

**ACT SUNDAY SOCIAL  
CRICKET ASSOCIATION  
COMPETITION HANDBOOK**

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COMPETITION HANDBOOK**

**TABLE OF CONTENTS**

<b>PART A – EXPLANATORY NOTES .....</b>	<b>3</b>
1. Laws of Cricket.....	3
2. Umpiring.....	3
3. Scoring.....	4
4. Disputes.....	4
5. Match Starting Times.....	4
6. Prohibition on Glass Bottles on the Field .....	5
7. Results.....	5
<b>PART B – COMPETITION RULES .....</b>	<b>5</b>
<b>SECTION 1 – FORM OF THE COMPETITION .....</b>	<b>5</b>
1. Competition Format and Schedule.....	5
2. Results.....	5
3. Premierships.....	6
4. Trophies .....	6
5. Semi-Final and Grand Final Matches .....	6
6. Points System.....	7
7. Relative Ranking of Teams.....	7
<b>SECTION 2 – QUALIFICATION OF PLAYERS .....</b>	<b>8</b>
8. Qualification of Players .....	8
<b>SECTION 3 – BREACHES AND PENALTIES .....</b>	<b>8</b>
9. Player Misconduct .....	8
10. Forfeiture of Matches.....	8
11. Other Breaches.....	9
<b>SECTION 4 – PLAYING CONDITIONS .....</b>	<b>9</b>
12. Laws of Cricket to Apply.....	9
13. Trial Run-Ups .....	9
14. Bowling.....	10
15. Approved Cricket Balls.....	10
16. No-Ball.....	10
17. Dead Ball .....	10
18. Time Keeping.....	10
19. Match Start Times and Change of Innings.....	11
20. Length of Innings.....	11
21. Incomplete Over.....	11
22. Absence of Players at the Start of Play .....	11
23. Drinks.....	11
24. Players Leaving the Field.....	12
25. Duties of Captains.....	12
26. Fitness of Conditions for Play.....	12
27. Matches Affected by Pitch, Ground, Weather and Light Conditions .....	13
28. Dress .....	13
29. Cancellation or Rescheduling of Matches and Changes of Venue .....	13
30. General.....	13

**ACT SUNDAY SOCIAL CRICKET ASSOCIATION  
COMPETITION HANDBOOK**

**CONDITIONS OF PLAY**

**PART A – EXPLANATORY NOTES**

**1. LAWS OF CRICKET**

As stated at Rule 12, all matches are to be played in accordance with the Laws of Cricket as recognised by Cricket Australia, except as altered by Part B – Competition Rules.

**Sledging**

While sledging will not attract a five (5) run penalty, it is an offence consistent with the general Laws of Cricket and Captains are to prevent it occurring.

**No-Ball (Rule 16)**

The Association has amended the fast, short-pitched bowling ('bouncer') rule so that any delivery, which after pitching, passes or would have passed over the chest of the striker standing at the crease is a no ball – see Rule 16.2.

The Association has amended the high, full-pitched bowling ('bean-ball') rule to disregard the pace of the bowler so that any full-pitched delivery over the waist of the striker standing upright at the crease is a no-ball – see Rule 16.3.

**Wides**

Wides are deliveries (other than no-balls) that the batsman cannot reach from a normal batting stance. A ball is not a wide if the batsman has made contact with it. One run is scored for a wide (unless the batsmen are able to run additional runs, or the ball goes to the boundary) and it should be recorded against the bowler as a circled dot and an extra ball must be bowled.

The wide rules used in International One-Day Cricket do not apply to the ACTSSCA competition.

**Other Experimental Laws**

Other experimental laws may be in place from time to time. The Association will provide advice to Captains in regard to these and this advice should be kept with this handbook.

**2. UMPIRING**

Except where the Association has appointed official umpires, the batting team must arrange two umpires, both of whom must know the Laws of Cricket and the umpiring signals.

## **ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK**

### **Replacement of Umpires**

Except where the Association has appointed official umpires, the fielding captain may at any time require the captain of the batting team to immediately replace an umpire. Any decision made by the replaced umpire to that point stands. This power should be used with discretion and with regard to the social spirit of ACTSSCA cricket.

### **3. SCORING**

The batting team is required to keep score in a cricket scorebook. It is not a requirement to keep score for both teams. It is important to keep accurate scores so that the other team can get relevant statistics for their team.

### **4. DISPUTES**

The disputes procedures are set out in the Association By-laws.

All disputes must be referred to the Committee, in writing through the relevant Grade Coordinator, within 48 hours of the completion of the match.

Captains may also make comments to the Committee, in writing through the relevant Grade Coordinator, regarding conduct of matches, players or umpires, the state of pitches and grounds and any other relevant matters.

### **5. MATCH STARTING TIMES**

Matches shall commence promptly at 12.30pm, unless otherwise previously mutually agreed by competing Captains, subject to the prevailing ground hire period, or previously notified by the Committee through the Grade Coordinator – see Rule 19.1. Unless otherwise advised by the Committee through the Grade Coordinator, the ground hire period for any match is from 12.30pm to 6.00pm.

It is the responsibility of each Captain to provide one set of stumps and bails and a minimum of six (6) boundary markers, which are to be set up prior to the agreed start time.

Boundaries are to be marked by common agreement of Captains before the start of play, with a minimum of twelve (12) boundary markers to be placed in total.

A Captain may claim a forfeit win in the event of the opposition not being ready to play by a certain time. Captains should be aware of:

- Rule 10.3, regarding forfeits; and
- Rule 22, regarding the absence of players at the start of play.

A team shall not be permitted to commence play till it has 8 players – see Rule 10.3.

A forfeit may be claimed one half-hour after the scheduled start time – see Rule 10.3.

A forfeit without sufficient notice may attract a team fine – see Rule 10.1.

## **ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK**

### **6. PROHIBITION ON GLASS BOTTLES ON THE PLAYING FIELD**

Taking glass bottles on the playing area represents a danger to all users of the ovals we play on. It is prohibited to take glass bottles onto the field at any time under both the ground hire conditions set by the ACT Government and under Rule 23.4.

A Captain may claim a forfeit win in the event the opposing team (whether batting or fielding) has glass bottles on the field, and the opposing Captain fails to immediately remove all glass bottles in question upon being informed of the breach – see Rule 10.4.

### **7. RESULTS**

The Captain of the winning side must notify the Grade Coordinator of the result (in the format Team A Wickets/Runs defeated Team B Wickets/Runs) by 8.00pm on the Wednesday following the match or the result will be recorded as a draw – see Rule 2.1.

## **PART B – COMPETITION RULES**

### **SECTION 1 – FORM OF THE COMPETITION**

#### **1. Competition Format and Schedule**

1. The competition shall be played in accordance with the program determined by the Committee prior to each season and will consist of one day, limited overs matches.
2. The competition program shall be entirely scheduled within the period between the Spring and Autumn compulsory shutdowns of ACT Government sports grounds.
3. Subject to the limitations on available playing days imposed by Rule 1.2 and at the ultimate discretion of the Committee under Rule 1.1, the Sunday during the Canberra Day long weekend shall not be programmed as a playing day.

#### **2. Results**

1. The result is to be decided on the first innings with the winning team being the team scoring the most number of runs at the completion of the innings of the team batting second, completion of an innings being taken either as the expiry of the maximum number of overs for the innings or the dismissal of the batting team.
2. The result of an incomplete match, or of a match abandoned without a ball being bowled and not otherwise rescheduled, is a draw (see also Rule 27).
3. The Captain of the winning team must notify the appropriate Grade Coordinator of the result (in format Team A Wickets/Runs defeated Team B Wickets/Runs) by 8.00pm on the Wednesday following the match or the result is deemed a draw

## ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK

### 3. Premierships

1. Subject to Rule 5.3 (finals matches tied, incomplete, or abandoned without play and not rescheduled), the team winning the grand final match for a grade shall be declared premiers for that grade.
2. Unless already in the highest competition grade, grade premier teams shall be promoted to a higher grade in the succeeding season.

### 4. Trophies

1. The Association shall award to the premier team in each grade the grade perpetual trophy, which shall be held by that team until the start of the following season.
2. (deleted 1 September 2017)
3. Other trophies and prizes may be awarded to teams or players as decided by the Committee.

### 5. Semi-Final and Grand Final Matches

1. At the conclusion of the competition rounds, final series matches shall be played for each grade under the following system:

Week 1:

Semi-Final 1: 1<sup>st</sup> vs 4<sup>th</sup>

Semi-Final 2: 2<sup>nd</sup> vs 3<sup>rd</sup>

Week 2:

Grand Final: winner Semi-Final 1 vs winner Semi-Final 2

2. In any final series match, if the allocated pitch or ground is agreed by the competing Captains to be unfit for play (see Rule 26) and if the weather and light conditions otherwise permit play (see Rule 26), then the competing sides must contact the Grade Coordinator immediately to seek to relocate to another ground to play the match on that same day.

*Finals matches tied, incomplete, or abandoned without play and not rescheduled*

3. If any final series match is tied, starts but is not completed, or is abandoned without play due to adverse playing conditions and not rescheduled (see Rule 26, Rule 27), the team which finished higher in the competition round at the conclusion of the competition rounds shall be declared the winner of that match.

## ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK

### *Washed out Semi-Finals*

4. If both Semi-Finals in a grade are abandoned without play due to adverse playing conditions (see Rule 26, Rule 27) and, subject to Rule 1.2 and Rule 1.3, is not otherwise rescheduled before the date of the Grand Final, both the grade Semi-Finals and the grade Grand Final shall be played on the date of the Grand Final on a limited overs basis of 20, six-ball overs per innings at venues set by the Committee.

### *Washed out Grand Final*

5. Subject to the constraints of Rule 1.2 and Rule 1.3, if a Grand Final is abandoned without play on its original scheduled date due to adverse playing conditions (see Rule 26, Rule 27), the match will be rescheduled once only on a reserve date and at a venue set by the Committee.

## **6. Points System**

1. In all competition matches, other than finals series matches or as otherwise stipulated by the Committee, points shall be awarded as follows:

Win = 2 points

Tie = 1 point

Draw = 1 point and no runs and wickets recorded for percentage calculation

Loss = 0 points

2. A team forfeiting a match (see Rule 10) shall receive no points and their opponents shall be awarded the maximum number of points received by any team in that grade for that round.
3. Where there is a bye (i.e. in the event of an uneven number of sides in a particular grade) the bye team shall receive the maximum number of points received by any team in that grade for that round.

## **7. Relative Ranking of Teams**

1. If two (2) or more teams are equal in points, their relative positions in the competition shall be determined in the following manner:
  - i. Places in each grade will be decided on a percentage system if points are equal at the end of a competition round (i.e. excluding finals series matches).
  - ii. The percentage will be calculated as follows, subject to Rule 6.1 with respect to draws:  
  
total runs scored divided by total wickets lost ('runs per wicket for')  
*divided by*  
total runs conceded divided by total wickets taken ('runs per wicket against')
  - iii. The percentage shall be calculated to as many decimal places required to place teams relative to each other.

**ACT SUNDAY SOCIAL CRICKET ASSOCIATION  
COMPETITION HANDBOOK**

**SECTION 2 – QUALIFICATION OF PLAYERS**

**8. Qualification of Players**

1. To be eligible to play in a team competing in a final series match, a player must have played at least three matches with that team during the competition rounds.
2. Before the start of a final series match, a Captain may inspect an opposing team's scorebook(s) for that season to determine compliance with this rule.

**SECTION 3 – BREACHES AND PENALTIES**

**9. Player Misconduct**

1. In the event of player misconduct in a match where official umpires are not present, the opposing Captain (or the Captain's representative, such as an umpire) may seek the intervention of the Captain of the offending player to stop the misconduct.
2. An opposing team may report a player for misconduct.
3. A complaint alleging misconduct on the part of a player shall be lodged in writing with the Committee, through the Grade Coordinator, not more than 48 hours after the misconduct was alleged to have occurred.
4. A player shall be deemed to have been informed of a report alleging misconduct on his part upon notification to his team's Captain by the Committee.
5. A player reported for misconduct in a competition match or for misconduct arising out of a competition match may be suspended by the Committee for such time as it thinks fit.
6. During such a suspension, a player shall not participate in any match under the jurisdiction of the Association.
7. MCC Law of Cricket 42 (Player's Conduct) allowing in-match penalties for player misconduct shall only apply in a match where official umpires are present.

**10. Forfeiture of Matches**

1. If a team is forced to forfeit a match the Captain must inform both the opposing Captain and the Grade Coordinator at least give (5) business days prior to the scheduled date of the match.
  - i. Failure to do so will result in the forfeiting team being fined an amount equivalent to the ground hire cost of the ground.
  - ii. If payment of a fine is not made by an offending team then the following year's registration fees for that team will include the additional cost of the unpaid fine.



## **ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK**

2. Where there is reason to alter the draw to enable a match that would otherwise be forfeited to be played on another date, the competing Captains must jointly apply in writing to the Committee through the Grade Coordinator at least five (5) business days prior to the scheduled date of the match, proposing the new match date.
  - i. The Committee shall consider each application on its merits and the decision of the Committee whether to reschedule the match and on what date (subject to Rule 1.2, Rule 1.3, Rule 5.4, Rule 5.5, and Rule 29) will be final.
3. A team may claim a forfeit if it has at least eight (8) players at the scheduled venue at 12.30pm on match day and is ready to play and the opposing team either:
  - i. has not at least eight (8) players at the venue by 12.30pm; or
  - ii. has at least eight (8) players at the venue by 12.30pm but is not ready to commence play (see Rule 15) at 1.00pm.
4. A Captain may claim a forfeit win if the opposing team (whether fielding or batting) has glass bottles on the field and the opposing Captain fails to immediately remove all glass bottles in question upon being informed of the breach (see also Rule 23.4).
5. If a team regularly forfeits matches, the Committee may, at its absolute discretion, exclude such a team from further participation in the competition and remove all points gained against that team from the points table for that grade.

### **11. Other Breaches**

1. It is the responsibility of Captains to leave the ground in a clean and tidy manner.
2. If rubbish is left on a ground or its surrounds and the Association is fined by the responsible authority then any fine levied against the Association as the ground hirer will be passed to the teams that played on the ground on the date of the offence.
  - i. If payment of its share of a fine is not made by an offending team then the following year's registration fees for that team will include the additional cost of the unpaid fine.
3. If the Committee is satisfied that the leaving of rubbish leading to a fine was the action of one team then the whole fine will be directed to that offending team.

## **SECTION 4 – PLAYING CONDITIONS**

### **12. Laws of Cricket to Apply**

1. All matches are to be played in accordance with the Laws of Cricket as recognised by Cricket Australia, except as altered by these Competition Rules.

### **13. Trial Run-Ups**

1. A bowler may only have a trial run-up prior to the commencement of play and, once play has begun, prior to the commencement of a bowling spell, subject to the agreement of an umpire who is satisfied that it will not cause a waste of time.

## **ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK**

### **14. Bowling**

1. A bowler shall not be permitted to bowl more than eight (8) overs in an innings, including both competition rounds and finals series matches.
2. Where the maximum number of overs in an innings is reduced to less than 40 overs, the maximum number of overs a bowler shall be permitted to bowl in an innings is reduced on a pro-rata basis (e.g. to four (4) overs in a 20 overs per innings match).

### **15. Approved Cricket Balls**

1. The Captain of the fielding side shall provide the ball for each innings.
2. The Association's approved ball must be used in each innings.
3. If a Captain is unable to produce an approved ball at the commencement of play (see Rule 25 Duties of Captains) that Captain's team is not ready to commence play and the provisions of Rule 10.3 regarding forfeiture of matches apply.
4. The Committee shall inform Captains of the currently approved ball when distributing the season draw.

### **16. No-Ball**

1. A ball that does not land fully on the pitch (i.e. off the pitch, or on the edge so that the delivery veers off line) on the first bounce shall be called a no-ball.
2. A full toss that lands beyond, but in line with, the pitch is not a no-ball.
3. Any delivery which, after pitching, passes or would have passed over the chest of the striker standing upright at the crease is a no-ball.
4. Any full pitched delivery over the waist of the batsman standing upright at the crease is a no-ball, regardless of pace.

### **17. Dead Ball**

1. On synthetic pitches with a mid-pitch join, a delivery that strikes the centre join is a dead ball and is to be rebowled.
2. If a ball splits during play and causes a delivery to produce an untrue bounce when it strikes the pitch, the umpire shall declare the delivery a dead ball and require the ball to be replaced and rebowled.

### **18. Time Keeping**

1. Captains shall agree on a time piece to be used for time keeping purposes before the start of play.

## **ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK**

### **19. Match Start Times and Change of Innings**

1. Matches shall start at 12.30pm, unless previously notified by the Committee through the Grade Coordinator, or unless otherwise previously mutually agreed by competing Captains subject to observance of the prevailing ground hire period.
2. An interval between innings of not less than 10 minutes and not more than 20 minutes shall be observed.
3. Captains, by mutual agreement, may reduce the interval between innings to less than 10 minutes.

### **20. Length of Innings**

1. Except as specified under Rule 5.4, all matches shall be conducted on a limited overs basis of 40, six-ball overs per innings.
2. The numbers of overs per innings to be bowled may be varied downwards subject to the agreement of both Captains, but shall not be less than 20 six-ball overs per innings.
3. Matches shall end as soon as a first innings result is obtained (see Rule 2.1).

### **21. Incomplete Over**

1. Where a bowler commences an over beyond the maximum allowed per bowler (see Rule 14), or is unable to complete an over due to injury, the balls bowled in that over to that point shall stand but that bowler shall cease bowling and another member of the fielding side (who has not already bowled the maximum number of overs permitted per bowler) shall complete the over.
2. The player completing the over is not permitted to bowl more than the maximum number of overs per bowler and may not commence a subsequent over where completing that over would result in the player bowling in excess of the allowed maximum.

### **22. Absence of Players at the Start of Play**

1. Where players are absent at the start of play, but are expected to participate in the match, it is the responsibility of the Captain of the fielding team to advise the other Captain prior to the match starting.
2. An absent player can only enter the field at the end of an over.

### **23. Drinks**

1. Drinks may be taken, on or off the field, once in each innings, at the discretion of the fielding Captain.

## **ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK**

2. As a guide to fielding Captains, a drinks break of around 10 minutes should be customarily taken at the completion of the 20<sup>th</sup> over of an innings.
3. In excessively hot weather, and by the agreement of both Captains before that innings commences, drinks may be allowed a second time in the innings, with the timing of the breaks in the innings at the discretion of the fielding Captain.
4. Glass bottles may not be taken onto the ground during drinks breaks, or at any other time, and doing so may trigger forfeiture provisions under Rule 10.4.

### **24. Players Leaving the Field**

1. No player may leave the field during the match without the approval of the umpires.

### **25. Duties of Captains**

1. Prior to the commencement of play, the competing Captains shall toss a coin to determine which side bats first, confirm starting time (see Rule 19), confirm the number of overs to be bowled in each innings (see Rule 20), confirm the opposition understands the wide and no-ball rules in force (see Rule 16), and inspect the opposing team's cricket ball (Rule 15).
2. Upon the completion of play, the competing Captains shall ensure that the scores are agreed to.
3. In the best interest of the Association and of cricket, Captains are to ensure that matches are played: in the spirit of the game and in accordance with its Laws; in a friendly manner; and in a manner that encourages active participation by all team members.
4. Captains are responsible for the conduct of their players during matches, including ensuring that players conduct themselves lawfully and in a manner consistent with community standards of acceptable public behavior.

### **26. Fitness of Conditions for Play**

#### *Matches independently umpired*

1. In a match where official umpires are present, the umpires shall determine the fitness of conditions for play in accordance with the MCC Laws of Cricket; otherwise Rules 27.2-27.5 shall apply.

#### *Matches not independently umpired – fitness of conditions for commencement of play*

2. Captains shall decide prior to the commencement of play the fitness of the pitch, ground and light for play, and play shall not start until both Captains agree that pitch, ground and light are fit for play.
  - i. If there is no agreement within one (1) hour of the scheduled starting time then the match shall be abandoned (see Rule 27.2 and Rule 2.1).

## **ACT SUNDAY SOCIAL CRICKET ASSOCIATION COMPETITION HANDBOOK**

3. Captains shall consider the ground as unfit for play when it is so wet and slippery or otherwise unsafe (e.g. damaged run-ups) as to deprive the bowlers of a reasonable foothold, the fieldsmen (other than deep fielders) of the power of free movement, or the batsmen the ability to play their strokes or to run between wickets.
  - i. Play is not to be suspended merely because the grass and the ball are wet or the ground is uneven.
  - ii. Captains must consider the possibility of injuries to players and damage to grounds in determining whether a ground is fit for play.

### *Matches not independently umpired – fitness of conditions after commencement of play*

4. Captains shall decide the fitness of pitch and ground conditions for play after commencement of play, applying the criteria in Rule 27.3.
  - i. If Captains disagree, the prevailing situation will continue until the Captains agree to alter it.
5. Captains shall decide the fitness of the light for play after commencement of play, with batsmen at the wicket deputising for their Captain during actual play.
  - i. If Captains disagree, the prevailing situation will continue until the Captains agree to alter it.

## **27. Matches Affected by Pitch, Ground, Weather and Light Conditions**

1. Any match that starts but is not completed due to pitch, ground weather or light conditions is deemed a draw (see also Rule 2.2) and shall not be rescheduled.
2. A match that does not start (is ‘abandoned without a ball being bowled’) due to pitch, ground, weather or light conditions, and is not otherwise rescheduled (see Rule 5.4, Rule 5.5, Rule 29), is deemed a draw (see also Rule 2.1).

## **28. Dress**

1. There is no set standard of dress.
2. Captains are to ensure their players wear clothing that is appropriate to playing cricket in a comfortable and safe manner.

## **29. Cancellation or Rescheduling of Matches and Changes of Venue**

1. Subject to Rule 1.2, Rule 1.3, Rule 5.4, Rule 5.5 and Rule 27.1, the Committee shall decide if matches are to be cancelled or rescheduled or venues changed.
2. Ordinary (i.e. non-finals) matches may only be rescheduled to a date that falls before the last round of ordinary matches for the relevant grade.

## **30. General**

(There are no current rules for this item)