

PART D. PLAYING CONDITIONS

D1. LAWS OF CRICKET TO APPLY

Subject to these By-Laws, all matches shall be played in accordance with the Laws of Cricket as recognised from time to time by the Cricket Australia or as modified by the ATCA Board of Management, and experimental laws as ratified by the Board of Management.

- (a) Prior to tossing for the choice of innings, both Captains shall exchange a completed and signed team-sheet unambiguously detailing the names, initials of all players in the team, and indicate any underage players in their side.
- (b) Both captains after exchanging the team sheets will pass them to the umpires who will note any underage players listed and then pass on the sheets to the respective scorers.
- (c) In the event of a failure to do so, the team responsible shall be liable to a fine of \$50.00 at the discretion of the Board of Management.
- (d) In the Limited Over Competition, the coin toss must take place at least 15 minutes prior to the scheduled commencement of play irrespective of the captain's presence. Failure to do so will result in a fine not exceeding \$100
- (e) Play must commence at the scheduled start time with both teams required to have 8 players present. Any club found to be in breach of this clause may face a fine not exceeding \$100 for each reported breach.
- (f) Where sub junior or school games are played on a wicket that is then used for any scheduled afternoon match the clubs need to have the ability to remark the front crease line if so directed by the umpire or face a fine not exceeding \$100

Comment:

(U17 grade captains must indicate if team contains any players who are U15 as bowling restrictions apply.)

D2. DURATION OF MATCHES

Unless otherwise authorised by the Board of Management, all matches in the minor round of all grades shall be played on Two Days or on One Day

D3. PLAYING HOURS - TWO DAY MATCHES

Unless otherwise authorised by the Board of Management, scheduled playing hours in any two day match shall be:

- (a) Senior Sections
 - (i) Minor Round:
Grades – A1 Premier Grade to B3

All Other Grades:

1.00 pm to 6.00 pm with an afternoon tea adjournment from 3.20 pm to 3.40 pm

1.00 pm to 5.30 pm with an afternoon tea adjournment from 3.05 pm to 3.25 pm
 - (ii) Final round:
Grades A1 Premier Grade to B3

All other Senior Two Day Grades

12.30 pm to 5.30 pm with an afternoon tea adjournment from 2.50 pm to 3.10pm

1.00pm to 5.30pm with an afternoon tea adjournment from 3.05pm to 3.25pm
- (b) Junior Section
 - (i) Minor Round and Final Round:
Grade Under 17

Grade Under 15

1.00pm to 5.30pm with an afternoon tea adjournment from 3.05pm to 3.25pm

1.00pm to 5.00pm with an afternoon tea adjournment from 2.50pm to 3.10pm

Provided that in any two day match, if an innings is terminated within 15 minutes of the time for the afternoon tea adjournment, the adjournment shall then be taken. If lost time means no play takes place within 30 minutes of the scheduled tea adjournment, then no tea adjournment shall be taken

NOTE: Provisions of Law 11.7 do not apply and the tea adjournment will be taken at the specified time subject to the conditions contained in this By-Law.

Drink breaks A1 Premier to B3 — in normal conditions drinks shall be taken at 2.10pm and 4.50pm.

D4. PLAYING HOURS - ONE DAY MATCHES (Two Day Competition)

Unless otherwise authorised by the Board of Management the scheduled playing hours in any One Day match shall be: -

- (a) Senior Sections.
 - i. Minor Round: All Senior Grades
12.30pm to 6.00pm
 - ii. Final Round: All Senior Grades
10.30 am to 5.30 pm
- (b) Junior Section:
 - i. Minor Round: U15
12.30pm to 5.15pm
 - ii. Minor Round: U17
12.30pm to 6.00pm
 - iii. Final Round: U15 and U17 as per Special Conditions (see website-bylaws page)
- (c) In all minor round matches on any day outside daylight saving periods playing hours shall be moved forward by 30 minutes. In any One Day match in the Minor Round and Final Round the first interval between innings shall be of 20 minutes duration, which shall be deemed to be the tea interval.

D5. PLAYING HOURS – VARIATION -TWO DAY COMPETITION (Minor Round)

In all two-day matches, if for any reason other than light or weather conditions' play does not begin at the appointed time, the procedure laid down in By-Law D7 for the extension of playing hours shall apply.

Play must continue until the scheduled closing time unless: -

- (a) An outright result has been reached.
- (b) Play has been abandoned for the day on account of unfitness of the ground, weather or light or, if play in a scheduled two day competition has not commenced within ninety (90) minutes of the scheduled time for A1 Premier, A2, A3, B1, B2 or B3 or sixty (60) minutes for all other two day grades including U15 and U17 grades, the days play shall be abandoned. Any match commencing after the above cut off time of will result in the match result overturned as per bylaw A4.
- (c) Both captains agree that no further result can be achieved, in which case stumps may be drawn earlier than the scheduled hour for completion of play but not more than one (1) hour earlier.
- (d) In the event of an innings closing within an hour of the finishing time of the final day of the match then the umpire's shall bring together the captains to ascertain their wishes under this By-Law.

NOTE: This By-Law will prohibit any declaration which has the effect of making play for the remainder of the day impractical by bringing into account the 10 minutes interval allowed between innings and to that extent the right of captains under By-Law D11 to declare at any time will not apply.

D6. INCLEMENT WEATHER - ATTENDANCE AT GROUND/HEAT POLICY

(a) WET WEATHER

In the event of wet weather, the Emergency Committee is empowered, after inspection of various grounds, to call off play for the

day in any or all matches. The Executive Officer at his discretion may not abandon games where Clubs have notified the Executive Officer in writing that club covers are available for use as per Bylaw D38. Such a decision shall be announced over the ATCA website by 10.00am on day of the match.

On all other occasions when play may be in doubt due to wet weather (on either the 1st or 2nd day) teams and umpires shall attend the scheduled grounds. In all cases, the fitness of the pitch, ground, weather or light shall be decided by the umpires acting in accordance with Law 6.2 of the Laws of Cricket.

After inspections, play may be abandoned for the day if at the time it is considered not possible to commence play due to the conditions prevailing. If in the opinion of the umpires, play would cause damage to the pitch area and seriously affect the pitch area, they should not allow play until such damage is unlikely to occur.

Any dispute which arises in regard to the fitness of play due to unfavorable weather conditions shall be resolved by the captains (manager/coach for U15/U17 grades) where no official umpires, ATCA Executive Officer or his nominee, are present. The ATCA Executive Officer or his nominee shall have the same power as an umpire to act on the fitness of play.

If the captains (manager/coach for U15/U17 grades) cannot come to an agreement over the commencement or re-commencement of play where no official umpires, ATCA Executive Officer or his nominee are present the players of both teams shall remain at the ground until the scheduled time for cessation of play.

Note:

Other than the ATCA making the decision to abandoned play the home club can only call the game off if:

- i. They first contact the ATCA via email, text or phone explaining the reasons behind the game's abandonment. The ATCA will then either manage the process or request the home club to contact the visiting club.
- ii. If the visiting club elect to accept the decision of the home club, both clubs will be required to ratify its decision with the ATCA via email, text or phone, the decision is not valid until the ATCA both receives then ratifies the decision
- iii. If the visiting club chose to query the home clubs request, will mean both teams are required to attend the ground where an assessment on the ground can be made by both captains in the absence of umpires.
- iv. On match day If the visiting club chooses to make a report to the ATCA it will first make sure it has at least 8 players present at the ground before they contact the ATCA Executive Officer by mobile phone. The Executive Officer will then instruct the clubs if any further action is required
- v. Where both clubs agree to abandoned the game, the Executive Officer will be responsible for contacting the umpires

(b) **EXCESSIVE HEAT - HEAT POLICY SENIOR COMPETITION**

i. The ATCA Heat Policy as it relates to the senior competition is implemented when the forecast temperature of the day is recorded at 40 degrees or greater. Play will proceed with restrictions as set out below in the **A1 Premier to B1** Grades and in relation to all other senior grades play will be cancelled for the day.

ii. Complete abandonment of the competition will take place at 42 degrees.

iii. The decision to abandoned the competition at 42 degrees is solely the responsibility of the association. If play has commenced and the temperature exceeds 42 degrees during the days play the umpires have no authority to call off play.

Special Heat Policy Conditions for Juniors Playing in Senior Competition

iv. Any junior player that has turned 15 years of age during the current season may participate in the senior competition if the forecasted temperature for that day is recorded as 38 degrees or higher as long as the association has received written consent of their parent/guardian and the club secretary prior to the scheduled start of play.

v. If this rule is enacted on Day 2 teams with junior players that have not received written consent will not be able field those players. A 12th man may be used only in the role of a substitute player.

vi. Any player that has turned 18 years of age during the current season will not require prior approval from their parent/guardian to participate in the senior competition.

vii. **NO PERSON IS FORCED BY THE ATCA TO PARTICIPATE IN ANY MATCH**

viii. **Special Two-Day Playing Conditions**

If the heat policy is implemented on Day 1 of the match the following will apply:

72 overs in lieu of 80 overs.

Playing times remain as scheduled with the introduction of a 30-minute tea break.

There is available a maximum of 72 overs to be bowled on the day at which time if the team batting first is not dismissed then the innings will be compulsory closed. If the innings of the team batting first is terminated prior to the receipt of 72 overs then the second team after the deduction of 3 overs for the changeover shall receive the remainder of the quota of overs left in the day and stumps will then be drawn.

If the heat policy is implemented on Day 2 the same conditions apply.

Example # 1

Day 1: Team A dismissed after 59 overs

Team B faces 10 overs (13 minus 3 for change over)

Day 2: Team B is entitled to receive a maximum of 72 overs

Team B dismissed after 40 overs

Team A entitled to receive a maximum of 29 overs (32 minus 3 for changeover)

If the heat policy is enacted on Day 1 but Day 2 proceeds under normal playing conditions then the second team is only entitled to receive a maximum of 72 overs at which time if not dismissed the innings will be compulsory closed. The second innings of the match will continue using two-day rules with the tea break remaining at 20 minutes.

Example # 1

Day 1: Team A bats its 72 overs without being dismissed the innings is compulsory closed

Day 2: Team B entitled to a maximum of 72 overs at which time the innings is compulsory closed

Team A may commence its 2nd innings subject on time remaining using the over calculator

Example # 2

Day 1: Team A dismissed after 65 overs

Team B faces 4 overs (7 minus 3 for change over)

Day 2: Team B entitled to further 68 overs (72 overs max) after which if not dismissed the innings is compulsory closed.

Team A may commence its 2nd innings subject to time remaining using the over calculator

If the match was played under normal conditions on Day 1 and the heat policy is enacted on Day 2 then conditions of play will remain but there will be no second innings with stumps being drawn at the conclusion of the second teams first innings. Common sense will need to apply as it relates to over rates and strict observance of the scheduled finish time.

Example # 1

Day 1: Team A bats 80 overs without being dismissed innings compulsory closed

Day 2: Team B entitled to a maximum of 80 overs

Upon Team B being dismissed or batting out the day match reaches its conclusion as there is no second innings available

Example # 2

Day 1: Team A dismissed after 64 overs

Team B after calculating time remaining using over calculator is entitled to receive 8 overs.

Day 2: Team B entitled to a minimum of 80 total overs

Team B dismissed after 65 overs then stumps are drawn as there is no 2nd innings available

Example # 3

Day 1: Team A dismissed after 72 overs and Team B applies 6 over rule

Day 2: Team B entitled to a maximum of 80 overs and upon either the completion of the overs or being dismissed then stumps are called as no second innings available

80

Note Bylaw D9. (1) (i) the six over rule does not apply on days where the heat policy is activated.

One Day Games

Playing Conditions same as By-Law D9 (2)

Notification of the implementation of the Heat Policy will be available on the associations website from 10.00am on the morning of the game.

c) JUNIOR EXCESSIVE HEAT POLICY

The Emergency Committee shall have the power to cancel play in all U15 and U17 grades on any match day that at 9.00am the forecasted temperature for Adelaide is recorded as 38 degrees or more.

Important Note

The ATCA does not compel an individual to participate in any sanctioned match; it's their own personal choice/decision. Clubs and Players are encouraged to reference the SACA Affiliates and Club Protection Policy and Extreme Heat Guide available on the ATCA website (ATCA Policies Page) highlighting important guidelines for clubs and individuals

D7. PRACTICE ON THE FIELD/ ROLLING OF WICKET

- (1) At no time on any playing day shall there be any bowling or batting practice on the pitch nor on any part of the square or the area immediately adjacent to the match pitch. No practice on the ground will be permitted in the ten minutes immediately prior to play commencing. No Over or Score penalty shall apply for teams contravening this rule.
- (2) The Provisions of Law 9.1.1 the rolling of the wicket on a Match Day between innings is not permitted if the change of innings takes place during the days play

D8. PRESCRIBED NUMBER OF OVERS - PENALTIES

In the ATCA, "the prescribed objective minimum number of overs" means: -

Where the scheduled playing hours are: -

SENIORS	OVERS
12.30p.m. - 5.30p.m. (A1 to B3)	80
1.00 p.m. - 6.00 p.m. (A1 to B3)	80
1.00 p.m. - 5.30 p.m. (C1 to C3)	72
JUNIORS	OVERS
1.00 p.m. - 5.00 p.m. (U15)	60
1.00 p.m. - 5.30 p.m. (U17)	72

There shall be a penalty of 0.2 incentive points deducted for each complete over not bowled by the scheduled time for completion of play in A1 Premier grade, A.2 and A3 grades and the Under 17 grades. Play shall continue until the quota has been bowled except when other conditions of these bylaws, specifically D9 and D19 apply. The penalty shall also apply on the second day when the team batting second is entitled to receive a quota of overs.

This penalty applies to any innings undertaken in the match where a quota of overs is required to be bowled.

In the event of loss of time due to injury or other unforeseen circumstances the scheduled time for completion of play shall be extended by the amount of time lost for the purpose of determining whether the quota has been bowled by the scheduled time for completion of play.

In the event a team is dismissed after the scheduled close of play any over penalty will be based on the number of overs the fielding team is short of its mandatory quota at the scheduled close of play

D9. (1) BATTING TIMES - TWO DAY MATCHES – A1 PREMIER TO B3 GRADES

- (a) In the first innings, the team batting first shall, unless the innings is terminated beforehand, bat until it has received the minimum number of overs applicable to its grade on the first day (even if play extends beyond the scheduled finishing time). When the first innings of the team batting first is compulsorily closed, the team batting second shall receive in its first innings (unless the innings is terminated beforehand), the same number of overs as the team which batted first received, at which time the innings shall be compulsorily closed.
- (b) All over calculations referred to in this By-Law shall use a standard time to complete an over of 3.5 minutes. The calculations will commence by calculating the remaining time (in minutes) to the scheduled (or delayed in the case of weather interruptions) finishing time, after allowing for any intervals. The resulting number of minutes will be divided by 3.5 to calculate the minimum number of overs to be bowled to complete the day's play. A new calculation will be made only after more than 60 minutes playing time has been lost in accordance with (c) or at the beginning of a new innings.
- (c) Should any time be lost due to an interruption on any day, up to one hour of lost time can be made up even if such interruption occurs after the scheduled finishing time, however in normal circumstances play shall not continue later than 7.00pm during daylight savings time or 6.30pm during standard time.
In these circumstances, the afternoon tea adjournment shall be taken at the midpoint of the new starting and finishing times.
- (d) If, in the circumstances described in (c) above, the side batting first has not completed its first innings and the minimum objective number of overs has not been bowled, then play shall cease at the revised scheduled finishing time. The total number of overs bowled on the first day shall be added to the minimum number of overs for the second day from which 3 overs shall be deducted for the change of innings - the total remaining being divided by 2 to decide the quota of overs for each innings.
Unless
on the second day of play if the team batting first's first innings is terminated before its quota of overs are completed then the team batting second shall be entitled to the greater of its first inning quota of overs or the calculated number of overs available till the scheduled finishing time
- (e) On the first day of a two day match stumps will be drawn upon the completion of the minimum objective of overs, unless the team batting first has been dismissed at which time the remaining overs for the day will be calculated.

Example #1

Team A batting first completes its 72/80 overs without being dismissed - Stumps are drawn.

Team B is therefore only entitled to receive 72/80 overs on the second day and if either completes or is dismissed prior to completion of the scheduled close of play then Team A may commence its second innings using the overs calculator regarding overs remaining.

Example #2

Team A batting first is dismissed prior to completion of 72/80 overs and time remains before the scheduled close of play time then the innings of Team B commences using the overs calculator regarding minimum number of overs to be bowled.

Team B is also entitled to receive at least 72/80 overs on the second day of the match as play must continue until the scheduled close of play

Unless

If Team B exercises its option not to bat under bylaw D9 (1) (i) (6 over rule) then it is only entitled to receive a maximum of 72/80 overs on the second day at which point its innings will be compulsorily closed. However play shall continue until the scheduled close of play and if time remains then Team A may commence its second innings using overs calculator regarding minimum number of overs.

- (f) If a result has not been achieved and the minimum number of overs is not completed on the second day of the match, then the match shall be drawn.
- (g) The team leading on its first innings after both sides have batted and their innings have been either compulsorily closed or terminated before the minimum number of overs shall be the winner on the first innings. If the team batting second has not

- received its calculated minimum number of overs, and it has scored less runs than the team batting first, then the match will be drawn.
- (h) Where no play is possible on the first day the game will be played as a one-day match (By-Law D9 (2)) and captains will toss again.
- (i) Judging a Wide – Negative bowling outside the Leg Stump. **A1 Premier to A3 Grades Only.**
Where the Bowler's end Umpire considers a bowler to be bowling outside the leg stump as a negative tactic he will apply the strict "Limited Over Competition Wide interpretation"
- (j) On the first day (First Innings Only) of a two-day match if:
The side batting first (Team A) is dismissed prior to completion of its over quota and the time remaining before the scheduled finishing time results in (31 minutes) six overs or less being required to be bowled Then the fielding side (Team B) has the right to forfeit receipt of those overs and stumps will be drawn. Upon Team B choosing to forfeit receipt of those overs it is only entitled to receive 72/80 overs on the second day. This rule does not stop a captain from declaring it innings after the 31 minutes cut off time

D9. (2) BATTING TIMES - ONE DAY MATCHES – A1 PREMIER GRADE TO C3 GRADE

- a) The playing hours in One Day matches shall be those stipulated by By-Law D4.
- (i) An interval of 20 minutes shall be taken at the conclusion of the innings of the team batting first, which shall be deemed the Tea Break.
- (ii) During the Minor Round each team shall be entitled to receive 40 overs each. However, during the Major Round (Finals) teams are entitled receive 50 overs in all matches across all Grades. If the innings of the team batting first is terminated prior to receiving its full quota of overs, the team batting or fielding second are entitled to complete its full quota of overs irrespective of the fact that a result may have already been achieved. Only if both captains agree can stumps be drawn early. Upon both sides completing its first innings stumps will be drawn.
- (iii) No bowler shall bowl more than; 9 overs out of an innings of 40 overs, or 10 overs out of an innings of 50 overs
- (iv) In the event of either team (**A1 to A3 grade only**) failing to bowl its 40 overs in 2 hours 35 minutes, there shall be a penalty of 0.2 incentive points deducted for each over not bowled by the scheduled time for completion of the innings. The overs are still required to be bowled. No bonus incentive points for completing overs in less time shall apply.
- (v) To avoid the imposition of a penalty as outlined in (iv) above, the time available for the bowling team to complete the number of overs necessary shall be increased by the total of all time lost for stoppages due to exceptional circumstances, which, in the opinion of the umpires, are beyond the control of the fielding team.
- (vi) Each team shall be entitled to receive in its first innings the allocation of overs applicable to the match (unless the innings is earlier completed or terminated beforehand), and if on completion of the allocation the innings has not been completed, it shall be compulsorily closed. Play may continue beyond the scheduled time for the conclusion of the match, if required, to allow the team batting second to receive its allocation of overs. However, play shall not continue later than 7.00pm during daylight saving time or 6.30pm during standard time
- (vii) In the situation where the team batting 2nd may face the possibility of not receiving the full quota of overs its entitled, the umpires are instructed to strictly observe the requirement for overs to be bowled within the required time frame of 4 minutes per over to limit the chance of teams using go slow tactics.
In such situations umpires may apply penalties for slow over rates as per bylaw D8. Captains are reminded to strictly adhere to the Code of Conduct (5. Laws of Cricket and Spirit of the Game) in regards to time wasting
- (i) In the case of the team batting second not being the winner and having not concluded its first innings but having been prevented by pitch, ground, weather or light conditions, and/or any other suspension of play, from receiving its allocation of overs, the match shall be drawn.
- (b) LOST TIME
- (i) Should any time be lost due to an interruption in play, up to 60 minutes of lost time can be made up even if such interruption occurs after the scheduled finishing time. Play shall not continue later than 7.00pm during daylight saving time or 6.30pm during standard time.
- (ii) If the scheduled start of play is delayed by more than 60 minutes, the total playing time, in minutes remaining until the scheduled time for conclusion of play (after allowing for any scheduled intervals) shall be divided by 4 and the resultant nearest higher even number shall become the quota of overs for the match. Each team shall receive half of the quota in its first innings.
- (iii) Bylaw D11(b) must first be satisfied before any declaration is made prior to the team batting first receiving its full allocation of overs
- (iv) If the umpires deem that no play is possible by 3.00pm the match shall be abandoned.
- (v) **Overs are only ever recalculated for time lost prior to the commencement of the match**
- (vi) In a minor round match where the numbers of overs are reduced in order to recalculate the number of overs per bowler you must ensure the 5th bowler bowls a minimum of 4 overs. Subtract 4 overs from the total overs, divide the remainder by 4. If this results in an uneven number of overs then the remaining overs can be applied to the 4 other bowlers as below example

Example #1:

*Match commences with 33 overs to be played in each innings
33 over game minus 4 overs (5th bowler) = 29 overs.
29 overs divided by 4 = 7.25 overs per bowler (the overs will be determined as follows)
1 bowlers x 8 overs maximum
3 bowlers x 7 overs maximum
1 bowler x 4 overs minimum*

- (vii) In a major round match where the number of overs is reduced, no bowler shall bowl more than one fifth of the total overs allowed, except that, where the total overs are not divisible by five (5), an additional over shall be allowed to the minimum number of bowlers needed to make up the balance.

Example #2:

*Match commences with 33 overs to be played in each innings.
Limit per bowler is 7 overs (for any 3 bowlers), 6 overs for others.*

- (viii) In the event of a bowler completing an over commenced by a different bowler, such part over shall count as a full over for each in so far as this limit is concerned.
- (ix) In any match where a reduction of overs has occurred both teams shall be entitled to the same individual allocation of overs for its bowlers.
- (c) NO BALL (Short Pitched)
If either umpire considers that the ball passes, or would have passed, over-head height of the striker standing upright at the crease, he/she shall call and signal "No Ball".
- (d) WIDE BALL - Judging a Wide
- (i) Umpires are instructed to apply a strict and consistent interpretation to this law in order to prevent negative bowling wide of the wicket.
- (ii) Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide.
- (iii) In relation to the off-side any delivery outside the off side wide line, provided he/she maintains a normal batting position and has not brought the ball within reach, shall be called a wide.
- (iv) Any delivery that passes outside the return crease will automatically be called a wide.
- (v) A ball landing clearly outside the leg stump going further away should be called wide
- (vi) A leg side wide shall not be called where the ball passes between the striker and the stumps.
- (vii) The above provisions do not apply if the striker contacts the ball.

Note:

Clubs must ensure that lines are drawn in the batting boxes at both ends of the pitch in the following manner, A line (approx. ¾ inch wide) shall be drawn in the batting boxes at each end of the pitch (1 foot 4 inches from the inside edge of the return

crease) and each shall be at right angles from the bowling crease and shall continue to meet the popping crease at right angles.

The use of the lines is to assist the umpires in their interpretation of the "call of wide" on the off side of the wicket only.

(e) **FIELD RESTRICTIONS - A1 PREMIER TO A3 GRADE ONLY (Minor Round - 40 Overs)**

- (i) Two semi-circles are to be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 30 yards (27.4 metres). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- (ii) Where no such markings have been drawn the proximity of same shall be decided by the umpires. Any club failing to provide such markings shall be liable for a minimum fine of \$100.
- (iii) At the instant of delivery, there may be no more than five fieldsmen on the leg side
- (iv) In regards to 40 over matches (**Minor Round**) for the first 10 overs only two fieldsmen are permitted to be outside the field restriction marking at the instance of delivery. For the remaining overs only 5 fieldsmen are permitted to be outside the field restriction marking.
- (v) In regards to 50 over matches (**Major Round**) for the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking.
- (vi) In the event of an infringement of the above, either umpire shall call and signal "No Ball".

(f) **FIELD RESTRICTIONS - B1 GRADE TO C3 GRADE**

- (i) In regards to 40 over matches (**Minor Round**) the 30-yard circle field restrictions do not apply.
- (ii) In regards to 50 over matches (**Major Round**) the above conditions at (e) apply
- (iii) At the instant of delivery, there may be no more than five fieldsmen on the leg side. In the event of an infringement either umpire shall call and signal "No Ball"

D9.(3) BATTING TIMES - TWO DAY MATCHES - OTHER TWO DAY GRADES

- (a) Under normal circumstances (where no play is lost due to interruptions) no match in the C1 to C3 Grades shall continue past 5.45pm during daylight savings time
If the minimum objective of overs has not been completed by this time there shall be a penalty of 0.2 incentive points deducted for each complete over not bowled.
If the first innings of the team batting first has not been completed it shall then be compulsorily closed at the above-mentioned time.

Where play is lost due to interruptions please refer to By-Law D9 (3) (c)

If the side batting first has had its innings compulsorily closed the side batting second is entitled to receive the same number of overs as the team batting first and play shall continue until said allocation is bowled, unless the circumstances described in D9 (3) (j) occur.

If the team bowling second has not achieved its minimum number of overs by the levied time limit a penalty of 0.2 bonus points shall be deducted for each complete over not bowled by the bowling side

- (b) In the first innings, the team batting first shall, unless the innings is terminated beforehand, bat until it has received the minimum number of overs applicable to its grade on the first day (even if play extends beyond the scheduled finishing time). When the first innings of the team batting first is compulsorily closed, the team batting second shall receive in its first innings (unless the innings is terminated beforehand), the same number of overs as the team which batted first received, at which time the innings shall be compulsorily closed.
- (c) All over calculations referred to in this By-Law shall use a standard time to complete an over of 3.5 minutes. The calculations will commence by calculating the remaining time (in minutes) to the scheduled (or delayed in the case of weather interruptions) finishing time, after allowing for any intervals. The resulting number of minutes will be divided by 3.5 to calculate the minimum number of overs to be bowled to complete the day's play. A new calculation will be made only after more than 60 minutes playing time has been lost in accordance with (d) or at the beginning of a new innings.
- (d) Should any time be lost due to an interruption on any day, up to one hour of last time can be made up even if such interruption occurs after the scheduled finishing time, however in normal circumstances play shall not continue later than 6.30pm during daylight savings time or 6.00pm during standard time.
In these circumstances, the afternoon tea adjournment shall be taken at the midpoint of the new starting and finishing times.
- (e) If, in the circumstances described in (c) above, the side batting first has not completed its first innings and the minimum objective numbers of overs has not been bowled, then play shall cease at the revised scheduled finishing time. The total number of overs bowled on the first day shall be added to the minimum number of overs for the second day from which 3 overs shall be deducted for the change of innings - the total remaining being divided by 2 to decide the quota of overs for each innings. If playing conditions dictate tea break can be taken at the change of innings then the 3 overs will not be deducted
Unless
on the second day of play if the team batting first's first innings is terminated before its quota of overs are completed then the team batting second shall be entitled to the greater of its first inning quota of overs or the calculated number of overs available till the scheduled finishing time using time remaining divided by 3.5 to determined overs applicable.
- (f) On the first day of a two-day match stumps will be drawn upon the completion of the minimum objective of overs, unless the team batting first has been dismissed at which time the remaining overs for the day will be calculated.
Example #1
*Team A batting first completes its 72/80 overs without being dismissed - Stumps are drawn.
Team B is therefore only entitled to receive 72/80 overs on the second day and if either completes or is dismissed prior to completion of the scheduled close of play then Team A may commence its second innings using the overs calculator regarding overs remaining.*
Example #2
*Team A batting first is dismissed prior to completion of 72/80 overs and time remains before the scheduled close of play time then the innings of Team B commences using the overs calculator regarding minimum number of overs to be bowled.
Team B is also entitled to receive at least 72/80 overs on the second day of the match as play must continue until the scheduled close of play:*
Unless
If Team B exercises its option not to bat under bylaw D9 (1) (j) (6 over rule) then it is only entitled to receive a maximum of 72/80 overs on the second day at which point its innings will be compulsorily closed. However play shall continue until the scheduled close of play and if time remains then Team A may commence its second innings using overs calculator regarding minimum number of overs.
- (g) If a result has not been achieved and the minimum number of overs is not completed on the second day of the match, then the match shall be drawn.
- (h) The team leading on its first innings after both sides have batted and their innings have been either compulsorily closed or terminated before the minimum number of overs shall be the winner on the first innings. If the team batting second has not received its calculated minimum number of overs, and it has scored less runs than the team batting first, then the match will be drawn.
- (i) Where no play is possible on the first day the game will be played as a one-day match (By-Law D9 (2) and captains will toss again.

- (j) On the first day (First Innings Only) of a two-day match if:
The side batting first (Team A) is dismissed prior to completion of its over quota and the time remaining before the scheduled finishing time results in (31 minutes) six overs or less being required to be bowled Then the fielding side (Team B) has the right to forfeit receipt of those overs and stumps will be drawn. Upon Team B choosing to forfeit receipt of those overs it is only entitled to receive 72/80 overs on the second day. This rule does not stop a captain from declaring it innings after the 31 minutes cut off time

D10. DRINKS ON FIELD

- (a) Drinks shall not be taken on the field more often than once in each session of play. However, if the estimated maximum temperature for the day is more than 30°C, it shall be permissible, with the authority of the umpires obtained prior to the commencement of play for drinks to be taken twice in each session if there has not during such a session been an interval between innings, but in any case no drinks may be taken on the field within a period of forty minutes before the time fixed for an interval or for drawing stumps. Where this bylaw may inhibit the practicable timing of a drink break, such as in U15 matches, drink breaks may be taken on the field at a time within forty minutes but not within thirty minutes of a scheduled interval or stumps.
- (b) An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.
- (c) Drink breaks A1 Premier to B3 — in normal conditions drinks shall be taken at 2.10pm and 4.50pm.

D11. CLOSING AN INNINGS

- a) In the event of a Captain advising the opposing Captain during the period between the close of play on one day and ten minutes prior to the commencing hour for play on the following day, or during any interval, that he/she intends closing his/her innings, the time ordinarily allowable between innings shall not apply and play must commence at the time fixed for the commencement of resumption of play.
- b) The Compliance Committee shall have power to investigate a game or the actions of the Captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club has colluded to contrive the result of a match. It shall also have the power to investigate such decisions/declarations that are deemed reckless in nature and which consequences seem to have limited benefit to the club making such decisions but have direct and adverse implications on the season's fortunes of other clubs.
If the Compliance Committee decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.
If the Investigation Committee finds that the clubs, Captains or players have colluded to contrive the outcome of a match, the Investigation Committee may, in its absolute discretion, impose any penalty including:
- i. fine a club, Captain or player
 - ii. the loss of match and bonus points
- c) This By-Law will prohibit any declaration which has the effect of making play for the remainder of the day impractical by bringing into account the 10 minutes interval allowed between innings and to that extent the right of captains under the Laws of Cricket to declare at any time will not apply.

D12. REPLACEMENT OF PLAYERS

If a player from a SACA Premier Club, which has a team or teams in ATCA, is selected as a replacement player in an Australian or South Australian representative team and is currently playing in a SACA Premier match they shall be replaced in the SACA Premier match by another player.

Subsequent replacements may be made in the club's other teams including any in ATCA. A permit application under this Bylaw for the replacement(s) must be notified in writing to the Executive Officer within forty-eight (48) hours of the event giving rise to the application, indicating the replacement(s), the replaced player(s) and all consequential replacements in lower Grades.

The replacement player shall complete the match then being played, with the full rights of the player originally selected provided that the replacement shall be of a similar type of player (e.g. batsman, bowler, and wicket-keeper) as the one they replace. The Executive Officer will be responsible for informing the opposition captain and umpire. Bylaw C6 - Playing in more than one team does not apply under the conditions of this Bylaw

This provision does not apply in Major Round matches

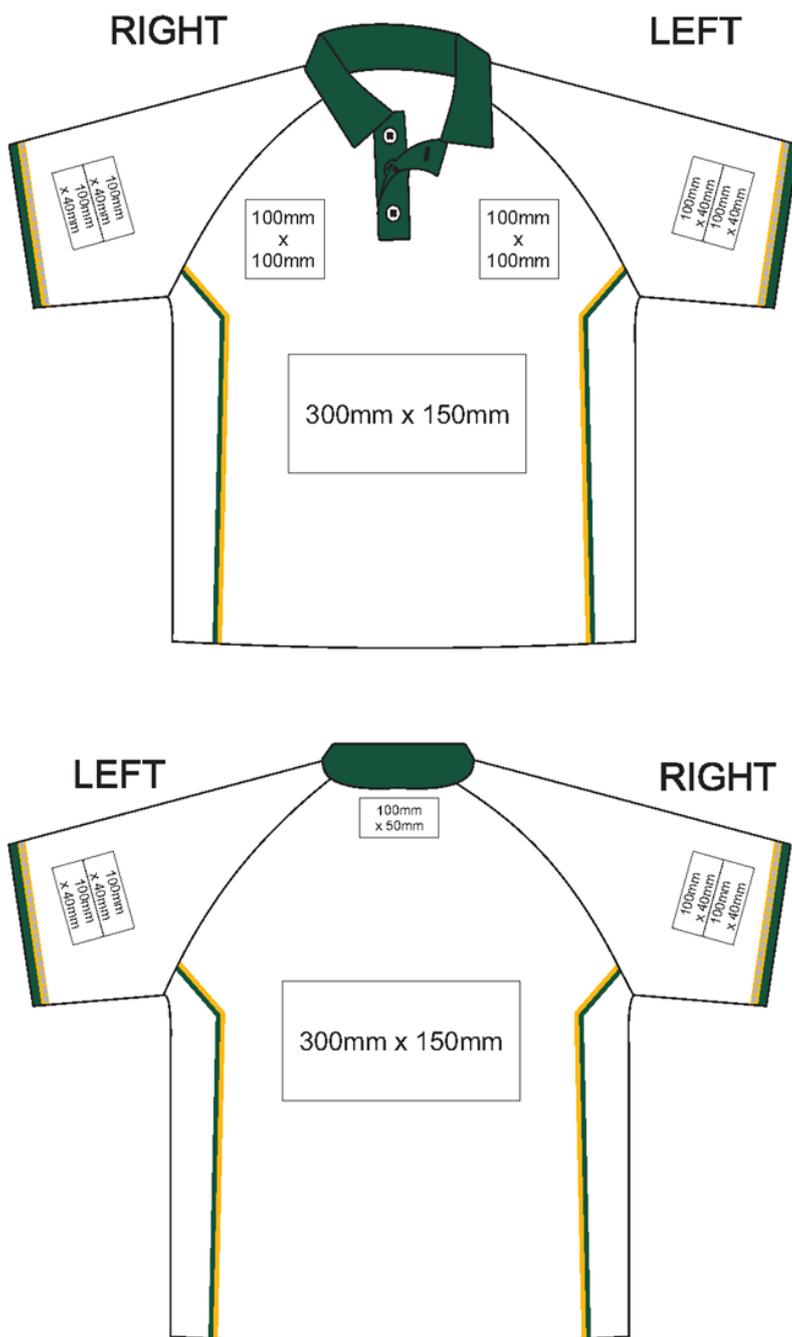
Any variation of player replacements by SACA clubs that does not include representative cricket must first gain approval of the opposing captain. It is the responsibility of the SACA club to inform the Executive Officer of any such changes prior to start of play of the match in question.

D13. DRESS

All players and umpires participating in matches arranged by the association shall be properly attired:

- 1) All member clubs on-field apparel must be purchased from one of the associations listed four (4) approved licensed apparel suppliers.
- 2) Players' shirts with collars, trousers, socks, pullovers, hats and footwear shall be white, except as approved by the association. (Note that footwear that is predominantly white will be deemed white for the purposes of this By-Law).
- 3) Club motifs as approved by the association may be worn on pullovers, helmets and hats (Note that hats may include a protective flap at the back and sides of the hat).
- 4) White long or short sleeve shirt with collar may bear the club motif on the left-hand breast and an association approved advertising logo may be worn on the right breast. Two (2) association approved sponsorship logos may be worn on each sleeve, one of which must be the association and licensed supplier's logo as a combined logo worn on the left sleeve. One (1) association approved sponsorship logo on the back and front of shirt may also be worn. All logo's and club motifs must meet below guidelines.
The size of motif must not exceed the following:
 - (i) A logo on the front and/or back of a shirt must not exceed 30 x 15 cm or 450cm²
 - (ii) Maximum of two logos on either shirt sleeve must not exceed 10cm x 4cm or 40cm²
 - (iii) A logo on the left shirt sleeve must have a combined logo containing the ATCA and licensee logos and must not exceed 10cm x 4cm or 40cm²
 - (iv) A logo on either breast badging must not exceed 10cm x 10cm or 100cm²
 - (v) A yoke placement logo below the back-collar seam must not exceed 10cm x 5cm or 50 cm²
 - (vi) A logo on either side of cricket trousers must not exceed 8cm x 8cm or 64cm²
 - (vii) Any alteration to the above dimensions must first be approved by the association
 - (viii) Any additional club monikers or club symbols that decorates the playing shirt will only be approved if deemed appropriate by the association
- 5) Any colour included in the design of the shirt will need prior approval with colour on the playing trousers limited to piping and must be the predominant club colour and first be approved by the association.
- 6) Clubs seeking approval for a new club uniform will need to provide details of the type and style of the uniform. Upon the association granting approval that shall then become the registered uniform of the club and any future changes to that uniform will require the same procedure to be followed.
- 7) Clubs who have been granted approval are required to have both first and second XI teams fully compliant in year one and within two years the whole club will need to be compliant. This does not prevent the club from having a designated uniform for a specific team within the club.
- 8) Individuals wearing shirts containing club colours shall only do so if the complete team is so attired.

- 9) Caps if worn, shall be the cap of the Club for which the player is participating or the representative cap of the association. It shall not display designs markings or advertising that is not directly related to the club or association
- 10) Cream clothing (shirt, pullovers, trousers and socks) shall be deemed white.
- 11) All clothing shall be worn neatly. It is recommended that player's shirts be "tucked in" at the waist at all times.
- 12) Coloured uniform's will be permitted to be worn in the T/20 competitions but any variation from the standard club uniform will first require the approval of the association
- 13) The association reserves the right to reject any new club shirt if it deems the design does not meet the guidelines specified within this bylaw
- 14) Fines for Non-Compliant Clubs/Players
 - (i) It shall be the responsibility of Clubs to ensure that all conditions of this Bylaw are strictly observed. Umpires, captains and official association observers shall report all breaches of this Bylaw, including the names of offending players. All breaches of this bylaw shall incur a fine of \$25 for the Club for which the player participates, unless the association determines otherwise.
 - (ii) In making such decisions the association will consider if the breach is a result of the associations preceding supplier licence agreement.
 - (iii) Clubs in breach of clause D13 (1) will face an initial upfront fine of \$1000 with \$500 of that suspended for 12 months, in addition clubs will also forgo any rights to host any senior finals.
 - (iv) Continued Non-compliance in each remaining season over the life of the agreement will result in the \$500 suspended fine rescinded and an additional financial penalty of \$100 per team per match imposed, for both seniors and junior teams, dispensed to clubs. The loss of the right to host finals will be continued.
- 15) Approved Licenced Suppliers up to an including 2024/25 season as follows,
 - ISC Teamwear
 - JS Sports
 - O'Neills Sports
 - Sportscentre



D14. USE OF NEW OR SUBSTITUTED BALL

In all matches a new ball shall be used at the commencement of each innings (for types of approved balls please refer to By-Law D16) and a new ball may, at the option of the fielding side, be used after 80 overs. Provided that if in the opinion of the umpires, the ball in use becomes unfit for play, another ball which has had similar use to the one discarded shall be used. Provided that in the second innings of

a match the use of a new ball shall be optional with the fielding side subject to the ball in use being, in the opinion of the umpires, fit for play.

In the event of a ball in play being lost, a ball in as like condition as possible thereto shall be substituted therefore.

D15. CUSTODY OF BALL IN USE

- (a) The ball in use in an uncompleted innings shall at the termination of the day's play (except at the conclusion of a match) be taken charge of by one of the Umpires and such ball shall be used upon the resumption (if any) of such uncompleted innings. Should such a ball not be available, another ball in as like condition as possible thereto shall be used.
- (b) During play, Umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or during any other disruption of play.
- (c) **CHANGING THE CONDITION OF THE BALL**
A Bowler placing his/her hand in the dirt or roughened area of the pitch may be asked to remove any grit from the palm before rubbing his/her hand on the ball.

D16. BALLS PERMITTED

All Senior Two-Day Competition grades and Limited Over Division 1, 2, 3 and 4 shall use an ATCA approved 4-piece Kookaburra ball. All other grades may use either four or two-piece ATCA approved Kookaburra cricket balls.

All matches in the Under 18 competition shall use an ATCA approved 4-piece Kookaburra Cricket Ball. All matches in the Under 16 competition shall use an ATCA approved 2-piece Kookaburra Cricket Ball.

Association Approved Cricket Balls are as follows:

A1 Premier to B3	Regulation or Club Match
C1 to Limited Over Division 4	Regulation, Club Match or Senator
LO Division 5,6 and 7.	Tuf-Pitch, Regulation, Club Match or Senator
Under 17	Regulation, Club Match, Regulation Reject or Senator
Under 15	Tuf-Pitch or Senator

All cricket balls used in the Adelaide Turf Cricket Competition **must be a genuine Kookaburra Ball and must have both Kookaburra and ATCA logo imprinted on the ball** (unless otherwise approved by the Board of Management). Failure to do so will incur a fine of \$50 for each offence.

D17. HARDWICKETS - SURFACE MATERIAL

Unless otherwise authorised by the Board of Management all hard wicket pitches used in Association matches shall be covered with matting or other approved surface material.

D18. HARDWICKETS - PITCHING OF BALL

Any bowled ball which pitches on the edge or off the pitch shall be deemed dead. The Umpire shall call and signal wide, and a wide shall be recorded and no other extras shall be allowed.

D19. JUNIOR SECTION -

1. BATTING TIMES - TWO DAY MATCHES – JUNIOR GRADES

- (a) In the first innings, the team batting first shall, unless the innings is terminated beforehand, bat until it has received at least the minimum number of overs applicable to its grade on the first day (even if play extends beyond the scheduled finishing time). When the first innings of the team batting first is compulsorily closed, the team batting second shall receive in its first innings (unless the innings is terminated beforehand), the same number of overs as the team which batted first received, at which time the innings shall be compulsorily closed.
- (b) All over calculations referred to in this By-Law shall use a standard time to complete an over of 3.5 minutes. The calculations will commence by calculating the remaining time (in minutes) to the scheduled (or delayed in the case of weather interruptions) finishing time, after allowing for any intervals. The resulting number of minutes will be divided by 3.5 to calculate the minimum number of overs to be bowled to complete the day's play. A new calculation will be made only after more than 60 minutes playing time has been lost in accordance with (c) or at the beginning of a new innings.
- (c) Should any time be lost due to an interruption on any day, up to one hour of lost time can be made up even if such interruption occurs after the scheduled finishing time, however in normal circumstances play shall not continue later than 6.30pm for U17 or 6.00pm for U15 during daylight savings time.
In these circumstances, the afternoon tea adjournment shall be taken at the midpoint of the new starting and finishing times.
- (d) If, in the circumstances described in (c) above, the side batting first has not completed its first innings and the minimum objective numbers of overs has not been bowled, then play shall cease at the rescheduled finishing time. The total number of overs bowled on the first day shall be added to the minimum number of overs for the second day from which 3 overs shall be deducted for the change of innings - the total remaining being divided by 2 to decide the quota of overs for each innings.
Unless
on the second day of play if the team batting first - first innings is terminated before its quota of overs are completed then the team batting second shall be entitled to the greater of its first inning quota of overs or the calculated number of overs available till the scheduled finishing time
- (e) On the first day of a two-day match stumps will be drawn upon the completion of the minimum objective of overs, unless the team batting first has been dismissed at which time the remaining overs for the day will be calculated.

Example #1

Team A batting first completes its 72/60 overs without being dismissed - Stumps are drawn. Team B is therefore only entitled to receive 72/60 overs on the second day and if either completes or is dismissed prior to completion of the scheduled close of play then Team A may commence its second innings using the overs calculator regarding overs remaining.

Example #2

Team A batting first is dismissed prior to completion of 72/60 overs and time remains before the scheduled close of play then the innings of Team B commences using the overs calculator regarding minimum number of overs to be bowled.

Team B is also entitled to receive at least 72/60 overs on the second day of the match as play must continue until the scheduled close of play.

Note - Stumps are not drawn upon 72/60 overs being bowled if time still remains, innings is to continue or if team B is dismissed Team A commences its second innings using overs calculator regarding minimum number of overs.

- (f) Prior to the toss of the coin, both Captains shall exchange a completed and signed team-sheet unambiguously detailing the names, initials of all players in the team, and indicate any underage players in their side.
The team sheet shall contain a maximum of 12 players. Only 11 players (not limited to the same 11) shall be permitted to bat or bowl in any innings. The captain is not required to nominate the player who will not bat or bowl in advance and may make such decisions at any time during the game. Only 11 fieldsmen may be on the field of play at any one time. Interchange of fieldsmen without restriction is permitted (provided no time is wasted) and there shall be no requirement for a bowler to be on the field for a certain length of time following interchange under this bylaw.
Both captains after exchanging the team sheets will pass them to the umpires who will note any underage players listed and then pass on the team sheets to the respective scorers.
- (g) If a result has not been achieved and the minimum number of overs are not completed on the second day of the match, then the match shall be drawn.
- (h) The team leading on its first innings after both sides have batted and their innings have been either compulsorily closed or terminated before the minimum number of overs shall be the winner on the first innings. If the team batting second has not received its calculated minimum number of overs, and it has scored less runs than the team batting first, then the match will be drawn.
- (i) Where no play is possible on the first day the game will be played as a one-day match (Bylaw D19 (2)) and captains will toss the coin again.

Note

Bylaw D9 (1) (j) Six Over Rule does not apply in the Junior competition

2. BATTING TIMES - ONE DAY MATCHES - JUNIOR GRADES

- (a) The playing hours in one day matches shall be those stipulated by By-Law D4.
- (b) In the Junior Sections the maximum number of overs for each team in its first innings shall be: -
- | | | | |
|------|-------------------------------|--------------------|----------|
| i. | Minor and Final round matches | U15 Modified Rules | 36 overs |
| ii. | Minor round matches | U15 Standard Rules | 36 overs |
| iii. | Minor round matches | U17 | 40 overs |
| iv. | Finals | U15 Standard Rules | 45 overs |
| v. | Finals | U17 | 50 overs |

Note

- At the instant of delivery, there may be no more than five fieldsmen on the leg side
 - If time remains at the conclusion of both teams first innings a second innings may take place. When a team's second innings commences the remaining available time in minutes divided by 3.5 becomes the minimum overs to be completed.
- (c) Each team shall be entitled to receive in its first innings the allocation of overs applicable to the match, and if on completion of the allocation of overs the innings has not been completed, it shall be compulsorily closed. Play may continue beyond the scheduled time for the conclusion of the match, if required, to allow the team batting second to receive its allocation of overs
- (d) LOST TIME
- i. Should any time be lost due to an interruption in play, up to 60 minutes of lost time can be made up even if such interruption occurs after the scheduled finishing time. Play shall not continue later than 7.00pm for the U17 or 6.15pm for the U15 competitions during daylight saving time.
 - ii. If the scheduled start of play is delayed by more than 60 minutes, the total playing time, in minutes remaining until the scheduled time for conclusion of play (after allowing for any scheduled intervals) shall be divided by 3.5 and the resultant nearest higher even number shall become the quota of overs for the match. Each team shall receive half of the quota in its first innings.
 - iii. Play will be abandoned if the match has not commenced by 2.00pm for U15 competition or 2.30pm for U17 competition.
 - iv. **Overs are only ever recalculated for time lost prior to the commencement of the match**
 - v. Where lost time results in the match played under reduced number overs, no bowler may bowl more than 1/5th of the overs. Should 1/5th of the overs not result in a whole number for each bowler, round up or down to reach the required number of overs per bowler.
 - vi. In the situation where the team batting 2nd may face the possibility of not receiving the full quota of overs its entitled, the umpires are instructed to strictly observe the requirement for overs to be bowled within the required time frame of 3.5 minutes per over to limit the chance of teams using go slow tactics.
 - vii. In such situations umpires may apply penalties for slow over rates as per bylaw D8. Captains are reminded to strictly adhere to the Code of Conduct (5. Laws of Cricket and Spirit of the Game) in regards to time wasting
 - viii. In the case of the team batting second not being the winner and having not concluded its first innings but having been prevented by pitch, ground, weather or light conditions, and/or any other suspension of play, from receiving its allocation of overs, the match shall be drawn
- (e) Prior to the toss of the coin, both Captains shall exchange a completed and signed team-sheet clearly detailing the names, initials of all players in the team, and indicate any underage players in their side.
The team sheet shall contain a maximum of 12 players. Only 11 players (not limited to the same 11) shall be permitted to bat or bowl in any innings. The captain is not required to nominate the player who will not bat or bowl in advance and may make such decisions at any time during the game. Only 11 fieldsmen may be on the field of play at any one time. Interchange of fieldsmen without restriction is permitted (provided no time is wasted) and there shall be no requirement for a bowler to be on the field for a certain length of time following interchange under this bylaw.
Both captains after exchanging the team sheets will pass them to the umpires who will note any underage players listed and then pass on the team sheets to the respective scorers
- (f) **WIDE BALL - Judging a Wide**
Umpires are instructed to apply consistent interpretation to this law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide. As a guide, on the leg side a ball pitching clearly outside the leg stump going further away should be called wide. A leg side wide shall not be called where the ball passes between the striker and the stumps.
The above provisions do not apply if the striker makes contact with the ball.
- (g) **NO BALL (Short Pitched)**
If either umpire considers that the ball passes, or would have passed, overhead height of the striker standing upright at the crease, he/she shall call and signal 'no ball.
- 3) BOWLING AND BATTING RESTRICTIONS - UNDER 15 STANDARD RULES ONLY**
- a) In either the first or second innings of a **Two Day Match** no bowler shall bowl more than ten (10) overs in an innings.
 - b) Slow bowlers may bowl their quota of overs in one spell providing their total overs are bowled as a slow bowler
 - c) No other bowler may bowl more than six (6) overs in a spell without taking a break from bowling for a period of twelve (12) overs.
 - d) A bowler who bowls less than 6 overs in a spell and then has a break of 12 overs may subsequently commence a new spell of 6 overs (subject to his innings limit).
 - e) A bowler who has bowled a spell of less than 6 overs may resume bowling prior to the elapse of 12 overs but this will be considered a continuation of the same bowling spell and the limit of 6 overs in that spell shall still apply. Following the completion of the spell the normal requirement for a break of a period of 12 overs shall apply.
 - f) This rule shall include the amount of overs bowled between a first and second innings where a team has been made to follow on i.e. A bowler who bowls his last 6 overs in the last 12 overs in the first innings where an innings is followed on is unable to bowl until 12 overs have been bowled in the second innings.

Examples

- 1) Bowler bowls 6 overs he cannot bowl again for a period of 12 overs
 - 2) Bowler bowls 4 overs and taken off, if he is brought back on within a period where less than 12 overs have elapsed since his earlier spell, he can only bowl a further 2 overs. He then cannot bowl again for a period of 12 overs.
 - 3) Bowler bowls 4 overs and taken off, he is brought back after 12 overs have elapsed he then is eligible to bowl a fresh spell of 6 overs.
 - 4) Bowler bowls 3 overs at end of innings and team is dismissed and forced to follow on. If bowler commences to bowl at beginning of second innings he can only bowl a spell of 3 overs. He then cannot bowl again for a period of 12 overs
 - 5) Team B commences innings late on day one and 10 overs are bowled between 2 bowlers. Both bowlers if they bowl at the commencement of play on day two are only entitled to bowl 1 over and then cannot bowl again for a period of 12 overs
- g) In either the first or second innings of a **One Day Match** no bowler shall bowl more than eight (8) overs in an innings. After a bowler has completed four (4) overs he/she shall not bowl for a period of eight (8) overs from the time that the bowler completed his/her last over in the innings. What constitutes a spell is as outlined in the previous paragraph.
- h) Slow bowlers may bowl their quota of overs in one spell providing their total overs are bowled as a slow bowler
- i) Batsman upon reaching a score 100 runs shall be compulsorily retired (immediately even if the 100-run target is achieved midway through the over) but can recommence his/her innings at the fall of the last wicket of the team's innings or penultimate wicket if more than one batsman has compulsorily retired. For the purpose of individual performance returns and match result statistics, the retired batter shall be treated as not out.

4) U15 COMPETITION – SPECIAL CONDITIONS

- a) All players must wear a **Helmet** when batting and keeping up to the stumps.
- b) Field Restrictions: -
Except for the wicket keeper, slips and gully fielders no player shall be permitted to be positioned within 10m of the batter's middle stump. No player may enter this restricted zone until after the ball:
 - i. Is hit by the batter or strikes the body or equipment of the batter, or
 - ii. Passes through to the wicket keeper.If a fieldsman takes up a position in contravention of this rule the umpires should inform the fieldsman and assist him to comply with the by-law.
Should a fielder not comply with the umpires request or move into a position which contravenes this by-law during the bowler's delivery the umpire must call and signal no ball.
At the instant of delivery, there may be no more than five fieldsmen on the leg side

5) BOWLING RESTRICTIONS - UNDER 17 COMPETITION ONLY

- a) In either the 1st or 2nd innings of a **Two Day Match** no bowler shall bowl more than 14 overs in an innings
- b) Slow bowlers may bowl their quota of overs in one spell providing their total overs are bowled as a slow bowler
- c) No other bowler may bowl more than 6 overs in a spell without taking a break from bowling for a period of 12 overs.
- d) A bowler who bowls less than 6 overs in a spell and then has a break of 12 overs may subsequently commence a new spell of 6 overs (subject to his innings limit).
- e) A bowler who has bowled a spell of less than 6 overs may resume bowling prior to the elapse of 12 overs but this will be considered a continuation of the same bowling spell and the limit of 6 overs in that spell shall still apply. Following the completion of the spell the normal requirement for a break of a period of 12 overs shall apply.
- f) This rule shall include the number of overs bowled between a first and second innings where a team has been made to follow on i.e. A bowler who bowls his last 6 overs in the last 12 overs in the first innings where an innings is followed on is unable to bowl until 12 overs have been bowled in the second innings.

Examples

- 1) *Bowler bowls 6 overs he cannot bowl again for a period of 12 overs*
 - 2) *Bowler bowls 4 overs and taken off, if he is brought back on within a period where less than 12 overs have elapsed since his earlier spell, he can only bowl a further 2 overs. He then cannot bowl again for a period of 12 overs.*
 - 3) *Bowler bowls 4 overs and taken off, he is brought back after 12 overs have elapsed he then is eligible to bowl a fresh spell of 6 overs.*
 - 4) *Bowler bowls 3 overs at end of innings and team is dismissed and forced to follow on. If bowler commences to bowl at beginning of second innings he can only bowl a spell of 3 overs. He then cannot bowl again for a period of 12 overs*
 - 5) *Team B commences innings late on day one and 10 overs are bowled between 2 bowlers. Both bowlers if they bowl at the commencement of play on day two are only entitled to bowl 1 over and then cannot bowl again for a period of 12 overs.*
- g) In either the first or second innings of a **One Day Match** no bowler shall bowl more than eight (8) overs in an innings. After a bowler has completed five (5) overs he/she shall not bowl for a period of ten (10) overs from the time that the bowler completed his/her last over in the innings. What constitutes a spell is as outlined in the previous paragraph.
 - h) Slow bowlers may bowl their quota of overs in one spell providing their total overs are bowled as a slow bowler.

6) U17 COMPETITION – SPECIAL CONDITIONS

- a) All players must wear a **Helmet** when batting and keeping up to the stumps.
- b) Coaching on Field is not permitted the on-field leadership of players is the responsibility of the captain
- c) Coaching shall be restricted to drinks and afternoon intervals, during the break of innings and prior to the start of play. It is not appropriate for a coach to be calling out to players on the field, or in other ways conveying messages, while the game is in progress (including between overs).
- d) Officials acting as Umpires are required under the Laws of Cricket to be impartial. As a result, on field coaching by umpires is not permitted
- e) Any violation of this Bylaw is to be reported to the Executive Officer of the ATCA by the independent officiating umpire
- f) The limitations as they apply to any players who are aged under 15 or under 17 at July 1st in the current season are to be enforced in this competition
- g) Field Restrictions: -
Except for the wicket keeper, slips and gully fielders no player shall be permitted to be positioned within 5 meters of the batter's middle stump unless wearing protective equipment (helmet and protector) until after the ball:
 - i. Is hit by the batter or strikes the body or equipment of the batter, or
 - ii. Passes through to the wicket keeper.If a fieldsman takes up a position in contravention of this rule the umpires should inform the fieldsman and assist him to comply with the bylaw.
Should a fielder not comply with the umpires request or move into a position which contravenes this by-law during the bowler's delivery the umpire must call and signal no ball.
At the instant of delivery, there may be no more than five fieldsmen on the leg side

7) BOWLING AND AGE RESTRICTIONS FOR JUNIORS PLAYING IN THE SENIOR COMPETITION

- a) In relation to junior players playing in the senior competition the age restriction is as of September 1st in the current season not the 1st July as it applies in the junior competition
- b) Over restrictions for U17 juniors playing in the senior two-day competition is a maximum spell of six (6) consecutive overs. A maximum daily allocation of sixteen (16) overs.
- c) Over restrictions for U15 juniors playing in the senior two-day competition is a maximum spell of six (6) consecutive overs. A maximum daily allocation of twelve (12) overs
- d) The break between spells is to be a minimum of thirty (30) minutes (including the Tea interval and any unscheduled breaks in play).
- e) A bowler who has bowled a spell of less than the maximum spell permitted for his/her age (defined above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.
- f) Following the completion of the extended spell, the normal break of thirty (30) minutes between spells will apply.
- g) If a change of innings occurs, and a bowler commences bowling in the new innings within thirty (30) minutes of bowling in the previous innings, this will be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.
- h) Slow bowlers may bowl their quota of overs in one spell providing their total overs are bowled as a slow bowler

D19. (1) U15 MODIFIED GRADE PLAYING CONDITIONS ONLY (No Competition This Season)

- a) The playing hours in one day matches shall be those stipulated by By-Law D4 (12.30pm -5.15pm)
- b) Each team shall be entitled to receive 36 overs unless dismissed prior.
- c) If the innings of the team batting first is terminated prior to receiving its full quota of overs, the team batting second unless dismissed prior is still entitled to receive its full quota of overs (36) irrespective of the fact that a result may have already been achieved. Upon both sides completing its first innings stumps will be drawn.
- d) Play may continue beyond the scheduled time for the conclusion of the match, if required, to allow the team batting second to receive its allocation of overs
- e) Prior to the toss of the coin, both Captains shall exchange a completed and signed team-sheet clearly detailing the names, initials of all players in the team.
- f) Both captains after exchanging the team sheets will pass them to the umpires who will note any underage players listed and then pass on the team sheets to the respective scorers
- g) The team sheet shall contain a maximum of 12 players. **All players must bat and bowl**

BOWLING CONDITIONS:

- (a) Maximum of 5 overs per bowler
- (b) Every player must bowl 2 overs before any bowler can bowl their 3rd over
- (c) The wicket keeper is not expected to bowl but is permitted if so determined.
- (d) If a wicket keeper is to bowl, it will require the changeover of wicketkeepers to take place before any bowler bowls their 3rd over.

BATTING CONDITIONS:

- (a) All players unless dismissed beforehand must be given the opportunity to face a minimum of 18 balls before they can be retired.
- (b) 30 balls are the maximum a batsman is allowed to face before compulsory retirement will be enforced unless;
 - i. Such batsman has reached 50 runs before the 30-ball cut off.
 - ii. Coaches must be aware the minimum number of 18 balls for each batsman can be achieved within the 36 overs limit.
 - iii. In order to achieve the required minimum number of balls for each batsman the maximum 30 ball limit for top order batsman may need to be reduced in their first visit to the crease
- (c) Upon reaching 50 runs the batsman is retired immediately even if the 50-run target is achieved midway through the over.
- (d) If wickets remain players retired without facing the maximum 30 balls or having reached 50 runs will be the first to resume their innings using the original batting order.
- (e) In calculating the minimum or maximum number of deliveries balls adjudged as a wide or no ball do not form part of that calculation.

LOST TIME:

- (a) Should any time be lost due to an interruption in play, up to 60 minutes of lost time can be made up even if such interruption occurs after the scheduled finishing time. Play shall not continue later than 6.15pm during daylight saving time.
- (b) If the scheduled start of play is delayed by more than 60 minutes, the total playing time, in minutes remaining until the scheduled time for conclusion of play (after allowing for any scheduled intervals) shall be divided by 3.5 and the resultant nearest higher even number shall become the quota of overs for the match. Each team shall receive half of the quota in its first innings.
- (c) Play will be abandoned if the match has not commenced by 2.00pm.
- (d) **Overs are only ever recalculated for time lost prior to the commencement of the match**
- (e) In the situation where the team batting 2nd may face the possibility of not receiving the full quota of overs its entitled, the umpires are instructed to strictly observe the requirement for overs to be bowled within the required time frame of 3.5 minutes per over to limit the chance of teams using go slow tactics.
- (f) In such situations umpires may apply penalties for slow over rates as per bylaw D8. Captains are reminded to strictly adhere to the Code of Conduct (5. Laws of Cricket and Spirit of the Game) in regards to time wasting
- (g) In the case of the team batting second not being the winner and having not concluded its first innings but having been prevented by pitch, ground, weather or light conditions, and/or any other suspension of play, from receiving its allocation of overs, the match shall be drawn
- (h) Where lost time results in the match played under reduced overs, every player must still be given the opportunity to bowl at least 2 overs before any bowler can bowl their 3rd over.
- (i) While batting, lost time results in the match played under reduced overs, the number of balls available to the batting team will be divided by the number of players in the team to determine the minimum number of balls each player needs to face before retirement is enforced, see example below,

Example

- *25 over match equals 150 balls x 12 players = 12 balls is the minimum requirement*

The maximum allowance will be as per Batting Conditions - paragraph (b, c, d and e)

WIDE BALL - Judging a Wide

Umpires are instructed to apply consistent interpretation to this law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide.

As a guide, on the leg side a ball pitching clearly outside the leg stump going further away should be called wide. The above provisions do not apply if the striker contacts the ball.

A leg side wide shall not be called where the ball passes between the striker and the stumps.

NO BALL (Short Pitched)

If either umpire considers that the ball passes, or would have passed, over head height of the striker standing upright at the crease, he/she shall call and signal 'no ball'.

U15 MODIFIED COMPETITION – SPECIAL CONDITIONS

All players must wear a **Helmet** when batting and keeping up to the stumps.

Field Restrictions: -

Except for the wicket keeper, slips and gully fielders no player shall be permitted to be positioned within 10m of the batter's middle stump. No player may enter this restricted zone until after the ball:

- iii. Is hit by the batter or Strikes the body or equipment of the batter, or
- iv. Passes through to the wicket keeper.

If a fieldsman takes up a position in contravention of this rule the umpires should inform the fieldsman and assist him to comply with the by-law.

Should a fielder not comply with the umpires request or move into a position which contravenes this by-law during the bowler's delivery the umpire must call and signal no ball.

At the instant of delivery, there may be no more than five fieldsmen on the leg side

JUNIOR EXCESSIVE HEAT POLICY

The Emergency Committee shall have the power to cancel play in all U15 and U17 grades on any match day that at 9.00am the forecasted temperature for Adelaide is recorded as 38 degrees or more.

D19. (3) NO CHATTER TO THE BATTER POLICY – Junior Competition Only

Umpires or coaches where official umpires are not present, observe any on field or sideline banter/sledging that is seen to be directed towards a junior cricketer (U12 to U17), must take immediate steps to inform the captain and coach of the offending team that such comments are deemed unacceptable conduct and the provisions of bylaw D32 apply with any further transgression resulting in an official first and final warning.

The issuing of a first and final warning shall apply to all members of the team for the entire match.

If, after imposing a first and final warning upon a team, deem that further unacceptable conduct offences have occurred they shall adopt the procedure outlined within bylaw D32 and award 5 penalty runs to the opposition team in every instance.

D20. BOUNDARIES

All scheduled two-day games must as a minimum have boundaries defined by a continuous or dotted line further defined by markers or flags. Any breach of this clause will result in a fine not exceeding \$100.

Where there is no white line or objects providing continuous marking, items such as flags, posts or boards may be used to mark specific points on the boundary. The boundary shall be the imaginary straight line on the ground joining the two nearest marked points.

D21. AUTHORITY OF NON-OFFICIAL UMPIRES

Where no, or insufficient, Umpires have been appointed to officiate at any match in any competition, the person or persons discharging the functions of an Umpire for the time being shall be bound and shall exercise all the powers conferred on an Umpire by the Laws of Cricket and these By-Laws.

D22. SCOREBOARDS

At all matches played in the Premier A1 to B3 grades must have an operational scoreboard. Failure to provide a scoreboard shall result in a fine not exceeding \$75 for the home team. It shall be the duty of the batting side to maintain the correct score on the scoreboard. Updating must be the minimum of every (2) overs. Failure to comply with a request to update scoreboard by Umpires or Captains shall result in a fine not exceeding \$50.

- D23. FIELDER'S ABSENCE; SUBSTITUTES:** Laws of Cricket 24.1 applies in full
 During the Minor Round only, should an injury occur to a player, the opposing team shall provide a substitute fieldsman where the team with the injured player does not have a substitute fielder available?
 Should the injury occur on the first day of a two-day match the team with the injured player is expected to provide its own substitute fielder on the second day.
 The onus to provide a substitute fielder for any player leaving the field for a reason other than injury is dealt with in Law 24 of the Laws of Cricket.
 Where there are no official umpires appointed by the Association there must be an agreement between both captains regarding Law 24.1
- D24 PLAYER RETURNING TO THE FIELD OF PLAY**
 Law 24.4 of the Laws of Cricket to apply, which includes a 5 run penalty.
- D25 CHANGE OF UMPIRE**
 An official umpire shall not be changed in a match other than in exceptional circumstances, in which case both team captains are to be notified. The replacement umpire shall have the full responsibilities of an umpire.
- D26 BOWLING OF DANGEROUS, UNFAIR NON-PITCHING AND SHORT PITCHED DELIVERIES**
 The Laws of Cricket at 41.7.1 and 41.7.2 shall be extended to include a second and final warning in all Grades of the ATCA Competition with the exception of Grades A1 to A3 and the Senior Men's T20 Competition. In regards to short pitched deliveries, Laws of Cricket 41.6 shall apply
Note
The umpire is to consider a common sense approach when applying this Bylaw in that any delivery which passes well wide of the batsman or clearly over the batsman head so that he is unable to play a proper cricket shot and therefore unlikely by its nature to inflict physical injury shall not be deemed as falling within the parameters of this Bylaw.
- D27 THE MATCH BALL - CHANGING ITS CONDITION**
 In the event of a player changing the condition of the ball unfairly, as set out in Law 41.3 of the Laws of Cricket, the umpires after consultation shall:
 (i) change the ball forthwith. It shall be for the umpires to decide on the replacement ball, which shall in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.
 (ii) Inform the batsmen that the ball has been changed.
 (iii) Inform the captain of the fielding side that the reason for the action was the unfair interference with the ball.
 (iv) Inform the captain of the batting side as soon as practicable of what has occurred.
 (v) Report the player contravening this Law to the Association
 (vi) If there are any further instances of unfairly changing the condition of the ball the umpires shall repeat the procedure in D27 (i) to (v) above.
 (vii) Where no umpires are present, the duties of the umpire will fall to the captain
- D28 PENALTY RUNS**
 (1) Where an official umpire is present the laws of cricket regarding penalty runs shall apply including bylaw D32.
 (2) Where an official umpire is not present there shall be no penalty runs awarded to teams participating in a recognized ATCA Competition, as set out in Law 24.4 Player returning without permission, Law 41.9 Time wasting by the fielding side and Law 41.10 Batsman wasting time and By-Law D32.
- D29 ATCA TWENTY/20 PLAYING CONDITIONS**
- 1. Duration of Match**
 All matches will consist of one innings per side. Each innings limited to a maximum of 20 overs unless bowled out prior. The game is considered completed once a result is achieved
 - 2. Hours of Play**
 Round 1 to Quarter Final.....5.10pm – 7.50pm
 Semi and Grand Finals..... 4.50pm – 7.30pm
Clubs are required to utilise oval floodlighting for the second session of all evening games
 - 3. Oval and Pitch Markings**
 As with normal one day games the oval is to have the 30-yard circle clearly marked and guide lines marked 75cm from the outside of the stumps to gauge offside wide deliveries.
 - 4. Balls**
 The approved ball is the Kookaburra Pink (4 piece) Senator or Regulation.
 - 5. Field Restrictions**
 Between overs 1-6 only two players are permitted to be outside the inner circle. Between overs 7-12, three players are permitted outside the inner circle. For overs 13 to 20 a maximum of 5 players are permitted to be outside the inner circle.
 At the instant of delivery, there may be no more than five fieldsmen on the leg side.
 The umpire shall call and signal No Ball if the above conditions are breached.
 - 6. Time Restrictions**
 Each innings is to be a maximum of 75 minutes. If a team fails to bowl the allotted overs in this time allowed they shall be penalized 6 runs per over not bowled by the scheduled close of innings. The overs must be completed with the time taken off the interval or play overtime.
 The umpire can deduct 6 runs from the batting teams score if they believe the batsmen are deliberately wasting time. It is the batsman's job to be ready to face as soon as the bowler is ready.
 After the fall of a wicket the incoming batsman has 90 seconds to be ready to face the next delivery. If the batsman is not ready he can be timed out by the umpire.
 In order to save time overs will be bowled in 5 over blocks from each end. The batsman will change ends at the end of each over.
 - 7. No Balls**
 If a bowler bowls a front foot no ball (penalty = 1 run) the batsmen will have a "free hit" on the next delivery. The "free hit" ball must be a legal delivery, if not, it must be re-bowled. The "free hit" delivery is subject to standard no ball dismissal rules. The free hit is to be taken by the batsman on strike when the ball is to be bowled. The fielding team is not permitted to make any changes to their field settings for the "free hit" delivery. That is, the field setting for the "free hit" delivery must be the same as the field setting for the previous delivery in which the front foot no ball occurred. Exception: The field may be changed to accommodate the switch between left-hand/right-hand batsmen but the number of players inside/outside 30-yard circle must not change in such circumstances.
 Short pitched balls travelling above the head of a batsman standing upright in the crease will be called a no ball. Penalty = 1 runs plus ball re bowled
 - 8. Wide Balls**
 Normal One Day wide rules apply to this competition. The major change is that "ANY" ball that passes outside the leg stump, regardless of where it pitches, of the batsman on strike, that does not get hit or strike the batsman, is to be called a wide. The ball upon being called a wide is to be re-bowled. (Penalty = 1 run).
 A leg side wide shall not be called where the ball passes between the striker and the stumps.
 - 9. Bowlers**
 Bowlers are permitted to bowl no more than 1/5th of the total amount of overs. I.e. no more than 4 overs in a completed innings. ATCA also requires the overs to be bowler in blocks of five overs each from one end to reduce the amount of non-productive time.
 - 10. Tied Game**
 - a) In the event of tied game during the minor round the premiership points will be shared. The winner of a tied game during the knockout/elimination and division 2 and 3 grand final phase of the competition will be determined firstly on the least number of wickets lost. Only in the event of wickets lost being equal will a bowl off be used to decide the win result.
 - b) In the event of a "bowl off" each team is to select 3 bowlers. The 3 bowlers from each team are to take alternate turns in bowling 1 delivery at the stumps. The team that hits the stumps the most will be declared the winner. If teams are equal

after 3 deliveries each then the "bowl off" will continue in a sudden death play-off by teams taking alternate turns in bowling a single delivery each until a winner is determined. The same rotation of bowlers will be used. Each team is to have equal number of deliveries.

- c) Any tied Division 1 Grand Final game played at Adelaide Oval or equivalent ground will be determined by a "Super Over" unless otherwise determined by the association
 - i. Toss of the coin to determine which team bats first
 - ii. Prior to the start of each innings the batting team will nominate 3 batsmen
 - iii. At the loss of the 2nd wicket the innings is terminated
 - iv. Fielding restrictions - Only 2 players are permitted to be outside the inner circle

11. Heat Policy

All matches are to proceed regardless of the forecast temperature unless otherwise determined by the association. This position is taken in view of the short duration of each match.

12. Player Registration/Guest Player

- a) All players participating in the competition are required to be registered with the ATCA in accordance with Bylaw C2. The registration process must be completed no later than the Friday following the match.
- b) Players who has appeared for a club during the competition but subsequently transfers to another club is ineligible to play for the new club in the remainder of that season's competition.
- c) Players may not play for more than one team in the same round irrespective of when that round is scheduled
- d) A maximum of 2 guest players are allowed to play in any Division 1 Team. For all the other remaining Divisions only 1 guest player is allowed. A guest player is defined as someone who in the current or preceding season was or is registered with the SACA or any club or association within Australia who pursuant to Bylaw C 2.2 (a) would require a Dual Registration in order to play for the ATCA club.
- e) For the purposes of this Bylaw any junior playing in the current season for an ATCA club is to be considered as a qualified club player and not subject to the conditions of a guest player for the minor round (see 13 (d) for finals qualification)
- f) No guest player is qualified to play in finals commencing with the Round of 16, unless they have played at least one minor round match.
- g) Where a club has more than one team in a particular grade they shall be rated by the association prior to the commencement of the season as to which shall be deemed the higher ranked team for the purpose of this bylaw. Any transfer of players between these teams during the finals will therefore be subject to finals qualification of this bylaw

13. Final Qualification

- a) For the purposes of this Bylaw there will be separate T/20 Divisions. Division 1 will be considered the higher competition
- b) No player, excluding Guest players (see 12 d and f) are qualified to play in finals, commencing with the quarter final, unless they have played at least one match prior to the quarter final.
- c) Players qualified under (b) cannot play in a lower team unless at least 50% of matches played were in the lower team. However, free transfer will be allowed between two or more consecutive teams playing finals.
- d) Dual registered junior players to continue to play in finals commencing with the Round of 16, must have played at least 4 weeks within the ATCA junior competition to be considered as a qualified club player and not subject to the conditions of a guest player.
- e) Where consecutive teams are competing in finals any player selected in that team is free to play for that team in any subsequent final, even if the consecutive team chain is broken.
- f) Where a club has more than one team within a Division those teams will be rated as per (12 (f) and any player movement between these teams will be permitted provided they have met the qualification as per clause (c) of this bylaw
- g) Where consecutive teams, within a Division, are competing in finals any player selected in that team is free to play on for that team even if the consecutive chain is broken.
- h) Any player having qualified for a lower Division as per clause 13 (b) is allowed to play in a higher division final
- i) Any player who does not meet the qualifications can only play with the permission of the association. Permission to play must be lodged by 12.00pm of the day of the match, permits lodged after 12.00pm will not be considered.
- j) Any team that includes a player in contravention of this bylaw shall lose the match in which such a player takes part, as well as being subject to bylaw C2 (1) (b).

14. Dress

Standard ATCA dress code to apply. Any new club uniform must first be approved by the ATCA.

15. Inclement Weather

In the event of a match starting late due to ground weather or light conditions the number of overs in each innings shall be reduced on the basis of one over each 4 minutes of playing time lost.

The match shall not commence unless the umpires consider that there is sufficient time remaining for each team to receive 10 overs. If the revision results in an odd number of overs then one over shall be added and the total divided in half.

If the team fielding first fails to bowl the revised number of overs by the specified time play shall continue until the required number of overs has been bowled or the innings completed.

The opposition shall then be entitled to receive 10 overs so that a decision may be reached.

If owing to either the suspension of play or interruptions to play results in the team batting second not receiving the same number of overs as the team batting first the match shall be decided on the scores at that point provided a minimum of 5 overs have been received by the team batting second.

16. Drawn Game

A fully or partially drawn game during the knockout stage of the competition will be completed at the earliest convenience to be determined by the association. If a suitable replay can't be arranged a final decision is at the association's discretion based on minor round placings, percentage

17. Scorers

All team participating in the Division 1 competition must supply a scorer for the entire game

18 Net Run Rate – to determine final division standings

A teams net run rate is calculated by deducting from the average runs per over scored by that team during the competition, the average runs per over scored against that team during the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

D30. LIMITED OVERS COMPETITION- PLAYING CONDITIONS

(a) PLAYING HOURS

Minor Round: 1.00 to 6.00 pm with a twenty (20) minute break between innings.

Major Round: 12.30 pm to 5.30 pm with twenty (20) minute break between innings. Matches will start and finish 30 minutes earlier outside of day-light saving hours.

Note:

The scheduled time for the change of innings shall be 3.20pm and match conclusion of 6.00pm. Captains are requested to inform the Executive Officer of teams that excessively exceed the cut off times. Teams repeatedly found to have a slow overrate will first be issued a warning with continued transgressions resulting in a financial penalty to be determined by the association applied to the club.

(b) OVERS – 40 Overs Maximum

- (i) If the innings of the team batting first is completed in less than 40 overs, then the team batting second shall be entitled to receive the maximum of 40 overs unless:
- (ii) The team batting second has passed the total of the team batting first the match shall be completed and stumps will be drawn.
- (iii) In order to save time overs will be bowled in 5 over blocks from each end. The batsman will change ends at the end of each over.

- (c) **BOWLERS - Maximum of 9 overs per bowler – Standard hours of play.**
- (i) Prior to the commencement of a bowler's last over of the maximum of 9, it shall be the duty of the scorers to notify the fielding captain and umpires.
 - (ii) Juniors (U17 or younger) are subjected to a spell of maximum of six (6) consecutive overs. A maximum allocation of nine (9) overs apply with the following restrictions;
 - a) The break between spells is to be a minimum of thirty (30) minutes (including any unscheduled breaks in play)
 - b) A bowler who has bowled a spell of less than the maximum spell (6) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit shall still apply.
 - c) Following the completion of the extended spell, the normal break of thirty (30) minutes between spells will apply.
 - d) Slow bowlers may bowl their quota of overs in one spell providing their total overs are bowled as a slow bowler
 - (iii) If for any reason a bowler should commence an over beyond the maximum of 9, the captain of the fielding side upon being informed shall immediately remove the bowler. If required another bowler shall complete the over provided that he does not bowl two overs consecutively. The bowler completing the over shall be recorded as having bowled a full over.
 - (iv) Any score or dismissals that have occurred prior to a bowler being suspended shall stand.
 - (v) **NO BALL:**
If either umpire considers that a Short-Pitched ball passes, or would have passed, overhead height of the striker standing upright at the crease, the umpire shall call and signal "No Ball".
At the instant of delivery, there may be no more than five fieldsmen on the leg side.
 - (vi) **WIDE BALL:**
 - a) Umpires are instructed to apply a consistent interpretation to this law in order to prevent negative bowling wide of the wicket.
 - b) Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide.
 - c) In relation to the off-side any delivery outside the Off Side Wide Line, provided he/she maintains a normal batting position and has not brought the ball within reach, shall be called a wide.
 - d) Any delivery that passes outside the return crease will automatically be called a wide.
 - e) On the leg side a ball landing clearly outside the leg stump going further away should be called wide.
 - f) A leg side wide shall not be called where the ball passes between the striker and the stumps.
 - g) The above provisions do not apply if the striker contacts the ball.
 - (vii) Clubs must ensure that lines are drawn in the batting boxes at both ends of the pitch in the following manner. A line (approx. ¼ inch wide) shall be drawn in the batting boxes at each end of the pitch (1 foot 4 inches from the inside edge of the return crease) and each shall be at right angles from the bowling crease and shall continue to meet the popping crease at right angles.
 - (viii) The use of the lines is to assist the umpires in their interpretation of the "call of wide" on the off side of the wicket only. The calling of the wide on the leg side is as per the interpretation outlined in the above paragraph.
- Note:** Where no official umpires are present it is recommended that both captains agree on a sensible leg side wide interpretation prior to the toss of the coin
- (d) **LOST TIME**
- (i) Should any time be lost due to an interruption in play, up to 60 minutes of lost time can be made up even if such interruption occurs after the scheduled finishing time. Play shall not continue later than 7.00pm during daylight savings time or 6.30pm during standard time.
 - (ii) If the scheduled start of play is delayed by more than 60 minutes, the total playing time, in minutes remaining until the scheduled time for conclusion of play (after allowing for any scheduled intervals) shall be divided by 3.5 and the resultant nearest higher even number shall become the quota of overs for the match. Each team shall receive half of the quota in its first innings.
 - (iii) Bylaw D11(b) must first be satisfied before any declaration is made prior to the team batting first receiving its full allocation of overs
 - (iv) If the umpires/captains deem that no play is possible by 3.00pm the match shall be abandoned.
 - (v) **Overs are only ever recalculated for time lost prior to the commencement of the match**
Example
Start of play delayed by 75 minutes – 60 minutes can be made up,
Actual time lost 15 minutes
Time remaining 265 (280 minus 15)
265 divided by 3.5 = 76 (rounded up to nearest whole number) 38 overs per team
 - (vi) In a match where the numbers of overs are reduced in order to recalculate the number of overs per bowler you must ensure the 5th bowler bowls a minimum of 4 overs. Subtract 4 overs from the total overs, divide the remainder by 4. If this results in an uneven number of overs then the remaining overs can be applied to the 4 other bowlers as below example
Example: 38 over game minus 4 overs (5th bowler) = 34 overs.
34 overs divided by 4 = 8.5 overs per bowler (the overs will be determined as follows)
2 bowlers x 9 overs maximum
2 bowlers x 8 overs maximum
1 bowler x 4 overs
 - (vii) If play has commenced and any time is lost during the innings of the team batting first then the team batting first unless dismissed prior shall be entitled to receive its full quota of overs as determined prior to the start of play
- (e) **MATCH POINTS - HOW AWARDED**
- The following points shall be awarded for all matches:
- (i) Win: 10 Points
 - (ii) Draw: (to be read in conjunction with By-Law B5)
 - (a) Where only one team has batted 5 Points
 - (b) Where neither team has batted 5 Points
 - (c) Where both teams have batted and the team batting second has received a lesser number of legal balls than the team batting first 5 Points
 - (iii) Tie: (to be read in conjunction with By-Law B6)
 - (a) Scores being equal after both teams have batted 5 Points
 - (iv) Forfeit: A team receiving a forfeit shall be awarded the maximum number of points gained by a team in that grade for that round. **The teams that forfeits the match will incur a penalty of one additional match point**
 - (v) There shall be no incentive points in the L O Grades and the Premiership Table shall be calculated using Match Points and Averages (as explained in By-Law B9).
- (f) **SPARE DAY GRAND FINAL ONLY**
- In the event of no play being possible on day one (Saturday) of the Grand Final then subject to weather and conditions the match will proceed on the following day (Sunday) in order to achieved a result. This bylaw only applies to the Grand Final and not the Semi-Final where the highest ranked side advances if match abandoned.
- (g) **BALLS PERMITTED** — Grades L O Division 1, 2, 3 and 4 shall use approved four-piece Kookaburra cricket balls. Other L O grades may use two piece or four-piece Kookaburra approved cricket balls.

1st Innings			Over Rate Reckoner-			2nd Innings		
1:00pm	Minutes	Overs		3:40pm	Minutes	Overs		
1:10	10	3		3:50	10	3		
1:20	20	6		4:00	20	6		
1:30	30	9		4:10	30	9		
1:40	40	11		4:20	40	11		
1:50	50	14		4:30	50	14		
2:00	60	17		4:40	60	17		
2:10	70	20		4:50	70	20		
2:20	80	23		5:00	80	23		
2:30	90	26		5:10	90	26		
2:40	100	29		5:20	100	29		
2:50	110	31		5:30	110	31		
3:00	120	34		5:40	120	34		
3:10	130	37		5:50	130	37		
3:20	140	40		6:00	140	40		

D31 PLAYER OR UMPIRE SMOKING ON THE FIELD OR CONSUMING ALCOHOL

- A Player or umpire shall not be permitted to smoke on the field during a match or during drink intervals. This By-Law also applies to any persons who act in the capacity of an Umpire during a game. For each infringement of this By-Law the Club or Umpire shall be liable for a fine not exceeding \$50.00
- A player or umpire participating in a game shall not be permitted to drink alcohol during the duration of that game. For each infringement of this Bylaw the Club or Umpire shall be liable for a minimum fine of \$150.00 and shall be subject to a formal report.

D32 PLAYER BEHAVIOUR (this Bylaw acts in lieu of Law 42 of the Laws of Cricket)

- If during the course of a game an umpire/s feels that a player/s or team is acting in a manner in breach of the Spirit of the Game or the ATCA Code of Conduct as spelt out in part below, he/she shall take the following actions

Offences Deemed Unacceptable Conduct

- Showing dissent at an umpire's decision by word or action
- Using language that, in the circumstances, is obscene, offensive or insulting whether directed towards another player, umpire, team official or spectator or not
- Making an obscene gesture whether directed towards another player, umpire, team official or spectator
- Making inappropriate and deliberate physical contact with another player
- Appealing excessively or advancing towards an umpire in an aggressive manner when appealing
- Intimidate an umpire by language or gesture
- Threatening to assault a player, umpire, official or spectator
- Any other misconduct, the nature of which is covered under the ATCA's Code of Conduct Guidelines

Action by Umpires

- If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead Ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- The umpire concerned shall then call time and together with his colleague (if applicable) decide whether misconduct has occurred and the level of the offending.
- Together the umpires shall inform the offending player and his captain, in the case of a batsman the other batsman can deputise for the captain, if they deem that an offence has occurred and the manner in which it is being treated.
 - An official first and final warning now applies
 - A first and final warning along with an official report now applies.
- The issuing of a first and final warning shall apply to all members of the team for the entire match.
- If the umpires after imposing a first and final warning upon a team deem that further misconduct offences have occurred they shall adopt the procedure outlined above and award 5 penalty runs to the opposition team in every instance.
- As soon as practicable after each occurrence the umpires shall call play
- When a 5 run penalty has been awarded to the fielding side they shall be added as penalty extras to that side's total of runs in its most recently completed innings.
- When a 5 run penalty is awarded to the batting side then they shall be scored as penalty extras and shall be in addition to any other penalties. They shall not be credited to the batsman.
- If the fielding side has not completed an innings the 5 penalty runs shall be added to its next innings.

The umpires together shall report all occurrences of warnings issued under this Bylaw, whether subject to an official report or not, as soon as possible after the match to the Executive Officer. This Bylaw also now has the effect of placing the onus upon the umpires to officially notify the offending player and his Captain at the actual time of the offence that an official report has been laid.

- The umpires must maintain a record of all such warnings and on each occasion such a warning is noted, notify the Executive Officer (or delegate) of the ATCA who will in turn notify the Secretary of the Club for which the player participates.
 - Should a player be officially reported for an offence of similar kind to those encompassed by this Bylaw and subsequently found guilty by a Commissioner, the Executive Officer (or delegate) must inform the Commissioner of any recorded warnings still current against the player concerned.
 - Should the number of such warnings given to players in a Club, over all Grades, exceed 3 in any one season; the Club shall be fined \$75.00 for each warning over 3.
 - Warnings will remain current for two seasons after which they shall be annulled.

D33 USE OF HELMETS – SENIOR AND JUNIOR COMPETITION

All senior and junior players will be required to adhere to the ATCA Helmet Policy available on the ATCA website Bylaws and Policy page as per link below
[Helmet Regulations.](#)

D34 CAPTAINS RESPONSIBLE FOR PLAYERS

Under the Laws of Cricket Captains are responsible for their players and therefore when any player from a team is reported during the season the Captain of that team will be required to also appear before the Commissioner. The Commissioner has in his/her power the ability to record penalties against the Captain should the commissioner believe the actions of the Captain were not in the Spirit of the Laws of Cricket.

D35 PLAYERS ABSENT AT COMMENCEMENT OF INNINGS – A1 PREMIER TO A3 ONLY

This is an addendum to Law 24 and Law 25 in that if a player is absent from the ground at either the commencement or resumption of his side's innings and is not subject to any application of Law 24.2 (fielder absent of leaving the field of play) or Law 25.3 the umpire or opposing captain shall be informed of the reason for his absence.

He shall not be recorded as being present until the umpire and opposing captain have been advised of his arrival.

He shall not be permitted to bat for at least the length of playing time for which he was absent up to a maximum

of 90 minutes or even if the unserved penalty time has not expired, that player may bat after his/her side has lost 5 wickets.

If a batsman is unable to commence his innings as a consequence of the implementation of this by-law his innings is to be recorded as "Retired - not out".

Note

This is to be read in isolation from Law 24.2 Fielder absent or leaving the field of play and Law 25.3 Restriction on batsman commencing an innings.

Under the Laws of Cricket, Penalty Time only arises when a fielder fails to take the field at the start of a match or at any later time, or leaves the field during play. The only time a batsman will incur such a penalty under the Laws of Cricket is when he has unserved Penalty Time carried over from the application of Law 24.2.

Bylaw D35 deals exclusively with the situation where a batsman, who is not subject to any, unserved Penalty Time, as a consequence of the application of Law 24.2, is absent at the commencement of his teams innings.

Example 1

Team A fields all day on Day 1 and player 'x' is present for the duration (no Penalty incurred). On Day 2 he is not present at the start of his team's innings, Bylaw D35 comes into play, so he is unable to bat for at least the length of time for which he is absent up to a maximum of 90 minutes or after his team has lost 5 wickets whichever is the earlier.

Example 2

Team A fields all day on Day 1 and player X is absent for the duration (Penalty Time incurred is the maximum of 90 minutes). He is under the Laws of Cricket (25.3) unable to bat on Day 2 up to a maximum of 90 minutes or after his team has lost 5 wickets whichever is the earlier.

Example 3

Team A fields on Day 1 and is dismissed at tea, player x was present during the entire innings but leaves prior to the commencement of his teams innings and remains absent for the remainder of the days play. He does not incur any penalty under the Laws of Cricket but now falls within the parameters of Bylaw D35 and has incurred a maximum penalty of 90 minutes which is too be served on Day 2. The Penalty is negated upon the fall of the 5 wicket and should that occur on Day 1 then no penalty remains to be served on Day 2.

D36 PAYMENT OF UMPIRES

Each Team shall be responsible for paying the umpires. Payment must be received prior to the commencement of each day's play.

Failure to comply with the bylaw will result in the offending team being fined \$50 for each occurrence.

D37 NAMING AND PLAYING OF A 12TH PLAYER 'B1 to C3' GRADES.

Before the tossing of the coin each captain shall exchange his players list in accordance with Bylaw D1.

- (a) At that time of a match a captain may note on the player list one player who will be absent for day two and a twelfth player who shall replace them from the conclusion of the first days play. Each replaced player shall have a specific replacement. The replacement player shall take part in the match as if he were the replaced player, completing his innings or any over in progress if necessary. None of the replaced or replacement players shall take part in any other match during the period of that round be that in the ATCA, SACA or any SAMCA affiliated competition.
- (b) Any senior or junior player that have a dual registration role cannot be used for the purpose of this bylaw. No player other than those named, except substitute fieldsmen, shall be allowed to participate in the match
- (c) Any team that includes a player in contravention of this rule shall forfeit the match and bonus points in which such a player takes part in. The opposing team shall receive the forfeit points or the greater of match and bonus points achieved during the match.
- (d) Both players using this rule will be recorded as having played half (0.5) of a match for the purposes of qualification for finals. Both replacement players' statistics are too recorded separately on MyCricket.
- (e) Defence and Emergency services players may utilise this bylaw if the player's employment dictates his unexpected unavailability on week 2 of any two-day game. The replacement player must also fall within all other conditions of this bylaw. For clubs to utilise this option must first submit a permit in writing to the association outlining the reason for seeking such a permit. Only one such permit per game will be allowed
- (f) This bylaw applies to minor round matches only.

D38. COVERING THE PITCH

1) Matches in which Covers MUST be used: Minor Round

- a) Each Club may use pitch covers in the following circumstances:
- b) It notifies the ATCA in writing 7 days prior to their nominated use and the dimension of the covers to be used. Once the ATCA has been notified the provisions relating to the use of covers (Bylaw D38.2) will automatically apply in full and for the remainder of the season
- c) The Executive Officer will notify each club secretary by email, as well as placing notification on the ATCA website before Thursday 4.00pm each week outlining the conditions under which the application of covers for that weekend will apply, then all pitches shall be covered by no later than 7.00pm on the day preceding each playing day or as soon as practical after the close of play of any programmed match on a nominated ground. If ATCA does not provide notification, clubs must use their discretion regarding the application of covers.
- d) The Executive Officer may grant an exemption to clause (c) in exceptional circumstances, if a club considers that the placing of covers on the pitch would be detrimental to the fitness of the pitch on the following day may seek an exemption to this clause. The exemptions referred to in this clause may be granted with whatever conditions the Executive Officer decides, and must be sought not later than 4.00pm on the day prior to play.
- e) In matches on consecutive days, all such exemptions following the first day's play (or abandonment) shall be in the hands of the umpires rather than the Executive Officer.
- f) It is the home Club which is responsible for ensuring these actions are carried out as required. In the case of neutral grounds, the first named club in the program of matches shall have this responsibility in relation to all days of the match, and the evening prior to each playing day.
- g) Once the umpires arrive at the match, the further placement or removal of the covers shall be subject to their direction. Players from either or both teams may be requested by the umpires to undertake or assist with this work, and if requested must perform such work.

2) Provisions Relating to the Use of Covers

- a) Covers must be at least 10m wide and 30m long, and must comply with such minimum standards of construction (including material and edging) as may be determined by the ATCA. Clubs that have 3.6m (one pitch) covers and 10m plus (full pitch) covers will be required to use the full pitch covers at all times. The use of the 3.6m wide (one pitch) covers in preference to the full pitch covers will first need the approval of the ATCA.
- b) In addition, a hessian underlay at least 3.0m wide and 25m long must be provided.
- c) Clubs who fail to nominate and it can be established that covers have been used contrary to this Bylaw will be subject to a fine of \$300 and the potential loss of premiership points, as decided by the Compliance Committee under clause D38.3 f)
- d) The dry hessian underlay must always be laid on the pitch before the covers are placed (to absorb sweating), unless it becomes wet, in which case it must not be used.
- e) On the morning of the match the covers must be removed no later than 10.00am, if weather conditions permit; otherwise, they must be removed as soon as conditions subsequently permit.
- f) Should the need for rapid covering of the pitch arise during play, the use of the hessian underlay may be dispensed with at the umpires' discretion.

3) Non-Compliance with these Provisions

- a) In the event of any failure to comply with the provisions of this Bylaw, it shall be the responsibility of any Club aware of such failure, and of the umpires, should they be aware, to lodge a written report to the Executive Officer as soon as practical, and no later than 48 hours following the scheduled end of that day's play.
- b) Unless such protest is received by the Executive Officer within 48 hours following the scheduled end of that day's play, then, although the protest may still be investigated, no variation to match result or points will be permitted.
- c) Umpires should report any alleged material failure, even though they themselves may have no direct evidence of a breach.
- d) On receipt of such a report or protest, the Executive Officer considers that the matter is insignificant; the breach shall be disregarded, other than a report being made to the next scheduled meeting of the Board of Management.

- e) In all other cases, non-compliance shall be referred to the Compliance Committee for investigation.
 - f) If the Compliance Committee determines that a breach has occurred, it may:
 - i. if the breach did not affect the match in any way, impose a penalty by way of a fine on the Club responsible (all or part of this fine may be suspended) or may reprimand the Club.
 - ii. if the breach unfairly affected the Club not responsible, impose a penalty by way of reversal of the result (with effect on premiership points, as determined); OR
 - iii. any other change to premiership points, as determined, may be imposed.
 - iv. In addition to, or in lieu of, these penalties, a fine may be imposed. All or part of this fine may be suspended for up to 2 years
- 4) Provisions relating to the use of covers for all Finals in A1 to A3 grades only**
- a) Clubs hosting A' Grade Semi or Grand Finals must have the use of covers that covers the entire pitch square. Clubs unable to fulfil this requirement **may** lose the right to host A' Grade Finals
 - b) From the Wednesday preceding any final, all pitches shall be covered by no later than 7 pm on the day, unless a prior exemption has been granted pursuant to clause (c)
 - c) The Executive Officer may grant an exemption to clause (a) and (b) if the weather forecast indicates no possibility of rain. In addition, in exceptional circumstances, a Club which believes that the placing of covers on the pitch would be detrimental to the fitness of the pitch may seek an exemption to this clause. The exemptions referred to in this clause may be granted with whatever conditions the Executive Officer decides, and must be sought not later than 4.00pm on the day.
 - d) All other provision as set out in D38 (2) applies to all A' Grade Finals.