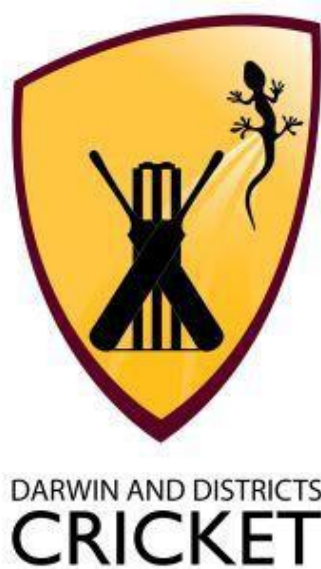


# Darwin & District Cricket Competition



## Playing Rules & Playing Conditions

## Darwin & Districts Cricket Competition Rules

(revised 16/1/20)

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## **PART A - GENERAL**

### **1. Introduction**

#### **1.1. Darwin and Districts Cricket Competition**

The Darwin and Districts Cricket Competition (DDCC) operates under the Northern Territory Cricket Association (Inc.) Constitution. NT Cricket have established the Darwin Cricket Management Committee (Committee) and set the Terms of Reference to oversee and administer the competition.

#### **1.2. Darwin Cricket Management Committee**

Members of the Committee can be found on the DDCC website, and contact information can be obtained from the NT Cricket office.

#### **1.3. Club Contacts**

Club contacts and information can be found on the DDCC website or by contact with the NT Cricket office.

#### **1.4. Rules**

- 1.4.1 The following shall be known as the Rules of the Darwin and Districts Cricket Competition (hereinafter called the Competition) and such rules shall be binding on all affiliated Clubs and financial members of the Competition.
- 1.4.2 All Rules are to be read in conjunction with the Laws of Cricket. Unless otherwise stated in the Rules, the Laws of Cricket take precedence and the game is played accordingly.
- 1.4.3 Codes of Behaviour are also in place to protect players, spectators and officials from incidents that may bring the game into disrepute.
- 1.4.4 The intention of these rules is to ensure that cricket in this Competition is played and administered in keeping with the true spirit of the game.
- 1.4.5 Where a matter arises, which is not otherwise provided for in these Rules or the Laws of Cricket, the Committee shall have the power to determine the matter as it sees fit.

#### **1.5 Alteration of Rules**

No alteration shall be made to these Rules other than by the Committee, as provided for by the Northern Territory Cricket Association Constitution.

#### **1.6 Application of the Rules**

These Rules shall apply equally to male and female players, officials, administrators, spectators and supporters. For the purposes of these Rules, references to 'he', 'his' and 'him' shall be deemed to include 'she', 'hers' and 'her'.

#### **1.7 Interpretation**

**Committee:** Any reference to the Committee within these rules is a reference to the Darwin Cricket Management Committee (DCMC)

**Competition:** Any reference to the competition within these rules, is a reference to the Darwin and Districts Cricket Competition (DDCC)

**Laws:** Any reference to a "law" within these rules is a reference to that particular law in the MCC Laws of Cricket.

**MyCricket** (mycricket.cricket.com.au) means the electronic online management system. Any reference to "MyCricket" within these rules is a reference to that system.

**Rules:** Any reference to a "rule" within these rules is a reference to that particular rule number within these rules.

### **2. Registration**

#### **2.1 Teams**

- 2.1.1 Prior to the commencement of each season, a date for the receipt of nomination of teams to participate in the competition will be published by the Committee. Nominations must be accompanied by:
  - Club affiliation fees and team nomination fees as determined by the Committee;
  - A list of officials and delegates of the Club, with position, name, address and telephone numbers;
  - A postal and email address for receipt of all recognised Committee correspondence.

- 2.1.2 Acceptance of all team nominations shall be at the sole discretion of the Committee.
  - 2.1.3 A team of an affiliated Club shall be registered with the Competition on receipt of team registration fees. No unregistered team may earn competition points.
  - 2.1.4 A Club from within the Competition's Region shall be deemed to be affiliated with the Competition on lodgement with the Committee of the required nomination and accompanied by the affiliation fees.
  - 2.1.5 The Committee may impose a penalty of \$250 on a Club for a team nomination submitted outside the nomination dates set by the Committee.
- 2.2 Withdrawal from Competition**
- 2.2.1 Where the Committee is advised in writing by a Club that either the Club, or one of its teams, is withdrawing from the competition, points for teams drawn to play that Club or team will be allotted as though those games had been forfeited.
  - 2.2.2 If a Club withdraws a team from the Competition, the team from the lowest level of the Competition on that day must be withdrawn before any other withdrawal can occur.
  - 2.2.3 Where a team forfeits three (3) consecutive matches, that team shall be deemed to have withdrawn from the competition, and points earned by clubs drawn to play against that team in future matches will be allocated as above.
  - 2.2.4 The Committee may impose a penalty of \$500 on a Club withdrawing a team from the competition after the first four weeks of the competition.
  - 2.2.5 If possible, when teams withdraw from the competition, the draw shall be rearranged to maximise playing opportunities. This is aimed at preventing situations where one team has a scheduled bye and another team does not play due to the forfeit. Consideration will be given to the remaining games in the season, availability of grounds, and fair and equitable allotment of points.
- 2.3 Registering Players**
- 2.3.1 The team or teams of any Club shall consist of only those persons who are registered with the Competition. Persons may be registered in accordance with the following provisions:
    - 2.3.1.1 Player registration fees being received by the Committee prior to the conclusion of the first competition match;
    - 2.3.1.2 All players duly registered with a Club in the preceding season shall be automatically registered with the same Club for the current season;
    - 2.3.1.3 Players not registered in the preceding season may be registered by:
      - 2.3.1.3.1 if necessary, complying with the provisions of Rule 2.4 (Clearances).
      - 2.3.1.3.2 Lodgement and administration of player registration must be undertaken via the MyCricket system by the Club.
  - 2.3.2 These steps must be taken before playing with a Club.
  - 2.3.3 Players not registered in accordance with these Rules shall result in the teams that these players represented forfeiting all match points for the match or matches concerned.
- 2.4 Downgrading of Players**
- 2.4.1**
- 2.5 Clearances**
- 2.5.1 An application for a transfer between DDCC clubs, whether directly from a player or through a club, shall be lodged via the clearance system in MyCricket.
  - 2.5.2 This transfer must be entered into the MyCricket system by the new Club. An email will be forwarded to the previous club and DDCC indicating the clearance application process has commenced.
  - 2.5.3 If the player submits a clearance request (either by post or electronically) to his/her previous DDCC Club and that Club does not respond to this request within 14 days, the Application may be forwarded to the Permit Committee for determination. The player has the onus of proving that the required 14 days has elapsed since the formal delivery of the clearance request to the Club.

- 2.5.4 Any application for clearance lodged after 30 June in any year may only be resolved by the agreement of the Clubs concerned. Should the Permit Sub-Committee grant a clearance to a player under this rule, the Club with which the player was formerly registered may appeal to the Competition Committee, provided that it can produce documentary evidence of the debts to the Club.
- 2.5.5 A player who was registered with a Club from the past five seasons, but has neither played nor registered with a Club during the current season, shall be granted a clearance within three days by his previous Club, provided the player has no financial debts to that Club.
- 2.5.6 Failure to observe the provisions of these Rules will result in the Club to which the player has transferred forfeiting all competition points obtained in games in which the player participated prior to advice being received by the Coordinator of the Competition that the clearance has been granted.
- 2.5.7 Where a Club has two teams competing in the same grade, a player may be transferred from one team to the other. The player may only transfer once during the current season. A Clearance Form must be completed by the Club and duly submitted to the Coordinator of the Competition for noting. Until such advice is given, the player concerned shall not participate in competition games for his new team.
- 2.5.8 **Clearance Granted**
  - 2.5.8.1 The previous club must select 'Granted' via the MyCricket system. This will become an official electronic signature of approval from the previous club.
  - 2.5.8.2 After this time, DDCC must select 'Granted' via the MyCricket system. This will become an official electronic signature of approval from DDCC.
- 2.5.9 **Clearance Denied**
  - 2.5.9.1 The previous club must select 'Denied' via the MyCricket system and provide reasons as to why the Clearance has been refused.
  - 2.5.9.2 The previous club must select 'Denied' via the MyCricket system and provide reasons as to why the Clearance has been refused.

### 3. Committees, Sub-committees and Panels

#### 3.1 Sub-Committees

- 3.1.1 The Committee may vest any of its powers to such sub-committees and panels as it may from time to time appoint, with or without power to act.
- 3.1.2 Such sub-committees may include a Match Committee, a Permit Committee an Umpires Appointment Sub-Committee and a Disciplinary Panel.
- 3.1.3 The composition and duties of these sub-committees shall be at the discretion of the Committee unless otherwise provided by these rules.

#### 3.2 Junior Competition

- 3.2.1 There shall be a Junior Competition Sub-Committee appointed to advise on limited-age (junior) cricket within the jurisdiction of the Competition.

#### 3.3 Umpires Appointment Sub-Committee

- 3.3.1 All official umpires' appointments for the Competition's minor round fixtures shall be made by the Northern Territory Cricket Umpires Association (NTCUA), depending on availability.
- 3.3.2 Where the NTCUA cannot provide official umpires, the Competition Committee has the power to appoint alternate umpires.
- 3.3.3 A sub-committee shall be convened each season to appoint umpires to major round games. The Umpires Appointment Sub-Committee shall comprise two Committee members, one of whom shall be the convenor, and one NTCUA representative.

#### 3.4 Permit Sub-Committee

- 3.4.1 The Permit Sub-Committee shall have the power to decide all matters relating to player registration, clearances and passing from one grade to another. The Permit Sub-Committee shall report on the outcome of all cases it deals with to the Committee.

- 3.4.2** In the event of the Permit Sub-Committee deciding not to grant registration, clearance or transfer between grades, the player, or a Club representing him, may appeal to the Committee.

**3.5 Disciplinary Panel**

- 3.5.1** A Disciplinary Panel comprising a Chief Commissioner and at least five other Commissioners shall be appointed by NT Cricket and be available to determine all disciplinary reports arising from the Darwin or other affiliated competitions.
- 3.5.2** The Disciplinary Panel shall have the power to set procedures, conduct hearings and set penalties as it sees fit. In this regard:
- 3.5.3** Any report may, after due inquiry, be determined solely by the Chief Commissioner or, in his absence, a deputy nominated by him, without recourse to a formal hearing.
- 3.5.4** Either where the Chief Commissioner (or his appointed deputy) considers the matter to be of a complex nature, or the person subject to the report so requests, the Chief Commissioner shall convene a panel, comprising three Commissioners, to conduct a formal hearing and to decide the report. The panel will be chaired by the Chief Commissioner or, in his absence, a deputy nominated by him. In considering all reports,
- 3.5.4.1** the Commissioners shall have regard to the Cricket Australia Code of Behaviour but retain the right to apply an alternative to any penalty prescribed by the Code, where such an alternative appears more appropriate.
  - 3.5.4.2** all procedures of the panel will be conducted under the Spirit of Cricket.
  - 3.5.4.3** the Disciplinary Panel shall have the power to hear any case that it believes falls within the scope of its role and to amend a charge where it considers such action to be appropriate in the circumstances.
  - 3.5.4.4** the Disciplinary Panel is not a legal tribunal. However, the Disciplinary Panel shall have the power to allow advocates to appear in support of persons who appear before it.
  - 3.5.4.5** the decisions of the Disciplinary Panel shall apply only to the Competition. However, where the Disciplinary Panel believes the conduct of the charged person is sufficiently serious, it may refer this information to any other association or club with which that person subsequently becomes involved if such involvement would occur within the period of the penalty handed down.
  - 3.5.4.6** in the event of an appeal against a determination by either the Chief Commissioner or his deputy or a hearing panel, the appeal may be heard and determined by a panel of up to three Commissioners, appointed by the CEO of NT Cricket and not previously involved in the matter.

**4. Fees**

**4.1 Summary of Fees**

- 4.1.1** All affiliated Clubs have the following financial obligations to the Competition:
- 4.1.1.1** Club Affiliation Fee (Rule 2)
  - 4.1.1.2** Umpires' Fees
  - 4.1.1.3** Team Nomination Fee (Rule 2)
  - 4.1.1.4** Ground Fees
  - 4.1.1.5** Fines (Rule 4.3)
  - 4.1.1.6** Players Registration Fees (Rule 2)
- 4.1.2** These obligations are due and payable (unless otherwise stated in 4.3), no later than 28 days after issue of invoice by the Competition. Clubs which fail to meet their obligations under this Rule may be subject to action by the Committee. The Committee shall have discretion over the application of this rule.
- 4.1.3** Without specific consent of the Committee, teams representing a Club will be ineligible to earn competition points, until such time as liabilities under this Rule are extinguished.
- 4.1.4** A Club that has failed to meet its obligations under this Rule shall not be eligible to compete in the Competition's major rounds unless those liabilities are finally



extinguished. The final time for these liabilities to be extinguished shall be set by the Committee, prior to the first major round fixture.

**4.2 Ground Fees**

**4.2.1** Where Clubs are playing on their own grounds, the Committee may exempt the Clubs from all or part of the ground fees which would otherwise have applied.

**4.2.2** Teams will be ineligible to play in the major rounds unless all their minor round ground fees have been paid or an appropriate arrangement has been made with the Committee.

**4.3 Fines**

**4.3.1** If a fine incurred by a player or Club, is not paid within 30 days from the date on which the fine was imposed, the Club concerned shall not receive any match or bonus points in any match, nor compete in any major round fixture, until the fine is paid.

**PART B: THE COMPETITION**

**5. Grades**

**5.1 Grading of Players**

**5.1.1** Teams competing in the premierships competitions of the Competition shall be divided into grades, and will be subject to these Rules:

**5.1.1.1** No player shall be allowed to transfer to any lower grade after he has played a total of more than 12 playing days in any one higher grade, (or combination of higher grades), without the approval of the Committee or its designation.

**5.1.1.2** No player shall be permitted to downgrade more than one grade, from the previous grade in which that player participated, without prior approval from the Committee or its designation.

**5.1.1.3** Failure to comply with this Rule shall result in the forfeiture by the offending team of all competition points gained in the match or matches in which the offending player participated.

**5.1.1.4** Applications for downgrading are to be made in writing and lodged with the Committee by 5 pm on the Wednesday prior to the commencement of the match. Any approval given under this Rule shall become null and void should the Player concerned subsequently play in a higher grade.

**6. Minor Rounds**

**6.1 Competition Draw**

**6.1.1** The Committee shall make the competition draw and allocate grounds for matches as it sees fit.

**6.2 Percentage**

**6.2.1** Throughout the season, a ladder shall be kept by the Committee of each grade in order of points gained. In the event of two or more teams having an equal number of points, their position on the ladder shall be determined according to percentage. The formula for determining percentage shall be as follows:

**6.2.1.1** The number of runs per wicket scored by a team being taken as a percentage of the number of runs per wicket scored against that team.

*NOTE: This applies to all grades.*

**6.3 Premiership points**

**6.3.1** The following points system shall be applied to all home and away matches to decide the minor premierships.

<b>2 Day Game</b>	
Bye	0 points
First Innings Loss	0 points
First Innings Tie	3 points
Abandoned match before first innings result	3 points
First Innings Win	6 points
Outright win	10 points

Reverse Outright	
First Innings	4 Points
Second Innings	6 points
Win by Forfeit	10 points

There are no performance points in two-day matches

1 Day Game	
Bye	0 points
First Innings Loss	0 points
First Innings Tie	2 points
Abandoned match before first innings result	2 points
First Innings Win	4 points
Loss by Forfeit	0 points
Win by Forfeit	4 points

### 6.3.2 Premier grade: One-day Games: Bonus Points

In the Premier-grade competition only, the following additional point allocations will apply:

**6.3.2.1** 1 bonus match point will be awarded to any team that achieves victory with a run rate 1.25 times that of the opposition or greater (ie. total of 5 points for the game).

**6.3.2.2** A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.

**6.3.2.3** Where a side is all out, the number of overs to be used in the above calculation is the maximum number of overs that the side was otherwise eligible to face (ie in a match where all overs are available and the side is bowled out, the number of overs used for calculation of the run rate shall be 50 – the number they were eligible to receive).

### 6.3.3 Standard Match Penalty Points

The DCMC may impose the following penalties

**6.3.3.1** Match Report not produced

**6.3.3.2** Umpires report not produced

**6.3.3.3** Playing unregistered/ineligible player All competition points

**6.3.3.4** Non-attainment of overs required

**6.3.3.5** Non-conforming clothing

**Note: It is possible for a team to record negative points in respect of a given match.**

## 7. Bye Team

In a competition where there is an uneven number of teams, the members of the team having the bye shall be regarded as the list of players to take the field in the previous match. Any player from the previous team seeking clearance to participate in a game that round must submit a request to the DCMC prior to participating in any game.

In the first round of the season, bye teams must be named in each grade that the bye occurs. No more than 1 change may be made to that named team for the next round of matches, unless an "exceptional circumstances" request is made, and approval is given by the Committee.

Penalty for not seeking downgrading approval or playing in excess of one player in the lower grade will be the loss of all competition points in all grades played on that day.

*Eg If A Grade has bye, and B Grade plays some of A Grade's players without approval, both B Grade and C Grade will lose all competition points for that round of matches.*

## 8. Match result

Match Results are determined in alignment with Law 16 of the Laws of Cricket

### 8.1 Drawn Matches

**8.1.1** A match shall be drawn if the Captains agree that its completion cannot be achieved because of rain or the state of the ground. This Rule must be read with Rules 18.2

and should in no way limit the obligations of the Umpires under those Rules. Where no Umpires are present, and Captains are unable to agree, the provisions of Rules 20.7, 21.6 and 22.6 shall apply in senior grades.

## **8.2 Forfeited Matches**

**8.2.1** If a team, whether at the start of the first or subsequent day's play, has not at least the minimum number of players prescribed for the division present and ready 30 minutes past the scheduled start of play; that team will forfeit the match.

**8.2.2** In the event of a forfeit, a list of players selected to play shall be forwarded, within 24 hours of the scheduled completion of the match, to the Committee by the team receiving the forfeit, and these players shall be deemed to have taken part in the match.

**8.2.3** Should any Club have to forfeit a game for any reason, then the team to be forfeited will be from the lowest grade on that day. If Clubs failure to comply with this Rule, the Committee will declare all matches played by that Club's teams competing in lower grades to be forfeited and all points to be awarded to the opposing teams.

**8.2.4** Penalties for forfeits may be imposed by the DCMC.

## **8.3 Abandoned Matches**

**8.3.1** A match shall be deemed to be abandoned if neither team has at least eight members present and ready to take the field 30 minutes past the scheduled starting time of the first day of the match.

*Refer Rule 18 for abandoned games due to adverse weather conditions.*

## **9. Umpires**

### **9.1 Appointment of Official Umpires**

**9.1.1** Dependent upon availability, at least one official Umpire will be appointed to matches.

### **9.2 One Official Umpire Available**

**9.2.1** Where only one Official Umpire is available, he/she shall umpire at the bowling end for the duration of the match. The Captain of the batting side shall provide a person to umpire, and that person shall act as the striker's end umpire for the duration of the innings. This person filling this role may be changed from time to time during the innings.

### **9.3 Official Umpire to Rule on No Balls**

**9.3.1** Where an umpire has been provided by the batting side, only the Official Umpire will call and signal "No Ball" as required by Rules 20.5, 20.8, 21.7, 22.8 and 22.9

### **9.4 No Official Umpire Available**

**9.4.1** Where there is no Official Umpire, the batting side shall provide two umpires during its innings unless otherwise agreed by the Captains. In all instances where playing sides provide Umpires, it is incumbent on the Captains to impress on players (or others) acting as Umpires, the need to be impartial and coaching and unnecessary comments are to be avoided.

### **9.5 Official Umpire to Provide Advice**

**9.5.1** Where there is only one Official Umpire, that umpire may at any time advise the square-leg umpire on interpretation of Law, if necessary. The Official Umpire may also intervene on matters relating to the conduct of the square-leg Umpire.

### **9.6 Umpires' Report by Captains**

**9.6.1** In a match where there is an Official Umpire, the Captains of both teams shall submit an Umpires' Report at the end of the match along with the Match Report. The penalty for non-compliance is deduction of penalty points for that game, as per rule 7.3. Umpires Reports submitted on any, but the standard format agreed to by the Committee shall be deemed to have NOT been received.

## **PART C: PLAYING CONDITIONS**

### **10. Laws of Cricket**

#### **10.1 Games to be Played within Spirit and Laws of Cricket**

All matches shall be played in accordance with the spirit and Laws of Cricket as recognised by Cricket Australia, unless otherwise provided for in these Rules.

## **11. General Conditions of Playing Time**

### **11.1 Laws 11 and 12 to Apply**

The provisions of Law 11 (Intervals) and Law 12 (Start of Play; Cessation of Play) of the Laws of Cricket will apply unless expressly over-ridden.

### **11.2 Play May Continue After Result**

Where a first innings result has been reached, other than in a one-day game, the match will continue until the scheduled time for drawing of stumps, unless both captains agree that no further result can be achieved. Play may then be terminated in minor round matches.

### **11.3 Interval Not to be Taken**

If, on any day of a match, play has not commenced 30 minutes prior to a scheduled interval, such interval shall not be taken.

### **11.4 Additional Drinks May be Taken**

In hot weather, it shall be permissible with the prior approval of the umpires, or if no official umpire is in attendance, by prior agreement of the Captains, for drinks to be taken twice in any session. Rule 12.6 (d) will still apply.

### **11.5 Play to Continue**

If, for any reason other than time lost due to pitch, ground, weather or light conditions, play does not begin at the time appointed for the commencement of each day's play, or the resumption after any interval, the umpires shall order play to continue beyond the normal time for drawing stumps on the day on which the loss of time occurred up to the extent of such time lost.

### **11.6 Official Umpires Sole Judges of Time**

**11.6.1** The umpires are the sole judges of time under these Rules, and the umpires shall advise both Captains prior to the commencement of play whether they are taking time by the clock (if any) on the grounds or by their watches. In the absence of an official umpire, the Captains shall agree on the time prior to the commencement of each day's play and shall agree on the time of commencement (when the first ball is bowled).

**11.6.2** Every endeavor shall be made to commence matches promptly at the scheduled time. Umpires must advise the captains five minutes before commencement of play that they are about to take up their positions on the field.

**11.6.3** The time available for the bowling team to complete the number of overs necessary to avoid the imposition of penalty points shall be increased by the total of all time lost for such stoppages due to exceptional circumstances which, in the opinion of the umpires, are beyond the normal control of the fielding team.

**11.6.4** Official Umpires shall, throughout each innings, keep a record of all time lost under this Rule, including unfair or unnecessary time wasted by the batting team. Time lost due to scheduled drink breaks, incoming batsmen at the fall of wickets (unless excessive), and other short interruptions of a nature frequently experienced shall not be considered "exceptional circumstances".

**11.6.5** The Official Umpires shall note the time at which penalties are to be calculated, and notify the captains and scorers of all penalties following the completion of the innings, with the number of overs incurring a penalty being noted in both the Scorer's and Umpire's Match Report Forms.

### **11.7 Duty Team**

**11.7.1** For each match played under these Rules, the DCMC shall nominate a Duty Team. It shall be the sole responsibility of the Duty Team to ensure:

**11.7.1.1** necessary ground equipment (mats, wickets) is available, in good condition and set out for play. [Refer 17.3 re: Type of Stumps]

**11.7.1.2** drinks are provided at intervals and drink breaks. These drinks shall be, at least, iced water in cups or glasses. A minimum of 15 cups or glasses shall be provided to cater for all members of the fielding team, batsmen and umpires.

**11.7.1.3** Should a team which is nominated as Duty Team not have the necessary ground equipment and implements of the game ready and set out for play 30 minutes after the scheduled commencement of play in a one-day

match, or on day one of a two-day match, that team may be fined up to \$100.

**11.7.1.4** Umpires shall, where the necessary ground equipment and implements of the game are made available within the 30 minutes, order play to continue beyond the normal time for drawing stumps on that day, for a period equal to that time lost.

**11.8 Batsman Injured – Runners**

**11.8.1** A runner for a player when batting is not permitted.

**11.8.2** The umpire has no discretion to allow a runner for any situation.

**12. Late Starting and Forfeits**

**12.1 Late Starting**

If, **within 15 minutes after** the scheduled start of a match, a team has not at least eight players present and the required equipment and implements of the game, and ready to take the field, the opposition team shall be awarded the toss, **and the offending side shall be penalized one match point.**

**12.2 Forfeit Due to Lateness**

If a team, whether at the start of the first or any subsequent day's play, has not at least eight players present, or does not have the required equipment and implements of the game, within 30 minutes of the scheduled start of play, that team shall forfeit the match and **may be fined \$300, and penalized three match points.**

**13. Other Conditions of Play**

**13.1 The Toss**

The Captains shall toss for the choice of innings on the field of play not earlier than 30 minutes, nor later than fifteen 15 minutes before the scheduled or any rescheduled commencement of play.

**13.2 Exchange of Team Lists**

Captains of both teams shall exchange team lists prior to the toss, and provide such lists to the umpire/s.

**13.3 Underarm Bowling**

If a bowler bowls underarm, the Umpire shall call and signal "No Ball".

**13.4 Matting Pitches – Dead Ball and No Ball**

**13.4.1** On matting pitches, a ball landing outside the width of matting, shall be called and signalled No Ball by either Umpire.

**13.4.2** On two-piece matting pitches, where a ball pitches between the mats, or on the centre mat ends, the ball shall be called a Dead Ball by either umpire. The ball shall be re-bowled.

**13.5 Declarations**

No team batting second shall close its first innings at the same score as that of its opponent's first innings, but otherwise a team may declare its innings closed at any stage of the match.

**13.6 Follow-on**

A team batting first leading by the number of runs designated below shall have the option of requiring the opposition team to follow-on in the following circumstances:

**13.6.1** two-day match – 100 runs

**13.6.2** one-day or all-day match – 75 runs

**13.7 Overs**

**13.7.1** All games shall consist of six-ball overs.

**13.8 New Ball**

**13.8.1** In Premier and B Grade a new ball shall be available to the fielding team at the commencement of the 81<sup>st</sup> over of a given innings.

**13.9 Completed Innings – Batsman Absent**

**13.9.1** In the event of a wicket falling and all remaining batsmen being unavailable (through injury or absence), the innings shall not be regarded as terminated until and unless such batsmen have actually been required to commence their innings (for example, if the ninth wicket falls on the last ball of the match, the innings is not regarded as complete even if the last batsman is absent).

**14. Dress**

**14.1 General Dress Conditions**

- 14.1.1** All players and paid official Umpires participating in matches arranged by the Committee shall be properly attired.
- 14.1.2** Players' shirts, trousers and footwear shall be predominantly white. Tennis shoes and white shoes with markings will be deemed as acceptable footwear. Cream clothing (shirts, trousers and hats) shall be deemed white. Caps worn during all scheduled Competition fixtures shall be those of the Club the player is registered with. Floppy hats shall be white or respective Club colours.
- 14.1.3** All players who bowl on turf wickets in Premier-grade, B-grade and D-grade shall wear spikes while bowling. **C-grade and E-grade players are strongly urged/recommended to wear spikes when bowling on turf pitches.**
- 14.1.4** Players representing the Committee shall not wear caps other than the official caps issued by the Committee and must wear long trousers.
- 14.1.5** Paid official Umpires shall wear blue or white shirt with collar, black or navy shorts or long trousers, white socks (if shorts worn), and predominantly white shoes and white hat.
- 14.1.6** In all scheduled one-day fixtures, affiliated Clubs shall be allowed to wear approved coloured clothing. The clothing must be approved by the Committee and shall be worn in an identical fashion in that grade. Sponsors' logos will be allowed as per this Rule, apart from the back of the shirt where any Committee approved logo(s) may be displayed. Failure to wear identical clothing in that grade will incur a penalty of 0.25 match points per item of clothing.
- 14.1.7** Garments such as long sleeved "skins" may be worn by players. The garment shall be the same colour as the playing shirt or "skin" coloured, if short sleeved shirt is worn, or alternatively, a long-sleeved playing shirt to cover the garment if garment colour is different to playing shirt. Penalty of 0.25 points per player will apply if this rule is not adhered to.
- 14.2 Exceptions to Dress Conditions**
  - 14.2.1** With the consent of the Committee, Club logos and sponsors logos, or a combination of both, may be permitted on shirt pockets or sleeves of players' uniforms. Each logo shall be no larger than pocket size. Up to a maximum of four different logos positions are permissible as follows:
    - 14.2.1.1** Club logo on left hand breast of shirt;
    - 14.2.1.2** Competition Logo on right hand breast of shirt;
    - 14.2.1.3** Up to two logos on right sleeve must both fit into one pocket size;
    - 14.2.1.4** Up to two logos on left sleeve, must both fit into one pocket size;
    - 14.2.1.5** One Logo on the lower half of the front of the shirt; and / or
    - 14.2.1.6** One Logo on the lower half of the back of the shirt.
  - 14.2.2** All sponsors' logos must be presented to the Committee for approval prior to Clubs having logos printed. Each Club must advise the Committee prior to each season commencing, of that Club's logos for the coming season, regardless of whether those logos were approved for the previous season. Official umpires will penalise respective teams under Rule 15.4, for the use of non-approved logos.
- 14.3 Lower Grades**

Players in C-grade, D-grade and E-grade may wear white shorts instead of trousers.
- 14.4 Enforcement of Dress Conditions**

Umpires and Captains shall include a report of offences against dress conditions in their matches. A penalty of \$10 per player capped at \$30 for B grade & below shall be applied for each individual piece of clothing which does not comply.

## **15. Ground and Pitch Preparation**

### **15.1 Playing Area to be Marked**

All ground shall have the scoring boundary defined by cones, or similar markers, placed at intervals of not more than 20 metres. A required minimum distance of 2.50 metres inside the perimeter fencing or advertising signs shall apply. It is recommended that the playing area be approximately 150 metres long and 130 metres wide.

### **15.2 Preparation of the Pitch**

During minor round matches, the pitch may be swept, watered, mown and/or rolled prior to play on each day allotted for play. In major round matches, any work carried out after play commences on the first day shall be at the direction of the Umpires after consultation with the Curator.

**15.3 Covers**

**15.3.1** Covers may be used on all pitches and surroundings where competition matches are scheduled. Wherever possible, the pitch, the surrounding area and the bowler's run-ups shall be entirely protected against rain up to the commencement of play, and for the duration of the match. If players are forced from the field due to rain, the duty team must cover the pitch.

**15.3.2** If a cover can be obtained, the Committee can require the duty side to cover the pitch on any ground on which competition matches are scheduled.

**16. Implements of the Game**

**16.1 Balls**

Schedule 1 of these Rules lists cricket balls currently approved for use by this Competition.

**16.2 Custody of the Ball in Use**

The ball in use in all incomplete innings shall, at the fall of each wicket, at every break in play and at the termination of the day's play (except at the conclusion of the match), be taken charge of by one of the Umpires and such ball shall be used upon the resumption (if any) of such incomplete innings. Should such ball not be available, a ball in similar condition thereto shall be used. In the event of an appointed Umpire not officiating, the ball shall be kept by the opposing Captain.

**16.3 Prohibited Stumps**

The use of metal shod, and metal ferruled stumps is prohibited in all Competition fixtures.

**17. Adverse Weather Conditions**

**17.1 Cancellation of Play**

In the event of inclement weather, the Committee is empowered to call off all play for the day in matches that have not previously commenced. Such a decision shall be made before 10.30 am and will be immediately communicated to Club Presidents and / or Team Captains.

**17.2 Umpires to Decide Fitness of Pitch**

**17.2.1** In all other cases, the fitness of the pitch, ground, weather and light for play, shall be decided by the Umpires acting in accordance with Laws 2.7 and 2.8.

**17.2.2** Before commencement of play on any day, Umpires shall see that any necessary steps are taken to improve the ground or pitch with a view to expediting play, and shall not draw stumps until the hour fixed by the rules for the conclusion of the day's play, unless satisfied there is no possibility of play.

**17.2.3** If, in the opinion of the Umpires, play would cause damage to the pitch, which would seriously affect the pitch in future games, they should not allow play until such damage is unlikely to occur.

**17.3 Cyclone Watch or Warning**

**17.3.1** When a cyclone watch is declared, matches may continue at the discretion of the umpires of the game in progress, and/or the committee.

**17.3.2** When a cyclone warning is declared, all matches for the duration of that warning must be abandoned immediately, including any match that is in progress at the time of the declaration.

**17.4 Lightning Standard – 30/30 Safety Procedure**

Darwin Cricket shall comply with the AS1768-2007, entitled the Lightning Protection Standard, published on 10 January 2007 (Lightning Standard). While the Lightning Standard will not necessarily prevent damage or personal injury due to lightning, it will reduce the probability of such damage or injury occurring.

**30/30 Safety Procedure**

- In the absence of specific information from weather radar, a lightning location system, or a specialised warning device then the 30/30 Safety Procedure should be used.
- According to the 30/30 Safety Procedure, when lightning is considered to be a possible threat to cricket, the following procedures are applicable:
- The observation of approaching storm clouds, the first flash of lightning or clap of thunder, no matter how far away should heighten lightning awareness.

- A simple method of determining the distance to the storm cell is to measure the time elapsed from when the lightning flash is observed and when the associated clap of the thunder is heard.
- Light travels faster than sound. Assuming that the light from the flash reaches the observer instantaneously and knowing that sound takes approximately three (3) seconds to travel one (1) kilometre, the distance can be determined by using the following rule: Distance (in KM) = Time from observing the flash to hearing thunder (in 3 seconds).
- It is important to remember that lightning may be obscured by clouds so it must be assumed that when thunder is heard, lightning is in the vicinity. In such cases, careful judgement must be used to determine whether a threat exists.
- The first part of the “30/30” rule is a guide to the suspension of activities. Most experts agree that the accepted “safe” distance from lightning is greater than 10km. This means that as the time interval between observing the flash and hearing the thunder approaches 30 seconds, all those in exposed areas should be seeking or already inside safe shelters. A storm cell with lightning activity within 10km constitutes a threat.
- The second part of the 30/30 rule provides the criteria for the resumption of activity which is applicable to decisions made with BOM access as well. Here, it is recommended that people wait a minimum of 30 minutes after the last sighting of lightning or sound of thunder. This figure is based on the observation that the typical storm moves at about 40km/h. Thus, waiting 30 minutes allows the thunderstorm to be about 20km/h away, minimising the likelihood of a nearby lightning strike.
- It is important to emphasise that blue skies and lack of rainfall are not adequate reasons to breach the 30 minutes minimum return-to-activity rule.
- In Summary: If thunder is heard within 30 seconds of a lightning flash, all activities should stop, with participants seeking shelter immediately. Resumption of activities should not occur until after 30 minutes have elapsed since the last sound of thunder or sight of lightning.

## **PART C: Behaviour, Conduct and Disputes**

### **18. Conduct**

#### **18.1 Introduction to Conduct**

The Committee expects all players, officials, umpires, spectators and staff to demonstrate exemplary conduct in connection with the playing of cricket within this Competition and to uphold the Spirit and Laws of Cricket.

#### **18.2 Member Protection Policy**

Member Protection Policy will be in accordance with NT Cricket policy.

### **19. Code of Behaviour**

#### **19.1 Code of Behaviour**

The Cricket Australia Code of Behaviour will provide the basis for determining fair and unfair behaviour. However, the Committee retains the right to depart from the strict application of the Code in exceptional circumstances.

Schedule 2 of the Competition Rules provides for the fixed penalties and Code of Conduct of the Competition.

#### **19.2 Appeal**

An appeal may be lodged by the player/club within 48 hours as per section 27.1. However, the player may NOT play in any Northern Territory Cricket sanctioned Cricket match until he has faced the Commissioner or Tribunal.

### **20. Breaches of the Code of Behaviour**

#### **20.1 Procedures for Breaches of the Code of Behaviour**

**20.1.1** All players, officials, Club members and spectators are liable to be reported for breaches of the Code of Behaviour under these rules.

**20.1.2** An alleged breach of the Code of Behaviour may be reported by:

- a player participating in the particular match in which an alleged breach occurs;
- either or both Umpires;
- an executive member of the Clubs participating in the match in which the alleged breach occurred;
- the Chief Executive Officer (CEO) of the NTCA;



- any Board member of the NTCA or any member of the Competition Committee.
- 20.1.3** Where an Umpire wishes to report an alleged breach of the Code of Behaviour, the Umpire shall, at the end of the match, complete the prescribed Umpire's Report Form and shall forward a copy of the Report, together with any further written submission to the CEO or his nominated delegate by 4:30 pm on the first business day after the completion of the match.
- 20.1.4** Where an Umpire reports a player, Club official or spectator for an alleged breach of the Code of Behaviour, the Umpire shall at the end of the match (or at the end of the playing day) advise the captain of the relevant team of that Report. Where a Player or Official wishes to report an alleged breach of the Code of Behaviour, that person shall forward a written submission to the Committee by 4:30 pm on the first business day after the completion of the match.
- 21. Disciplinary Panel**
- 21.1 Disciplinary Panel Powers and Procedures**  
The Committee shall utilise the services of NT Cricket's Code of Behaviour Commissioners appointed as per Rule 3.5 as its Disciplinary Panel.
- 22. Appeal from Disciplinary Panel**
- 22.1 Appeal Panel Powers and Procedures**
- 22.1.1** Any appeal against the decision of the Disciplinary Tribunal must be lodged with the CEO, NTC, within 48 hours of that decision being handed down.
  - 22.1.2** Only parties involved in the original Disciplinary Tribunal hearing are eligible to lodge an appeal.
  - 22.1.3** Any appeal lodged shall be accompanied by a Fee of \$250.00, refundable upon Appeal being upheld or at the discretion of the Appeals panel.
  - 22.1.4** Any Appeal must be heard within seven (7) days of lodgement.
  - 22.1.5** The decision of the Disciplinary Panel shall stand until the Appeal is heard.
  - 22.1.6** The Appeals Panel shall act in accordance with the Guidelines provided by NT Cricket.
  - 22.1.7** The decision of the Appeals Panel is final.

## **PART E: RECORDS, AWARDS AND REPRESENTATIVE COMPETITIONS**

- 23. Scoring**
- 23.1 Provision of Scorer**  
It is the responsibility of each team to provide a scorer. In the event of a dispute arising over scores where one team has not provided a scorer, their opponent's record of scores shall be accepted by the Committee as a true and accurate record.
- 24. Match Reports**
- 24.1 Match Reports – All Grades**
- 24.1.1 Procedure for data entry in the MyCricket online database**
- 24.1.1.1** Each Club in each Grade competing in the Grade Cricket Fixtures shall enter the names of the selected players in each of their teams prior to the commencement of the match.
  - 24.1.1.2** The first named Club in the Premier Grade shall enter the result and full first day scorecard no later than midnight following the completion of the first day of a two-day match.
  - 24.1.1.3** The first named Club in all other Grades competing in the Competition Fixtures shall enter the result of the match no later than 24 hours following the completion of each match. If the away team wishes to enter the result of the match, it may do so.
  - 24.1.1.4** The home team and the away team shall enter the full scorecard for their respective teams, no later than 48 hours following completion of each match.
  - 24.1.1.5** The second named team in each Grade competing in the Grade Cricket Fixtures shall review and either confirm or dispute the result and/or full scorecards within 72 hours of the completion of the match.

**24.1.1.6** In respect of all Competition Fixtures, for teams receiving a forfeit, an entry of the result on the database is required listing the result of the match, and the names of the selected players.

**24.1.1.7** Should any Club commit any breach of this Rule, a penalty of 2 Match Points **may** apply:

**24.1.1.8** To avoid the above penalty being applied, the following match data will need to be included in all scorecards;

- *Player's Name and Initials*
- *Correct Batting and Bowling orders*
- *Fall of Wickets*
- *All catches by wicketkeeper and fieldsmen*
- *All boundaries scored by batsmen*
- *Balls faced by batsman and minutes (if known)*
- *Any special Fielding events such as Hat Tricks etc*

The Committee **reserves the right to** waive or vary any such penalty.

## **24.2 Captains' report on official umpire performance and appraisal of conditions**

Captains' Reports on MyCricket covers appraisal of umpire performance and ground conditions.

In a match in any grade where there is one or more official umpire, both captains must complete and lodge the Captains' Reports on MyCricket within 48 hours of the completion of each match.

Penalty for non-compliance of above by captains will be 0.25 match points.

## **24.3 Umpires' match report**

Within 48 hours of the conclusion of each match the umpires shall together lodge an Umpires' Match Report on MyCricket.

In the event of any umpire not lodging this report or his votes or any of the awards under these Rules, within the required time frame, fine of \$10 shall be deducted from that umpire's match fee.

## **25. Trophies**

### **25.1 Conditions for Trophies**

**25.1.1** Trophies shall be awarded by the Competition at the end of each season as it sees fit. Conditions for consideration of trophies are:

- Batsmen - must have played in at least half the games in that grade and scored at least 250 runs.
- Bowlers - must have played in at least half the games in that grade and have taken at least 20 wickets.
- Players found guilty of an offence and dealt with under Part D of these Rules will be ineligible to win Ralph Wiese Medal or Cricketer of the Year awards.

**25.1.2** **Players found guilty of an offence under Part D of these Rules and suspended for a period of 4 games (or more) will be ineligible to win any award.**

## **26. Representative Teams**

### **26.1 Representative Team Selection**

**26.1.1** **Any Team Selection that forms part of the Northern Territory Cricket player pathway shall fall under the control of the Northern Territory Cricket Pathways Manager.**

### **26.2 Replacement Players**

**26.2.1** Should any player during a match, be required by the Committee, the Northern Territory Cricket selectors or Cricket Australia National selectors for representative playing duties, these duties shall take precedence. The player's Club will then be able to select a similar standard replacement player for the remainder of the match concerned.

**26.2.2** The player's Club will submit nominations to the opposing Club captain prior to the start of the match, seeking approval for the replacement player. This approval shall not be unreasonably withheld.

**26.2.3** If, after a replacement player has been chosen, the replaced player's services are no longer required by the Committee, the player may resume his place provided that his replacement has not batted or bowled in his absence. If the replacement has batted or bowled, the player may take no further part in the match and his replacement must continue in his stead.

**26.2.4** The replacement player law will apply down through the grades, so that Club will be able to replace each replacement player right to the lowest side of that Club. In the case of the bottom side, the Club will be able to nominate a "qualified" reserve not previously selected in that round of matches, to fill this last vacancy.

**27. Schedules to Darwin and Districts Cricket Rules**

**27.1** Playing conditions for the Senior, Junior, Women's and Twenty/20 competitions can be found as schedules to the Darwin and District Cricket Competition Rules.