

PART 2 - SUMMER SATURDAY COMPETITION BYLAWS

SUMMER

Saturday Rules applying to



WAREHOUSE
CRICKET
ASSOCIATION QUEENSLAND INC

All Warehouse Cricket Summer

Saturday Rules applying to

All Warehouse Cricket Summer Competitions

These rules shall take effect as from
01 September 2017

See separate files for

**General Rules &
Sunday Competitions &
Code of Conduct**

PART 2 - SUMMER SATURDAY COMPETITION BY-LAWS

TWO DAY FIXTURES

1.1 Playing Times

A1		Other Grades:	
Commence	12.30 pm	Commence	1.00 p.m.
Finish	6.00 pm.	Finish	5.50 p.m.

NOTE: EARLY STARTS (Oct and March)

Where a Summer Fixture commences on or earlier than **10th October** the above times will be brought forward by **30 min** to allow for light.

This also applies to any fixture commencing on or after **20th March** (including the Saturday fixtures of any semi-final or final)

- (a) **Time Lost:** A penalty of 0.25 points for each four (4) minutes lost will apply to teams who are not ready to commence at the appointed time. (This will only apply when a Badged Umpire is in attendance.) The Statistician will only deduct these points on receipt of a written report from the Officiating Umpire.
- (b) During a match the side batting may declare its innings closed at any time.
- (c) There is no requirement to bowl 20 overs in the final hour of play in a two-day game. **A minimum** number of overs shall be bowled each day.

A1	80 Overs per day
All Other Grades	70 Overs per day
- (d) In the event of a bowler being unable to complete an over for any reason the over shall be completed by another bowler, subject always to the Laws of Cricket.

1.2 Tea Breaks and Drinks

(all times below are 30 minutes or ½ hour earlier as per notes for early season or late season games as indicated in 1.1)

- (a) A tea-break of twenty (20) minutes will normally be taken at 3.30 p.m. during a two (2) day game, for all grades other than A1, unless an innings is terminated within 30 minutes of the scheduled time, in which case, tea will be taken immediately. **All Grades, a tea break of 20 minutes will be taken from 3.10 p.m. to 3.30 p.m.**
If a tea break is to be taken, there will be two sessions of play. (see 1.3)
- (b) If play does not commence before 1.50 p.m. (A1 Grade only) & 2.15 p.m. for all other grades, no tea break will be taken and there will only be one session of play.
- (c) With the exception of the A1 Grade (see "(b)" above), at Marchant Park & Kianawah Park, the normal tea breaks will be:

3.15 p.m.	Odd Numbered Grounds
3.30 p.m.	Even Numbered Grounds
(½ earlier for Fixtures 1 & 2 & Fnals where applicable)	
- (d) If at the agreed time for the tea interval, nine (9) wickets are down, play shall continue for a period

not exceeding 30 minutes or until the innings is concluded.

- (e) One drink break of two minutes shall be taken each session. Such a drink break shall be taken between 60 and 90 minutes from the commencement of play in that session.

1.3 Minimum Overs to be Bowled in a Day.

- (a) On each day the initial minimum number of overs to be bowled shall be:

A1	80 Overs
All Other Grades	70 Overs.

- (b) When an innings ends and a new innings is to commence before the scheduled finishing time, the minimum number of overs remaining to be bowled shall be determined by dividing the time remaining for play by 4 minutes. A 10 minute break for a change of innings will be allowed.
- (c) If playing time is lost for other reasons, namely unfit ground, weather or light, or a player leaving the field due to serious injury, the initial minimum number of overs shall be reduced by the rate of one over for each 4 minutes lost.
- (d) The umpire/s shall be responsible for determining the minimum number of overs to be bowled and shall advise both captains and scorers. The umpire/s shall record the number of overs to be bowled in the scorebooks.
- (e) An over, not completed at the end of the day and subsequently completed on the second day, shall be counted as a complete over on both days for the purpose of calculating the target number of overs.
- (f) Should the minimum number of overs not be bowled, a penalty of **0.25** premiership points shall be applied to each of those overs not commenced, at the scheduled finishing time; excepting any overs which
 - (i.) The Umpire/s consider would have been commenced but for extenuating circumstances;
 - (ii.) Remain when the innings of the batting side is terminated.
 - (iii.) Remain when play is abandoned before the scheduled finishing time due to an unfit ground, weather or light conditions.
- (g) The Umpire/s shall notify the captains of any penalties following the completion of each day's play. The Statistician will only deduct penalty points arising in (f) on receipt of a written report from the officiating umpire/s.
- (h) Fractions of overs are to be ignored in the calculations pertaining to minimum number of overs.
- (i) If, at the scheduled finishing time, the minimum number of overs has not been bowled, then play shall continue if playing conditions permit, until the minimum number of overs has been completed.

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(j) No reduction of minimum number of overs shall be allowed for drink intervals or player injuries, where these occur during any of the overs which commence after the scheduled finishing time. The Umpire/s shall be responsible for determining the minimum number of overs remaining to be bowled and shall inform the fielding captain and the batsmen of the number required with this number not being subject to reduction.

- (i.) Except that on the first day, when a wicket falls during the last of the required overs and within three (3) minutes of the scheduled finishing time, **STUMPS WILL BE DRAWN IMMEDIATELY.**
- (ii.) Except that on the first day, if at the scheduled finishing time, a suspension of play occurs as a result of playing conditions and/or the players are already off the field of play, **STUMPS WILL BE DRAWN.**
- (iii.) Except that when an innings is completed after the scheduled finishing time on the first day, **STUMPS WILL BE DRAWN.**

1.4 Play on the 2nd Day.

If no play is possible on the first day of a match, a One-Day game shall be played on the 2nd day as per Saturday Rule conditions in Section 2.

1.5 No Balls:

By-Law 2.4 Shall apply to Junior and U/17 fixtures in a two-day game.

1. SATURDAY 1 DAY GAMES

2.1 Playing Times

A1 Grade:		Other Grades:	
Commence	12.30 p.m.	Commence	1.00 p.m.
Finish	6.05 p.m.	Finish	5.50 p.m.

NOTE: EARLY STARTS (Oct and March)

Where a Summer Fixture commences on or earlier than **10th October** the above times will be brought forward by **30 min** to allow for light.

This also applies to any fixture commencing on or before **20th March** (including the Saturday fixtures of any semi-final or final)

- (a) Basis of the game will be:
- | | |
|------------------|----------------------|
| A1 | 40 Overs per innings |
| All Other Grades | 35 Overs per innings |
- (b) If the innings of the side batting first has not been completed, there shall be a compulsory closure at:

A1	3.10 p.m.
All Other Grades	3.20 p.m.

The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

2.2 OVERS

- a) For any match in which the start is delayed by weather or the innings of the team batting first is otherwise interrupted by weather, in the compulsory closure time shall be adjusted on a pro rata basis to the available playing time; ie, the interval between innings shall occur midway in the time available for play. The target number of overs shall be reduced on the basis of one over for each 4 minutes or part thereof, lost from the time available for the first innings.
- b) If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second, if not dismissed, shall be entitled to bat for the maximum number of overs, if required. If the last wicket falls at, or after the time for the interval, but during an over commenced before this time, the team batting second shall be entitled to receive the same number of overs as they have delivered; fractions of overs count as full overs for this purpose.
- c) If the team fielding second fails to bowl the target number of overs, (as defined in 2.1 (b) & 2.2 (a & b)), by the scheduled time for cessation of play, the hours of play shall be extended until the required number of overs is bowled, a result is achieved or weather conditions intervene.
- d) For any interrupted or delayed match, if it is not possible for each team to bat for at least 15 overs each (all grades), then the game will be abandoned as a DRAW. This does not apply if either team is dismissed in less than 15 overs, or the team batting second achieves the target for victory in less than 15 overs.
- e) Bowlers shall bowl no more than:
- | | |
|------------------|--------------------|
| A1 | 8 Overs per bowler |
| All Other Grades | 7 Overs per bowler |
- (Subject to pro-rata adjustments as required by 2.2 (a) (eg: pro-rata to 5 bowlers)
- f) Afternoon tea interval of **15 minutes** will be taken between innings. Furthermore, in each innings a two-minute drinks break will be taken after 17 overs have been bowled, with the exception of A1, when a two-minute drinks break will be taken after 20 Overs. For matches where overs have been reduced, the necessary adjustment would have to be made as in 2.2 (a).

2.3 The Result:

- (a) The game finishes when the target score is reached.

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- (b) A result can only be achieved if each side has batted for at least 15 overs as stated in 2.2 (d)
- (c) In matches where a result can be achieved and in which the team batting second has not had the opportunity to bat for the target number of overs and has neither been dismissed, nor passed its opponent's score, the result shall be decided on the average run rate throughout each innings. Eg:

- **Using a 40 over innings:**

Note: eg: Where first team bats through innings.

Team batting first = 200 runs in 40 overs = 5.00

Team batting second = 101 runs in 20 overs = 5.05

- **Using a 40 over innings:**

Where team does not bat through innings. (all out)

Team batting first = 120 runs in 30 overs = 3.00

Team batting 2nd = 106 runs in 30 overs = 3.53

- (d) where there is no badged umpire in attendance, each captain should sign the opposition's scorebook at the end of the game to confirm the result.

2.4 NO BALLS

- (a) Law 24.1 & 42.9 of the Laws of Cricket apply except that no bowler may deliver the ball underarm.
- (b) Either umpire shall call and signal a No Ball in the following instances:
- (i.) If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, or
 - (ii.) If the ball bounces more than twice on the batting pitch or stops before reaching the popping crease at the strikers end or does not rise.
 - (iii.) All full pitched balls (all bowlers) above waist height.
 - (iv.) A Free-hit (along with relevant fielding and batting provisions) will apply to **All No-balls** in a restricted over match.

Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

2.5 WIDE BALL

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in one-day games in order to prevent negative bowling wide of the wicket.

- **LEG-SIDE:** A ball which pitches outside the line of the leg-side danger area indicator (a line drawn 30 cm from the middle stump) and

continues to move down the legside, as a guide, should be called a wide.

- **OFF-SIDE:** A ball which passes the batsman outside the line of the off-side maker (a line drawn 75 cm from the off Stump), as a guide, should be called a wide.

The above provisions do not apply if the striker makes contact with the ball

2.6 LEGSIDE FIELDING LIMITATIONS

At the instant of delivery there may be no more than five fieldsmen on the leg side, with not more than two fieldsmen behind the popping crease.

2.7 FIELDING RESTRICTIONS

Only A1 Grade

for Scheduled 40 over One Day games only

For the round of scheduled one games, circles will apply to A1 one-day games on the following basis.

- (a) Two semi-circles (drawn or laid out) will apply 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 (27.432 metres). The ends of the semi-circles are joined to the other by a straight line drawn on the field, on the same side of the pitch.

- (b) 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 5 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- (c) In the first 15 overs there must be two stationary fieldsmen within 15 metres of the striker, at the instant of delivery.
- (d) Where play is delayed or interrupted affecting the innings of the team batting first and the total number of overs available is reduced, the number of overs in regard to the field restrictions shall be reduced proportionately.
- (e) Under all circumstances the field restrictions for the innings of the team batting second shall be the same as for the batting first.
- (f) In the event of an infringement of 2.6 or b & c above, either umpire shall call or signal no ball.
- (g) Fractions are to be ignored in all calculations regarding the number of overs.

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2. DETERMINING OF FINALISTS SEMI-FINALISTS

(a) Order of Merit:

If two teams are equal on points or if more than the set number of semi-finalists are in contention for semi-finals by virtue of their fixture points scores, semi-finalists in order of merit will be determined as follows.

- (i.) A point score recalculating wickets and runs taken/scored during the season.
- **.25** point for each wicket taken
 - **.01** point for each run scored

(b) Number of Semi-finals

Size of Grade	Mode of Playing Semi-finals
Grades of 7 teams or higher	4 Teams (1 v 4) & (2 v 3)
Grades of 6 teams	3 Teams 1 > direct to final Teams 2 & 3 play off
Grades of 4 teams	2 Teams only (NO semi-final)

(c) Determination of finalists if play takes place in the Semi-Final.

- (i.) In the event of any day being washed out, play on other days shall be under the normal rules of cricket.
- (ii.) The team securing either an outright or first innings win (with no further result) shall be declared a finalist. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by 3. (a) shall be the finalist. (A tie on the first innings with no further result is merely a draw for this purpose.)

(d) Determination of Finalists if Semi-Final is abandoned.

- i. In the event that the semi-final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by 3. (a) shall be declared a finalist.
- ii. In the case of a semi-final being a TIE, the team leading into that semi-final will move to the finals.

(e) Venues and Hours: the Executive Committee will determine these. Refer to By-Law 4. (a) Part 2.

(f) Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.

(g) Eligibility: refer to By-Law 2.2 (a)

- (h) For a six-team grade, the team with the highest number of points will go direct to the final. Teams 2 & 3 will play in the semi-final.
- (i) In circumstances where semi-finals cannot be programmed, Teams 1 & 2 will proceed direct to the final. (eg: where 15 rounds are programmed, and/or with the early timing of the Easter break).

4. Hours & Conditions of Play Finals & Semi-Finals

(a) Playing Times

Sat:	(Times could be 30 min earlier subject to dates)	Normal Saturday fixture times.
	10.00 a.m. to 5.00 p.m.	
Sun:		
Lunch		12.00 to 12.40
Tea		2.40 to 3.00

In the case of a 4 Day final over two weekends, the first 3 days will be as for standard playing ours (egTS Saturday hours). On the 4th day, Sunday play shall be as per 4 (a) above.

NOTE: EARLY STARTS (March)

Where a Final commences on or after than **20th March**, on Saturdays, start time will be brought forward by 30 min to allow for light change. (Note: for a 4 team Final, this will apply to the first 3 days of the final)

(a) Over Rates:

- Saturdays - as per normal two day rules
- Sundays - 90 Overs. (except 1st Sunday of a 4 day final)

(b) Conditions for Bowling of Overs on each day.

Refer to Part 2: 1.3 (a) to 1.3 (j)

(c) Playing conditions are the same as for normal two (2) day Saturday Fixtures as per Part 2. 1.

5. DETERMINATION OF PREMIERS

(a) Determination of Premiers if play takes place in the Final.

(b) In the event of any day being washed out, play on other days shall be under the normal rules of cricket.

- (i.) The team securing either an outright or first innings win (with no further result) shall be declared premiers. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by 3. (a) shall be declared premiers.
- (ii.) If the outright result is a tie, then Joint Premiers shall be declared.
- (iii.) A Tie on the first innings with no further result is merely a draw for this purpose.)

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(c) Determination of Premiers if Final is Abandoned

- (i.) In the event that the final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by 3. (a) shall be declared Premiers.
- (ii.) Venues and Hours: the Executive Committee will determine these. Refer to By-Law 4. (a) Part 2.
- (iii.) Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.

(c) Eligibility: refer to By-Law 2.2 (a)

Premiership Points Score

In deciding premierships, points shall count as follows.

(a) Two (2) Day Game

Result	Remarks	Pts
1 st innings win	Even if defeated outright	6
Outright win	Lead on 1 st innings	16
Outright win	Loss on 1 st innings	10
Draw or Tie	On 1 st innings	3
Outright win	Tie on 1 st innings	13
Tie after 2 nd innings	Regardless of 1 st innings	8
Loss on 1 st innings		0
Outright loss		0
Abandoned game	Weather or other conditions	3

Note: In a two day game, a Tie is only possible where a team batting second has completed its innings.

(b) One (1) Day Game

Result	Pts
Win	6
Draw or Tie	3
Loss	0

- (d) Bonus points only apply for Non-scheduled One-day games.
- (e) Forfeits & Defaults: In the event of a forfeit, the team receiving the forfeit shall be awarded the maximum total number of points scored in that grade in that fixture.

In the event of one team defaulting after play has commenced, maximum points shall be awarded to the non- defaulting team. This means the maximum competition points together with the maximum bonus points scored in that grade in that fixture.

- (f) At the discretion of the Executive Committee, bonus points apply to all Saturday grade games (except scheduled one-day games) as follows.
- (g) If for any reason, the result of a game is declared void by the Warehouse Executive, the result is not

automatically reversed, except at the discretion of the Warehouse Executive.'

.01 for each run scored.
.25 For each wkt taken.

7. TROPHIES – ELIGIBILITY

BATTING:

- (a) To be considered for a Saturday competition batting trophy, a player must have been included in the team, (ie on "MyCricket"/Abstract) for nine (9) fixtures in that season. In addition, the player must have scored at least 200 runs.

BOWLING

- (b) To be considered for a Saturday competition bowling trophy, a player must have been included in the team, (ie on "MyCricket"/Abstract) for nine (9) fixtures in that season. In addition, the player must have bowled at least **390 balls (65 Overs)**.
- (c) In the event of a team withdrawing from, or failing to complete the season's program of matches, no player in that team shall be eligible for a trophy.
- (d) No player in any club shall be eligible for a trophy if at the end of a season, that club is indebted to Warehouse Cricket, or to any club affiliated with Warehouse Cricket.

**These rules shall take effect as from
01 September 2017**

