

Friday Master's League (35-Over)

These are the rules for the Friday Master's League – a CHK sanctioned competition that is independently organised. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format & Rules

- a) The format is 35 over cricket using Cricket HK Pink balls as used in Saturday League Cricket
- b) There are 7 Teams in the competition
- c) Saturday League rules with some modifications
- d) Matches are played mornings and afternoons with a few possible exceptions.
- e) All overs bowled are an 8 ball maximum, except the final over which must be fully bowled out.
- f) Batsmen retire at 30 and come back in order of retirement when all other players in their team have batted.
- g) Bowlers bowl a maximum of 5 overs and can bowl an additional 2 overs when retirees come back. In a game maximum 7 overs per bowler.
- h) All no balls will be a free hit for the batsman, except when the last ball of an 8 ball over is a no ball. No free hit will carry to the next over
- i) Runner allowed for injured players at the discretion of the opposition Captain
- j) All players must be registered with HK Cricket in their system and must be registered to play the game

2. Points System

30 Points for a win

0 points for a loss

Bonus Points as follows:

- a) Any player 45 years or over – 1 bonus point
- b) Any player 60 years or over – 2 bonus points
- c) Any Hong Kong born player – 1 bonus point
- d) Any female player - 1 bonus point
- e) 3 bonus points to both teams if game goes into 31st over, 1st ball of 31st over must be bowled
- f) -5 penalty points if game finished in 25th over or earlier

Forfeit / Walkover – team unable to have at least 8 players for a game it will be deemed a walkover. The team forfeiting the game will also lose 10 penalty points

Washout – games washed out will have points split, no bonus points or penalty points will be incurred

3. Player Eligibility

- a) Any player may play but NO Premier League players, no players who have played 1 or more Sunday League matches in this or the previous season. Saturday League and Challenge League players welcome.
- b) Pool players - these will be players who can play for any team any week - no limitation on games or teams

4. Match Timings and Penalties

- a) All matches will be 4 hours and 30 minutes in length. One end will be used for 17 overs and the end changed after drinks where a further 18 overs will be bowled.
- b) Drinks breaks will be NO longer than 5 minutes including leaving the field, returning and play recommencing.
- c) Each match will have two drinks breaks, one for each innings and 10 minutes change of innings.
- d) Each batting innings will be for 2 hours and 5 minutes. This equates to 3.57 minutes per over.
- e) In calculating late over penalties good cause may be allowed from the umpire. If no good cause the following apply:
 - i. 5 penalty runs per over NOT completed. That is if 29.4 overs bowled 6 overs are deemed late.
 - ii. In addition DLS shall be applied from over 29.4 for example above above.
 - iii. The winner shall be deemed from DLS.

Friday Master's League (T20)

These are the rules for the Friday Master's League – a CHK sanctioned competition that is independently organised. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format & Rules

- a) The format is T20 over cricket using either Pink Dweller Raised seam balls or Cricket HK Pink balls as used in Saturday League Cricket.
- b) There are 7 teams in the competition.
- c) The rules will follow Challenge League rules with some modifications.
- d) Matches are played mornings and afternoons with a few possible exceptions.
- e) All overs bowled are a 6 ball over as per Challenge League games.
- f) Batsmen retire at 30 and come back in order of retirement when all other players in their team have batted.
- g) Bowlers bowl a maximum of 4 overs.
- h) There will be a powerplay for the first 6 overs of the match where only 2 players may be outside the 30 yard circle.
- i) After the powerplay no more than 5 fielders may be outside the 30 yard circle.
- j) No more than 5 fielders may be on the legside at anytime.
- k) All no balls will be a free hit for the batsman.
- l) If a bowler bowls 3 no balls or wides in the powerplay 5 penalty runs maybe applied. If 6 no balls or wides in the powerplay 10

penalty runs maybe applied.

- m) Runner is allowed for injured players at the discretion of the opposition Captain.
- n) All players must be registered with HK Cricket in their system and must be registered to play.

3. Points System

30 Points for a win

0 points for a loss

The team in front at the end of 10 overs will get **10 points**.

Bonus Points as follows:

- g) Any player 45 years or over – 1 bonus point
- h) Any player 60 years or over – 2 bonus points
- i) Any Hong Kong born player – 1 bonus point
- j) Any female player - 1 bonus point

Forfeit / Walkover – team unable to have at least 8 players for a game it will be deemed a walkover. The team forfeiting the game will also lose 10 penalty points

Washout – games washed out will have points split, no bonus points or penalty points will be incurred

4. Player Eligibility

- c) Any player may play but NO Premier League players, no players who have played 1 or more Sunday League matches in this or the previous season. Saturday League and Challenge League players welcome.

- d) Pool players - these will be players who can play for any team any week - no limitation on games or teams

5. Match Timings and Penalties

- a) All matches will be 3 hours in length. One end will be used for 10 overs and the end changed after drinks where a further 10 overs will be bowled.
- b) Drinks breaks will be NO longer than 5 minutes including leaving the field, returning and play recommencing.
- c) Each match will have two drinks breaks, one for each innings and 10 minutes change of innings.
- d) Each batting innings will be for 2 hours (120 minutes). This equates to 4 minutes per over.
- e) In calculating late over penalties good cause may be allowed from the umpire. If no good cause the following apply:
 - i. 5 penalty runs per over NOT completed. That is if 17.1 overs bowled 3 overs are deemed late.
 - ii. In addition DLS shall be applied from over 17.1 for example above above.
 - iii. The winner shall be deemed from DLS.