

Challenge League

These are the rules for CHK Challenge League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. They should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Player Eligibility

- a) All players must be registered with CHK before playing their first Challenge League game. Playing an unregistered player will constitute playing an ineligible player.
- b) The following players are NOT eligible to play in CHK Challenge League:
 - i) Any player who has played any Sunday Elite or Premier League Game in the 2020-21 or 2021-22 seasons.
 - ii) Any player that is ineligible for Saturday League cricket shall also be ineligible for Challenge League cricket
 - iii) Any player that has played three or more games in the CHK Saturday Championship in either the 2020-21 or 2021-22 seasons.
 - iv) CHK Playing Condition 9 (Under-17s and Women representing multiple teams) will **not** apply. However, players under the age of 17 as of 1st September 2021 (apart from Premier League or National Team players) will be exempt from Rules i) and ii) above. They will be limited to representing just one team in the Challenge League for the entire season.
- c) It will be the responsibility of the respective captains to ensure that they do not field an ineligible player.
- d) Any breach of the above rules will automatically lead to the match being forfeited and awarded to the opposition with all points.

There is no appeal on this matter.

- e) A player may not play for more than one team in the competition and no transfer of players is allowed during the season.
- f) A team can apply for an exemption for a player that has taken part in Saturday/Sunday/Premier League cricket in the 2020-21 season, but who has no intention of playing in these leagues in 2021-22. This has to be made in writing to the CHK management, and is subject to CHK approval.
- g) If a player, having received the exemption outlined in f), plays in a Saturday/Sunday/Premier league game during the season, the result of every Challenge League game that he has taken part in until that point will be overturned to a forfeit loss for his team.

2. Competition Format

- a) The Challenge League will consist of three divisions of ten teams each. All matches will be T20 format.
- b) Teams will play each other once in a single stage round robin, for a total of 9 games each team.
- c) Teams will score points from each match
- d) The top two teams in each division after the round robin stage will compete in a Final to determine that division's champion
- e) The champions of Division 3 and Division 2 will be promoted up, with the last placed teams in Division 2 and Division 1 being relegated down.
- f) The champion of Division 1 will be awarded the *Rahuman Farcy Trophy*.

3. Hours of Play and Intervals

- a) Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

- b) Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.
- c) No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

4. Number of Players

- a) Any team that has assembled less than **six** players by twenty minutes after the scheduled start of play will, at the opposing captain's discretion, forfeit the match. The opposition team may insist to start the game at the scheduled time as soon as **six** players are present. Captains must agree the revised number of overs to complete the game as scheduled.
- b) Any team that has assembled six or more players will be entitled to contest the match. An opposing captain may, at his discretion, lend fielders to the outnumbered team, but has no obligation to do so. No batsman may bat twice.

5. Length of Innings

Refer to CHK Premier League T20 Playing Condition 6.

6. Delayed or Interrupted Matches

Overs should be reduced at the rate of 1 per innings for every 8 minutes of playing time lost. Games should complete as per the scheduled competition time. Refer to CHK Premier League T20 Playing Condition 7.

7. Number of overs per Bowler

Refer to CHK Premier League T20 Playing Condition 8.

8. Fielding Restrictions

- a) There may be no more than **five** fielders fielding at the boundary at any stage in the innings. Whether or not a fielder is considered to be on the boundary is at the Umpire's discretion. If an inner circle is prepared at the ground, there may be no more than five fielders outside of it.
- b) No more than eleven players may field at any one time. Substitutes are allowed only in the case of injury or in other acceptable circumstances at the umpires' discretion or, in his absence, the opposing captain. Teams must inform the umpires and the opposition captain before bringing on substitutes.

9. Match Balls

Only pink cricket balls approved by the Cricket Hong Kong (CHK) are to be used. Each team is to provide a new CHK-approved ball for their fielding innings. If they are unable to do so, an older ball may be used.

10. Batsman Retirement

A batsman must retire upon his score reaching 50 runs, but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

11. Postponement of Matches

Refer to CHK Playing Conditions 11.

12. Ground, Weather and Light

Refer to CHK Playing Conditions 12.

13. Umpires

CHK will appoint one neutral, bowler's end umpire, where possible, for all games. The batting team captain must provide the striker's end umpire. The CHK appointed umpire can over-rule the square-leg umpire in any dispute. In the absence of a CHK appointed umpire, team captains are to provide both umpires for their batting innings.

14. Scoring

- It is mandatory to upload a full scorecard to CricHQ by 9 AM on the second working day after the match.
- This responsibility is shared between the two teams playing, and failure to do so will lead to a **0.5-point penalty for both teams**.
- It is preferred, but not mandatory, that each game is live scored using the CricHQ app.

15. Tied Matches – Super Over

A super-over is only to be played during the finals. See CHK Premier League T20 Playing Condition 15.

16. Results & Points

Competition Points shall be allocated as follows:

Win	2 points
Tie/No Result	1 point
Loss	0 points

17. League Champions

- a) The Champion of each Division shall be the team that wins that division's Final.
- b) The two highest ranked teams after the league stage shall proceed to the final.
- c) If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the Final:
 - i) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
 - ii) If the NRR is equal then the team with the most wins in the competition finishes higher.
 - iii) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
 - iv) If teams are still equal, then the final league positions from 2020-21 shall be used to determine who proceeds to the final.
- d) If the Final can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.
- e) The Division 1 Champion will be awarded the *Rahuman Farcy Trophy*. The Division 2 and 3 Champions will also be awarded trophies.
- f) The champions of Division 3 and Division 2 will be promoted up, with the last placed teams in Division 2 and Division 1 being relegated down.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of*

overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

18. Clothing & Uniforms

Either white or coloured clothing is acceptable, provided the colour Yellow is not used, and that the entire team is wearing the same uniform. If teams do not have uniforms, then whites are recommended. Players wearing shorts or not wearing sport shoes will not be allowed to play. Umpires can remove them from the field.

Refer to Appendix 4: CHK Clothing Policy

19. Slow Over Rate

- a) If, without good cause, the side bowling first fails to complete 20 overs within 80 minutes, then the innings shall be extended until 20 overs are completed, and the second innings will be restricted to the number of overs completed at the 80 minute point in the first innings. There will be no adjustment made to the target in the second innings. The over in progress at the scheduled time shall count as a completed over.
- b) If the team fielding second fails to bowl the required number of overs, without good cause, in 80 minutes, and the game has to conclude due to lack of time, then the result will be decided by DLS as per the CricHQ App.
- c) Only the umpire or in his absence the batting captain can interpret Good Cause.
- d) Teams that repeatedly have a slow over-rate may be liable to further penalties from the CHK Management.