 minutes after the last lightning flash. It is strongly recommended that no person enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play, the umpire shall provide written comments on their match result sheet detailing what transpired and the names of players who failed to adhere to this playing condition. This information will then be investigated by the Ruling Committee for whatever action is deemed necessary

## **7. APPEALS**

- (1) Any appeal in respect of a game may only be made by either of the two sides in that game, not by a third party. Any appeal to The Ruling Committee must be made in writing initially to The Ruling Committee Secretary who shall invite the views of the other team upon the point raised, and notify both teams of his decision. Any further appeal against his determination may only be made by either of the two teams in the relevant game and shall be determined by the remainder of the Ruling Committee whose decision shall be final. Any initial appeal must be lodged within one week of the game being played. Any appeal to the full Ruling Committee must be made within one week of the decision of The Ruling Committee Secretary.

- (2) The Ruling Committee Secretary, or on appeal, The remainder of the Ruling Committee's powers include but are not limited to the power to:
- (a) award a match to one team or to both teams jointly
  - (b) deduct such competition points from, or/and award such competition points to, either team in a match, as in his or their absolute discretion thinks or think fit.

## 8. ELIGIBILITY OF PLAYERS, TEAM LISTS AND THE TOSS

- (1) (a) **Masters** – It is the intention of the Competition to engage players who have either turned forty (40) years of age, or who will be turning the age of forty (40) prior to **1 April 2018**. Persons fitting this description are considered as “A Qualified Player”

(b) **Classics** - It is the intention of the Competition to engage players who have either turned fifty (50) years of age, or who will be turning fifty (50) prior to **1 April 2018**. Persons fitting this description are considered as “A Qualified Player”.

(c) **Vintage** - It is the intention of the Competition to engage players who have either turned sixty (60) years of age, or who will be turning sixty (60) prior to **1 April 2018**. Persons fitting this description are considered as “A Qualified Player”.

**In regards to Vintage Cricket** - The competition will allow a relaxing of the conditions in paragraph (c) above as follows -

(i) **In season 2017/18** - A player aged 57,58 or 59 on the day of the match is allowed to play on the condition that he does not bat any higher than number six (6) in the batting order and is restricted to bowl no more than five (5) overs in an innings.

(ii) **In season 2018/19** - Players aged 57 on match day will no longer be able to play Vintage Cricket.

(iii) **In season 2019/20** - Players aged 57 or 58 on match day will no longer be able to play Vintage Cricket.

- (2) (a) **Masters – (First Year Teams)** – A club competing in the competition for the first time shall comply with above playing condition 8(1)(a) with the exception that they may also be allowed to play a maximum of three (3) players per game that will be turning thirty-nine (39) years of age prior to **1 April 2018**. Persons fitting this description are considered as “A Qualified Player”
- (b) **Classics – (First Year Teams)** – A club competing in the competition for the first time shall comply with above playing condition 8(1)(b) with the exception that they may also be allowed to play a maximum of three (3) players per game that will be turning forty-nine (49) years of age prior to **1 April 2018**. Persons fitting this description are considered as “A Qualified Player”
- (3) Using the “Qualified Player” guidelines above, any team that causes or permits an unqualified player to bat or bowl without having first obtained the agreement of the opposition captain prior to the toss, shall lose its match points (including its bonus points for that game), and the game shall be deemed to have been won by the other side.

- (4) Each captain before tossing, shall notify the other captain of any unqualified player(s) in his side and such player's or players' age(s).
- (5) If either captain requires the permission of the other captain to bat or bowl an unqualified player, he shall seek such permission prior to the toss.
- (6) If requested by either captain prior to the toss, the other captain shall supply a list of the players in his team and no subsequent alteration may be made without the consent of the other captain.
- (7) The toss shall take place 15 minutes before the start of play and the captain winning the toss shall immediately notify the opposing captain of his decision to bat or bowl. If a captain is unavailable at the time of the toss, a deputy shall act in his place and also toss for choice of innings. If the toss is late, causing the match to start late, or the game starts late due to player tardiness, the umpire shall reduce the number of overs by one over per side, for every eight (8) whole minutes the game starts late - Refer Playing Condition (9)(6)(d)
- (8) The refusal by a captain or his deputy to comply with 8(6) or 8(7) as described above may render the offending team liable to further action being considered by the Ruling Committee including the loss of points or a decision that the offending team may be deemed to have forfeited the match.

## **9. THE CONDUCT OF THE GAME**

### **(1) Daylight Saving**

For any matches played during non-daylight saving periods, every time specified in these rules shall be brought forward 1 hour.

### **(2) Number of Players Per Match**

The competition will allow a team to play a match under a "Play 12, Bat 11" rule. This is permissible in only two circumstances -

- (a) If both teams wish to play 12 then this is allowable, or
- (b) If only one team wants to play 12 then this is allowable only with the consent of the opposing captain prior to the toss.

If a team is playing 12, the following conditions apply –

- (i) One of the 12 players is not allowed to bat.
- (ii) The player not allowed to bat shall also not be allowed to act as a runner for an injured striker
- (iii) Any or all of the 12 players are allowed to bowl
- (iv) Unless a fielder becomes legitimately ill or injured under the Substitute Fielder Laws of Cricket (Law 24), then only one fielding rotation is permissible during the innings amongst the 12 players. This is to take place at the half way point of the innings. This means that one player from the 12 can only field for the first half of the innings with another player from the 12 only able to

field for the second half of the innings. If a team chooses to play with 12 then this one fielding rotation is mandatory (ie, a player cannot bat but not field at all)

**(3) Match Times / Scheduling**

Play shall commence at 12.15pm on a turf wicket subject to any prior agreement to the contrary by the captains, for a duration of 40 overs a side or until the batting team is out or declares. The side batting second shall not commence its innings until the end of the innings of the side batting first. The innings of the side batting first shall not be split into 20/20 segments unless agreement to split into 20/20 segments is reached between the captains prior to the toss. If such agreement is reached, the side batting second commences its innings after the side batting first has received 20 overs.

**(4) The Tea Interval**

In the normal course of events it is expected that the tea interval will be as follows....

Scheduled Overs Per Team	Tea Interval Duration
40 Overs	25 Minutes
15 to 39 Overs	20 Minutes

In an uninterrupted 40 over a side match, an innings should be completed in approximately 160 minutes or less. At the discretion of the officially appointed Umpire, the above tea interval durations maybe shortened to a figure of no less than 15 minutes where the duration of first innings exceeds 160 minutes. If that discretion is not applied by the umpire and the duration of the tea break is taken in full then extra time taken to bowl the allotted overs shall be deducted out of the extra thirty (30) minutes of "make up time" as described in Playing Condition 9(6)(c)

**(5) Drinks Breaks**

On days played under normal weather conditions, one drinks break shall be scheduled at the completion of the 20<sup>th</sup> over of the innings. For matches that are reduced to less than 40 overs a side the scheduling of the drinks breaks must be agreed upon between the umpire and the two captains prior to play. On extremely hot days additional drinks breaks should be scheduled as required.

**(6) Eligible and Ineligible Extension Of Play**

The nominal scheduled finish time of 6.00pm can be extended by up to an additional thirty (30) minutes (to 6.30pm) if time is lost in scenarios (a) (b) and (c) below –

- (a) Late starts due to the fitness of the ground for play or general weather related issues. This also applies to matches that start late where play is delayed beyond the scheduled start time due to a previous junior match occupying the ground
- (b) Time lost during the game due to play being suspended for rain, lightning or excessive heat
- (c) Additional time used during the first innings of the game because the bowling side went over its allotted time to complete the required number of overs

(d) **Ineligible Extension of Play** - If a game starts late due to a late toss, or for any other unacceptable reason such as the tardiness of the players to commence on time, the extra thirty minutes of "make up time" as described above shall NOT apply and for every whole eight (8) minutes the game starts late will see a reduction in the number of overs by one (1) per side

(7) **Bowling Restrictions**

(a) No qualified player shall bowl more than nine (9) overs provided that each team shall use a minimum of six (6) bowlers by the expiration of the thirtieth (30<sup>th</sup>) over. A person who finishes an over for an injured bowler but does not otherwise bowl shall not be counted as one of the six bowlers.

(b) In the event of a match being reduced to less than 40 overs a side the following alterations apply –

Number of Scheduled overs per side	Maximum number of overs per player	Six (6) bowlers must have bowled a full over before the end of over number
40	9	30
35 – 39	8	26
30 – 34	7	22
25 – 29	6	18
20 – 24	5	14
15 – 19	4	10

The above table will also apply if a weather interruption causes the number of overs in the second innings to be reduced to a figure that is less than the maximum quota of the first innings

(c) Separate bowling restrictions apply to all players under the age of 16. See Playing Condition 9(11)

(8) **Batting Restrictions**

a) **Masters** - In any game, upon a batsman scoring forty (40) runs, he shall be forthwith retired, not out, but shall be entitled to resume his innings on his retired score by coming in at the tail end of the batting order provided that his team would have been out within the designated number of overs. Batsmen shall resume their innings in the order that they retired.

b) **Classics and Vintage** - In any game, upon a batsman scoring thirty (30) runs, he shall be forthwith retired, not out, but shall be entitled to resume his innings on his retired score by coming in at the tail end of the batting order provided that his team would have been out within the designated number of overs. Batsmen shall resume their innings in the order that they retired.

(9) **Loss of Scheduled Playing Time**

For Matches that start late, please also refer to the table listed at Appendix #1 on the final page of these Playing Conditions

If for any reason there has been a loss of scheduled playing time, the quota of overs is unaffected for the first thirty (30) minutes. After that the number of overs shall be calculated as set out below.

**NOTE:** In all calculations fractions are to be ignored.

- (a) For any time lost prior to the actual commencement of play at the rate of one (1) over for each team for each whole eight (8) minute time period of scheduled playing time REMAINING provided that a MINIMUM of fifteen (15) overs is achievable by each side.
- (b) (i) Should there be no play possible before 4.10pm, then the match shall be abandoned as a DRAW, and each team awarded twenty (20) points without any bonus points  
  
(ii) If the team batting second cannot commence its innings by 5.30pm, then the match shall be abandoned as a DRAW, and each team awarded twenty (20) points without any bonus points
- (c) For any time lost during the innings of the team batting first overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute time period of schedule playing time LOST provided that a MINIMUM of fifteen (15) overs is achieved by each side.
- (d) If any time is lost for any reason before or during the innings of the team batting first, then that innings shall be deemed to have been completed at the termination of the over in progress at a time calculated by adding fifty percent (50%) of the time lost on to:
  - (i) 1.55pm in non-daylight saving time;
  - (ii) 2.55pm in daylight saving timeunless the team is dismissed or has declared its innings closed beforehand.
- (e) For any time lost after the completion of the innings of the team batting first at the rate of one (1) over for each whole four (4) minute time periods provided always that a MINIMUM of fifteen (15) overs can be achieved by the team batting second.
- (f) If less than fifteen (15) overs are completed by each team, then the match shall be declared a draw provided that a result has not previously been achieved. To Clarify - If the team batting second uses less than fifteen (15) overs to pass the target score (or a revised target score) where they had the opportunity to bat at least fifteen (15) overs, then this shall constitute a match
- (g) If conditions prevent the team batting second from receiving its quota of overs, then the match shall be decided on the comparison of RUN RATES of BOTH TEAMS. These run rates are calculated by dividing the total runs scored by the total number of overs bowled.
  - (i) For the purposes of RUN RATE calculations ONLY, each legitimate ball bowled shall count as one sixth (1/6) of an over.
  - (ii) Where a team has been dismissed or has declared its innings closed before receiving its full quota of overs, its RUN RATE shall be calculated by dividing the total runs scored by the quota of overs it

should have received. All this is provided a minimum of fifteen (15) overs has been completed by each side. The team with the better RUN RATE shall be the winner.

**(10) Pitch Surfaces**

It is the intention of the Competition for teams to play on the scheduled date on artificial (synthetic) wickets if turf wickets are unavailable or unfit for play. This will only take place with the mutual consent of both captains. Failing that mutual consent unfitness for play at a turf venue on the scheduled date will result in a draw under these rules.

**(11) Players Under The Age of Sixteen (16)**

To assist teams that may from time to time struggle to find enough Masters, Classics or Vintage aged players to compete in a match, the competition will allow participants under the age of 16 to play under the following conditions -

- (a) A player must be aged less than 16 on the day of the match. Any such player shall be permitted to bat and/or bowl
- (b) No more than two (2) players aged less than 16 on the day of the match shall be permitted to be part of the nominated team
- (c) Any player aged less than 16 must wear protective equipment at all times while batting. Such protective equipment is defined as a helmet, protector, leg guards and gloves. When fielding in front of the wicket within ten (10) meters of the batsman on strike, any player under the age of 16 shall be required to wear a helmet and a protector.
- (d) Any player under the age of 16 is restricted as to the number of overs they are allowed to bowl per match, as follows

Maximum number of overs in the innings	Maximum number of overs allowed
40 overs	5
30 to 39 overs	4
20 to 29 overs	3
15 to 19 overs	2

- (e) Any team that causes or permits an unqualified player to bat or bowl without having first obtained the agreement of the opposition captain prior to the toss, shall lose its match points (including its bonus points for that game), and the game shall be deemed to have been won by the other side.

**(12) Substitute Fielders and Runners**

- (a) Once play has commenced, If at anytime the fielding side is reduced to less than eleven (11) players due to a fielder having to leave the ground ill or injured, a substitute fielder shall be allowed. If the fielding team does not have a substitute fielder, the opposition team are encouraged to invoke “best practise” in the Masters, Classics and Vintage Competitions and offer a substitute fielder

from within their own ranks. If necessary, the appointed umpire should remind the opposing captain of this playing condition

- (b) The restriction that currently exists at other varying levels of cricket that sees an injured player unable to bat with a runner does NOT apply in the Masters, Classics or Vintage Competitions.

#### (13) **Non Appointed (Player) Umpires Standing at Square Leg**

In any match where only one official umpire is appointed – If in the opinion of the officially appointed umpire, a decision is made by the square leg umpire (who was not appointed to the match) is so undeniably incorrect, then the officially appointed umpire will call and signal “Dead Ball”. The two umpires will then consult with each other. The appointed umpire shall supply additional feedback in relation to his observation of the issue at hand, and will also supply relevant feedback in relation to certain Laws of the Game or Playing Conditions that the square leg umpire may not have known about. The overall goal of the consultation is to ensure that the correct decision is then finally arrived at. If after consultation the square leg umpire does not wish to change his decision, then that decision shall stand. The appointed umpire then has the power to request an immediate replacement (player) Square Leg umpire if the continuing presence of that person acting as Square Leg Umpire has potential to cause conflict or ill feeling between the two sides.

#### (14) **Completion of a Match**

A team batting second shall not bat on, after it has passed the total of the team batting first.

#### (15) **Code Of Conduct**

(a) Players will conduct themselves in a manner that upholds the values of the game as per the “Spirit Of Cricket” guidelines contained within the Laws of the Game. Umpires will report to the Ruling Committee any breaches of these values and any such reported player will be dealt with at the discretion of the Ruling Committee which may contain any form of penalty that the committee may deem appropriate. There is no right of appeal to any penalty imposed on a player by the Ruling Committee

(b) The new Law 42 (Players Conduct) that gives the umpire the power to temporarily remove (“sin bin”) a player from the game, or to send a player off for the rest of the game shall NOT apply in this competition.

### 10. **WIDES AND NO BALLS**

- (1) **Wides**: The Laws of Cricket shall apply – namely that any delivery either on the off-side or the leg-side which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

The playing condition that exists in most limited over competitions regarding the strict interpretation of wides, particularly leg side wides, shall **NOT** apply in this competition

- (2) **No Balls**: The Laws of Cricket shall apply except for the following circumstances -
  - (a) Any ball that bounces above the shoulder of the batsman in his normal stance shall be called and signalled as a “No Ball”. The square leg umpire can supply

assistance to the bowlers end umpire in measuring the height of the delivered ball, however the final decision on whether the delivery is called “No Ball” remains solely with the umpire at the bowlers end.

(b) In regards to the “No Ball” Law for unfairly bowling a high full pitch ball above the waist of the batsman - The Square Leg umpire does NOT have jurisdiction to call “No Ball”, This duty remains solely with the umpire at the bowlers end. Official umpires would be best served advising all incoming (non appointed/player) Square Leg umpires of this issue.

(c) The warning process in the Laws that removes a bowler from the attack for bowling a second waist high full toss shall NOT be applicable in these competitions. The bowler will be no balled for all waist high full tosses but shall not be removed from the attack unless it is the opinion of the umpire that the ball in question that was delivered above waist height was a deliberate act.

## 11. POINT SCORES

- (1) The Competition shall be won by the team scoring the most competition points at the end of the season. There shall be no finals or semi-finals played. In the event of a tie, the Premiership of the Competition shall be shared by those teams.
- (2) The Competition points are:
  - (i) First innings win 20
  - (ii) Draw if less than fifteen (15) overs for both teams batting or (if not forfeited) no play takes place. 20
  - (iii) Loss on first innings 0
  - (iv) Tie on first innings 10 each

A tie is where the first innings totals of each team are equal irrespective of wickets lost by the team batting second.

There shall be no outright results.

- (3) Forfeits
  - (a) A team that receives a forfeit or is awarded a match under Law 21 of the Laws of Cricket shall be awarded forty (40) points. If a team receives a forfeit but every other match in that round is washed out with no result, then the team receiving the forfeit only gets twenty (20) points instead of forty (40)
  - (b) The team that forfeits any match shall receive no points

A match shall only be regarded as forfeited if a team refuses or is unable to play on the original date allocated for the match or such other date as has previously been agreed between the teams. The team that forfeits a match shall reimburse the other team any irrecoverable expenses such as ground hire fees etc. Note by way of example Hornsby Council charge an admin fee for cancelling a game at any time; also 50% of hire fee on cancellation less than 2 weeks out; 100% hire fee on cancellation within 7 days. Reference is also made to playing condition 4.4(d) which in some circumstances requires a payment to the appointed umpire where a match is forfeited

- (4) Any team that has a Bye in any of the Rounds shall be awarded 25 points.

(5) **Bonus points**

In addition to the points set out in rule 11(2), in every game a team is entitled to:

- (a) 0.05 points for every run scored.
- (a) One point for each wicket taken. If a side is unable to bat eleven players, ten wickets will be deemed to have been taken by the bowling side at the fall of the last batsman eligible and able to bat. A batsman retired not out is not to be regarded as a wicket taken.
- (b) Two (2) points to any team batting second which wins before the expiration of 80% of its maximum number of overs, or
- (c) Three (3) bonus points if a team batting second wins before the expiration of 70% of its maximum number of overs; or
- (d) Four (4) bonus points if a team batting second wins before the expiration of 60% of its maximum number of overs; or
- (e) Five (5) bonus points if a team batting second wins before the expiration of 50% of its maximum number of overs.

Bonus points shall also be awarded in a game abandoned before the side batting second has received fifteen (15) overs, in addition to the 15 points under rule 11(2) above.

Teams batting second and winning a match by passing a low target score are compensated via clauses (c) through (f) for bonus points that may have instead been gathered via clause (a) when either chasing a high target score, or when totaling a large score batting first. Opportunities for bonus points gathering will generally balance out during a season, with most teams more often than not getting fairly equal opportunities to bat or bowl first throughout the rounds that make up the season. Teams looking to maximize bonus points need to take this into account when deciding whether to bat or bowl first when winning the toss.

## **12. EXCESSIVE HEAT POLICY**

**Summary:** *The Masters and Classics competitions have a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not put the health and well being of participants at risk.*

*Mature aged players and umpires are much more at risk to heat illness or heat stroke in temperatures that are considered extreme. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.*

**THE EXCESSIVE HEAT POLICY AT THE TIME THIS BOOK WHEN TO PUBLICATION HAD YET TO BE FINALISED. THE POLICY WILL BE ANNOUNCED ASAP**

## APPENDIX 1

### Late Start Table

The below table should be used in the event of a match starting late.

The table is only valid for a late start. Once play commences, if there is a weather related delay the overs remaining should be manually recalculated as per Playing Condition 9.9

#### Over Reductions For Late Starts Scheduled 12.15pm Start in Daylight Saving Hours

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
12.15 - 2.55	25	3.20 - 6.00	160	40	0
12.30 - 3.10	25	3.35 - 6.15	160	40	0
12.45 - 3.25	25	3.50 - 6.30	160	40	0
1.00 - 3.35	20	3.55 - 6.30	155	39	10
1.10 - 3.40	20	4.00 - 6.30	150	38	20
1.20 - 3.45	20	4.05 - 6.30	145	37	30
1.30 - 3.50	20	4.10 - 6.30	140	35	40
1.40 - 3.55	20	4.15 - 6.30	135	34	50
1.50 - 4.00	20	4.20 - 6.30	130	33	60
2.00 - 4.05	20	4.25 - 6.30	125	32	70
2.10 - 4.10	20	4.30 - 6.30	120	30	80
2.20 - 4.15	20	4.35 - 6.30	115	29	90
2.30 - 4.20	20	4.40 - 6.30	110	28	100
2.40 - 4.25	20	4.45 - 6.30	105	27	110
2.50 - 4.30	20	4.50 - 6.30	100	25	120
3.00 - 4.35	20	4.55 - 6.30	95	24	130
3.10 - 4.40	20	5.00 - 6.30	90	23	140
3.20 - 4.45	20	5.05 - 6.30	85	22	150
3.30 - 4.50	20	5.10 - 6.30	80	20	160
3.40 - 4.55	20	5.15 - 6.30	75	19	170
3.50 - 5.00	20	5.20 - 6.30	70	18	180
4.00 - 5.05	20	5.25 - 6.30	65	17	190
4.10 - 5.10	20	5.30 - 6.30	60	15	200
<b>4.11pm -----&gt;</b>	<b>NO PLAY TO TAKE PLACE &amp; MATCH TO BE ABANDONED AS A DRAW</b>				
					Last Updated 10/07/17