Alice Springs Cricket Association

Rules and By-Laws

ALICE SPRINGS
CRICKET

September 2025

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DEFINITIONS

'**Abandoned Match'** is a match where play has not started and either the captains, ASCA Executive or Independently Appointed Umpire agree the match cannot be conducted due to factors such as rain, lightning, ground conditions etc.

'ASCA Appointed/Officially Appointed/Independently Appointed' refers to being appointed to the position by the ASCA Executive or their nominated representative (for example the person responsible for umpire rostering).

'**Cricket Australia'** refers to recognized national peak body for cricket, or whichever name it may be known as at the time.

'**Club'** is the collective of multiple teams collaborating, that is legally registered and correctly setup in PlayHQ.

'Completed/Completion Innings' is either the maximum overs being bowled, or the batting side being dismissed.

'Division One' is the oldest Junior Grade in the competition.

'Executive' is as appointed at the ASCA AGM or other relevant ASCA meeting and recognized by ASCA Members.

'Forfeit' is a method in which a result is declared (regardless of runs scored or wickets taken) and the forfeiting team loses. This could be because the team is unable (or refuses to) meet the basic standards for playing the game, or because the team has been found to have broken the rules or by-laws..

'Format' is defined in its understanding as a cricket i.e. T20 will be considered a different format to One Day.

'ICC' refers to the International Cricket Council, or other relevant International Cricket Peak Body they may be known as at the time.

'Junior Player' refers to any player who qualifies to play in the Junior Competition.

'Legally Registered' being the holder of an ABN and either registered under the NT Associations Act (2003), the Corporations Act (2001), 'CATSI' Act (2006) or any

subsequent or similar act the Executive deem appropriate. The aim is to avoid individuals registering affiliating as a club in their own right.

'Major Round' is defined as any form of finals match on PlayHQ.

'Minor Round' is defined as any form match played as a part of the regular season on PlayHQ (i.e. not a final).

'Net Run Rate' is calculated as (Total Runs Scored/Total Overs Faced) minus (Total Runs Conceded/Total overs Bowled). When a team is dismissed within its full allocation of overs, they will be deemed to have faced the total number of overs available for this calculation.

'Play/Played' is considered a verb. The meaning being to actually be at the ground, to physically partake and engage in the match. As a guide, if not batting or bowling, a mark of fielding for at least 50% of the overs fully completed would be a gauge.

'PlayHQ' is the electronic competition management platform. Should it be superseded by a separate provider, the term PlayHQ will subsequently mean the new platform provider.

'Powerplay Overs' are the overs that fielding restrictions on placement of catches and/or restrictions on only having two fielders outside the outer circle.

'Premiership Competition' will generally be in reference to the senior competition, running from 1st October to 31st March, excluding what may be considered social competitions.

'**Round'** refers to the period starting 12:01am on a Wednesday and finishing 11:59pm on a Tuesday, all times being quoted in CST, as opposed to the round number and fixturing that may be displayed in PlayHQ.

'Season' would generally refer to the period 1st October until 31st March, however different periods may be defined in social competitions.

'Social Competitions' refers to competitions outside the ASCA main summer / premiership fixture – for example Winter Cricket Competitions, indoor cricket competitions and tape ball competitions.

“Target Score’ shall be the total runs scored by the team batting first, or as otherwise calculated, such as in a rain interrupted match.

‘Team’ is a collective of individuals, which may or may not be affiliated with a club.

‘Washed Out Match’ is a match where play has started and either the captains, Executive or Independently Appointed Umpire agree the match cannot be conducted due to factors such as rain, lightning, ground conditions etc.

PART A – GENERAL

1.1 Introduction

1.1.1 The following shall be known as the Rules of the Alice Springs Cricket Association Inc. (hereinafter called ASCA) and such rules shall be binding on all affiliated clubs and financial members of ASCA.

1.1.2 All Rules are to be read in conjunction with The Laws of Cricket. Unless otherwise stated in this document, the MCC Laws of Cricket take precedence and the game is played accordingly. Whilst these Rules are designed to mainly cater for conditions unique to our Association (ASCA), they are also designed to protect the integrity and spirit of the game of cricket, its governing body, members, players, umpires (officially appointed or otherwise), and spectators or supporters.

1.1.3 Codes of Behaviour are also in place to protect players, spectators and officials from incidents that may bring the game into disrepute.

1.1.4 The intention of these rules is to ensure that cricket in this Association is played and administered in keeping with the true spirit of the game.

1.1.5 Where a matter arises which is not provided for in The Laws of Cricket, or the intention is unclear, the Executive shall have the power to determine the matter as it sees fit.

1.2 Alteration of Rules

1.2.1 No alteration shall be made to these Rules other than by the Executive, as provided for by the Constitution of the Alice Springs Cricket Association Inc.

1.3 Application of Rules

1.3.1 These Rules shall apply equally to male and female players, officials, administrators, spectators, and supporters. For the purposes of these Rules, reference to ‘they’, ‘their’ and ‘them’, or ‘he’, ‘his’ and ‘him’ shall be deemed to include ‘she’, ‘hers’ and ‘her’. The same will apply in any references to the ‘batter’, ‘batsman’ or ‘batsmen’, ‘fielder’, ‘fieldsman’ or ‘fielders.

2.1 Club Registration

2.1.1 Prior to the commencement of each season, nominations and registrations of clubs to participate in the competition will be published by ASCA. Nominations must be accompanied by:

- A list detailing teams of the club, officials and delegates showing their names, position in the club, telephone numbers and email addresses
- A club must nominate and register a minimum of one (1) team in each A, B and Women's Grades of the competition prior to the start of each season
- A club can only enter the competition if they are legally registered under relevant Australian Government legislation.

2.1.2 Acceptance of nominations shall be at the discretion of ASCA. Any new club entering the competition must supply a surety of the first instalment of affiliation fees one (1) week before the commencement of the season.

2.1.3 ASCA reserves the right for teams to register independent of a club for social competitions, as long as they are appropriately registered and ensured via PlayHQ.

2.1.4 Any club which is not financial at the nominated dates of the current season:

- 1st November (25% of total nomination and registration fee shall be paid)
- 1st December (50% of total nomination and registration fee shall be paid)
- 1st February (75% of total nomination and registration fee shall be paid)
- 1st March (100% of total nomination and registration fee shall be paid)

Is not entitled to earn match points in any grade while it remains unfinancial. Neither may it be re-credited with points lost during any unfinancial period, other than specific approval of the Executive.

2.1.5 A club nomination and registration fee will be charged based on each club having at least one team in each grade of the competition. Such club nomination and registration fee will cover the registration and membership fee of all players in that club with ASCA.

2.1.6 For competitions where only a team is entered, ASCA is free to set the entry fee at what would be deemed to cover costs incurred and any reasonable markup.

2.2 Withdrawal from Competition

2.2.1 Where ASCA is advised in writing by a club that they, or one of their teams, are withdrawing from the competition, points for teams drawn to play them will thereafter be

allotted on the basis of the withdrawn team having forfeited it's matches, until an even round of matches against opposition teams remain and a revised draw can be undertaken.

2.2.2 If a club withdraws a senior team from the competition it must always be their lowest senior grade in the competition.

2.2.3 If a club withdraws a senior team after the start of the season that club shall be deducted a penalty of match points, being the equivalent that would have been received for winning 3 matches, for the immediate grade above the grade withdrawn.

2.2.4 Registered players of a new club in its first season with ASCA shall not be cleared to play for any other club should the new club cease to function

2.2.5 Should a club forfeit three (3) times in the same grade in the same season, regardless of format, ASCA shall have the power to remove that club from the lowest grade of the competition for the remainder of the season. Rule 2.2.3 shall also be enacted.

2.3 Player Registration

2.3.1 The team or teams of any club shall consist of only those persons who are registered with that club through the PlayHQ online registration process and persons may be registered in accordance with the following provisions:

2.3.2 Players shall be registered upon payment to the association of club registration fees as determined by the Executive in accordance with Rule 2.1.4.

2.3.3 All players duly registered with a club in the preceding season shall be required to re-register with that club via the PlayHQ online registration process until they are seeking a player clearance to another club.

2.3.4 Players not registered in the preceding season may be registered by:

- Entry of their particulars onto the PlayHQ online registration process, and
- If necessary, complying with the provision of Rule 2.4.

2.3.5 Contrary / as expansion to Rule 2.3.1, players shall be allowed to play one (1) match (if allowed within the PlayHQ insurance provisions) prior to registering in PlayHQ, and playing as a 'fill in' player. Should insurance provisions not allow this to occur, this will refer to Rule 2.3.1. An unregistered player may only take part in a match where the consent of the opposition captain is sought and obtained before the commencement of play. Should this permission not be sought, the team in question will be deemed to have forfeited.

2.3.6 If a club has two teams in one grade, the players at that club may play two (2) games for either team in that grade. Once that player plays their third (3) game for a particular team, they must remain only in that team for the rest of that season.

2.3.7 Failure to observe the provisions of Rules 2.3.1 through 2.3.6 shall result in the teams which the player has represented forfeiting the match or matches and penalties shall apply as per Rule 6.4.1.

2.4 Clearances

2.4.1 A player who was registered with a club during any of the past three seasons, but has neither played nor registered with a club during the current season, shall be granted a clearance as soon as possible but in any event within three (3) days by their current club, providing that they have no financial debts to that club. Should a player be granted a clearance under the provision of Rule 2.4.4 then a club may appeal to the Executive provided that it can produce documentary evidence of the debts to the club.

2.4.2 A player who applies to transfer from one club to another during the course of a season must firstly obtain a clearance from their current club. This club shall deal with the clearance application within five (5) days of the lodgement of the application. Junior players are not required to seek a clearance. The transferor club must make its best endeavours to obtain information and grant the clearance (if appropriate) in a timely manner.

2.4.3 In the event of any age-limited (junior) team withdrawing from the competition, players must automatically be given a clearance to play for another club or team of their choice.

2.4.4 Any player unable to obtain a clearance from their club shall have the right to appeal to the Executive who shall have the power to grant the clearance to the player if satisfied with the situation provided. Any application for clearance lodged after December 31 in any year may only be resolved by the agreement of the clubs concerned.

2.4.5 All notices of clearances must be submitted via the PlayHQ website.

2.4.6 Failure to observe the provisions of 2.4.1, 2.4.2, 2.4.3, 2.4.4, 2.4.5 will deem the player illegally transferred to the new club and will result in forfeiture by the new club of all competition points obtained in games in which the player has participated prior to the clearance having been granted and penalties shall apply per Rule 6.4.1.

3.1 Committees, Sub-committees and Panels

3.1.1 The Executive Committee (known as the Executive) is the governing body of the association that administers cricket and oversees all sub-committees.

3.1.2 The Executive 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.

3.2 Junior Committee

3.2.1 There shall be a Junior Coordinator / Delegate / Chair appointed to assist with the Junior Sub-Committee to administer limited-age (junior) cricket within the jurisdiction of the Competition and under the guidance of the Executive. They shall have the power to do such things as:

- Decide age and formats of junior cricket
- Create and amend junior cricket playing conditions
- Any other roles the Executive deem appropriate.

3.3 Club Delegates Committee

3.3.1 The Club Delegates shall make recommendations in all matters relating to the playing of the Competition, player registration, clearances and passing from one grade to another.

3.3.2 The Delegates shall report to the Executive all cases which have been dealt with by it, and its decisions shall be subject to review.

3.3.3 Nothing shall restrict a person from being both a Club Delegate as well as an ASCA Executive member, however in making decisions and recommendations they should declare in which capacity they are acting at the time.

3.4 Disciplinary Panel

3.4.1 A Disciplinary Panel of not less than three (3) representatives appointed by the Executive (with two (2) forming a quorum) shall be appointed by the Executive and be available to determine all disciplinary reports arising from the Alice Springs Competition.

3.4.2 The Disciplinary Panel shall have the power to set procedures, conduct hearings and set penalties as it sees fit.

3.4.3 Any report may, after due inquiry, be determined solely by the Disciplinary Panel Chairperson, or, in their absence, a person nominated by them, without recourse to a formal hearing.

3.4.4 Either where the Disciplinary Panel Chairperson (or their appointed person) considers the matter to be of a complex nature, or the person subject to the report so requests, the Disciplinary Panel Chairperson shall convene a panel, comprising three (3) panel members, to conduct a formal hearing and to decide the report. The panel will be need not necessarily be conducted by the Disciplinary Panel. However, the panel shall include at least one member of the Disciplinary Panel, as well as other persons with appropriate experience and knowledge in the subject matter.

3.4.5 In considering all reports, the Disciplinary Panel 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.

3.4.6 All procedures of the Disciplinary Panel will be conducted under the Spirit of Cricket.

3.4.7 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.

3.4.8 The Disciplinary Panel is not a legal tribunal and no person or club appearing before the Disciplinary Panel shall have legal representation. However, the Disciplinary Panel shall have the power to allow advocates who are not legal representatives to appear in support of persons who appear before it.

3.4.9 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.

3.4.10 Should an appeal be sought against any of the disciplinary or their representatives, the appeal needs to be lodged with the Executive within forty-eight (48) hours of the decision been made, and shall be accompanied by a deposit of $300. Should the appeal be unsuccessful in changing the original outcome, the $300 deposit shall be lost and refer to ASCA to cover deemed costs incurred.

3.4.11 In the event of an appeal against a determination by either the Disciplinary Panel Chairperson or their deputy or a hearing panel, the appeal may be heard by the Executive not previously involved in the matter

3.4.12 ASCA endorses and adopts the Northern Territory Cricket Discipline Framework, including the NT Cricket Code of Conduct, Discipline Procedure, and Fixed Penalty Framework. All disciplinary matters shall be managed in accordance with these documents, unless otherwise determined by the ASCA Executive. The Disciplinary Panel shall retain discretion to interpret and apply these frameworks in the context of ASCA competitions.

3.5 Selection Committees

3.5.1 A Selection Committee shall be appointed to select players for representative teams as required, and to recommend the captain of those teams. The Executive shall determine the number of players which may be selected in the team and shall name the captain.

PART B - THE COMPETITION

4.1 Grading of players

4.1.1 Teams competing in the premiership competition shall be divided into grades and will be subject to these Rules.

4.1.2 No person shall play in more than one open age team in any one round. This shall also apply to major round matches even though such rounds may not be played on or over the same period.

4.1.3 No player shall be permitted to downgrade more than one grade, from the previous grade in which that player participated. Permission may be granted with prior approval from the Executive. In order to achieve grading of players and consistency of competition, an A Grade player having played in A Grade in one round shall not play in C Grade in the following round without:

- Missing one (1) round. In a competition where a bye exists, the bye will count as a round
- Playing in a B Grade fixture prior to C Grade selection

4.1.4 Failure to comply with these Rules 4.1.2 and 4.1.3 shall result in that match resulting in a forfeit against the offending side. Appropriate match points and net run rate adjustments will be awarded as per Rule 6.4.1.

4.1.5 In a C Grade match (or the lowest senior grade should C Grade not exist), a team may select twelve (12) players to play in a match, on the proviso a minimum of two (2) of these players are juniors. In this case, one (1) junior player may bowl (and not bat), and the other junior player may bat (and not bowl). Any of the 12 may freely substitute each other in a fielding role, in keeping within the Spirit of Cricket, and the MCC Rule 24 regarding substitute fielders.

4.2 Eligibility for Major Rounds

4.2.1 To be eligible to play in any major round matches, a player must, at the time that the major round is to be played, have played at least 30% or more of the total matches played by the club in that grade and format, or that format in a lower grade, during that season, with the club concerned.

For the purpose of this Rule;

a) a player named as twelfth man on a match report shall be deemed to not have participated in that match

b) players named to have contested in any abandoned match (play not started) are deemed not to have played in that round. Players named to have contested any washed-out match (play started) who have been so entered into PlayHQ are deemed to have played in that round.

c) In order for a player to participate in a B Grade finals match, they must have played an equal number or more B Grade and C Grade combined matches than A Grade

d) In order for a player to participate in a C Grade finals match, they must have played an equal number or more C Grade matches than A and B Grade combined

e) To clarify, if there are a different number of matches required to qualify in different grades (for examples due to each grade having played a different number of matches), if they are eligible to play other grades under Rule 4.2.1, they will be deemed to have played sufficient matches.

f) Where a match is forfeited, only those players named on the PlayHQ website of the winning team 5pm prior to the scheduled starting time will be eligible to use this match towards the 30% required to play.

g) Should the team winning by forfeit not have a team named by 5pm the day prior to the scheduled starting time, the match shall not count as a total match for the team played.

h) For a team that loses via forfeit, the match will not count toward either the total matches played for the team, nor any players named

i) in all circumstances, the Spirit of Cricket should be held foremost in mind, and anything that may be considered manipulation of the by-laws, and team lists, will be frowned upon and potentially disciplined by the Executive.

j) Junior players can qualify for finals except in accordance with Rules 4.2.1 (c and d).

4.2.2 A club may seek approval from the Executive to have players who have qualified under Rule 4.2.1 downgraded for major round matches. Approval must be sought in writing (including via electronic formats) to the Executive with a minimum 72 hours' notice prior to the match in question starting.

4.2.3 Any playing days a player may have played in representative fixtures during the course of the domestic season (such as the SACA Country Championships) will not be considered as eligible playing days towards the 30% or more of the total matches played as stated in Rule 4.2.1.

4.2.4 A club may downgrade players, regardless of their eligibility, if that club has two or more teams in consecutive grades playing during that particular major round. A player may only drop one grade under this Rule (for example, from A Grade to B Grade where the club has teams in both grades of the major round). Any club wishing to downgrade a player further than one grade must seek separate approval from the Executive under Rule 4.2.2. A player downgraded under this Rule will be eligible for further major round matches in that grade or higher. If a player is promoted and the team is subsequently eliminated from the finals, then Rule 4.2.2 will be invoked.

4.2.5 A club with all senior grades contesting a major round may freely play players in any grade provided that they have met the requirements of Rule 4.2.1.

5.1 Grounds and Practice Nets

5.1.1 If turf wickets are unavailable at any point then the Executive may revert A Grade to B Grade grounds, B Grade to the C Grade grounds, and C Grade to the standby ground. If one turf wicket is available for A Grade and both captains and the Executive agree, then the affected A Grade match may be played on the Sunday on the available turf wicket. There must be a minimum of 24 hours' notice to each club.

5.1.2 In the Division One competition if turf wickets or grounds are unavailable due to poor light, weather, pitch or ground conditions throughout the season then the Division One will revert to the standby grounds. This rule not only applies to the first day of a match but also to the second and any subsequent days of any match. The day's play shall only be transferred before the normal commencement time for play and shall not be

transferred after the day's play has commenced. (If a match is transferred to a standby ground for the first day's play, then the match shall be completed on that ground.)

5.1.3 The decision to transfer a Division One match to a standby ground shall be made by the two opposing coaches in consultation with Executive and must always be in the best interest of junior cricket development. If a dispute arises on the day between the coaches, then the decision to transfer a match will rest solely with the Executive.

5.1.4 Applications may be made with nominations of teams each season for the allocation of grounds and practice nets. The allocation of grounds and nets shall be at the discretion of the Executive which shall give first consideration to the club (if any) occupying that ground in the preceding season.

6.1 Minor Round Competition Draw

6.1.1 The Executive shall be responsible to make the competition draw and allocate grounds for all matches as it sees appropriate.

6.2 Percentage

6.2.1 Throughout the season for all Senior Grades, a premiership table shall be kept by the Executive 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 premiership table shall be determined according to percentage of net run rate. The formula for determining percentage shall be as follows:

$$Net\ Run\ Rate = \left(\frac{Total\ runs\ scored}{Total\ overs\ faced}\right) - \left(\frac{Total\ runs\ conceded}{Total\ overs\ bowled}\right)$$

If a team is bowled out within their full allotment of overs, for the purposes of the calculation, the team will be deemed to have faced their full allotment of overs.

6.3 Premiership points

6.3.1 Subject to such variation as the delegates may from time to time resolve, and within the limitations of PlayHQ (and in the case of alterative after the commencement of the season), such resolution must be unanimous) the following points system shall be applied to all Minor Round Games (both One Day and T20 games) to decide the Minor Premiership Table:

Minor Round Game	Premiership Points
First innings win	6
Win by forfeit	6
Tied game	3
No result	3

Abandoned match	3
Washed out match	3
Loss by forfeit	0

6.3.2 A team against whom a forfeit is recorded receives equivalent match points as they would have received in the event of a win, which includes the net run rate of the winning team from the other game in the same grade. If the grade has more than one game, the average of those games will be added.

6.3.3 Where a forfeit is recorded in any grade, no points will be allocated to that club's lowest Senior Men's teams competing in that round.

6.4 Standard match penalty points

6.4.1 Non-attainment of overs required gives a penalty of six (6) runs per over not bowled. Please note this penalty can only be enforced when the match is overseen by an independently appointed umpire, and also after factoring any unexpected delays, and timeliness of both teams within a match.

6.4.2 PlayHQ entry requirements and penalties for non- compliance ask that at the completion of each match, all clubs are required to enter onto the PlayHQ website the results of matches played by each of its teams in each grade, no later than 5:30pm Wednesday after the match.

6.4.3 Failure to comply with Rule 6.4.2 shall result in the offending team being penalised the maximum number of premiership points normally awarded in that match. Therefore, it is possible for the losing team to record negative points in any given match (including matches where there is a tie or no result). Issues with software and other unexpected delays will be considered when enforcing this penalty. The onus is on the team penalised to show that the results were entered late due to circumstances outside their control.

7.1 Major round draw or tie

7.1.1 In the event of a draw or tie in a major round, the team finishing higher on the premiership table at the end of the minor rounds will be declared the winner.

7.2 Rescheduling of Major Rounds

7.2.1 In the event of a major round fixture being unable to be commenced on either the day nor reserve day due to extraordinary events, the Executive shall have the discretion to re-allocate the match.

8.1 Appointment of official umpires

8.1.1 Dependent upon availability, at least one official umpire will be appointed to matches.

8.2 One official umpire available

8.2.1 When there is only one (1) ASCA appointed umpire, and no other accredited umpire, they shall officiate at the bowler's end at all times. The person who officiates at the striker's end / square leg position shall be subject to direction by the ASCA appointed umpire. Such direction may include an instruction to withdraw decision. This may include, for example, to simply provide guidance on height if balls passing the striking batter, as opposed to making the decision in their own right, or similar.

8.2.2 The decision of the ASCA appointed umpire shall remain the final decision.

8.3 No official umpire available

8.3.1 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. Coaching, unnecessary comments and what may be seen as conflicted or biased behaviour are to be avoided.

8.3.2 In Junior grades, the umpires should be coaches or managers of the teams, or adult representative of the club. A junior player shall not umpire a match in which they are a player.

8.3.3 Where a team provides a square leg umpire and they deny or dismiss the guidance, or refuse to acknowledge the instruction of the officiating umpire, the team captain shall be informed. If necessary, the square leg umpire shall be replaced with another player / umpire. This incident shall be reported to the Executive on the ASCA Umpire's Report at the completion of the match.

PART C - PLAYING CONDITIONS

9.1 The Spirit and Laws of Cricket

9.1.1 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, matches will be conducted under MCC Laws. This is except Rule 16.11 will apply in the case of a Super Over.

10.1 General playing conditions may continue after result

10.1.1 Where the result of a match may be in doubt, for example due to issues with scorebooks or devices, on agreement of both teams, the match may continue until the teams are confident that a result has been achieved. Player's performances and team's performance points will be recognised at competition level irrespective of whether a result was achieved at an earlier time.

10.2 Additional drinks may be taken

10.2.1 Additional drinks may be taken on agreement with captains and / or ASCA Umpire, should the conditions be deemed necessary, for example rain or heat.

10.3 Official umpires' sole judgement of time

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

10.3.2 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.

10.3.3 Official umpires shall, throughout each innings, keep a record of all time lost under Rule 10.3, including unfair or unnecessary time wasted by the batting team. Time lost due to drink breaks, incoming batters at the fall of wickets (unless excessive) and other short interruptions of a nature frequently experiences shall not be considered 'exceptional circumstances.'

10.3.4 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 notes in both the scorer's book and any umpire's match report forms.

11.1 Forfeit Due to Lateness

11.1.1 A captain or their deputy must be available 15 minutes prior to the scheduled start time to submit a team list and to be available for the toss. It is the captain's responsibility to notify the umpires if, on any day of the match, at least eight (8) of their nominated players are not present for the scheduled start of the match. Failure to do so will result in:

a) The match being forfeited

b) The umpires reporting the captain

11.1.2 Umpires are not required to conduct a formal count of players present on each day, or at each match, but they should do so if they have any doubts as to compliance with this rule, or if requested by the captain or team / club management of the opposing team.

11.1.3 At the scheduled start time and eight (8) players are present, the game shall commence as per the schedule. If a team cannot field eight (8) players, regardless whether the team is batting or fielding, they together with the umpire(s) may approach the opposition captain to seek the implementation of Rule 11.1.4. If agreement is given by the opposition captain, play is to commence at scheduled time. If there is no agreement by the opposition captain a forfeit shall be called.

11.1.4 In the event of Rule 11.1.3, regarding a captain to suspend a forfeit. All players arriving after the scheduled start will upon arrival confirm their name on the playing list to the scorer(s). Should either team not have the required eight (8) players 30 minutes from the scheduled starting time of the game, it shall constitute a forfeit.

12.1 The Toss

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

12.2 The Exchange of Team Lists

12.2.1 Captains of both teams shall exchange team lists prior to the toss and provide such lists to the umpire(s). These lists shall include the full name of the player and the number adorning each player's uniform.

12.3 Matting Pitches – Dead Ball and No Ball

12.3.1 On matting pitches, a ball landing outside the width of matting shall be called and signalled No Ball. An off pitch No Ball shall not invoke a free hit and can be signalled by either umpire.

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

12.4 Completed Innings – Batter Absent

12.4.1 In the event of a wicket falling and all remaining batters being unavailable (through injury or absence), the innings shall not be regarded as terminated until and

unless such batters 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 as the last batter is not required, even if they are absent).

12.5 Runner when batting

12.5.1 A runner shall be allowed with the consent of the umpire and the fielding team's captain. The intention is that a runner should only be allowed for an illness or injury being sustained in the actual match being played.

12.6 Juniors playing senior cricket

12.6.1 Clubs wishing to play juniors aged 14 and under must comply with all the following procedures:

- Clubs shall seek written approval (including electronic format) from the player's parents or guardians. Such approval shall be held by the club, with a copy of the approval being forwarded on request to ASCA.
- Penalty for non-compliance of the above will result in the team playing the junior forfeiting the match.

12.6.2 Juniors have workloads and restrictions to their batting, bowling, and fielding. Please refer to the current Cricket Australia guidelines at the time of the match.

12.6.3 If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.

12.6.4 It is the responsibility of the fielding captain to ensure that these playing conditions are upheld.

12.6.5 If the umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over, not be allowed to bowl the next over, or go over any over restrictions of their own.

12.6.6 Should a dispute or uncertainty regarding the application of this playing condition occur during play, the umpires shall make the final decision on its application based on information available from the scores or other sources. A breach of this playing condition shall be reported to the Executive.

12.7 Helmets and Protective Equipment

12.7.1 The Cricket Australia guidelines on helmets and protective equipment, which is targeted towards community cricket, are to be followed. The match day responsibility

shall remain with the captain. A breach of this playing condition shall be reported to the Executive. Should the umpire believe the breach to be unsafe, they can stop the match until the breach is rectified.

12.8 General Dress Conditions

12.8.1 The Executive must approve each club's uniforms for the season prior to commencement.

12.8.2 All senior men's uniforms are to have legible numbers on the back of their playing shirts.

12.9 Implements of the Game - Balls

12.9.1 Rule 21.1 lists cricket balls currently approved for use in this competition. Only four-piece leather cricket balls may be used in all A Grade matches. White, four-piece leather cricket balls shall be used in A Grade One Day and T20 fixtures.

12.9.2 All B and C Grade matches will be played using a white ball.

13.1 Cancellation of play

13.1.1 In the event of inclement weather, the Executive is empowered to call off all play for the day in matches that have not previously commenced. Such a decision shall be made with two (2) hours' notice prior to the match being scheduled and immediately communicated for announcement (email or text message to Club Delegates) and through ASCA social media (Facebook: Alice Springs Cricket Association @alicespringscricket), or other means should it be deemed appropriate at the time.

13.2 Umpires to decide fitness of pitch

13.2.1 In all other cases, the fitness of the pitch, ground, weather, and light for play, shall be decided by the Umpire(s) Laws of Cricket.

13.2.2 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.

13.2.3 If, in the opinion of the umpire(s) that 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.

PART D – ONE DAY MATCHES

14.1 Number of players per side

14.1.1 MCC Law 1 shall apply. The minimum number of players to constitute a game is eight (8). See Rule 11.1 (forfeiture due to lateness)

14.2 Time Wasting

14.2.1 Umpires should fully take into account any deliberate slowing down of tempo by either batter, or fieldsmen, where it may be seen to be to the disadvantage of an opposition team. This should be reported to the Executive, and should be considered when calculating time to bowl overs.

14.3 Penalties for not achieving over rates

14.3.1 If either fielding team fails to have commenced the last of its required number of overs by the allocated time for closure of innings, then it shall be penalised as set out below for each over less than the required number. Only whole overs yet to be bowled shall be considered in this calculation.

14.3.2 Senior teams are penalised 6 runs per over to be bowled.

14.4 Target Score

14.4.1 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed target score, the result shall be decided by using the Duckworth-Lewis-Stearn (or other relevant calculation recognised by the ICC at the time) calculator. The umpire will calculate the number of overs still available to be played in the match.

14.4.2 The match concludes when the earlier of:

- The target is overtaken
- When the nominated number of overs is completed
- When the team batting second is bowled out within the nominated number of overs.

14.5 Determining the Result

14.5.1 A result can be achieved only if both teams have batted for at least 15 overs (in A and B Grade) and 13 overs (in C Grade), unless one team has been all out in less than those overs, or if the team batting second scores enough runs to win in less than 15 (13) overs.

14.5.2 All matches in which both teams have not had an opportunity for batting for a minimum of 15 (13) overs shall be declared no result and points allotted in accordance Rule 6.4.1.

14.5.3 In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 45 overs each in an interrupted A Grade match, or lesser overs in an interrupted match), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie, and no account shall be taken of the number of wickets that have fallen.

14.6 Hours of Play and Intervals

14.6.1 The schedule start time of play shall be noted in the ASCA fixture each year.

14.6.2 A completed innings (not interrupted due to weather or other conditions) shall not exceed:

Grade	Overs	Minutes
A	45	180
B	40	165
C	35	150

14.6.3 Each team shall bat for their allocated number of overs unless dismissed earlier, or the team batting second passes the target score.

14.6.4 The interval between innings shall be of 15 minutes duration from the completion of the innings of the team batting first. Drink breaks shall be taken after 15 and 30 overs have been bowled in each innings of A and B Grade, and after 17 overs in C Grade, or at the discretion of the umpire(s).

14.6.5 In the event of delayed or interrupted playing time, the umpire(s) or captains may agree on a reduction in time of the interval between innings.

14.6.6 If the team fielding second fails to bowl the full number of overs, or the number of overs provided in Rule 14.6.2 by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result achieved and they shall be penalised per Rule 14.3.2

14.7 Lost time in matches where play is delayed or interrupted

14.7.1 The object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 15 overs each team). The calculation of the numbers of overs to be bowled shall be based on an

average rate of fifteen overs per hour in the total time available for play, within the scheduled hours of play.

14.7.2 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings.

14.7.3 If the team fielding second fails to bowl, if necessary, the reduced number of overs by the scheduled (or re-scheduled) cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

14.7.4 If the innings of the team batting second is delayed or interrupted and it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the same rate of fifteen (15) overs per hour, for time lost.

14.7.5 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

14.7.6 Fractions are to be ignored, and all figures rounded to the nearest whole number in all calculations regarding number of overs.

14.8 Fielding and Bowling Restrictions

14.8.1 At the instant of delivery, there may not be more than five fielders on the leg side.

14.8.2 In addition to the restriction of Rule 14.8.1, further fielding restrictions shall apply to certain overs in each innings which will be called Powerplay Overs. The field markings will include:

- Two semi-circles shall be drawn, or intimated by the umpires, on the field of play. The semi-circles shall have as the centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.43 metres (30 yards). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or dots.
- Two inner circles shall be drawn, or intimated by the umpires, on the field of play. The circles shall have as their centre the centre of the point of the popping crease at either end of the pitch. The radius of each of the circles shall be 13.72 metres (15 yards). These fielding restriction areas should be marked by dots. The segment of the circles reserved for the slip positions shall not be marked.

The block of Powerplay Overs, in an uninterrupted innings, shall be the first 13 overs in A Grade, the first 12 in B Grade and the first 10 in C Grade.

14.8.3 During the block of Powerplay Overs, there must be a minimum of two stationary fielders within the applicable fielding restriction area as described in 14.8.2 measured from the striker's end at the instant of delivery.

14.8.4 Only two fielders shall be permitted outside the larger circle fielding restriction at the instant of delivery.

14.8.5 When a fast bowler is bowling the minimum of two stationary fielders may be permitted to stand deeper than 13.72 metres provided only that they are standing in slip, leg slip or gully positions.

14.8.6 During the non Powerplay Overs, no more than five (5) fielders shall be permitted outside the fielding restriction area as referred to in Rule 14.8.2.

14.8.7 In the event of rain delays or a shortened match the number of Powerplay Overs is to be reduced proportionally to the total reduction of overs.

14.8.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No Ball.

14.9 Bowling Restrictions

14.9.1 No bowler shall bowl more than 20% of the maximum overs in an innings.

14.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than 20% of the total overs allowed.

14.10 No Balls

14.10.1 Law 21 (No ball) will apply.

14.10.2 Law 21.10 on ball bouncing overhead will not apply. Refer to Rule 14.10.6.

14.10.3 A bowler shall be allowed to bowl one, fast short-pitched delivery per over make definition. Refer to Rule 14.12 (Wide Ball)

14.10.4 The umpire at the bowler's end shall advise the bowler and the batter on strike when one (1) short-pitched delivery has been bowled.

14.10.5 In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over, either umpire shall call and signal No Ball on each occasion. In addition, when the ball is dead, the bowler's end umpire shall caution the bowler and inform the fielding captain and the batter at the wicket of what has occurred. This caution shall apply throughout the innings. The bowler will receive two (2) such warnings. On the

third incident by that individual bowler in the innings, the captain will be informed, and the bowler will be suspended from bowling immediately, for the remainder of the innings. Refer to rule 41.6 (Unfair Play).

14.10.6 For the purposes of this regulation, a ball that passes clearly above head height of the batter, apart from immediately being called a Wide, shall be included in the above process.

14.10.7 A No Ball will be called when a full toss passes above the waist of the batter standing upright at the crease, irrespective of the pact of the bowler, noting that the waist is considered to be halfway between the chest and the hips.

14.10.8 A bowler and captain will be warned by the umpire after each above waist full toss and called a No Ball. If the umpire considers the action either deliberate or dangerous, on the third incident by that individual bowler in the innings, the captain will be informed, and they will be suspended from bowling immediately for the remainder of the innings. Refer to Rule 41.7 (Unfair Play).

14.11 Free Hits after No Balls

14.11.1 The delivery following a No Ball shall be a Free Hit for whichever batter is facing it. If the delivery for the Free Hit is not a legitimate delivery (any kind of No Ball or Wide Ball) then the next delivery will become a Free Hit for whichever batter is facing it.

14.11.2 For any Free Hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the Free Hit is called a Wide Ball.

14.11.3 Field changes are not permitted for Free Hit deliveries unless there is a change of striker.

14.11.4 The bowler's end umpire will signal a Free Hit after the normal No Ball signal by extending on arm straight upwards and moving it in a circular motion.

14.11.5 On artificial wicket surfaces, a ball that pitches off the surface shall be called a No Ball; however, this delivery will not attract a Free Hit.

14.12 Wide Ball

14.12.1 Rule 22 (Wide Ball) shall apply. The penalty for a Wide Ball will be one (1) run.

14.13 Finals (for A, B and C Grades)

14.13.1 Semi-finals shall be fixtured for the One Day Competition with the format and scheduling agreed by the Executive.

14.13.2 In the event of teams being equal on points, premiership table positions shall be determined on percentage as per Rule 6.3.1.

14.13.3 Determination of the winner of this fixture shall be as per the above playing conditions. The winner of this match will play the highest placed team in the final.

14.13.4 In the event of play being unable to commence due to weather, ground or other conditions or circumstances, the Executive may re-schedule the fixture.

14.13.5 Once play has commenced, the fixture cannot be re-scheduled, and a winner will be determined as per the above playing conditions. Should the minimum over requirements to constitute a match (Rule 14.5) not be achieved, the higher placed team on the premiership table after One Day rounds, shall be declared the winner.

14.13.6 No match points will be awarded from the One Day finals. Similarly, runs scored and wickets taken will not be included for the purpose of ASCA awards.

PART E – T20 MATCHES

MCC Law 1 and the ASCA Rules (Rules 1 – 14) shall apply with the following exceptions:

15.1 Duration

15.1.1 The match will consist of one (1) innings per side, each innings being limited to a maximum of twenty overs. Each team shall bat for 20 overs unless all out earlier.

15.1.2 The overs to be bowled in the match shall be based on a rate of 4 minutes per over.

15.1.3 A minimum of 5 overs per team shall constitute a match.

15.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of the ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved.

15.2 Interval between innings

15.2.1 The interval between innings shall be 20 minutes.

15.2.2 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

15.2.3 In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.

15.2.4 On all occasions where play is delayed or interrupted, the Umpires will reduce the length of the interval to 10 minutes.

15.3 Intervals for drinks

15.3.1 Drinks will be taken at the discretion of the umpire(s). This may result in drinks being taken in one (1) innings and not necessarily taken in the following innings, or vice versa.

15.4 Delay or interruption to the team batting first

15.4.1 When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be considered.

15.4.2 Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of interruption has been completed. The innings of the team batting first will continue from the point of interruption.

15.4.3 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. If the total number of overs left in the match is odd, then one over shall be added and the new total halved.

15.4.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than it's allocated overs.

15.4.5 To constitute a match, a minimum of five overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

15.4.6 A fixed time will be specified for the commencement of the interval, and the close of play of the match. A rate of 4 minutes per over in respect of each over already bowled and / or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be considered.

15.4.7 If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

15.4.8 If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

15.4.9 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed. In all reduced overs matches both teams will be given on over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward do not influence the recalculated number of overs or the scheduled close of either innings.

15.5 Delay or interruptions to the team batting second

15.5.1 When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving it's allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

15.5.2 Should the calculations result in a faction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

15.5.3 A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect to each over already bowled and/or rescheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be considered in specifying this time). This calculation must not cause the match to finish earlier than the original time for cessation

of play. If required the original time shall be extended to allow for one extra over for the team batting second.

15.5.4 To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

15.5.5 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to condition of ground, weather and light until the overs have been bowled or a result achieved. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward however they do not influence the recalculated number of overs or the scheduled close of play.

15.6 Restrictions on the placement of fielders

15.6.1 For the first six overs of each innings, only two fielders are to be outside the fielding restriction circle. Refer to Rule 14.8.4. For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

15.7 Bowling restrictions

15.7.1 No bowler may bowl more than four overs.

15.7.2 However, in a delayed start or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than 20% of the total overs allowed (unless such a number has been exceeded before the interruption). An exception to this is if the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

For example: after 8 overs, rain interrupts play and the innings is reduced to twelve overs, however, both opening bowlers have already bowled their four overs. The calculation should be that two bowlers can bowl 3 and 3 bowlers can bowl two overs. The two bowlers count and are allowed the extra over, and any other bowlers are limited to two overs.

15.7.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum over allocation, they will be allowed to finish the incomplete over.

15.7.4 In the event of a bowler being unable to complete an over, the remaining bowls will be bowled by another bowler. Such part of an over will count as a full over only as far as each bowler's limit is concerned.

15.8 Over Rate Penalties

15.8.1 Each side is expected to have completed their 20th over within 80 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for each over that has not been bowled. This will apply for both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

15.8.2 If the innings is terminated before the scheduled or rescheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings. The Umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather. The umpire at the bowler's end will inform the fielding captain, the batter and fellow umpire of any time allowances as and when they arise. This matter will not be subject to retrospective negotiation.

15.8.3 Over rate penalties apply only to innings of ten overs or more in duration. In innings of less than 10 overs in duration, umpires shall strictly apply Rules 14.2 for time wasting. The is the only penalty for a slow over rate.

15.9 T20 Finals

15.9.1 A final will be scheduled for all grades. Semi-finals may be scheduled at the discretion of the Executive.

15.9.2 No match points will be awarded from the T20 finals. Similarly, runs scored and wickets taken will not be included for the purpose of ASCA awards.

PART F – WOMEN'S CRICKET SUPER 8'S

The Laws of Cricket and ASCA By-Laws 1 – 15 shall apply with the following exceptions:

16.1 Playing Conditions

16.1.1 Each game shall be played between two teams of a maximum of 10 players

16.1.2 Should a team not have a minimum of 6 players to compete in the match, the team will be considered to have forfeited the match.

16.2 Duration

16.2.1 The match will consist of one innings per side, each innings being limited to a maximum of fourteen overs and 56 minutes.

16.2.2 No extra time shall be permitted to make up for any lost time.

16.2.3 A minimum of seven overs per side shall constitute a match.

16.2.4 An over shall not exceed eight balls except for the last over of an innings which must consist of six (6) legal deliveries.

16.2.5 A team shall not be permitted to declare it's innings closed.

16.3 Interval between innings

16.3.1 The interval between innings shall be 8 minutes.

16.3.2 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

16.4 Bowling Restrictions

16.4.1 Each member of the fielding side shall bowl under the following allocation with exception of the nominated wicket keeper who is not permitted to bowl:

- Two bowlers bowl three overs each
- Three bowlers bowl two overs each
- Two bowlers bowl one over each

16.4.2 In the event of a bowler being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only as far as each bowler's limit is concerned. Under no circumstances shall any bowler be permitted to bowl more than three overs in an innings.

16.4.3 Bowlers are limited to a 20-metre run up which is to act as a limit for wicket keepers as well.

16.4.4 A ball bouncing more than twice or rolling before it reaches the popping crease shall be signalled a No Ball.

16.4.5 Underarm bowling is prohibited unless agreed prior to the match.

16.5 Batting

16.5.1 A batter must retire not out on reaching a personal score of 30 runs, but may not retire before reaching thirty runs, except for injury. The batter may complete all runs possible off the stroke which takes them to 30 (i.e. hitting a boundary when on twenty-nine runs, taking then to 33). If one of the last pair of batters is out before the completion of the fourteen overs, any retired no out batter may return to complete their innings in their original batting order. A returning batter will take the normal end of an incoming batter after the fall of a wicket.

16.5.2 If seven wickets fall (not including the batter retiring not out) before the fourteen overs are completed, the last remaining batter shall bat on with the seventh out batter. The last remaining batter must always take strike and therefore return to the batting crease after scoring. The last remaining batter shall be declared out if their partner is run out. The innings shall be completed on the fall of the eighth wicket.

16.5.3 If a batter is injured or becomes ill during a match, a runner will be permitted subject to the umpire's approval. The runner shall be a member of the batting team and where possible shall have already batted in the innings.

16.6 Wicket Keepers

16.6.1 The wicket keeper must be nominated prior to the commencement of each fielding innings.

16.6.2 During play the wicket keeper must wear wicket keeping gloves and must stand in a normal wicket keeping position at the instant of delivery. Otherwise, a No Ball will be called.

16.6.3 A different wicket keeper may be nominated for each game but can only be changed during the game with the consent of the umpires (Rule 16.4.1).

16.7 Injury or illness

16.7.1 If a fielder is injured or becomes ill during a game, a substitute fielder will be permitted, subject to the Umpire's approval. The substitute fielder will not be allowed to bowl or bat.

16.7.2 The substitute shall come from within the nominated players (maximum of 10). Once a substitute is introduced, the player being replaced shall not be permitted to take the field again during the game in progress. Substitute shall only be allowed in the case of an injury sustained during a game and no other reason, apart from wicket keeper Rule 16.6.3.

16.8 Field Restrictions

16.8.1 At the instant of delivery, there may not be more than four fielders on the leg side.

16.8.2 The fielding side may only introduce a new or late player at the completion of an over.

16.8.3 Should a team have less than 8 players fielding, the opposing captain may nominate the member(s) of the fielding team to bowl any over required to make up for the missing fielders. No bowler may bowl two consecutive overs or part thereof.

16.9 Umpires

16.9.1 Umpires shall be appointed by ASCA however allowances will be made should there not be an umpire available (ie other senior members or ASCA Executive or Delegate, one representative from each club, etc).

16.10 Delayed or interrupted matches

16.10.1 Under all circumstances dealing with delays or interruptions to the innings of both teams, the umpires shall adjudicate, in accordance with these conditions, on the length of the innings, target scores, overs to be bowled by individual bowlers, and field restrictions.

16.10.2 In delayed of interrupted matches, the following over allocations will apply:

Overs to be bowled	Three overs to bowl	Two overs to bowl	One over to bowl
13 overs	2 players	2 players	3 players
12 overs	1 player	3 players	3 players
11 overs	-	4 players	3 players
10 overs	-	3 players	4 players
9 overs	-	2 players	5 players
8 overs	-	1 player	6 players
7 overs	-	-	7 players

16.10.3 Under all circumstances, the field restrictions for the innings of the team batting second shall be the same as the team batting first. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

16.11 Tied and Drawn Matches

16.11.1 In all major round matches in which the scores are equal (either the number of runs scored or as a result of a draw or tie) the result shall be determined through a tie breaker Super Over whereby each team bats for one (1) further over.

16.11.2 Subject to weather conditions, the Super Over will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances, it shall commence five (5) minutes after the conclusion of the match.

16.11.3 The Super Over will take place on the pitch allocated for the match unless otherwise determined by the umpires with the sides batting in the same order. The umpires shall not change ends. The fielding side shall choose which end to bowl from.

16.11.4 Prior to the commencement of the Super Over, each team shall select 3 batters and 1 bowler who shall already have played in the match and the selected players are given in writing to the umpires.

16.11.5 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.

16.11.6 The same ball (or a ball of a similar age if the original ball is out of shape) use at the end of the second team's innings shall be used for both team's Super Over.

16.11.7 The loss of two (2) wickets in the Super Over sees the end to the team's innings for the Super Over.

16.11.8 In the event of the teams having the same score after the Super Over, the process will restart, and additional Super Overs will be played until there is a winner.

PART G - MISCELLANEOUS

17.1 Role of the Captain

17.1.1 Captains shall be responsible for their team nominations, time keeping, for the conduct of their team and for acting on their team's behalf in the event of disputes.

18.1 Provision of a Scorer

18.1.1 MCC Law 3 shall apply. The recommendation is that each match is live scored using the PlayHQ platform, and a manual scorebook used as a backup.

18.1.2 In the absences of a side providing their own scorer the batting side shall score for each innings.

19.1 Conditions for trophies

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

- Batters must have played in at least half the games in that grade and scored at least 200 runs.
- Bowlers must have played in at least half the games in that grade and have taken at least fifteen wickets.
- Players found guilty of an offence will be ineligible to win Cricketer of the Year awards.

20.1 Approved cricket balls

20.1.1 At the commencement of each season, the Executive will provide a list of approved cricket balls. The below list are the suggested balls to use but can be adjusted at the approval of the Executive:

- A Grade – Kookaburra 156g 4 Piece Club Match (white)
- B and C Grade – Kookaburra 156g 2 Piece Special Test (white)
- Women's and Juniors (Under 13s and under) – Kookaburra 142g 2 Piece Kooka Practice (white)
- Juniors (Under 16s or equivalent) – Kookaburra 156g 2 Piece Kooka Practice (white).