



Blacktown City & District Cricket Association inc.

Nathan Mahony

2023-24

Contents

PLAYING RULES - TWO DAY MATCHES	5
1 Playing Times	5
2 Tea Break	5
3 Drinks Break	5
4 Number of Overs	5
4.1 Calculation of overs	5
4.2 Reduced overs due to weather or injury	5
5 Over Rate	6
6 End of Match	6
7 No Play on Day 1	6
8 Follow on	6
9 Bowling Restrictions	6
9.1 a Players who turn 12	6
9.1 b Players who turn 13 & 14	6
9.1 c Players who turn 15 & 16	6
9.1 d Players who turn 17,18 and 19	6
PLAYING RULES - ONE DAY MATCHES	8
1 Playing Times	8
2 Tea Break	8
3 Number of Overs	8
3.1 Calculation of overs	8
3.2 Reduced overs due to weather or injury	9
4 Over Rate	9
5 Bowling Restrictions	9
5.1 a	9
5.2 b Players who turn 12	9
5.2 c Players who turn 13 & 14	9
5.3 d Players who turn 15 &16	9
5.4 e Players who turn 17, 18 19	9
6 Injured Bowler	10
7 End of Match	10
8 Inclement Weather - TIME LOST NON DAYLIGHT SAVING & DAYLIGHT SAVING	10
9 Late Start - TIME LOST NON DAYLIGHT SAVING & DAYLIGHT SAVING	10
PLAYING RULES - 20/20 MATCHES (Added 8/8/2012) (1)	11
1 Playing Times	11

2	Number of Overs	11
2.1	Calculation of overs	11
3	Inclement Weather	11
3.1	Where inclement weather delays the start of play	11
3.2	Late starts, apart from inclement weather	11
4	Over Rate	12
5	Bowling Restrictions	12
5.1	Max 4 Overs	12
5.2	Failing to comply with this rule	12
6	Injured Bowler	12
7	End of Match	12
	Playing rules applicable for all Competitions and Players.....	13
1	Unregistered players	13
2	Reports under Rule 1	13
3	Substitute player	13
3.5	Ineligible Player	13
3.6	Players Playing Down Grades	13
4	Grading player to a lower grade	13
5	Player transfer during season	13
6	Grading criteria	13
7	Registration and Photo I.D. Amended SGM 2022.....	14
7.1	Names of Players	14
7.2	Late Registrations	15
7.3	Returning Grade Players	15
8	Grading - Team	15
9	Clearance - Transfer	15
10	Fitness of grounds - Amended SGM 2022	15
10.2	Ground Allocations	16
11	Forfeits.....	16
11.1	Definition	16
11.2	Fines.....	16
11.3	Loss of Points	16
12	Some competition positions decided by averages	16
13	Awarding of points	16
14	Semi-finals and Finals	17
15	Clothing regulation	18

16	Matting requirement - no synthetic surface	18
18	Scorebook discrepancy	18
19	Less than 11 players - Scorebook requirement	19
20	Umpires withdrawn after Wednesday	19
21	Results to be entered on Play HQ.....	19
21.1	Match results – Home Team.....	19
21.2	Match results – Away Team	19
22	Cricket balls - Approved.....	19
22.1	Kookaburra Balls.....	19
22.2	2nd Innings	19
23	No postponement of matches.....	19
24	Competition Rules - not covered - refer to MCC	19
25	Power of Committee	20
26	Signing scorebooks	20
27	Club Championship points.....	20
28	Incorrect team sheet	20
28.1	Captain playing a player under an assumed names	20
28.2	Player playing under an assumed name	20
29	Requirement for 2nd innings.....	20
30	Player umpire - Qualification	20
31	Wides and No-balls - Scorebook entry	20
32	Juniors Under 15 - Requirement.....	21
33	Match report	21
34	Replacing player called to Blacktown Grade	21
35	Helmets - mandatory for Under 18's (Amended 30/10/16)	21
36	Fielding restrictions for Under 18's (Amended 30/10/16)	21
36.1	Players u14	21
36.2	Players u18	21
36.3	Dead ball.....	21
36.4	Helmets.....	22
37	Player returning from Grade/Shires	22
38	Two Captains meetings - Compulsory - 2 points	22
39	Lighting strike - Procedure.....	22
40	Maximum Players (bat and bowl) Amended SGM 2022	22
41.1	13 Players on the team sheet	22
41.2	11 Batters and Bowlers.....	22

41	Matches to continue under protest.....	22
42	Player Umpiring	22
42.1	Bye Umpires.....	22
42.2	Signing Books.....	22
43	Paying a Player Umpire.....	22
44	Boundaries.....	23
45	Junior Player Restrictions	23
	MCC Laws.....	23
	MCC Law 9 High pitch full toss (NEW)	23
	MCC Rule 41.6 (New 23rd August 2017)	23
	MCC Rule 42 - not to apply (New 23rd August 2017).....	23
	Obsolete Rules	24

PLAYING RULES - TWO DAY MATCHES

1 Playing Times

Two day matches shall commence at 1:20pm and conclude at the completion of the over in progress at 6:00pm (stumps). For Rounds where the first days play is prior to the advent of daylight savings in NSW. Each days play shall conclude at the completion of the over in progress at 5:30pm. There shall be a minimum of 53 overs and a maximum of 55 overs to be bowled. If the second days play is after the advent of daylight savings in NSW then the conditions under Rule (9) will apply. (In Rounds where the second days play is prior to the advent of daylight savings in NSW and a 2 day match has been reduced to a 1 day match the match will be a 29 over per side match with a 10 minute change of innings played under the 1 day rules. The team batting first will bat from 1:20pm until 3:20pm unless the bowling side has not completed the 29 overs in which case the 1 day playing conditions apply. The team batting second will commence their innings at 3:30pm. The scheduled time of stumps is 5:30pm. Play may be extended until no later than 5:45pm (if light conditions are suitable) to allow the team batting second to receive their full allocation of 29 overs. (Amended 15/8/07)

Matches that have been schedule by the BC&DCA as a two (2) match shall be played over the two (2) days allocated unless 2 innings per team has been completed and a result recorded on the first day. Any departure from this may result in disciplinary action and/or loss of points and shall be dealt with accordingly by the Executive Committee and or the Management Committee. This does not include semi finals, finals matches or matches affected by weather conditions. (NEW 22/7/15)

2 Tea Break

A tea break shall be taken at 3:35pm. Play must resume after this tea break at 3:55pm. If an innings ends or there is a stoppage due to bad light or inclement weather within thirty(30) minutes of the scheduled tea break, the tea break shall be taken immediately. If at the agreed time for the tea break interval, nine(9) wickets are down, play shall continue for a period not exceeding thirty(30) minutes or until the innings is completed.

3 Drinks Break

With the agreement of both captains, drink breaks of not more than five minutes duration may be taken at 2:30pm and 5:00pm. The over rate shall not be reduced to accommodate such breaks in play. In the event of adverse weather condition and with the agreement of both captains, the over rate may be reduced to allow for additional drink breaks, these drink breaks of not more than five minutes duration. (Amended 21/07/15)

4 Number of Overs

4.1 Calculation of overs

Each team, in the first innings, shall bowl a maximum of sixty-five(65) overs and the team scoring the greater number of runs irrespective of the number of wickets lost in the first innings shall be declared the winner.

If a minimum of sixty(60) overs is received by the team batting first (and they are not all out at the end of the first day's play) the match shall be reduced such that the team batting second will receive the same number of overs as their opponents received.

Any departure from the expected over rate could be considered under the law of unfair play and dealt with accordingly by the Executive Committee.

4.2 Reduced overs due to weather or injury

If sixty (60) overs are not received by the team batting first and they are not all out, the match will be reduced as follows: NUMBER OF OVERS RECEIVED PLUS 60 DIVIDED BY 2 eg. if 43 overs are bowled: $43 + 60 \text{ DIVIDED BY } 2$ as answer to calculation: = 51 overs

However, if the calculation drops below 25 overs (for whatever reason) the match will be considered a draw

If the team batting first is dismissed or closes its innings before sixty-five(65) overs have been bowled, the team batting second is entitled to receive its full allocation of sixty-five(65) overs, except that in the event of the team batting on the

first day, losing its final wicket in overs number sixty(60) to sixty-five(65) which has commenced ten(10) minutes or less prior to stumps, the team batting second shall receive only the same number of overs as the team batting first.

If the team batting second receives its allocated overs or closes its innings or is dismissed before the allocated number of overs is bowled, the over count shall then not apply and the match shall continue until stumps, unless agreement to end the game is reached by both captains, and notation entered and signed in both scorebooks.

5 Over Rate

All equal over matches are based on a minimum over rate of fifteen (15) per hour (i.e. approximately four(4) minutes per over). Teams are expected to bowl at or better than this rate.

6 End of Match

Regardless of whether the allocated number of overs have been bowled or not, the match shall conclude at stumps. Where no result has been obtained by that time the result may be a draw. The innings of the team batting first shall be deemed ended immediately when the allocated number of overs has been bowled and play shall continue until stumps.

7 No Play on Day 1

Where there is no play on the first day of a two-day match the match shall be played on the second day under one-day match conditions.

8 Follow on

The required lead for a team to enforce the team batting second to follow on shall be seventy five(75) runs.

9 Bowling Restrictions

There shall be a restriction on bowlers in all two day matches as follows:

9.1 a Players who turn 12

Players who turn twelve(12) years of age or under during the current season may bowl no more than eight(8) overs in each innings. Further no bowler may bowl more than four(4) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

9.1 b Players who turn 13 & 14

Players who turn thirteen(13) or fourteen(14) years of age during the current season may bowl no more than ten(10) overs in each innings. Further no bowler may bowl more than five(5) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

9.1 c Players who turn 15 & 16

Players who turn fifteen(15) or sixteen(16) years of age during the current season may bowl no more than twelve(12) overs in each innings. Further no bowler may bowl more than six(6) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

9.1 d Players who turn 17,18 and 19

Players who turn seventeen(17), eighteen(18) or nineteen(19) years of age during the current season may bowl no more than sixteen(16) overs in each innings. Further no bowler may bowl more than eight(8) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

9.2 A bowler who has bowled a spell of fewer than the maximum number of overs set out in (a), (b), (c) or (d) above may resume bowling prior to the completion of the minimum rest period as defined in (a), (b), (c) or (d) above, but this will be considered an extension of the same spell, and the limit of overs in total in the spell

will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.

- 9.3 For the purpose of calculating a bowlers minimum rest period as defined in Rule (9), above, any interruption of play due to wet weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end.
- 9.4 The scorers and umpires will need to communicate to ensure adherence to this Rule. Bowling Limitation Record Sheets will be used by scorers to record this. These sheets must be signed by the umpires at the end of each innings.
- 9.5 Failure to comply with these restrictions may result in disciplinary action and/or loss of points.

PLAYING RULES - ONE DAY MATCHES

1 Playing Times

In the case of daylight saving times, one day matches shall commence at 1:20pm and conclude at the completion of the over in progress at 7:00pm(stumps) and in the case of non-daylight saving completion of the over in progress at 6:00pm(stumps), UNLESS the maximum allocated overs have not been bowled as per one day Rule (3). Play may continue past 7:00pm and 6:00pm respectively, but play must conclude no later than 7:30pm and 6:30pm respectively. (Amended 2/8/04)

2 Tea Break

With the agreement of both captains, drink breaks of not more than five minutes duration may be taken at the half-way point in each innings. The over rate shall not be reduced to accommodate such breaks in play. AMENDED 4/7/00

3 Number of Overs

3.1 Calculation of overs

In a one day fixture each team shall bowl a maximum of thirty(30) overs in non-daylight saving and forty(40) overs in daylight saving and the team scoring the greater number of runs, irrespective of wickets lost, shall be declared the winner.

3.1.1 If there has been no time lost due to the condition of the pitch, ground, weather or light and should the team bowling first fail to bowl its allotted overs by 4:05pm, then play shall continue until the full number of overs has been completed, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at 4:05pm which had been bowled by them to the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past 6:00/7:00pm provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease at 7:00pm. A twenty minute tea break should be taken at 4:05pm or at the conclusion of the innings of the team batting first.

3.1.2 Where an injury results in a loss of time during the innings of the team batting first the number of minutes lost due to the injury will be added to the 4:05pm cut-off time. Play shall then continue until the full number of overs has been completed, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at the re-calculated cut-off time which had been received by the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past 6:00/7:00pm provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease at 6:00/7:00pm. A twenty (20) minute tea break shall be taken at the re-calculated cut-off time or at the conclusion of thethe innings of the team batting first.

3.1.3 Where inclement weather interrupts the innings of the team batting first the time lost shall be shared equally between the teams as follows: Half the number of minutes of play lost shall be added to the time for completion of the innings of the team batting first. (For example - if 30 minutes play is lost, the innings of the team batting first shall be extended by 15 minutes and must be completed by 4:20pm) Play shall then continue until the re-calculated cut-off time or the completion of the maximum forty(40) overs, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at the re-calculated cut-off time which had been received by the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past 6:00/7:00pm provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease at 6:00/7:00pm. A twenty (20) minute tea break shall be taken at the re-calculated cut-off time or at the conclusion of the innings of the team batting first.

3.2 Reduced overs due to weather or injury

If the calculation of overs drops below 15 in a non daylight savings match or 20 overs in a match played during daylight savings, (for whatever reason) the match will be considered a draw.

4 Over Rate

All one day fixtures are based on a minimum over rate of fifteen(15) per hour, i.e. approximately four(4) minutes per over.

Teams are expected to bowl at or better than this rate and any serious departure from this rule could be considered under the rule of unfair play and dealt with accordingly by the Executive Committee.

5 Bowling Restrictions

There shall be a restriction on bowlers in all one day matches as follows:

5.1 a In all one day games a maximum of ten(10) overs per bowler is allowed.

5.2 b Players who turn 12

Players who turn twelve(12) years of age or under during the current season may bowl no more than eight(8) overs in each innings. Further no bowler may bowl more than four(4) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

5.2 c Players who turn 13 & 14

Players who turn thirteen(13) or fourteen(14) years of age during the current season may bowl no more than five(5) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

5.3 d Players who turn 15 & 16

Players who turn fifteen(15) or sixteen(16) years of age during the current season may bowl no more than six(6) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

5.4 e Players who turn 17, 18 19

Players who turn seventeen(17), eighteen(18) or nineteen(19) years of age during the current season may bowl no more than eight(8) overs in any continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

5.2 A bowler who has bowled a spell of fewer than the maximum number of overs set out in (b), (c), (d) or (e) above may resume bowling prior to the completion of the minimum rest period as defined in (b), (c), (d) or (e) above, but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.

5.3 For the purpose of calculating a bowlers minimum rest period as defined in Rule 6, any interruption of play due to wet weather or an interval shall contribute in the amount of 1 over for each 4 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end.

5.4 The scorers and umpires will need to communicate to ensure adherence to this Rule. Bowling Limitation Record Sheets will be used by scorers to record this. These sheets must be signed by the umpires at the end of each innings.

5.4.1 Failure to comply with these restrictions may result in disciplinary action and/or loss of points.

6

Injured Bowler

Where a bowler is injured and unable to complete an over, the over shall be completed immediately by another player, provided that a player shall not bowl two(2) overs or part thereof consecutively in one innings.

7

End of Match

Where a first innings result has been obtained the match is concluded. AMENDED 4/7/00

8 Inclement Weather - TIME LOST NON DAYLIGHT SAVING & DAYLIGHT SAVING

Where inclement weather delays the start of play the maximum overs shall be altered as follows:

1 to 8 minutes 29 overs 39 overs 8 to 16 minutes 28 overs 38 overs 16 to 24 minutes 27 overs 37 overs 24 to 32 minutes 26 overs 36 overs 32 to 40 minutes 25 overs 35 overs 40 to 48 minutes 24 overs 34 overs 48 to 56 minutes 23 overs 33 overs 56 minutes or longer 22 overs 32 overs

9 Late Start - TIME LOST NON DAYLIGHT SAVING & DAYLIGHT SAVING

Late starts, apart from inclement weather, up to 1:35pm shall reduce the match as follows:

1 to 8 minutes 29 overs 39 overs 8 to 16 minutes 28 overs 38 overs The match shall conclude at the time shown in the rules. The above calculation applies only where the START of play has been delayed and is not to be used where inclement weather interferes once play has commenced.

PLAYING RULES - 20/20 MATCHES (Added 8/8/2012) (1)

1 Playing Times

The scheduled start of play shall be provided by the Senior Competition Secretary. The scheduled close of play is three hours after the commencement of play.

2 Number of Overs

2.1 Calculation of overs

In a 20/20 day fixture each team shall bowl a maximum of twenty (20) overs and the team scoring the greater number of runs, irrespective of wickets lost, shall be declared the winner.

2.2 If there has been no time lost due to the condition of the pitch, ground, weather or light and should the team bowling first fail to bowl its allotted overs by 90 minutes after the commencement of play, then play shall continue until the full number of overs has been completed, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at 90 minutes after the commencement of play which had been bowled by them to the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past the scheduled close of play provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease at the scheduled close of play.

2.3 Where an injury results in a loss of time during the innings of the team batting first the number of minutes lost due to the injury will be added to the cut-off time. Play shall then continue until the full number of overs has been completed, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at the re-calculated cut-off time which had been received by the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past three hours after the commencement of play provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease three hours after the commencement of play.

3 Inclement Weather

Where inclement weather interrupts the innings of the team batting first the time lost shall be shared equally between the teams as follows: Half the number of minutes of play lost shall be added to the time for completion of the innings of the team batting first. (For example - if 30 minutes play is lost, the innings of the team batting first shall be extended by 15 minutes and must be completed by one hour and forty five minutes after the commencement of play). Play shall then continue until the re-calculated cut-off time or the completion of the maximum twenty (20) overs, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at the re-calculated cut-off time which had been received by the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past the scheduled close of play provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease at the scheduled close of play

3.1 Where inclement weather delays the start of play

The maximum overs shall be altered as follows: TIME LOST 1 to 8 minutes 19 overs 8 to 16 minutes 18 overs 16 to 24 minutes 17 overs 24 to 32 minutes 16 overs 32 to 40 minutes 15 overs 40 to 48 minutes 14 overs 48 to 56 minutes 13 overs 56 minutes or longer 12 overs

3.2 Late starts, apart from inclement weather

Up to 15 minutes after the proposed starting time shall reduce the match as follows: TIME LOST 1 to 8 minutes 19 overs 8 to 16 minutes 18 overs The match shall conclude at the time specified in the rules. The

above calculation applies only where the START of play has been delayed and is not to be used where inclement weather interferes once play has commenced.

If the calculation of overs drops below 10, (for whatever reason) the match will be considered a draw.

4 Over Rate

All 20/20 fixtures are based on a minimum over rate of fifteen (15) per hour, i.e. approximately four (4) minutes per over. (10) Teams are expected to bowl at or better than this rate and any serious departure from this rule could be considered under the rule of unfair play and dealt with accordingly by the Executive Committee.

5 Bowling Restrictions

There shall be a restriction on bowlers in all 20/20 matches as follows:

5.1 Max 4 Overs

In all 20/20 games a maximum of four (4) overs per bowler is allowed.

5.2 Failing to comply with this rule

Failure to comply with these restrictions may result in disciplinary action and/or loss of points

6 Injured Bowler

Where a bowler is injured and unable to complete an over, the over shall be completed immediately by another player, provided that a player shall not bowl two (2) overs or part thereof consecutively in one innings.

7 End of Match

A game shall be considered a result when the side batting first has the opportunity to face at least ten (10) overs and the side batting second either passes the score or faces the same number of overs as the side batting first or the number of overs specified by clause 2 (d) above.

Where a first innings result has been obtained the match is concluded.

Playing rules applicable for all Competitions and Players

1 Unregistered players

- 1.1 Any team playing a person prior to registration, or otherwise unqualified, shall lose the match in which that person played and their opponents shall receive the maximum number of points gained by any team in that division. The offending team shall not be awarded any points.
- 1.2 Unfinancial players shall not play with another club until they have become financial and produced a letter of clearance from their previous club.

2 Reports under Rule 1

Reports under Rule 1. Must be in writing but need not be defined as protests.

3 Substitute player

- 3.1 With the exception of players playing in the u17 competition no player may play or substitute with more than one team in senior fixtures set down for the same date.
- 3.2 Names of players used as substitutes must be printed on the back of the team sheet and in both scorebooks. All persons used as substitutes must be registered players in the Senior Competition.
- 3.3 No player can field/substitute in a lower grade than that in which he/she is registered.

3.4 That is a player can only be nominated on one team sheet on the date of the match, this includes all registered players in the BCDCA who also are registered to play in any other competition.

3.5 Ineligible Player

Any club using an ineligible player as a substitute may lose points gained for the match or matches in which an ineligible substitute was used. Points lost under this rule will be awarded to the opposition team in accordance with Senior Competition Rule 1.1 providing they have not contravened this rule.

3.6 Players Playing Down Grades

Any three players per team, each round, will be permitted to play in the Club's net lower grade, without applying for regrading, providing the conditions below are met. The provisions of this rule do not apply when the higher graded team is not playing in that round for any reason.

3.5.1 The players concerned may only drop to the Club's next grade, which will be no more than two (2) grades lower than the grade in which they were originally registered &

3.5.2 To qualify for a semi-final in a lower grade, a player must play in the three (3) of the last five (5) matches in that grade &

3.5.3 No player is permitted to play in the lower grade for more than 5 rounds

4 Grading player to a lower grade

Any player having played six(6) matches in a grade group higher than that grade in which he was originally registered shall not play in a lower grade without the permission of the Grading Committee.

5 Player transfer during season

No player may play with more than one club during the season unless a permit is granted by the Executive Committee. No permit or transfer will be granted after the Executive Committee meeting held prior to the last match to be concluded in December of the competition then current.

6 Grading criteria

- 6.1 All applications for re-grading shall be made in writing by the Club Secretary to the Honorary Secretary of the Association not later than 8:00pm the Wednesday prior to the commencement of a match. Relevant performance and reason for application must be submitted therewith. The scorebook illustrating player's

performances must be forwarded when required to the Honorary Competition Secretary of the Association within seven(7) days of such application, for verification and Executive Committee approval. No protests will be entered into regarding the Committee's decision on re-grading. All club secretaries will be notified of players graded in their club. Points will be deducted if submitted information is misleading.

6.2 All players will be graded using the following criteria.

6.2.1 Where a player does not participate in at least seven innings throughout the season due to injury, suspension, etc. previous performances will be taken into consideration when determining that players grading.

6.2.2 The Grading Committee reserves the right to regrade teams where necessary to fill grades which do not have enough teams nominated to form a competition.

6.2.3 The Grading Committee retains the right to grade or regrade individual players in any grade.

BATTING

Runs Average Grading Level

Down 2 Grades – Ave 0 - 5.35

Down 1 Grade – Ave 5.36 - 10.70

Same Grade as played – Ave 10.71 - 17.85

1 Grade higher – Ave 17.86 - 25.00

2 Grades higher – Ave 25.01 - 32.15

32.16 - To be Graded by Grading Committee

Five (5) innings constitute grading or player graded same grade as previous season.

BOWLING Wickets Average Grading Level

0 - 14 At any average Down 2 Grades

15 - 25 At any average Down 1 Grade

26 - 30 At any average Same Grade as played

31 - 40 At any average 1 Grade higher

41 - 49 At any average 2 Grades higher

50 + At any average To be Graded by Grading Committee Seven

Five (5) matches constitute grading or player graded same grade as previous season.

Player grading's are a Guideline only and teams will be graded on the overall strength of the fully completed Team Nomination Form. Statistics and player grading's must be displayed on the Team Nomination Form. Clubs will be held responsible for false or misleading information on Team Nomination and Player Registration Form. (amended August 2019)

7 Registration and Photo I.D. Amended SGM 2022

7.1 Names of Players

Names of players to be registered must be submitted on the players registration form supplied by the Association. Such forms must contain the full names, competition and grade which last played in and the club last played with, for all players for whom registration is sought and be lodged prior to the 31st August. A minimum of eleven(11) registration forms must be submitted to constitute a team with the exception of the lowest nominated team from each club which may contain nine(9) registration forms. (Amended 14/8/03)

7.1.1 All players are required to carry a legally acceptable form of photo ID (Drivers Licence, Proof of Age Card, Passport, or other form of photo identification issued by a Government agency, State or Federal) to the ground on each days play. It will be the responsibility of the opposing Captain to

inspect every players identification prior to the start of each days play. Players arriving late to a match must report to the opposing captain with his identification before he/she can participate in the match on either days play. B.C & D.C.U.A Officially appointed umpires are not responsible to check players identification unless a Captain is lodging a protest about a players validity.

- 7.1.2 There will be no Protests or Disputes allowed on player identity unless an ID Card check has preceded the match. BC&DCA Inc. 2015/16 Senior Competition Rules 4 August 2015

7.2 Late Registrations

Subsequent applications for late registrations, complete in all details by the Club Secretary or his/her accredited representative, will be received and considered during the season current.

- 7.2.1 All late registrations must be lodged, in writing, with the Honorary Senior Competition Secretary of the Association not later than 8:00pm on the Wednesday prior to the start of the match in which the player/s wish/wishes to play. Such players must be cleared by the Grading Committee prior to taking part in any match.

7.3 Returning Grade Players

- 7.3.1 Senior players, players only registered in the senior competition – opposed to a junior player playing in both juniors and seniors, may register with a Grade or Shires Association. These players may return to the BCDCA and play 1st grade without notifying the Senior Competition Secretary.
- 7.3.2 Any club who has a player registered with the Association who goes to Grade/Shires for any game/s, must advise the Senior Competition Secretary when he/she returns, and his/her grade will be reassessed prior to the player resuming if playing lower than 1st grade.
- 7.3.3 If a player does not inform the Senior Competition Secretary and plays in a BCDCA game all points obtained for that round will be lost.

8 Grading - Team

All teams shall be graded by a Grading Committee, which shall consist of the Executive Committee and two members elected by and from the Management Committee. Elected members shall not sit on the Committee on consecutive seasons. The Committee shall have the power to regrade teams before the commencement of the competition and **immediately at the conclusion of five (5) competition rounds.** (Amended 23rd August 2017)

9 Clearance - Transfer

Players desirous of transferring from one club to another must produce a clearance from the club last played with and must obtain the approval of the Association Grading Committee prior to playing with the different club to that which they were originally registered. Players violating this rule will be deemed to be unregistered.

10 Fitness of grounds - Amended SGM 2022

- 10.1 The BCDCA executives can cancel a full round of competition no earlier than 24hrs prior to the start time due to inclement weather, including smoke haze, heat or similar.

Decisions on the fitness of grounds rests with the captains of each team and in the event of their not agreeing then the officially appointed umpire shall determine whether or not the ground is fit for play. Should no officially appointed umpire be present and the captains disagree then the state of affairs existing at the time the question arose shall continue, and a record, signed by both captains, be made in the scorebooks.

10.2 Ground Allocations

11.2.1 At the commencement of the season the Senior Competition Secretary will provide a list of alternate grounds available each round to which a match may be transferred due to vandalism of the appointed ground or when so directed by the BC&DCA Inc.

11.2.2 Where the appointed ground is unplayable due to weather conditions (eg. rain/flood) the match may NOT be transferred to any other venue. If this occurs on Day 1 of a 2 day match, Rule 13 of Playing Rules - Two Day Matches will apply.

11 Forfeits

11.1 Definition

Teams must have at least seven (7) players present before play may commence, on the FIRST DAY of a match. Late starts (up to 1:35pm) must be reported to the Honorary Secretary of the Association and a notation, signed by both captains, be made in each scorebook. The Senior Competition Secretary of the Association shall report all late starts to the Executive Committee who shall have the power to fine the offending club not less than ten dollars (\$10.00) and take any other action considered necessary, after investigation. Where a team cannot field the required number of players by 1:35pm the offending side shall forfeit the game to the non-offending team.

11.2 Fines

11.2.1 *Fines for first offence*

Where a team forfeits for the first time a fine of up to thirty dollars(\$30.00) is payable.

11.2.2 *Fines for second offence*

Where a team forfeits for the second time, the team is automatically fined **one hundred and fifty dollars(\$150.00) is payable** and may be suspended from the competition and will forfeit all rights and privileges of the Association, unless a satisfactory excuse is forwarded to and accepted by the Association Committee. **(amended 21/8/13)**

11.2.3 *Forfeiting with an umpire*

Where a team forfeits a match and officially appointed Umpires have been appointed to that match, then the team that is forfeiting shall be liable to pay all Umpires fees. These fees shall be paid by the forfeiting team or its club, within fourteen (14) days of the date of the forfeited match.

11.3 Loss of Points

Any team which forfeits any match will have six (6) competition points deducted. NEW 19/7/2001

12 Some competition positions decided by averages

Where it is impossible to complete two (2) full rounds of competition, places in the competition will be decided on averages, i.e. points scored against maximum points possible, for matches actually played.

13 Awarding of points

Competition Points shall be awarded as follows:

- Outright win 10
- Outright win, if lost on first innings 10
- First innings win 6
- Tied match - on first innings 4
 - on second innings 5
- Drawn match 3
- Win on forfeit Highest points gained in that round in that grade.
- First innings loss 1
- Forfeit, bye, outright loss when Behind on first innings 0

14 Semi-finals and Finals

At the end of the last series of matches the four leading teams shall meet each other in Semi-finals as follows:- First versus fourth and second versus third. The winners of these Semi-finals will meet in Finals to decide the Premiers. Should any teams be equal on points or percentages their positions will be decided on runs per wicket scored for and against. For the purpose of ascertaining averages the following system shall be adopted:-

The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.

The batting average against each team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.

The former shall be divided by the latter to arrive at a quotient. The team with the higher/highest quotient shall be considered to have the better performance.

- 14.1 Semi-finals and Finals shall be played over two (2) days duration on grounds allocated by the Executive Committee. Home grounds will be allocated by the Executive Committee to the higher finishing teams playing in the Semi-finals and Finals if the ground is deemed suitable. Where a ground is deemed unsuitable by the Executive Committee, the Executive Committee shall allocate a suitable ground. AMENDED 6-7-99
- 14.2 To be eligible to play in Semi-finals and/or Finals, a player must have played in at least five (5) in the senior competition matches with his/her club, prior to the Semi-finals in the season then current and meet the requirements of Rule 4. (Amended August 2019)
 - 14.2.1 If a team does not play three of its regular season matches due to wet weather, byes or forfeit by their opposition team the players only need to play four matches to be eligible to play in the Semi-finals. NEW 18/8/10
 - 14.2.2 If a team does not play four of its regular season matches due to wet weather, byes or forfeit by their opposition team the players only need to play three matches to be eligible to play in the Semi-finals. NEW 18/8/10
- 14.3 Where no result is obtained at least on the first innings in either or both Semi-finals, the team/s which has the highest position on the competition table immediately prior to the Semifinals shall be declared the winner/s of the Semi-final/s. NEW 19/7/2001
- 14.4 Where no play is possible due to weather conditions on both days of play set down for the Final, the Final will be rescheduled to the following weekend. NEW 19/7/2001
- 14.5 Where no result is obtained at least on the first innings in the rescheduled Final, the finalist with the highest position on the competition table immediately prior to the Semi-finals shall be declared the Premiers.
- 14.6 Officially appointed Umpires appointed by the B.C & D.C.U.A for semi-finals and grand finals are given authority to call an end to a match only involving the 2nd innings if in their opinion that there is insufficient time for an outright result to be achieved. (added August 2019)

15 Clothing regulation

- 15.1 All players taking part in competition matches (one or two days) shall wear a white or cream shirt with collar (not-shirts), white or cream trousers however cannot wear red shoes or boots. Where socks are worn, they shall be white, or cream and a white or cream sweater is permitted. Alternatively, any uniform (including shirts, sweater and or pants) approved by the Management Committee.
- 15.1.1 All team shirts and or Pants must be submitted to the Management Committee for approval or rejection. The MC decision will be final.
 - 15.1.2 If a club taking part in a competition match chooses to use an approved team shirt and or pants, all players of that club taking part in the game must wear the same approved shirt and or pants. as per clause 15.1 (15.1 and 15.1.1)
 - 15.1.3 Any other item of exposed clothing e.g. skins or similar, must be white, black or in same colour teams approved shirt (however must NOT be red in colour).
- 15.2 The fielding side are not to have their pants tucked into their socks.
- 15.3 No metal spikes or cleats shall be worn on grounds where there are synthetic cricket wickets.
- 15.4 Players whose clothing does not conform with the dress code as detailed in Rule 15.1, 15.1.1, 15.1.2 or 15.1.3 shall not be permitted to take the field of play until correctly attired.
- 15.5 Dress requirements of players officiating as umpires, where no official umpire is standing in a match or where a player is required to officiate as square-leg umpire in the presence of a single officially appointed umpire (amended August 2019)
- 15.6 Players officiating as umpires are to wear a shirt. This does not include singlets or muscle shirts.
- 15.7 Enclosed footwear must be worn by players officiating as umpires. This does not include thongs, masseurs or flip-flop sandals.

16 Matting requirement - no synthetic surface

- 16.1 Home clubs must provide coir matting to cover concrete wickets where no other covering, such as super-turf, carpet and the like, is provided.
- 16.2 Where coir matting is used to cover the pitch, any ball pitching on the leathers or the exposed concrete at the centre of the pitch shall be immediately called and signalled "NO BALL".
- 16.3 Any ball pitching off synthetic or concrete pitches shall be immediately called and signalled "NO BALL".

17 Deliberately Left Blank

18 Scorebook discrepancy

- 18.1 In all matches were a dispute on a match exists and a discrepancy appears in the scorebooks, the books shall be forwarded to the Executive Committee for a decision. In the event of an official Umpire being appointed to the match, then he/she shall impound the scorebooks and forward them to the Honorary Secretary of the Association.
- 18.2 Where no official umpire is appointed the person officiating shall be regarded as the official umpire.

18.3 The Executive Committee will decide the winner of such match on the batting records of both books and, where they do not agree, the decision will be given on the bowling records of both books. Where neither is in agreement the match will be decided by the Executive Committee, whose decision is final.

19 Less than 11 players - Scorebook requirement

Where a team plays less than eleven(11) players and all available wickets have fallen, the scorebooks shall record "NIL" against the names of absent players, and the ten(10) wickets shall be considered as fallen. When determining official team averages where a player is absent without having commenced batting, this shall not be classed as an innings when determining individual batting averages.

20 Umpires withdrawn after Wednesday

Umpires withdrawing after Wednesday from officiating at their nominated matches shall not play in that round.

21 Results to be entered on Play HQ

Team sheets from all clubs, must be received by the Senior Competition Secretary of the Association not later than 8:00pm on the Thursday following the completion of a match.

NOTE: A fine of One Hundred dollars (\$100.00) will be incurred by a team not complying with this Rule.

21.1 Match results – Home Team

Match results will be required to be posted on the Play HQ website by the home team/club by 8pm on the Tuesday following the conclusion of each match. Results entered are to include teams list, batting and bowling figures and all statistics relevant to the match.

21.2 Match results – Away Team

The away team/club must confirm the match result by 8pm and enter their complete statistics on or before the Thursday following the conclusion of each match. Any breach of this rule will result in the loss of two(2) competition points by the offending team.(New 21/8/13)

22 Cricket balls - Approved

Only those balls approved by the BC&DCA Inc. shall be used, those being 156gram leather six-stitchers, carrying the brand:

KOOKABURRA - Tuf Pitch (Amended 21/8/13)

22.1 Kookaburra Balls

Kookaburra balls bearing the BC&DCA brand are to be used. (Amended 13/8/08)

22.2 2nd Innings

The right of the batting team to demand a new ball at the start of its 2nd Innings is suspended. Therefore, the fielding team may use a new or used ball in satisfactory condition provided it complies with rule 26. (Added 21/07/15)

23 No postponement of matches

No match shall be postponed for picnics or any other such similar functions.

24 Competition Rules - not covered - refer to MCC

All competition rules not covered in the preceding rules shall be according to the rules and by-laws of the M.C.C.

25 Power of Committee

The committee will have the power to deal with any matters not embodied in the preceding rules but will not have the power to change existing rules without a two-thirds majority Delegates' vote.

26 Signing scorebooks

Scorebooks must be signed by BOTH CAPTAINS at the completion of each innings.

27 Club Championship points

CALCULATION OF SENIOR CLUB CHAMPIONSHIP POINTS

The Club Championship will be decided among those clubs who have a minimum of four(4) teams playing at the end of the last competition round. The championship will be decided according to the highest average number of points on the following basis: Each team will have their club championship points, at the conclusion of the final competition round of the season then current, calculated thus:- The lowest numbered grade in the association will have their competition points multiplied by one(x1); all other grades will have their competition points multiplied by increments of .10 for each grade from lowest to highest. (e.g. If there are eight grades, 8 th x 1, 7 th x 1.10, 6 th x 1.20, 5 th x 1.30, 4 th x 1.40, 3 rd x 1.50, 2 nd x 1.60, 1 st x 1.70); the calculated points for a club will be added together and divided by the number of teams the club has entered in the competition for that season; the club with the highest average shall be declared club champions for that season. AMENDED 19/7/2001

28 Incorrect team sheet

When an incorrect team-sheet is submitted to the Senior Competition Secretary (due to incorrect spelling or non-completion of all details – First name and Surname as per Player HQ registration) and there is no doubt that the offending team is not trying to cheat, then the offending club shall be fined fifteen(\$15.00) for the first offence and thirty(\$30.00) for any subsequent offence. AMENDED 19/7/2001

28.1 Captain playing a player under an assumed names

The captain/signatory will be held responsible for the validity of the players whose names appear on the submitted team sheet for each match. Any captain/signatory found guilty of playing a player under an assumed name will be suspended for a **minimum** period of twenty-one(21) playing weeks. **Amended 21/8/13**

28.2 Player playing under an assumed name

Any player found guilty of playing under an assumed name will be suspended for a **minimum** period of twenty-one(21) playing weeks. **Amended 21/8/13**

29 Requirement for 2nd innings

Provided ground and weather conditions are acceptable, any team failing to take the field in their 2nd innings, when required to do so by the opposition, shall be fined the equivalent of a forfeit and may lose competition points.

30 Player umpire - Qualification

A person officiating as an umpire must be a player listed on the team sheet for the match in progress or such other person as mutually agreed to by the team captains.

31 Wides and No-balls - Scorebook entry

In all competitions, any wides or no-balls delivered by the bowler shall be entered as runs scored against the bowler. MCC Laws of the Game. Fast High Pitched Ball. Calling of. Refer APPENDIX A (page 10 of these Senior Competition Rules)

32 Juniors Under 15 - Requirement

- 32.1 Clubs wanting to field any player under the age of 15 years at 31st August of the season then current must obtain written parental consent before applying to the Executive Committee for permission for such player/s to participate in any Senior Competition.
- 32.2 Any club making application under (a) above shall provide to the BC&DCA Inc. all details/ performances as requested pertaining to the player/s for whom the application/s are made.
- 32.3 The Executive Committee will consider such applications prior to approving or denying permission for the player/s to participate in any Senior Competition.
- 32.3 No player in this category shall participate in any senior match until the Executive Committee determines his/her eligibility.
- 32.4 Players granted permission to play under Rule 30, may not participate in a grade higher than that in which they are graded.

33 Match report

At the completion of every match each captain (or a team representative) is required to submit a completed and signed match report on the form provided for that purpose by the Association. Each match report shall be signed by the club secretary or a club executive member. Match reports are to be submitted at the same time as the corresponding team and result slips to the Senior Competition Secretary. NOTE: Match report forms are not to be used to report alleged breaches of the Code of Behaviour. Alleged breaches of the Code of Behaviour must be submitted as stipulated in the Code of Behaviour. NEW 19/7/2001

34 Replacing player called to Blacktown Grade

A club shall be permitted, subject to the approval of the Executive Committee, to replace a player who is promoted to the Blacktown District Cricket Club (Grade) after a match has commenced with another player. The replacement player shall participate as if he was in the original team, including continuing the innings of the replaced player. The replacement player must be a registered member of the club and be eligible to play in the game concerned as per these rules. NEW. 29/7/02

35 Helmets - mandatory for Under 18's (Amended 30/10/16)

It is mandatory for all players aged under 18 years of age at the 31st August each season to wear a helmet whilst batting, under all weather circumstances and against all bowling types. **(Amended 30/10/16 Cricket Aust)**

36 Fielding restrictions for Under 18's (Amended 30/10/16)

36.1 Players u14

No player under the age of 14 years shall field within a 10 metre circle at the strikers end, with the exception of wicketkeeper, offside slip and gully fieldsman.

36.2 Players u18

No player over 14 years of age and under 18 years of age shall field within a 10 metre circle at the strikers end, unless wearing the minimum protective equipment of helmet (with faceguard) and protector, with the exception of wicketkeeper, offside slip and gully fieldsman. **(Amended 30/10/16 Cricket Aust)**

36.3 Dead ball

If a fielder is in breach of 36.1 or 36.2 above, prior to the batsman striking the ball, the ball striking the batsman, or ball passing the stumps, the umpire shall call and signal dead ball.

36.4 Helmets

In all matches, helmets must be worn at all times by **Under 18 years of age** wicketkeepers keeping up to the stumps; (ie- within 2 metres of the stumps). . **(Amended 30/10/16 Cricket Aust)**

37 Player returning from Grade/Shires

Any club who has a player registered with the Association who goes to Grade/Shires for any game/s, must advise the Senior Competition Secretary when he/she returns, and his grade will be reassessed prior to the player resuming playing. (NEW 14/8/03)

38 Two Captains meetings - Compulsory - 2 points

It is compulsory for a representative from each team to attend two (2) captains meetings each season. Two competition points will be removed for each team that is not represented at each meeting. (i.e. a total of four (4) competition points).

39 Lighting strike - Procedure

In the event that a lightning flash is followed by thunder less than 30 seconds later play shall cease immediately. Play shall not resume until 30 minutes after any such flash of lightning. (NEW 10/8/05)

40 Maximum Players (bat and bowl) **Amended SGM 2022**

41.1 13 Players on the team sheet

A maximum of 13 players may be nominated on each team sheet submitted for a match;

41.2 11 Batters and Bowlers

Only 11 players will be permitted to bat and 11 players permitted to bowl;

41 Matches to continue under protest

In all instances where there is a dispute in a match for any reason, the game must continue under protest and the result will be decided by the BCDCA. Details of the protest **must** be recorded in both scorebooks.

42 Player Umpiring

42.1 Bye Umpires

Whenever a team has a bye within their round they are required to send a minimum of 2 senior players (one player to each game - player MUST be over the age of 18) to 2 accolated games by the Senior Competition Secretary. Failure to do so will result in the loss of 6 competition points per game a player does not attend.

42.2 Signing Books

The player who attends a game to umpire must sign each teams scorebook at the conclusion of the game

42.2.1 If there are any on field issues arising during the game the player/umpire must inform the Senior Competition Secretary that afternoon

42.2.2 If a qualified Umpire and member of (BC&DCUA) Blacktown City & District Cricket Umpires Association, wishes to umpire during the week their team has a bye as an official this will count toward that teams allocation

42.2.3 Each club that has senior team(s) shall provide a minimum of two (2) suitably qualified member to umpire Semi-finals.

43 Paying a Player Umpire

Whenever a player attends a game, as opposed to an official umpire, for umpiring duties and if that player has completed a certified community umpires' courses that player shall be paid \$25 per team per day by both teams. Only the BCDCA executives shall decide if a **umpires' course** shall be certified as a community umpires' courses for the purposes of being paid as an umpire.

44 Boundaries

Boundaries shall be set at sixty-five(65) metres from the stumps except where this is not practical

45 Junior Player Restrictions

- 44.1 Any player selected in the u15s and u16s winter development team cannot play in the bottom 2 grades of the Senior Competition.
- 44.2 These players must still be nominated into a team senior team prior to the season starting (not the bottom 2 grades)
- 44.3 Once the final Shield and Cup teams have been selected only the Shield players may not play in the bottom 2 grades of the Senior Competition
- 44.4 Players who were not selected into the Shield team may have their names added to any teams “team nomination” form and have that form re submitted to the Senior Competition Secretary

MCC Laws

MCC Law 9 High pitch full toss (NEW)

Any delivery, including a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

As soon as the bowler’s end umpire decides that a delivery has been bowled under 9i) above, he shall call and signal No ball. When the ball is dead, he shall caution the bowler with a final warning, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply throughout the innings.

Should there be any further repetition by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to suspend the bowler forthwith and inform the other umpire of the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

MCC Rule 41.6 (New 23rd August 2017)

MCC Law 41.16 as it is written will not apply within competitions played under the auspices of the BCDCA Inc.

The following rule will be used in BCDCA matches. (New 23rd August 2017)

The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

MCC Rule 42 - not to apply (New 23rd August 2017)

Law 42 of the M.C.C laws of cricket 2017 will not apply within competitions played under the auspices of the BCDCA Inc. (New 23rd August 2017)

Note: This rule is in regard to players being sent from the field for a period of time for various reasons. We do not have official umpires in every game which leaves this rule open to abuse..

Obsolete Rules

APPENDIX (A). M.C.C. Laws of the Game. High Pitched Full Toss. Calling of.

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the batsman standing upright at the crease shall be called and signalled No Ball by either Umpire. In the event of a Bowler bowling a 'fast' full pitched ball (i.e. a Beamer), the Umpire at the Bowler's end shall adopt the procedure of caution, final warning, action against the Bowler and reporting as set out in Law 42.8. However, if the Umpire at the Bowler's end considers that such a 'fast' high full pitch has been bowled 'deliberately' at the Batsman he shall call and signal No Ball and direct the Captain of the fielding side to take the Bowler off forthwith without adopting the procedure of caution and final warning. (This paragraph will only be implemented when the match is under the control of an Umpire officially appointed to that match by the BC&DCUA Inc. When a match is under the control of an Umpire officially appointed by the BC&DCUA Inc. the square leg umpire may be/can be over ruled by the officially appointed Umpire. AMENDED 4/7/00

Note: MCC Law 42-8 above is now obsolete and will therefore no longer be applied in BCDCA matches. (OBSOLETE 6/9/17)