

## PART 2 - Sunday Competition By-Laws - Summer Season

# SUMMER

## Sunday Rules applying to



WAREHOUSE  
CRICKET  
ASSOCIATION QUEENSLAND INC

## Warehouse Cricket Summer Sunday

*Sunday Rules applying to*

## Warehouse Cricket Summer Sunday Competitions

These rules shall take effect as from  
1<sup>st</sup> September 2017

See separate files for

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

## PART 2 - Sunday Competition By-Laws - Summer Season

### 1. HOURS AND CONDITIONS OF PLAY

#### 1.1 Hours of Play

- (a)
- |                   |          |    |           |
|-------------------|----------|----|-----------|
| Morning Session   | 10.00 am | to | 1.15 p.m. |
| Interval          | 1.15 pm  | to | 1.45 p.m. |
| Afternoon Session | 1.45 pm  | to | 5.45 p.m. |
- (b) Where play is delayed or interrupted, the Umpires will vary the length of the interval as follows.

Time Lost	Interval
Up to 60 minutes	30 minutes
Between 60 & 120 minutes	20 minutes
More than 120 minutes	10 minutes

- (c) Should the innings of the team batting first terminate prior to 12.00 midday, the innings of the team batting second shall commence after the usual 10 minute interval. Otherwise, the lunch interval shall be taken immediately after the close of the innings.  
At the conclusion of the lunch interval (maximum of 30 minutes), the team batting second, shall commence its innings.

#### 1.2 Length of Innings - Uninterrupted Match:

- (a) Each team shall bat for 50 (6-ball) overs, unless sooner dismissed.
- (b) If the team fielding first fails to bowl 50 overs by the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as they have delivered.
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for the full 50 overs. This is subject to (d) below.
- (d) 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.
- (e) If the team fielding second fails to bowl the target number of overs (*as defined in a, b, c & d*) 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.

#### 1.3 Length of Innings Interrupted/delayed Match

The calculation of the number of overs to be bowled shall be on the basis of 15 overs per hour. In all calculations below, fractions of overs count as full overs.

- (a) For any match in which the start is delayed by weather, the compulsory closure time shall be adjusted on a pro-rata basis to the available playing time. This means the interval will occur midway in the time available to play. The target number of overs shall be reduced on the basis of one over for each four (4) minutes or part thereof, lost from the time available for the first innings.
- (b) In the event of an interruption to play in the first innings, once started, the innings target number of overs will be reduced by the result of apportioning overs to time lost on the same basis. The interval will be taken as originally scheduled in *1.1* or as rearranged in 1.3 (b) – in the event that the start has already been delayed.
- (c) If the team fielding first fails to bowl the target number of overs by the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as they have delivered.
- (d) If the team fielding second fails to bowl the target number of overs (as defined in (a), (b) & (c) 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.
- (e) If the team batting first is dismissed in less than the maximum overs, (normally 50 overs), the team batting second shall be entitled to bat for the maximum number of overs. The team batting second shall not bat for a greater number of overs than their opponents, except for this case. (*see 1.2 d*)
- (f) If the innings of the team batting second is delayed or interrupted and it is not possible for that team to bat for the calculated number of overs, the overs to be bowled shall be reduced on the basis of 1.3 (a).
- (g) For any interrupted or delayed match, if it is not possible for each team to bat for at least 25 overs each, then the match will be abandoned as a Draw. This does not apply if either team is dismissed in less than 25 overs or the team batting second achieves its target for victory in less than 25 overs.
- (h) If play is abandoned after 25 overs are bowled in the second innings of the match, but before a result has been achieved, the result shall be determined by comparing the actual run rate of the team batting second with the target run rate as calculated at the end of the first innings. These calculations shall be made to one decimal place, so that 5.1 and 5.14 are the same, but 5.15 is the same as 5.2.

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### 1.4 Number of Overs per Bowler.

- (a) No bowler shall bowl more than ten (10) overs in any innings.
- (b) In a delayed or interrupted match, the maximum number of overs permitted to each bowler (who has not at that stage used his allocated overs) will be a total of one-fifth of the nearest multiple of five greater than the new innings target number of overs.
- (c) In the event of a bowler breaking down and being unable to finish an over, another bowler, legally entitled to bowl shall complete the over. For the purpose of counting the number of overs delivered by a bowler, any part over counts as a full over by each bowler. Such overs must be carefully annotated on each scoresheet.

### 1.5 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.

### 1.6 Wide Ball – Judging a Wide

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

### 1.7 Leg Side Fielding Limitation

No more than five fielders are allowed on the leg side at the instant of delivery in a one-day game, with not more than two fielders behind the popping crease.

### 1.8 The Result

- (a) A result can only be achieved if each side has batted for at least 25 overs, as stated. If no result is achieved, or if no play occurs, a drawn match shall be the outcome.
- (b) In matches in which a result can be achieved, and in which each team has had the opportunity of batting for the target number of overs, the winner shall be the team scoring the highest number of runs. If, in this case, the scores are level, the result will be a Tie and no account shall be taken of the number of wickets lost.
- (c) In matches for which 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, subject to:
  - (i.) If, due to an interruption in play during the innings of the team batting second, the target number of overs is reduced. The target number of runs required for victory shall be the average run rate multiplied by the new target number of overs. For this purpose, the target score is calculated to the nearest whole number, so that for example, 199.4 become 199 but 199.5 become 200. This is subject to:
  - (ii.) If play is abandoned in these circumstances, apply By-Laws 1.3 (i.)

Eg:

- **Using a 50 over innings: (2<sup>nd</sup> innings reduced to 20 overs)**

Note: eg: Where first team bats through innings.

Team batting first = 250 runs in 50 overs = 5.00

Team batting second = 102 runs in 20 overs = 5.10

- **Using a 50 over innings: (Game washed out after 25 overs in 2<sup>nd</sup> innings)**

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

Team batting first = 150 runs in 30 overs = 3.00

Team batting second = 90 runs in 25 overs = 3.60

- (d) Premiership: **Refer to By-Law 2 (a)**
- (e) 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.

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### 2. DETERMINING OF FINALISTS & SEMI-FINALISTS

#### ORDER OF MERIT:

- (a) If two (2) teams are equal on points or if more than the set number of semi-finalists are in contention for the semi-finals by virtue of their fixture point scores, semi-finalists in order of merit will be determined as follows:
- numbers of wins, then
  - net run rate (as outlined on My Cricket)
- (b) For an eight team grade (or larger) the four semi-finalists shall be the four (4) teams with the highest number of fixture points. (1 v 4) & (2 v 3)
- (c) For a six-team grade, minor premiers will move directly to the final. Semi-finalists (teams 2 & 3) will play for the right to play in the final.

### 3. Playing Of Semi-Final & Final.

- (a) **Semi-finals:** In the case of a semi-final being abandoned prior to the start of play, the teams leading each semi-final will move to the finals.
- (b) In the case of a semi-final being a TIE, the team leading into that semi-final will move to the finals.
- (c) **Finals:** In the case of a final being abandoned prior to the start of play, the minor premiers will be Premiers.
- (d) **Venue:** To be determined by the Executive Committee. The Executive Committee reserves the right to alter the venue for any semi-final or final at any time prior to the normal starting time of the match.
- (e) **Hours of Play:** Same as for normal fixtures. (Rule 1.1 (a))
- (f) **Pitches:** Pitches for use in semi-finals and finals may be covered at the Groundsman's discretion or on application to the Executive Committee.
- (g) **Eligibility:** Refer to Part 1 - 2.1.1

Note: In circumstances where semi-finals cannot be programmed, teams 1 & 2 will proceed direct to the final. (eg: If ten (10) fixtures are programmed and/or Easter falls early.)

### 4. DETERMINATION OF PREMIERS

#### Determination of Premiers if Play takes place in the Final.

- (a) The team securing a win shall be declared premiers. If a match is drawn, then the team leading on points at the end of fixtures (minor

premiers) or as determined by 2.(a) shall be declared premiers.

- (b) If the result of the Final is a Tie, then Joint Premiers shall be declared.

### 5. PREMIERSHIP POINTS SCORE

In deciding premierships, points shall count as follows.

<b>Win</b>	<b>6 points</b>
<b>Draw or Tie</b>	<b>3 point</b>
<b>Loss</b>	<b>0 point</b>
<b>No bonus points shall apply to Sunday Games.</b>	

**Note:** In the event of a forfeit, the team receiving the forfeit shall receive the maximum number of points awarded in that grade for that fixture.

- (a) 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.'

### 6. TROPHIES – ELIGIBILITY

#### BATTING:

- (a) To be considered for a Sunday competition batting trophy, a player must have been included in the team, (ie on the abstract) for six (6) fixtures in that season. In addition, the player must have scored at least 150 runs.

#### BOWLING

- (b) To be considered for a Sunday competition bowling trophy, a player must have been included in the team, (ie on the abstract) for six (6) fixtures in that season. In addition, the player must have bowled at least **210 balls**.
- (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  
1<sup>st</sup> September 2017**

End of Part 1 of the Rules.