

# **Cricket Hong Kong**

## **Code of Behaviour, Playing Conditions & Competition Rules.**



**2023 - 2024**

## **Official Handbook**

*Published by Cricket Hong Kong, China and the CHK, Association of  
Cricket Officials*

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Captain's Reports [umpirerpts@hkcricket.org](mailto:umpirerpts@hkcricket.org)

## Other Useful Links

CHK Website [www.hkcricket.org](http://www.hkcricket.org)

MCC Laws [www.lords.org](http://www.lords.org)

ICC Playing Conditions [www.icc-cricket.com](http://www.icc-cricket.com)

CricHQ <https://www.crichq.com/organisations/821>

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# Preamble – The Spirit of Cricket

## Laws of Cricket (2017 Code)

*Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within **the Spirit of Cricket**.*

*The major **responsibility for ensuring fair play rests with the captains**, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.*

***Respect is central to the Spirit of Cricket.** Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair. Accept the umpire's decision.*

***Create a positive atmosphere by your own conduct** and encourage others to do likewise. Show **self-discipline**, even when things go against you. Congratulate the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.*

*Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within **the Spirit of Cricket**.*

# Code of Behaviour

## for Players and Player Support Personnel

### INTRODUCTION/PREAMBLE

Cricket Hong Kong (hereafter referred to as **CHK**) is the sole national sports association responsible for the governance of the sport of cricket in Hong Kong and the Code of Behaviour for *Players, Player Support Personnel* (the **Code of Behaviour**), Member Clubs and Match Officials is adopted and implemented as part of **CHK's** ongoing efforts to maintain the public image, popularity and integrity of cricket by providing:

- a) an effective means to deter any participant from conducting themselves improperly on and off the 'field-of-play' or in a manner that is contrary to the 'spirit of cricket'; and
- b) a robust disciplinary procedure pursuant to which all matters of improper conduct can be dealt with fairly, with certainty and in an expeditious manner.

The CHK has adopted a zero tolerance towards corruption and indiscipline in the game.

The Code of Behaviour shall apply to all forms of cricket under the auspices of the CHK in respect of the following disciplinary matters:

- 1.** Any allegation of corruption (as defined in Article 2 of the ICC Anti-Corruption Code for Players and Player Support Personnel or as provided in Appendix 1 of the ICC Code of Conduct for Umpires) in connection with any form or level of cricket under the authority of **CHK**;

- 2.** Alleged breaches of the Code of Conduct (in Article 2) which occur on or off the field in connection with any of the following fixtures or competitions:
- a) International fixtures, either official or unofficial, involving any Hong Kong team;
  - b) Any fixtures or competitions organised by *CHK*;
  - c) Any other fixture or competition in which it is agreed by the parties thereto that any disciplinary matters relating thereto shall be the responsibility of *CHK*,

except where the matter (be it an alleged breach of the Code of Behaviour or of corruption) occurs under the authority of another body whose authority *CHK* has acknowledged shall apply to such matters.

Matters relating to anti-doping or employment contracts are not governed by the Code of Behaviour. Unless otherwise indicated, references to Articles and Appendices are to articles and appendices of the *Code of Behaviour*.

Throughout the Code of Behaviour:

- a) words importing the masculine gender include the feminine;
- b) unless the contrary intention appears, words in the singular include the plural and words in the plural include the singular.

Words in italicised text in the Code of Behaviour are defined terms and their definitions are set out in Appendix 1.



# **ARTICLE 1        SCOPE AND APPLICATION**

## **A. Players and Players Support Personnel**

- 1.1      This Code of Behaviour for Players and Player's Support Personnel repeals and supersedes all previous codes of conduct applicable to Players and Player Support Personnel.
- 1.2      All Players and Player Support Personnel are automatically bound by and required to comply with all of the provisions of the Code. Accordingly, by their participation, assistance or involvement in any way in the sport of cricket in Hong Kong, such Players or Player Support Personnel shall be deemed to have agreed:
  - 1.2.1    that it is their personal responsibility to familiarise themselves with all of the requirements of the Code, including what behaviour constitutes an offence under the Code;
  - 1.2.2    to submit to the exclusive jurisdiction of any Team Manager, Match Referee, Match Rules and Disciplinary Committee, Code of Behaviour Committee or Appeal Commissioner (as the case may be) convened under the Code to hear and determine charges brought (and any appeals in relation thereto) pursuant to the Code; and
  - 1.2.3    not to bring any proceedings in any court or other forum that are inconsistent with the foregoing submission to the jurisdiction of the Team Manager, Match Referee, Match Rules and Disciplinary Committee, Code of Behaviour Committee or Appeal Panel.
- 1.3      All Players and Player Support Personnel shall continue to be bound by and required to comply with the Code until he/she has not participated (in the case of a Player), or assisted a

Player's participation (in the case of a Player Support Personnel) in a Match for a period of three (3) months and CHK shall continue to have jurisdiction over him/her under the Code thereafter in respect of matters taking place prior to that point.

- 1.4 Without prejudice to Article 1.1 and 1.2, CHK and its member clubs shall be responsible for promoting Code awareness and education amongst all Players and Player Support Personnel.
- 1.5 It is acknowledged that Players and Player Support Personnel may also be subject to other rules of other National Cricket Administrations that govern discipline and/or behaviour, and that the same behaviour of such Players and/or Player Support Personnel may engage not only the Code but also such other rules that may apply. For the avoidance of any doubt, Players and Player Support Personnel acknowledge and agree that:
  - (a) the Code is not intended to limit the responsibilities of any Player or Player Support Personnel under such other rules and will not in any way restrict the imposition of penalties for breach of those rules; and
  - (b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the Team Manager, Match Referee, Code of Behaviour Committee or Appeal Panel to determine matters properly arising pursuant to the Code.
- 1.6 For all Offences, actions that occur while the individuals involved are at a venue for a CHK League fixture, but that occur either prior to the toss or after the game is concluded, are still to be considered as having occurred during the Match

in question. The Code is to apply from the moment the individuals arrive at the venue till the moment they leave.

## **B. Code of Ethics and Good Practice for Youth Cricketers**

- 1.6 Alleged breaches of the Codes of Conduct for Managers, Coaches, Selectors, Parents or Guardians, or Players set out in the Code of Ethics and Good Practice for Youth Cricketers
- 1.7 The Cricket Ireland Code of Ethics & Good Practice (April 2011) model is to be applied.  
[https://www.cricketireland.ie/images/uploads/site\\_images/code\\_of\\_ethics\\_and\\_good\\_practice\\_cricket\\_governance\\_final\\_190811.pdf](https://www.cricketireland.ie/images/uploads/site_images/code_of_ethics_and_good_practice_cricket_governance_final_190811.pdf)

## **C. Code of Behaviour for Member Clubs**

- 1.8 Alleged breaches of the Codes of Behaviour for Member Clubs are set out in Article 2.8 hereof.

# **ARTICLE 2 CODE OF BEHAVIOUR OFFENCES**

## **A. Code of Behaviour Offences Committed by Players and Player Support Personnel**

The behaviour described in Articles 2.1 – 2.4, if committed by a *Player* or *Player Support Personnel* shall amount to an offence by such *Player* or *Player Support Personnel* under the Code.

**COMMENT:** *For each particular offence, guidance notes have been provided in text boxes beneath the description of that offence. Such notes are illustrative guides only to provide guidance as to the nature and examples of certain conduct that is prohibited by a particular Article and should not be*

*read as an exhaustive or limiting list of conduct prohibited by such Article. In the case of any doubt as to the interpretation of an offence, the provisions of the offence itself shall take precedence over any guidance notes.*

## **2.1 Level 1 Offences:**

The penalty for a Level 1 offence shall be a written reprimand and/or a one-match suspension.

- 2.1.1 Breach of the ICC's or CHK's Clothing and Equipment Regulations during any Match, save for breaches relating to a 'Commercial Logo' or a 'Player's Bat Logo' as those terms are defined therein.

**NOTE:** *One of the core objectives of CHK's Clothing and Equipment regulations is to ensure appropriate and professional standards of appearance on the field of play and to prevent those practices that undermine that objective (for example the cover up/alteration of clothing and equipment with sticking plaster or marker pens, the wearing of mismatched undergarments, the wearing of batting pads painted with paint that subsequently fades or falls off and/or the use of prohibited logos).*

*For the avoidance of any doubt, there shall be no requirement that the Umpire must first provide a warning to the offending person to rectify any transgression referred to above before a breach of this Article can be established.*

- 2.1.2 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a Match.

**NOTE:** Article 2.1.2 includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets and any action(s) that intentionally or negligently results in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.

2.1.3 Showing dissent at an Umpire's decision during a Match.

**NOTE:** Article 2.1.3 includes:

(a) excessive, obvious or inappropriate disappointment with an Umpire's decision;

(b) an obvious delay in resuming play or leaving the wicket;

(c) shaking the head;

(d) pointing or looking at the inside edge when given out lbw;

(e) pointing to the pad or rubbing the shoulder when caught behind;

(f) snatching the cap from the Umpire;

(g) requesting a referral to the TV Umpire (other than in the context of a legitimate request for a referral as may be permitted in such Match); and

(h) arguing or entering into a prolonged discussion with the Umpire about his or her decision.

It shall not be a defence to any charge brought under this Article to show that the Umpire might have, or in fact did, get any decision wrong.

2.1.4 Using language or a gesture that is obscene, offensive or insulting during a Match.

**NOTE:** Article 2.1.4 includes:

*(a) audible or repetitious swearing; and  
(b) obscene gestures which are not directed at another person, such as swearing in frustration at one's own poor play or fortune.*

*In addition, this offence is not intended to penalise trivial behaviour.*

*When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:*

*(a) be regarded as obscene;  
(b) give offence; or  
(c) insult another person.*

**2.1.5 Excessive appealing during a Match.**

**NOTE:** For the purposes of Article 2.1.5, 'excessive' shall include:

*(a) repeated appealing of the same decision/appeal;  
(b) repeated appealing of different decisions/appeals when the bowler/fielder knows the batter is not out with the intention of placing the Umpire under pressure; or  
(c) celebrating or assuming a dismissal before the decision has been given.*

*It is not intended to prevent loud or enthusiastic appealing.*

**2.1.6 Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman during a Match.**

- 2.1.7 Public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match official or team participating in a Match, irrespective of when such criticism or inappropriate comment is made.

**NOTE:** *Without limitation, Players and Player Support Personnel will breach Article 2.1.7 if they publicly criticise the Match officials or denigrate a Player or team against which they have played in relation to incidents which occurred in any Match (including on Social Media). When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.*

- 2.1.8 Using language, actions or gestures which disparage or which could provoke an aggressive reaction from a batter upon his/her dismissal during a Match.

**NOTE:** *Article 2.1.8 includes any language, action or gesture used by a Player and directed towards a batter upon his dismissal which has the potential to provoke an aggressive reaction from the dismissed batter, whether or not any reaction results, or which could be considered to disparage or demean the dismissed batter, regardless of whether the batter himself feels disparaged or demeaned (in other words, a 'send-off'). Without limitation, Article 2.1.8 includes: (a) excessive celebration directed at and in close proximity to the dismissed batter; (b) verbally abusing the dismissed batter; Nothing in this Article 2.1.8 is, however,*

*intended to stop Players celebrating, in an appropriate fashion, the dismissal of the opposing team's batter.*

2.1.9 Conduct that is contrary to the spirit of the game

**NOTE:** Article 2.1.8 is intended to cover all types of conduct of a minor nature that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code. The spirit of the game is defined by reference to the Preamble to the Laws of Cricket and involves respect for (a) your opponents, (b) your captain and team, (c) the role of the umpires and (d) the game and its traditional values.

By way of example, Article 2.1.8 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) the use of an illegal bat or illegal wicket-keeping gloves; (b) cheating during an International or Domestic Match, including deliberate attempts to mislead the Umpire; and (c) failure to comply with the provisions of various match playing conditions.

2.1.10 Conduct that brings the game into disrepute.

**NOTE:** Article 2.1.9 is intended to cover all types of conduct of a minor nature that bring the game into disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code, including Article 2.1.8.

By way of example, Article 2.1.9 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) public acts of



*misconduct; (b) unruly public behaviour; and (c) inappropriate comments which are detrimental to the interests of the game.*

## 2.2 Level 2 Offences:

The penalty for a Level 2 offence is a two- or three-match suspension

### 2.2.1 Showing serious dissent at an Umpire's decision during a Match.

**NOTE:** *Dissent, including the examples given in Article 2.1.3 above, will be classified as 'serious' when the conduct contains an element of anger or abuse that is directed at the Umpire or the Umpire's decision or where there is excessive delay in resuming play or leaving the wicket or where there is persistent reference to the incident over time.*

*It shall not be a defence to any charge brought under this Article to show that the Umpire might have, or in fact did, get any decision wrong.*

### 2.2.2 Breach of CHK's Clothing and Equipment Regulations during a Match relating to a 'Commercial Logo' or a 'Player's Bat Logo' as those terms are defined.

**NOTE:** *Article 2.2.2 only relates to breaches of the regulations regarding 'Commercial Logos' and 'Player's Bat Logos'.*

*For the avoidance of any doubt, there shall be no requirement that the Umpire must first provide a warning to the offending person to remove or cover up*

*a prohibited logo before a breach of this Article can be established.*

- 2.2.3 Public or media comment that is detrimental to the interests of cricket, irrespective of when or where such comment is made.

**NOTE:** *Without limitation, Players and Player Support Personnel will be deemed to have made comment detrimental to the interests of cricket in breach of Article 2.2.3 if they:*

*Publicly denigrate or criticise a Player or Player Support Personnel, or a team against which they have played, whether or not in relation to incidents which occurred in a Match, or against which they are likely to play;*

*Denigrate or criticise CHK, the ICC, or any of their respective commercial partners;*

*Denigrate a country in which they have toured or are or are likely to be touring or officiating;*

*Denigrate the home country of a touring team against which they have played or are likely to be playing or in respect of which they have officiated or are or are likely to be officiating;*

*Comment on the likely outcome of a hearing of a Report or an appeal;*

*Criticise the outcome of a hearing of a Report or an appeal under this Code; or*

*Criticise any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under this Code.*

*When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.*

- 2.2.4 Inappropriate physical contact with Players, Player Support Personnel, Umpire, Match Referee or any other person (including a spectator), either in the course of play during a Match or during the periods before or after play at the relevant venue.

**NOTE:** *Any form of inappropriate physical contact is prohibited in cricket.*

*Without limitation, Players will breach this regulation if they deliberately recklessly and/or negligently walk or run into or shoulder another Player or Umpire.*

*Contact that occurs off the field of play but in the precinct of the venue at which the Match is played shall be deemed on-field contact for the purpose of Article 2.2.4.*

- 2.2.5 Charging or advancing towards the Umpire in an aggressive manner when appealing during a Match.
- 2.2.6 Deliberate and malicious distraction or obstruction of a Player or Player Support Personnel on the field of play during a Match.

**NOTE:** *This regulation includes Players deliberately attempting to distract a striker by words or gestures or deliberately shepherding a batsman while running or attempting to run between the wickets. This regulation operates in addition to the powers vested in the*

*umpires under Law 42 and in particular Laws 42.4 and 42.5 of the Laws of Cricket.*

- 2.2.7 Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a Player, Player Support Personnel, Umpire, Match Referee or any other person (including a spectator), in an inappropriate and/or dangerous manner during a Match.

**NOTE:** *This regulation will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion or from throwing the ball at the stumps or to a teammate when attempting a run out.*

*When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation, whether the action was deliberate, reckless, negligent, and/or avoidable;*

*(ii) whether the ball/object struck the other person; (iii) the speed at which the ball/object was thrown; and (iv) the distance from which the ball/object was thrown.*

- 2.2.8 Using language or gesture(s) that is seriously obscene, seriously offensive or of a seriously insulting nature to another Player or Player Support Personnel or any other third person during a Match.

**NOTE:** *It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard. This offence is not intended to penalise trivial behaviour.*

*When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to: (a) be regarded as seriously obscene; or (b) give serious offence; or (c) seriously insult another person.*

- 2.2.9 Changing the condition of the ball in breach of Law 41.3 of the Laws of Cricket, as modified by CHK's domestic match playing conditions.

**NOTE:** *This offence supplements and does not replace any of CHK's domestic match playing conditions.*

*Any action(s) likely to alter the condition of the ball which were not specifically permitted under Law 41.3.2 may be regarded as 'unfair'. The following actions shall not be permitted (this list of actions is not exhaustive but included for illustrative purposes): (a) deliberately throwing the ball into the ground for the purpose of roughening it up; (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball; (c) lifting or otherwise interfering with any of the seams of the ball; (d) scratching the surface of the ball with finger or thumb nails or any implement.*

*The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.*

- 2.2.10 Any attempt to manipulate a Match for inappropriate strategic or tactical reasons.

**NOTE:** Article 2.2.10 is intended to prevent the manipulation of Matches for inappropriate strategic or tactical reasons e.g. prohibit incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient. The Team Captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this Article.

Article 2.2.10 is not intended to cover any corrupt or fraudulent acts (including any use of inside information and/or related betting activity). Such conduct is prohibited under the CHK Anti-Corruption Code and must be dealt with according to the procedures set out therein.

- 2.2.11 Dangerous and unfair bowling in breach of Law 41.6, 41.7 or 41.8 of the Laws of Cricket, as modified by any CHK playing conditions.

**NOTE:** Article 2.2.11 is intended to cover any breach of Law 41.8, or any dangerous and unfair bowling in breach of Law 41.6 or 41.7 which the umpires determine should be reported under this Code due to the seriousness of the breach. It supplements rather than replaces any existing CHK playing conditions.

- 2.2.12 Causing avoidable damage to the pitch during any match in breach of Law 41.13 or 41.14 (as applicable) of the Laws of Cricket.

**NOTE:** Article 2.2.12 is intended to cover deliberate action by a Player to cause damage to the pitch, including, without limitation, action which is intended to give the Player's team an unfair advantage in the Match.

- 2.2.13 Deliberate time wasting by any Player or team in breach of Law 41.9 or 41.10 of the Laws of Cricket,

**NOTE:** Article 2.2.13 is intended to cover deliberate action by a Player or team to waste time during a Match in breach of Law 41.9 or 41.10.

- 2.2.14 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct at any time that either: (a) is contrary to the spirit of the game; (b) is unbecoming of a representative or official; (c) is or could be harmful to the interests of cricket; or (d) does or could bring the game of cricket into disrepute.

**NOTE:** Article 2.2.14 is intended to be a 'catch-all' provision to cover all types of conduct of a serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in this Code.

Article 2.2.14 includes but is not limited to:

*On-Field*

*The use of illegal equipment during a Match; Deliberate time wasting;*

- *Cheating during any Match, including deliberate attempts to mislead the Umpire;*

- *Failure to comply with the provisions of Match Playing Conditions of CHK; and*
- *Any conduct that is considered 'unfair play' under Rule 41 of the Laws of Cricket or against the spirit in which the game of cricket should be played.*

#### *Off-Field*

- *Criminal conduct;*
- *Public acts of misconduct;*
- *Unruly public behaviour;*
- *Inappropriate comments which are detrimental to the interests of the game and/or*
- *Sexual misconduct.*

2.2.15 Commission of two Level 1 offences within 12 months (including in the same match).

## **2.3 Level 3 Offences:**

The penalty for a Level 3 offence is a suspension of a minimum four matches to a maximum of nine matches.

2.3.1 Intimidation or attempted intimidation of an Umpire or Match Referee whether by language or behaviour (including gestures) during a Match.

***NOTE:*** *Includes appealing in an aggressive or threatening manner.*

2.3.2 Threat of assault on another Player, Player Support Personnel or any other person (including a spectator) either in the course of play during a Match or during the periods before or after play at the relevant venue.



**NOTE:** *This offence is not intended to cover threats of assault against Umpires or Match Referees, which are prohibited under Article 2.4.1. A threat of assault that occurs off the field of play but in the precinct of the venue at which the Match is played shall be deemed on-field conduct for the purpose of Article 2.3.2.*

- 2.3.3** Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.
- 2.3.4** Public or media comment that is very detrimental to the interests of cricket, irrespective of when or where such comment is made.

**NOTE:** *Without limitation, Players and Player Support Personnel will be deemed to have made comment very detrimental to the interests of cricket in breach of Article 2.3.4 if they (to a more serious degree than detrimental comment that would otherwise be captured by Article 2.2.3):*

- *Publicly denigrate or criticise a Player or Player Support Personnel, or a team against which they have played, whether or not in relation to incidents which occurred in a Match, or against which they are likely to play;*
- *Denigrate or criticise CHK, the ICC, or any of their respective commercial partners;*
- *Denigrate a country in which they have toured or are or are likely to be touring or officiating;*

- *Denigrate the home country of a touring team against which they have played or are likely to be playing or in respect of which they have officiated or are or are likely to be officiating;*
- *Comment on the likely outcome of a hearing of a Report or an appeal;*
- *Criticise the outcome of a hearing of a Report or an appeal under this Code; or*
- *Criticise any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under this Code.*

*When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.*

- 2.3.5 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct at any time that either: (a) is contrary to the spirit of the game; (b) is unbecoming of a representative or official; (c) is or could be harmful to the interests of cricket; or (d) does or could bring the game of cricket into disrepute.

**NOTE:** *Article 2.3.5 is intended to be a 'catch-all' provision to cover all types of conduct of a very serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in this Code.*

*Article 2.3.5 includes but is not limited to:*

*On-Field*

- *Any conduct that is considered ‘unfair play’ under Rule 41 of the Laws of Cricket or against the spirit in which the game of cricket should be played.*

#### *Off-Field*

- *Serious or repeated criminal conduct;*
- *Serious or repeated public acts of misconduct;*
- *Serious or repeated unruly public behaviour;*
- *Inappropriate comments which are detrimental to the interests of the game and/or and/or*
- *Serious or repeated sexual misconduct.*

2.3.7 Commission of two Level 2 offences within 12 months (including in the same match).

## **2.4 Level 4 Offences:**

The penalty for a Level 4 offence is a suspension of a minimum of 10 matches up to a lifetime ban. Alternatively, in light of the seriousness of the offences, the penalty may be a suspension for a period of a minimum of three months up to a lifetime ban.

- 2.4.1 Threat of assault on an Umpire or Match Referee either in the course of play during a Match or during the periods before or after play at the relevant venue.
- 2.4.2 Physical assault of another Player, Player Support Personnel, Umpire, Match Referee or any other person (including a spectator) either in the course of play during a Match or during the periods before or after play at the relevant venue.
- 2.4.3 Any act of violence on the field of play in the course of play during a Match or at the relevant venue during the periods before or after play.

**NOTE:** Any conduct described in Articles 2.4.1 – 2.4.3 that occurs off the field of play but in the precinct of the venue at which the Match is played shall be deemed on-field conduct for the purpose of each relevant Article.

- 2.4.4 Use language or gestures that seriously offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.
- 2.4.5 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct at any time that either: (a) is contrary to the spirit of the game; (b) is unbecoming of a representative or official; (c) is or could be harmful to the interests of cricket; or (d) does or could bring the game of cricket into disrepute.

**NOTE:** Article 2.4.5 is intended to be a 'catch-all' provision to cover all types of conduct of an extremely serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in this Code.

Article 2.4.5 includes but is not limited to:

*On-Field*

- Failure to comply with the provisions of the playing conditions for the relevant competition of which the relevant Match forms part; and/or
- Any conduct that is considered 'unfair play' under Rule 41 of the Laws of Cricket or against the spirit in which the game of cricket should be played.

*Off-Field*

- *Extremely serious or repeated criminal conduct;*
- *Extremely serious or repeated public acts of misconduct;*
- *Extremely serious or repeated unruly public behaviour;*
- *Inappropriate comments which are detrimental to the interests of the game and/or*
- *Extremely serious or repeated sexual misconduct.*

2.4.6 Commission of two Level 3 offences within 12 months (including in the same match).

## **B. Code of Ethics and Good Practice for Youth Cricket**

2.5 The duties and responsibilities of Managers, Coaches, Selectors, Parents or Guardians and Players are set out in the *Code of Ethics and Good Practice for Youth Cricket* (See Articles 1.6 and 1.7 above). Breach of any of these duties or responsibilities shall constitute a disciplinary offence.

2.6 If the complaint involves suspected abuse or a criminal offence, the Chief Executive Officer (or his nominee) shall be consulted and, if he so determines, the matter shall be reported to the statutory authorities and removed from the jurisdiction of the *Code of Behaviour Committee* pending the outcome of any investigation and ensuing action by them. The Chief Executive Officer (or his nominee) may, if he sees fit, suspend the person against whom the complaint has been made from involvement in cricket pending the outcome of this process.

- 2.7 The penalty for an offence under the *Code of Ethics and Good Practice for Youth Cricket* shall be one or more of the following:
- 2.7.1 A written reprimand and warning as to future conduct;
  - 2.7.2 In the case of a Player, suspension from such matches or for such a period as may be specified;
  - 2.7.3 In the case of a Manager, Coach or Selector, suspension from that role for such a period as may be specified;
  - 2.7.4 In the case of a Parent or Guardian, suspension from attendance at matches and/or coaching sessions for such a period as may be specified.

## **C. Member Clubs**

- 2.8 The following Code offences may be committed by a Member Club:
- 2.8.1 Failing to adequately control its players' behaviour.
  - 2.8.2 Failing to adequately control its supporters' behaviour.
  - 2.8.3 Failure of the club or its members to comply with their obligations under the Code of Ethics & Good Practice for Youth Cricket.
  - 2.8.4 Public or any media comment by officers or members of a club that is regarded as detrimental to the interests of cricket or is likely to bring Hong Kong cricket into disrepute.

The penalty for such an offence shall be any one or more of:

- A written reprimand and warning as to future conduct;
- Suspension from specified CHK competitions for such a period as may be specified;
- A fine of up to HK\$ 10,000.

## **ARTICLE 3            CODE OF BEHAVIOUR COMMITTEE, MATCH RULES AND DISCIPLINARY COMMITTEE, AND SECRETARY TO THE COMMITTEES**

- 3.1**     CHK shall establish a *Code of Behaviour Committee* (hereafter referred to as the “Committee”) to which responsibility for *Code of Behaviour* and other disciplinary issues is allocated. It shall consist of at least five members, including a Chairman (usually a qualified solicitor, barrister or judge with at least 10 years professional experience) and Vice-Chairman. At least one other member of the Committee shall be a qualified solicitor, barrister or judge (or legally trained with relevant legal experience). No member of the Committee shall be a current member of the CHK Board of Directors, CHK Cricket Committee, or a current committee member of The Association of Cricket Officials (Hong Kong, China).
- 3.2**     CHK shall also establish a *Match Rules and Disciplinary Committee* (hereafter referred to as the “MRDC”) to handle all reports related to Level 1 and 2 Offences. More information on the MRDC can be found in the CHK Playing Conditions (Rule 6).
- 3.3**     A Secretary to the Committees (“the Secretary”) shall be appointed by CHK (usually the Manager-Cricket Operations) to deal with administrative matters under these regulations.
- 3.4**     Members of the Committee shall also act, where required, as an Appeal Commissioner provided they have had no involvement in the matter being appealed. An Appeal Commissioner shall be a qualified solicitor or barrister or judge.

## ARTICLE 4      REPORTING AN ALLEGED OFFENCE UNDER THE *CODE OF BEHAVIOUR*

- 4.1** Any one of the following individuals can report an alleged offence (“the Complaint”) under the Code by lodging a report in the manner described in Article 4.2, below (a “Report”):
- 4.1.1** An *Umpire* or *Match Referee* who officiated in the *Match* during or in relation to which the alleged offence was committed;
- 4.1.2** The *CHK General Manager* (or his or her designee);
- 4.1.3** A duly authorized officer of the opposing club (usually the opposition team captain, team manager or senior club official)
- 4.1.4** A *CHK Board Member*, acting in an official capacity.

**NOTE:**      *Where the alleged offence took place on the field of play or elsewhere within the sight and hearing of the Umpires or Match Referee, only the Umpires or Match Referee should make the complaint. Where the alleged offence was not so witnessed by the Umpires or Match Referee, the complaint may be made by any of the persons referred to in Articles 4.1.2 to 4.1.4.*

- 4.1.5** The statement setting out the Complaint shall be in writing, on the prescribed form [CB1] and must be sent to the Secretary no later than 2 (two) working days after the end of the match at which the alleged offence occurred. It may be sent by letter, fax or email.
- 4.1.6** Where a Complaint refers to an incident or occurrence not directly related to a match, coaching session or tournament, such Complaint shall be submitted to the Secretary on the



prescribed form [CB1] within 5 (five) normal days of the complainant becoming aware of the alleged offence. It may be sent by letter, fax or email.

## **ARTICLE 5            REPORTING AN ALLEGED OFFENCE UNDER THE *CODE OF ETHICS AND GOOD PRACTICE***

- 5.1      Any one of the following individuals may make a Complaint under the *Code of Ethics and Good Practice* by lodging a report in the manner described in Article 5.2, below:
- 5.1.1    Against a Manager, Coach or Selector:** Any other Manager, Coach or Selector, or a Parent or Guardian, or an authorised officer of the opposing club (or of another National Board in the case of an international fixture or tournament);
- 5.1.2    Against a Parent or Guardian:** Any other Manager, Coach or Selector, or another Parent or Guardian, or an authorised officer of the opposing club (or of another National Board in the case of an international fixture or tournament);
- 5.1.3    Against a Player:** Any Manager, Coach or Selector, or the Parent or Guardian of another Player, or a duly authorised officer of the opposing club (or of another National Board in the case of an international fixture or tournament).
- 5.1.4    Against any club or team:** Any team or club that participates in the CHK domestic leagues
- 5.2      The Complaint statement, setting out the alleged offence, shall be in writing, on the prescribed form [CB2] and must be sent to the Secretary no later than 5 (five) working days after the end of the match, coaching session or tournament at

which at which the alleged offence occurred. It may be sent by letter, fax or email.

## **ARTICLE 6            THE DISCIPLINARY PROCEDURE**

### **Level 1 and Level 2 Offences only:**

- 6.1        Where the Complaint relates only to a Level 1 Offence or Level 2 Offence by a player or support personnel (“the Respondent”), the complaint shall be sent to the Match and Rules Disciplinary Committee (“MRDC”) for their handling.
- 6.1.1     The MRDC shall provide a copy of the Complaint to the Respondent and invite, within 3 (three) business days of receipt of the Complaint, either: (i) a plea of guilty to the offence contained in the Complaint together with consent to the imposition of a stated penalty, or (ii) a written submission from him/her including any evidence upon which the respondent wishes to rely should they wish to contest either Complaint and/or the stated penalty.
- 6.1.2     Where a plea of guilty together with consent to the stated penalty is forthcoming, the matter will be fully disposed of on that basis and no appeal in this regard will be permitted.
- 6.1.3     Upon valid receipt the Respondent’s written submission, or if none is forthcoming within the stated period, the MRDC shall reach a decision on the Complaint and advise the Secretary. The Secretary shall, thereafter, inform the Respondent in writing by letter, email or fax of the decision and of any penalty and forward a copy to the CHK General Manager and the Chairman of the Respondent’s club.

- 6.1.4 In deciding any relevant penalty above (Articles 6.1.1 and 6.1.3), the MRDC shall have regard to the prior disciplinary record of the Respondent as well as any other factors that they, at their sole discretion, deem relevant.
- 6.1.5 The MRDC can contact the person who lodged the Complaint, the Respondent, or any other individual involved with the incident for further information that they deem necessary to reach their decision.
- 6.1.6 Decisions in relation to a first Level 1 Offence shall be non-appealable and shall remain the full and final decision in relation to the matter.
- 6.1.7 The MRDC may, at their sole discretion and prior to notification of the Complaint to the Respondent, elevate the Complaint from a Level 1 Offence to a Level 2 Offence (or Level 2 Offence to Level 3 Offence, as the case may be) if, in their opinion, the circumstances warrant this. In the event of a Level 2 Offence being elevated to a Level 3 Offence, the Complaint shall be dealt with under Article 6.2
- 6.1.8 Furthermore, and for the avoidance of doubt, although a Complaint may categorise an offence as a particular category of offence, the MRDC shall not be bound by that categorisation and may decide that, on the evidence, another category of offence, and therefore penalty, is appropriate.
- 6.1.9 The MRDC may, at their sole discretion and prior to notification of the Complaint to the Respondent, choose to pass on a Complaint to the Code of Behaviour Committee for their handling instead. The Committee will follow the same procedure as the MRDC under 6.1 when handling the Complaint.

- 6.1.10 The standard of proof shall be whether the MRDC is reasonably satisfied that the alleged offence has been committed. This standard of proof shall be determined on a sliding scale from a mere balance of probability (for the least serious offences) up to a high probability (for the most serious offences).

## **All Other Offences:**

- 6.2 The following shall apply to all offences other than Level 1 and Level 2 Offences by a Respondent which are dealt with under Article 6.1:
- 6.2.1 A specific panel ("the Panel") comprised of a chairman and two other members (all of whom shall be members of the Committee) shall be appointed by the Secretary after consultation with either the Chairman or Vice-Chairman of the Committee to adjudicate on the Complaint (or Complaints) on behalf of the Committee. At least one member of any Panel shall be a qualified solicitor, barrister, judge or legally trained with relevant legal experience.
- 6.2.2 Each member of the Panel shall have one vote. In the event of an equality of votes for any reason, the Chairman of the Panel shall have a casting vote.
- 6.2.3 In appointing the Panel, the Secretary and the Chairman or Vice-Chairman of the Committee shall, insofar as is practical, endeavour to ensure that no person is appointed who may have a conflict of interest in relation to the Complaint or the Respondent.
- 6.2.4 The Panel shall have all powers necessary for, and incidental to, the exercise of its functions and, subject to these

regulations, it shall have the power to regulate its procedures.

- 6.2.5 The hearing shall be held as soon as reasonably practical and shall be confidential and held in private, unless the Panel decides otherwise.
- 6.2.6 Unless exceptional circumstances apply, each of the following individuals must attend any hearing before the Panel:
- (a) the *Respondent* who has been charged with the alleged offence or in the case of a Club a duly authorised officer of the club; and
  - (b) the person who lodged the Report.

Where any such individual has a compelling justification for his/her non-attendance, then they shall be given the opportunity to participate in the hearing before the Panel by telephone or video-conference.

- 6.2.7 The Panel may postpone or adjourn a hearing if appropriate, including to take any legal advice that it considers necessary, or if it considers it necessary to call evidence that was not available at the initial hearing.
- 6.2.8 The Respondent, or in the case of a club the duly authorised officer of the club, shall be invited by the Secretary to attend the hearing. He shall be sent a copy of the Complaint and notified in writing of:
- (a) The place and time of the hearing;
  - (b) His/her entitlement to be accompanied to the hearing, at his/her own cost, by a supporter. The supporter may be a work colleague, fellow player or club member, family member or friend (he/she is not entitled to be legally represented);

- (c) Where applicable, the absolute requirement that any Respondent aged under 18 shall be accompanied at the hearing by a responsible adult (preferably his parent or guardian);
- (d) His/her entitlement to call witnesses to give evidence at the hearing.
- (e) The intended penalty should the Respondent plead guilty to the offence contained in the Complaint.

Where the Defendant is less than 18 years of age, the notification shall be sent to his parent or guardian.

The non-attendance of the Respondent, in the case of a Club the authorised officer and/or his/her supporter at the hearing, after proper notice of the hearing has been provided, shall not prevent the Panel from proceeding with the hearing in his/her absence, whether or not any written submissions are made on his/her behalf.

- 6.2.9 For all offences (other than Level 1 and Level 2 Offences dealt with under Article 6.1), a Respondent may admit to the offence in writing to the Secretary within 3 (three) normal days of receipt of the notice of hearing and submit, in writing, any statement he wishes to make as regards the appropriate penalty. In such circumstances, the Panel shall decide the penalty without the need for a hearing.
- 6.2.10 The Panel may, at the request of the Respondent or on its own initiative, require the Respondent and/or the person making the Complaint to supply it, within such time as it determines, with further particulars of the incident(s) giving rise to the Complaint, including details of all witnesses whom the Respondent intends to call at any hearing together with details of the evidence to be given by those

witnesses, and the Respondent and/or the person making the Complaint shall comply with that direction.

- 6.2.11 Any failure by a Respondent to comply with any requirement or direction of the Panel, including those requirements or directions to be complied with within a time period, shall not prevent the Panel from proceeding and such failure may be taken into consideration by the Panel when making its decision.
- 6.2.12 The Respondent's supporter may advise the Respondent during the hearing, may question witnesses and make representations on the defendant's behalf, and may seek procedural guidance from the Panel. He/she shall not answer questions on the Respondent's behalf.
- 6.2.13 A record shall be taken of all hearings by the Secretary or, in his/her absence, by another person appointed by the Panel.

## **The Decision and Penalty of the *Panel***

- 6.3 For the avoidance of doubt, although a Complaint may categorise an offence as a particular category of offence, the Panel shall not be bound by that categorisation and may decide that another category of offence, and therefore penalty, is appropriate.
- 6.4 The standard of proof shall be whether the Panel is reasonably satisfied, bearing in mind the seriousness of the allegation that is made, that the alleged offence has been committed. This standard of proof shall be determined on a sliding scale from a mere balance of probability (for the least serious offences) up to a high probability (for the most serious offences).

- 6.5 After hearing the evidence the Panel shall, where appropriate, retire to consider its decision and the Chairman of the Panel shall then give the decision orally to the Respondent.
- 6.6 If that decision is that the Respondent is guilty of an offence, the Chairman of the Panel shall explain the range of penalties that the Panel can impose.
- 6.6 The Respondent shall be given the opportunity to make a submission or statement on the appropriate penalty.
- 6.7 If deemed appropriate, the Panel may hear the Respondent's submissions on penalty prior to having reached its decision on the Complaint, where it would be unreasonable or impractical to hear the submission after reaching its decision on the Complaint.
- 6.8 In deciding the penalty, the Panel shall have regard to any prior disciplinary record of the Respondent.

*NOTE: For the avoidance of doubt, if a prior offence in relation to which the Respondent had been found guilty occurred within 12 months of the offence being considered by the Panel the offence being considered shall only be considered a second (or subsequent offence, as the case may be) if the prior offence was in relation to same Article of the Code of Behaviour (and any predecessor regulations that may have applied).*

Once the *Panel* has established whether this is a repeat offence within the relevant 12-month period, then they shall go on to take into account any other factors that they deem relevant and appropriate to the mitigation or aggravation of the nature of the *Code of Behaviour* offence before



determining the appropriate sanction(s). Those factors may include:

- i. The seriousness of the breach;
- ii. The harm caused by the breach to the interests of cricket;
- iii. The *Respondent's* seniority and standing in the game;
- iv. Any remorse shown by the *Respondent* and the prospect of further breaches;
- v. The prior record of the *Respondent* in abiding by the Code (or any predecessor regulations that may have applied), the ICC Code of Conduct and any similar code of behaviour; and
- vi. The impact of the penalty on the *Respondent*.

6.9 The Chairman of the Panel shall, where reasonably practical, give the decision regarding the appropriate penalty orally at the hearing. It shall be effective immediately upon oral communication to the Respondent.

The oral decision shall be confirmed in writing to the Respondent (in the case of a Respondent aged under 18, his parent or guardian) within (3) three working days by letter, email or fax, and a copy forwarded to the Secretary of the CBC, the Chairman of the Respondent's club and, where applicable, the Chairman of the League and Cup Management Committee.

6.10 The Committee has an absolute discretion to waive compliance with any procedural requirement of this Code provided that no party will suffer any undue prejudice through such exercise of discretion.

## **ARTICLE 7        APPEALS**

- 7.1     A Respondent may appeal from the decision of the Committee as to the finding of guilty, the penalty imposed or both. Decisions made under the Code by the MRDC or the Committee in relation to a first Level 1 Offence (Article 6.1.4) shall be wholly non-appealable (notwithstanding anything that may appear to indicate otherwise in this article) and shall remain the full and final decision in relation to the matter.
- 7.2     Any appeal must be made in writing and sent to the Secretary by letter, email or fax no later than 3 (three) working days after receipt of the written decision of Committee and:
- (a)     Must be accompanied by an administration fee of HK\$1,000; and
  - (b)     Must set out the legal and/or procedural grounds for the appeal.
- 7.3     The Secretary shall, once an appeal has been received him and he has satisfied himself that such decision of the Committee may be subject to appeal, appoint an Appeal Commissioner and forward to him details of the Complaint, any witness statements, the decision of the Committee and the record of the hearing (if applicable). Also, upon receipt of the appeal, the Secretary shall inform the Respondent (or his/her parents or guardian where Respondent is under 18 years of age) that any penalty under Articles 6.1.3 and 6.9 will be suspended until the conclusion of the appeal.
- If the Appeal Commissioner appointed to hear an appeal considers that he may have a conflict of interest he shall advise the Secretary of this. The Secretary shall then appoint another Appeal Commissioner to hear the appeal. In the

event that all members of the Committee are ineligible and/or unavailable to act in the capacity of Appeal Commissioner, the Secretary shall, after consulting with the Chairman of CHK, appoint an Appeal Commissioner to hear the appeal. This person shall be a qualified solicitor, barrister or judge (or legally trained with relevant legal experience). Furthermore, this person so appointed, shall not be a current member of the CHK Board of Directors, Executive Committee, League and Cup Management Committee or a current committee member of The Association of Cricket Umpires and Scorers (Hong Kong, China).

- 7.4 The Appeal Commissioner shall have all powers necessary for, and incidental to, the exercise of his functions and, subject to these regulations, he shall have the power to regulate the procedures of matters which come before him. He shall conduct the appeal hearing in accordance with Articles 6.2.4 to 6.2.13, with such adjustments as the Appeal Commissioner deems necessary in order to reflect the different context.
- 7.5 Appeals in respect of all offences other than second Level 1 or Level 2 offences by a player shall proceed by way of a de novo hearing (i.e. a fresh hearing of the evidence and/or submissions on penalty as may be applicable) by the Appeal Commissioner.
- 7.6 The Appeal Commissioner shall deal with appeals in respect of second Level 1 and Level 2 offences purely on the basis of the documentation and there shall be no hearing.
- 7.7 The Appeal Commissioner shall give his decision within 5 (five) days of the hearing. If the Appeal Commissioner considers that there are circumstances which require a period longer than seven days, he shall so advise the Respondent (in

the case of a Respondent aged under 18, his parent or guardian) and inform the Director of Cricket.

- 7.8 If the Appeal Commissioner considers that he requires further information, then he may request such information from the person from whom he needs it. He may stipulate the time within which it must be forwarded to him and the time for the determination of the appeal shall be suspended.
- 7.9 The Appeal Commissioner may direct that the administration fee (Article 7.2) be returned if the appeal is successful or if he considers that there were valid grounds for the making of the appeal which justify the return of part or the entire fee.
- 7.10 On his determination of the appeal the Appeal Commissioner shall give notice in writing of his decision to the Respondent (in the case of a Respondent aged under 18, his parent or guardian) by letter, email or fax, and forward a copy to the Secretary and, where appropriate, the Chairman of the Respondent's club.
- 7.11 For the avoidance of doubt, where a Respondent admits the offence charged and accedes to the proposed sanction specified in the Notice of Complaint in accordance with the procedure described in Articles 6.1.2 or 6.2.9, the Respondent waives his/her right to any appeal against the imposition of such a sanction.

## **ARTICLE 8            HONG KONG TOURING TEAMS**

- 8.1 Breaches of the Code may arise when Hong Kong international touring teams are outside of Hong Kong and it may be necessary to deal with such issues immediately. In addition to Code violations, disciplinary offences may include

failure to meet contractual obligations where the player is contracted to CHK.

- 8.2 The matter shall be heard by the Team Manager if he is of the view that the matter is urgent. If the Team Manager considers himself to have a conflict of interest, the person to take responsibility shall be the most senior representative of the CHK present.
- 8.3 The person conducting the hearing shall conduct it broadly in accordance with the provisions set out herein, subject to such changes as he, in his sole discretion, determines to be necessary.
- 8.4 A right of Appeal exists in accordance with the provisions specified above but it may be that such an appeal may not be practical until the tour is over. The Appeal Commissioner appointed to deal with the matter shall determine this entirely at his discretion.
- 8.5 Where the player is contracted to CHK, the range of penalties may be provided for in the contract.
- 8.6 Where the player is found to have committed the offence and if as a result of the penalty imposed, the Team Manager considers that the player should be required to return home because he will not be available to play at all or in a sufficient number of matches on the tour, the player may be required to return home at the earliest possible time.

## **ARTICLE 9            RECOGNITION OF DECISIONS**

Any hearing results or other final adjudications under the *Code* shall be recognised and respected by *CHK* and its Member Clubs, without the need for any further formality. Each of *CHK* and the Member

Clubs shall take all steps legally available to it to enforce and give effect to such decisions.

## **ARTICLE 10      AMENDMENT AND INTERPRETATION OF THE CODE OF BEHAVIOUR**

- 10.1      The Code of Behaviour may be amended from time to time by CHK, with such amendments coming into effect on the date specified by CHK.
- 10.2      The headings used for the various Articles of the Code of Behaviour are for the purpose of guidance only and shall not be deemed to be part of the substance of the Code of Behaviour or to inform or affect in any way the language of the provisions to which they refer.
- 10.3      The Code of Behaviour shall come into full force and effect on 11th October 2021 (the “Effective Date”). It shall not apply retrospectively to matters pending before the Effective Date; provided, however, that any case pending prior to the Effective Date, or brought after the Effective Date but based on an offence that is alleged to have occurred before the Effective Date, shall be governed by the predecessor version of the Code of Behaviour in force at the time of the alleged offence, subject to any application of the principle of *lex mitior* by the determining the case.
- 10.4      If any Article or provision of this Code of Behaviour is held invalid, unenforceable or illegal for any reason, the Code of Behaviour shall remain otherwise in full force apart from such Article or provision that shall be deemed deleted insofar as it is invalid, unenforceable or illegal.

- 10.5 The Code of Behaviour is governed by and shall be construed in accordance with the laws of the Hong Kong Special Administrative Region of the People's Republic of China. Disputes relating to the Code of Behaviour shall be subject to the exclusive jurisdiction of the Courts of the Hong Kong Special Administrative Region of the People's Republic of China.

## **ARTICLE 11 OTHER CODES AND POLICIES**

The conduct prohibited under the following codes and policies shall also amount to an offence under this Code of Behaviour, provided that the offences, processes and penalties shall be determined in accordance with the relevant code or policy:

- 1) ICC Anti-Corruption Code
- 2) ICC Anti-Corruption Code
- 3) ICC Anti-Doping Code
- 4) ICC Illicit Substances Rule
- 5) ICC Anti-Racism Code and
- 6) ICC Anti-Harassment Policy

Reference: <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-condition>

# CoB APPENDIX 1: Definitions

***Appeal Commissioner.*** Appointed in accordance with Article 7.3 of the *Code of Behaviour*

***Code of Behaviour Committee.*** Established and appointed under Article 3.1 of the Code of Behaviour

***Code of Ethics and Good Practice for Youth Cricket.*** As per the Cricket Ireland Model, defined in Article 1.7 of the Code of Behaviour

***Complaint.*** As defined in Article 4.1 and/or Article 5.1.

***Effective Date.*** As defined in Article 10.3.

***ICC/CHK's Clothing and Equipment Regulations.*** The ICC/CHK's Clothing and Equipment Regulations, in force from time to time.

***CHK Code of Conduct for Umpires and Referees.*** CHK's Code of Conduct for Umpires and Referees, in force from time to time.

***Match.*** (a) any multi-day match; (b) any One-day match; (c) any Twenty20 match; or (d) any other Match organised, controlled or sanctioned by CHK from time to time to which CHK deems it appropriate that the Code of Conduct should apply.

***Match, Rules and Disciplinary Committee*** Established and appointed under Article 3.1 of the Code of Behaviour

***International Tour Match.*** Any Match played between a Domestic Team of any level against a representative side of a National Cricket Federation, invitational or guest team.

***CHK.*** Cricket Hong Kong Limited (a company registered under the Hong Kong Companies Ordinance) or its designee

***Level 1 Offence.*** Any of the offences described in Articles 2.1.1–2.1.9.



**Level 2 Offence.** Any of the offences described in Articles 2.2.1–2.2.15.

**Level 3 Offence.** Any of the offences described in Articles 2.3.1–2.3.7.

**Level 4 Offence.** Any of the offences described in Articles 2.4.1–2.4.6.

**Match Official.** Any umpire, match referee or scorer appointed to officiate in a Match.

**Match Referee.** The independent person appointed by *CHK* (or any other relevant party) as the official match referee for a designated Match, whether such Match Referee carries out his/her functions remotely or otherwise.

**National Cricket Federation.** A national or regional entity which is a member of or is recognised by the ICC as the entity governing the sport of cricket in a country (or collective group of countries associated for cricket purposes).

**Player.** Any cricketer who is selected in any playing squad that is chosen to represent any an International, Regional, Club, Invitational or guest side(s) in a Match or series of Matches.

**Player Support Personnel.** Any coach, trainer, manager, selector, team official, doctor, physiotherapist or any other person employed by, representing or otherwise affiliated to a playing/touring team or squad that is chosen to represent an International, Regional, Club, Invitational or guest side(s) in a Match or series of Matches.

**Secretary.** Secretary to the Code of Behaviour Committee as defined in Article 3.2

**Supporters.** Persons who are actively interested in and wishes success for a particular club and/or team.

**Team Captain.** The official captain of any team participating in a Match

**Team Manager.** The official manager of any team participating in a Match.

**Umpire.** Any umpire (including any third or other umpires) appointed to officiate in a Match.

## **CoB Appendix 2: Minimum Over Rate Offences**

The need to maintain the over rate is important for the conduct of the game given constraints on ground bookings in Hong Kong.

Should a team have a slow over rate as assessed under Rule 17 of the CHK Playing Conditions the batting team will be awarded a 5 run penalty per slow over and the captain will be given a first and final warning.

A second or further instance of a slow over rate in a season by the same team will result in a one match suspension of the captain. The following procedures shall apply:

- a) The suspension of the captain is to be automatic, subject to review where special circumstances may have arisen. Failure of umpires to advise on the over rate, allow for good cause, signal completion of the scheduled time or to manage time wasting by the batting side shall not be sufficient separately or as a whole to waive this penalty.
- b) If a captain plays any part in a CHK domestic league game while suspended, the team in question shall forfeit the game.

## CoB Appendix 3: Suspensions

If the Code of Behaviour Panel invokes a suspension of a player or official, it is to be applied as follows:

1. A playing suspension relates to a number of games his team plays in the level of competition wherein the offence was committed and any CHK cricket at a 'lower level'. In other words, a player reported during a Sunday Elite game and suspended for three matches will be unable to participate in any form of CHK cricket until his team has played three consecutive Sunday games, but may play in the Premier League.
2. CHK will notify the suspended player, team captain and club representative of the games to be missed and the date when the player may recommence playing. Details will be posted on the CHK website. It the responsibility of the suspended player, the team captain and the club to conform with the suspension and failure to comply by any of these shall be deemed as non-compliance. All suspensions come into force at 6am on the day following the [Code of Behaviour Panel] ruling. A player who plays whilst suspended commits an offence and the original penalty imposed will be doubled and the team playing the illegal player will forfeit the match with all points awarded to the opposition.

# APPENDIX 1: Lost Time Calculation Sheets

## APPENDIX 1- 1A

Calculation sheet for use when a delay or interruptions occur in the  
First Innings

### **Time**

Playing time available at start of the match \_\_\_\_\_ (A)

Time innings in progress \_\_\_\_\_ (B)

(i.e. time of stoppage less scheduled start time)

Playing time lost \_\_\_\_\_ (C)

(i.e. restart less time of stoppage)

Extra Time Available \_\_\_\_\_ (D)

Time made up from reduced interval \_\_\_\_\_ (E)

Effective playing time lost  $[C - (D+E)]$  \_\_\_\_\_ (F)

Remaining playing time available  $(A - F)$  \_\_\_\_\_ (G)

G divided by 3.75 (to 2 decimal places) \_\_\_\_\_ (H)

Max overs per team  $[H/2]$  (round up fractions) \_\_\_\_\_ (I)

### **Overs per bowler and Fielding Restrictions**

Maximum overs per bowler  $[I / 5]$  (rounded down) \_\_\_\_\_

plus one up to maximum overs

Duration of Powerplay Overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_

### **Rescheduled Playing Hours**

First session to commence or recommence \_\_\_\_\_ (J)

Length of innings  $[I \times 3.75]$  (round up fractions) \_\_\_\_\_ (K)

Rescheduled first innings cessation time  $[J + (K - B)]$  \_\_\_\_\_ (L)

Length of interval \_\_\_\_\_ (M)

Second innings commencement time [L + M] \_\_\_\_\_ (N)

Rescheduled second innings cessation time [N + K] \_\_\_\_\_ \*(O)

*\* Ensure that the match is not ending earlier than the original or rescheduled finish time, by applying Clause 7.2a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.*

## APPENDIX 1 - 1B

### Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use  
of any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled [ R / 3.75 ] (round up fractions)  
\_\_\_\_\_ (S)

Number of complete overs faced to date in first innings  
\_\_\_\_\_ (T)

*If S is greater than T then revert to Appendix 1A*

*If S is less than or equal to T then the first innings is terminated and go to Appendix 1-2A*

## APPENDIX 1- 2A

### Calculation sheet for the start of the Second Innings

#### **Maximum overs to be bowled**

(If first innings was terminated, S from Appendix 1B)

\_\_\_\_\_ (A)

Scheduled length of innings: [  $A \times 3.75$  ] (round up fractions)

\_\_\_\_\_ (B)

Start time

\_\_\_\_\_ (C)

Scheduled cessation time [  $C + B$  ]

\_\_\_\_\_ (D)

#### **Overs per bowler and Fielding Restrictions**

Maximum overs per bowler [  $A / 5$  ] (rounded own) \_\_\_\_\_  
overs, plus one over up to maximum

Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_

## APPENDIX 1 - 2B

### Calculation sheet for use when interruption occurs after the start of the Second Innings

#### **Time**

Time at start of innings \_\_\_\_\_ (A)

Time at start of interruption \_\_\_\_\_ (B)

Time innings in progress \_\_\_\_\_ (C)

Restart time \_\_\_\_\_ (D)

Length of interruption [D – B] \_\_\_\_\_ (E)

Additional time available: (Any unused provision  
for earlier than scheduled start of second innings) \_\_\_\_\_ (F)

Total playing time lost [E – F] \_\_\_\_\_ (G)

### **Overs**

Maximum overs at start of innings \_\_\_\_\_ (H)

Overs lost [ G / 3.75 ] (rounded down) \_\_\_\_\_ (I)

Adjusted maximum length of innings [ H – I ] \_\_\_\_\_ (J)

Rescheduled length of innings [ J x 3.75 rounded up ] \_\_\_\_\_ (K)

Amended cessation time of innings [D + (K – C)] \_\_\_\_\_ (L)

### **Overs per bowler and Fielding Restrictions**

Maximum overs per bowler [ J / 5 ] (rounded down) \_\_\_\_\_  
overs plus one over up to maximum

Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_

# APPENDIX 2: Slow Over Rate Calculation

## Over Rate Calculation Sheet

\*To be completed and signed by on-filed and 3rd/TV umpires



Match Details:		v		Date :	
Bowling Team:					
Actual Start Time of Innings:					[A]

### Allowances

Description	Source*	Start	Stop	Mins
Total Allowance B				

**\*Key:** All discretionary allowances should be classified as U, P or G, where U = Umpires (Consultations)  
 P = Players (e.g. injuries, batsmen's drinks/equipment), G = Ground (e.g. sightscreens, spectator movement). O = Other.

Start Time of Final Over:		[C]
Actual Length of Innings (before allowances):	[C] – [A]	mins [D]
Allowances:	[B]	mins [E]
Length of Innings (after allowances):	[D] – [E]	mins [F]
Expected Overs Bowled (ignore fractions):	[F] /	overs [G]
Actual Overs Bowled:		overs [H]
Rate Difference:	[H] – [G]	

On-field Umpire:

on-field Umpire:

3<sup>rd</sup> Umpire:



## **APPENDIX 3: Suspect Bowling Process**

The objective of CHK Suspect Bowling Process is to oversee matters relating to the assessment and rectification of suspect delivery actions by bowlers, covering both international and domestic cricket. The process will be directed by CHK Suspect Bowling Committee.

### **1. CHK Suspect Bowling Committee**

The Suspect Bowling Committee will comprise of four members by CHK. For the 2023-24 season, they are:

- 1) Chairman Of Committee – Tabarak Dar
- 2) CHK Head of Operations (Mr Ravi Nagdev),
- 3) National Coach (Mr Simon Wallis), and
- 4) Team Performance Analyst (Mr Chris Pickett)

The goal of this process for players and officials are to:

- a) Minimize suspect bowling actions in Hong Kong;
- b) Have a clearly understood remedial management process to benefit the competitions, the national squads, all players (in terms of ability to continue bowling and develop their abilities) and the clubs.
- c) Minimize on-field calling of suspect actions, other than obvious or intentional throwing as opposed to flaws in technique.

### **2. Suspect Bowling Process in Domestic Cricket**

Upon first time identification by the umpire(s) and/or CHK full- time coaching staff of a bowler with a suspect/doubtful action during a CHK sanctioned match, the following action will be taken:

The umpires or CHK coach reports to CHK Operations Manager in writing within 2 days of the match using the Suspect Bowling Action Report Form.

- a) CHK Operations Manager informs CHK Suspect Bowling Committee and the player's club representative.
- b) The Chairman of the Suspect Bowling Committee organizes for Video Footage of the player to the committee and if required, the Team Performance Analyst arranges a slow-motion video recording of the bowler under match conditions at the earliest convenient opportunity for assessment by the Suspect Bowling Committee; and
- c) The Suspect Bowling Committee submits a report to the player's club and CHK Projects Coordinator confirming the outcome
- d) The Above process should be completed within 30 Days of receiving the Suspect Bowling Action Report.

### **3. Illegal Action**

- a) If the player is considered to have an illegal action by the suspect bowling committee, the player will be banned for a period of 6 months (From the date CHK Suspect Bowling committee sends the report) to work on his/her action with his/her clubs coaching staff.
- b) During the banned period if the player is allowed to bowl by the captain, the captain commits Level 1 offence.
- c) The club then must submit in writing if they believe the player has done the appropriate remedial work and inform CHK Operation Manager if the bowler in question will begin bowling in matches (after they have served the 6 months). If the bowler is reported again in the proceeding 12 months and found to have an illegal bowling action by CHK Suspect Bowling Committee, the player will be banned for a further 12 months.

### **4. Appeal**

If a club/player does not agree with the outcome of CHK Suspect Bowling Committee they have a right of appeal which must be made in writing within 14 days of receiving the report. The player will not be allowed to bowl in CHK sanctioned matches during this time and will undergo testing at and ICC or HKSI testing facility at the most appropriate time/location available (Hong Kong – HKSI, Chennai, Perth or London). The costs involved in this will be as follows:

a) **Legal**

Flights, Accommodation, insurance, transfers and testing costs are to be shared 50/50 between the player's club and CHK.

b) **Illegal**

Flights, accommodation, insurance, transfers and testing costs are to be met in full (100%) by the player's club.

**Note:** *The club must make a deposit to CHK of the estimated full cost prior to confirming the testing*

## **5. Doubtful Action**

If the player is considered to have a doubtful action by CHK Suspect Bowling Committee they will be closely monitored and filmed under match conditions using the slow-motion camera after 21 days at the most appropriate opportunity. Note: The player will then either be considered ILLEGAL or LEGAL.

## **6. Legal Action**

If the player is confirmed to have a legal action, he/she will be able to continue bowling in all CHK sanctioned matches. The player will also not be allowed to be reported again in the coming 12 months.

## **7. Suspect Bowling Process in International Cricket**

If a Hong Kong player is reported for suspect bowling by the ICC, CHK (Suspect Bowling Committee) may be asked to take remedial action and submit a report to the ICC for further, joint action.

If a player is suspended by the ICC for an illegal bowling action the player will also be suspended from bowling in CHK sanctioned cricket for the same period.

Following suspension, the bowler's action must be cleared by the ICC through the formal testing procedures

CHK will cover all costs associated with the first testing whether the player is a National Squad member or not.

### **Follow up testing**

- a) If the player is no longer a national squad member and requires a further test, the players club must pay a deposit of \$8,000HKD to undergo the testing. If the player is declared to have a legal action then the \$8,000HKD will be reimbursed to the club, if the player is still considered to have an illegal bowling action they will forfeit the \$8,000HKD as a contribution towards the costs of testing. Any further testing for a non-national squad player will be at the expense of the player/club.
- b) It is imperative that the Suspect Bowling Committee works with the club/player and makes a recommendation whether the bowler should undergo further testing or continue to work on the suspect action.

**Note:** *The club must make a deposit to CHK of \$8,000HKD prior to confirming the test.*

## **Suspect Bowling Process in International Cricket with a desire to return only to Domestic Cricket**

*If a player has been suspended by the ICC and does not endeavour to play as a bowler for Hong Kong in the future and/or retires from international cricket:*

- a) If a Hong Kong player is reported and suspended by the ICC for an illegal bowling action by the ICC, the player will automatically be banned for a minimum of 6 months in domestic cricket to work/remodel his/her action.
- b) If the player then wishes to be cleared to bowl in Domestic Cricket only, they will need to write to the Suspect Bowling Committee requesting a bowling test (all deliveries they wish to be cleared for).
- c) The Suspect Bowling Committee will then arrange a test using a slow-motion camera at the most convenient time to all parties (an effort to be made within 14 days of receiving the written request).

### **7. Illegal Action**

If the player is considered to have an illegal action by the suspect bowling committee, the player will be banned for a further period of 6 months (From the date CHK Suspect Bowling committee sends the report) to work on his/her action with his/her clubs coaching staff.

The club then must submit in writing (after the banned period) if they believe the player has done the appropriate remedial work and inform the Suspect Bowling Committee. The process will then be repeated as above.

## 8. Appeal

If a club/player does not agree with the outcome of CHK Suspect Bowling Committee they have a right of appeal which must be made in writing within 14 days of receiving the report. The player will not be allowed to bowl in CHK sanctioned matches during this time and will undergo testing at and ICC or HKSI testing facility at the most appropriate time/location available (Hong Kong – HKSI, Chennai, Perth or London). The costs involved in this will be as follows:

### a) Legal

Flights, Accommodation, insurance, transfers and testing costs to be shared 50/50 between the player's club and CHK

### b) Illegal

Flights, accommodation, insurance, transfers and testing costs to be met in full (100%) by the player's club

***Note: The club must make a deposit to CHK of the estimated full cost prior to confirming the testing***

# **APPENDIX 4: CHK Clothing Policy**

**This policy applies to all CHK Domestic Cricket Leagues**

**White clothing is to be worn in the Premier League 2-Day, Saturday Championship, and all Junior Leagues. Coloured clothing is to be worn in all other competitions, unless specified otherwise**

**Either White or Coloured clothing is acceptable in the Challenge League, but the colour Yellow must not be used**

## **1. SHIRTS**

- a) Maximum of 4 sponsors logos: one small logo on each sleeve and larger logo permitted on back and front
- b) Sponsor logo size on sleeves not to exceed 10 sq. inches (64.5cm sq.)
- c) Sponsor logo size on front not to exceed 32 sq. inches (206.45cm sq.)
- d) Club logo size not to exceed 10sq inches (64.5cm sq.)
- e) CHK/Sponsor logo size not to exceed 10sq inches (64.5cm sq.)
- f) Sponsor logo size on back not to exceed 32sq inches (206.46cm sq.)
- g) Height of number on back of shirt: minimum 9.75 inches (25cm); maximum 13.65 inches (35cm)

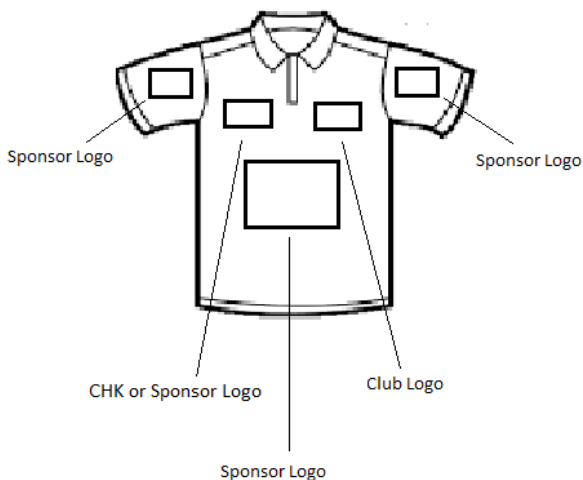
## **2. CRICKET SHOES**

Cricket spikes **MUST** be worn at all games played on a turf pitch, and removed for all games played on synthetic pitches

White shoes (at least 70%) must be worn when playing in white clothing

Coloured shoes may be worn when playing in coloured clothing

## FRONT



## BACK



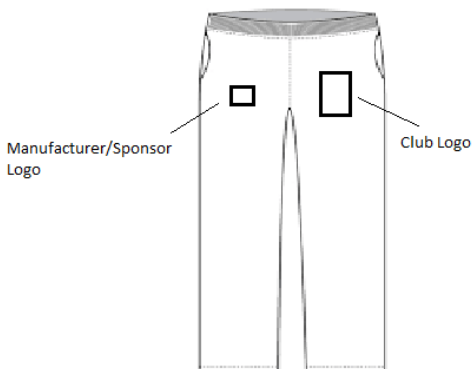
### 3. HELMETS

In all formats of the game:

- a) Helmets shall be one plain colour; preferably same as predominant team colour
- b) The colour of the helmet shall be uniform to all members of the same team

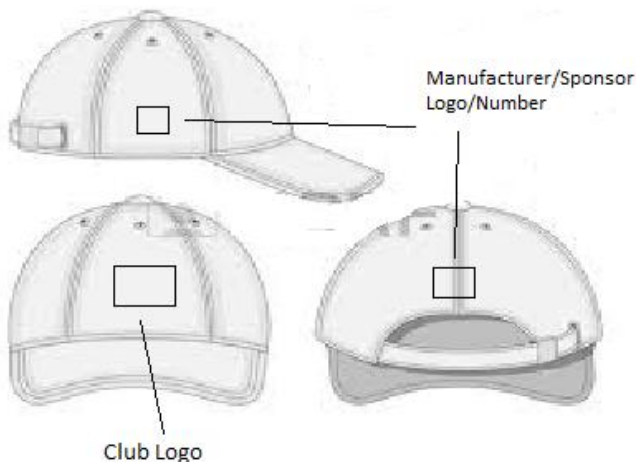
### 4. TROUSERS

- a) Club logo on left trouser leg (optional)
- b) Manufacturer or sponsor logo on right trouser leg (optional)
- c) Club logo size not to exceed 10 sq. inches (64.5cm sq.)
- d) Manufacturer or sponsor logo not to exceed 2 sq. inches (12.9cm sq.)
- e) No poppers, buttons or Velcro are permitted anywhere from the knee up to the waist



## 5. CAPS/HATS

- a) Club logo on the front of the cap
- b) Manufacturer, number and sponsor logo permitted on the back and one side of the cap (optional)
- c) Club logo size not to exceed 10 sq. inches (64.5cm sq.)
- d) Manufacturer or sponsor logo size not to exceed 2 sq. inches (12.9cm sq.)



# CHK Playing Conditions 2023-24

The following are the Playing Conditions of Cricket Hong Kong China for the domestic cricket season. These apply to all competitions and should be read in conjunction with the specific rules issued for each competition and CHK *Code of Conduct for Players and Officials*.

## 1. General

Except as specified below or by the relevant Competition Rules, the Laws of Cricket shall apply.

## 2. Captain's and Representatives Meetings

- a) A Captain's and/or Representatives Meeting will be held twice a year. Once at the start of the season -to discuss rules and formats- and the other at the end of the season -to gain feedback on the season passed.
- b) Team captains and/or their representatives should attend all Captain Meetings.
- c) Minutes from each Captain's/Representatives Meeting will be published and distributed to the attendees of the meeting.

## 3. The Code of Behaviour Committee (CBC)

CHK shall establish a *Code of Behaviour Committee* (CBC) to which responsibility for *Code of Behaviour* and other disciplinary issues is allocated. It shall consist of at least five members, including a Chairman, Vice-Chairman and Secretary (usually the Cricket Operations Manager) to deal with administrative matters.

A member of the CBC shall also act, where required, as an Appeal Commissioner, provided he has had no involvement in the matter

being appealed. An Appeal Commissioner shall be a qualified solicitor or barrister or judge.

### **Application of Law 42, Players' Conduct**

Law 42 of The Laws of cricket October 2022 Code shall be applied to ALL matches in the 2023-24 season

Should an incident occur in any game under which Law 42 may be or may have been applied but is covered by the CHK Code of Conduct rules detailed then it is umpires, other officials or persons responsible should report the incident as a breach of the applicable Code of Conduct detailed above to the CBC Secretary or CHK Management.

## **4. Participation Agreement**

All clubs must sign a Participation Agreement ahead of the new season. By signing the agreement, all clubs are agreeing to:

- Pay all outstanding league fees and invoices (Issued prior to 1st Aug 2023) owed to CHK by 25th August 2023, failure of which will see the Club's teams barred from participating in the 2023-24 CHK leagues.
- Play all the fixtures as per the schedule set out by CHK.
- Pay a \$1000 penalty for each game forfeited.
- Agree to adhere to the CHK Playing Conditions, and adopt CHK's Code of Behaviour, Anti-Corruption and Anti Doping Policies and ensure all participants in your teams are aware of the codes.
- Adhere to CHK's Child Protection Policy and work towards appointing a Child Protection Officer within each major club
- Ensure they have received consent from the parents/legal guardians of all players under 18 years of age to play and train for your club.

- Accept all reasonable rescheduling requests from CHK provided:
  - there is at least 2 weeks' notice before the new fixture date
  - that the rescheduled match does not clash with an existing league fixture for either team involved
  - that the rescheduled match does not fall on an unavailable date for either team (as advised prior to the finalising of the fixtures)
- Whether or not a rescheduling request is 'reasonable' will be at the sole discretion of the CHK management.
- If it is not possible to achieve a result in a League Final, the match will not be rescheduled and the provisions in that competition's playing conditions will apply.
- Ensure the safety and wellbeing of all their players, coaches, and other support staff during a game.

## **5. Umpires and Scorers**

- a) The Cricket Hong Kong Association of Cricket Officials (CHK, ACO) will appoint umpires for the:
  - i. All Stars Series (Men's and Women's)
  - ii. Men's and Women's Premier League (T20, OD and 2-Day)
  - iii. Sunday Elite Competitions (League and T20 Cup)
  - iv. Women's League Competitions (T20 League and T10 Cup)
- b) Cricket Hong Kong will appoint umpires for the:
  - i. Junior Leagues
  - ii. School and University Leagues
  - iii. Challenge League

- iv. Saturday League Finals and Saturday Cup KO Stages
- v. Other unspecified domestic leagues and competitions
- c) In the Saturday Championship League, Neutral Team Umpires will be used, with the appointments being handled by CHK – see below for more details.
- d) In the U11 and U13 leagues, teams shall provide umpires and scorers for all group-stage matches.
- e) At all other times, the appointment of umpires is the responsibility of the batting side.
- f) Any unofficial, non-playing umpire(s) may only stand with prior approval of both captains.

#### **Neutral Team Umpires – Saturday Championship League**

- g) All Saturday Championship teams are required to have at least one ICC or CHK ACO Level 0 qualified umpire as a member of their squad for the 2023-24 season.
- h) Umpires for Saturday Championship League matches will be allocated on a team basis. It is then the responsibility of the team to appoint two representatives to umpire in each allocated match.
- i) Failure of teams to provide umpires will result in a **half point (0.5) penalty** deduction per umpire per fixture.
- j) An umpire must arrive no later than 15 minutes before the scheduled start time and should be dressed appropriately (ideally white shirt and black pants – shorts, vests, bright colours, flip flops / sandals and other such items are not allowed). Should an umpire fail to adhere to either of these then the penalty will be applied even if the umpire stands for some or all of the game.

- k) In the event of inclement weather, it shall be the responsibility of the two nominated umpires to liaise with the two captains and the ground authority involved in the fixture.

### **Scorers**

- l) The CHK ACO will provide scorers for all All Stars and Premier League fixtures
- m) All teams across all other leagues are to provide a scorer for their games.
- n) All games, unless otherwise specified, must be live scored on CricHQ.
- o) The scorer must ensure his or her name is added to the CricHQ scoring application along with the two umpires and opposition scorer prior to the commencement of the match.
- p) The scorecard must be uploaded onto the CricHQ system by both teams no later than 9am on the second working day after the match.
- q) Any team that either
  - i. does not provide a scorer,
  - ii. fails to score the match on the CricHQ application,
  - iii. fails to upload the scorecard within the specific timewill be subject to a 0.5 point penalty (or equivalent for leagues where a win is worth more than 2 points), unless otherwise specified.

## **6. Disputes and the MRDC**

- a) All disputes during a match shall be determined by the umpires appointed or, in their absence, by the team captains. If they disagree the existing state of affairs shall continue.

- b) All disputes, including but not limited to the interpretation of rules, player eligibility, correctness of scores and match results, may be referred to CHK Match, Rules and Disciplinary Committee (MRDC) for final adjudication.
- c) The CHK Board of Directors will appoint individuals to the MRDC on a year basis, with a member of the Cricket Operations Team acting as secretary.
- d) Disputes, with all relevant details, shall be submitted to the Cricket Operations Manager by email within 24 hours of the end of the match.
- e) The MRDC may contact the person who lodged the Dispute, the individual(s) the Dispute is with, or any other individual involved with the incident for further information if necessary.
- f) Rulings given by the MRDC on any disputes brought before them shall be final.
- g) The MRDC will also rule on any Level 1 or Level 2 Code of Behaviour Offences – see Article 3 of the COB.

## **7. Payment of CHK Fees**

- a) All teams participating in CHK's domestic leagues must pay the CHK Fees prior to the start of the season. CHK fees for each competition are set by the CHK Board of Directors.
- b) Teams that can provide access to a cricket ground, for the purpose of playing league matches, may receive a full or partial waiver of the Fees.
- c) Before the start of the season, the CHK Office will issue invoices to clubs for all CHK Fees due, and these must be settled in full on or before the due date.



- d) Should the required CHK Fees not be paid in full prior to the due date, the team will be suspended from further competition matches until all fees have been settled in full. Consideration will be given to removing the team from competition.

## **8. Registration and Eligibility of Players**

- a) All Teams taking part in CHK's leagues are required to register their squad with CHK before the commencement of their first game.
- b) Teams can register new players as the season progresses, provided that player is eligible to compete in competition the team is taking part in (as per the competition's rules), and that the CHK Cricket Operations Manager has been informed.
- c) The CHK Operations Team must be informed of a new addition to a team before the player has played a game. This can be done no later than before the toss of the first game the player will be taking part in for that team.
- d) Clubs are responsible for creating new player profiles on CricHQ and adding profiles to teams. Refer to Playing Condition 26.2
- e) Each team may field only one person who does not have the legal right to reside in Hong Kong per game. That is, every other player taking part in the game for that team must have a HKID, or be able to provide supporting documentation that they can live in HK;

### **Registering Junior Players**

- f) Each Junior player can only take part in two age groups during the season. Requests for an exemption to this must be made in writing to CHK management
- g) Clubs shall be responsible for determining the most appropriate age group (s) that each child shall play in. This should take into account the player's physical maturity in relation to players of the

same age and their playing ability.

- h) Boys and Girls that are named in representative squads or emerging player squads at age-group levels may have to undergo physical testing to determine their 'correct' age. This may involve a bone test, in line with the ACC's testing of players for age-group competitions.
- i) All Junior Registrations will be subject to the approval of CHK Management. CHK may choose to arrange an in-person assessment of a player if they feel they may be unsuited for the age group they have been registered for. A panel will be set up to assess all such cases.
- j) Player details must be entered into CricHQ and a player consent form must be signed for each player, the consent form must contain the following text:

*"I hereby give consent for ("my child") to train and play cricket for \_\_\_\_\_(enter Club name) and/or Cricket Hong Kong and participate in age-group and adult/open age cricket matches organised by \_\_\_\_\_(enter Club name) and/or Cricket Hong Kong, both in Hong Kong and abroad.*

*I acknowledge that cricket can be inherently dangerous and that serious accidents can happen, which may result in injury to my Child. I am fully aware and accept sole and unconditional responsibility for the health and safety of my Child in the cricket environment, including the risk of personal injury. I agree as a condition of my Child participating in the cricket environment, including playing in matches organised by \_\_\_\_\_(enter Club name) and/or Cricket Hong Kong, that to the maximum extent permitted by law I absolve and shall hold \_\_\_\_\_(enter Club name) and Cricket Hong Kong harmless and indemnify them from all liability arising out of any injury to my Child howsoever caused in the cricket environment, including while training or playing cricket. I release and forever discharge*

\_\_\_\_\_ (enter Club name) and/or Cricket Hong Kong from all claims that I may have on behalf of my Child in connection with my Child participating in the cricket environment. I authorise \_\_\_\_\_ (enter Club name) and/or Cricket Hong Kong representatives to arrange medical or hospital treatment for my Child if I am unable to do so.”

- k) CHK will at random, request signed parental consent forms throughout the year from all clubs.

### **Unregistered or Improperly Registered Players**

An unregistered player is defined as a player that does not have a profile on CricHQ and/or that CHK has not been informed about.

An improperly registered player is one who does have a CricHQ profile, but whose key information (full name, date of birth, gender, HKID number, phone number and email ID) has not be shared with CHK and has not been entered on to their CricHQ profile. The first occasion that a team fields an Unregistered or Improperly Registered player in a game will lead to a First and Final warning for that team. The 2<sup>nd</sup> offence will lead to a 0.5 point penalty (or equivalent for leagues where a win is worth more than 2 points), the 3<sup>rd</sup> offence a 1 point penalty (or equivalent), and all subsequent offences a 2 point penalty (or equivalent).

### **Fielding Ineligible Players**

- l) It is the team’s responsibility to ensure that all players in their team are eligible for the competition they are participating in.
- m) Playing an ineligible player is considered as serious breach of CHK rules by a team. Should a team play with an ineligible player they will forfeit the game with maximum points for the match awarded to the opposition. If both teams field ineligible players the match is void and neither team shall earn match points. For clarity, the playing of ineligible players includes, but is not limited to, the

following:

- i. Playing more than one person who is not legally permitted to reside in Hong Kong;
  - ii. Playing a person, not U17, who has played for a different team in the same competition but has not received approval from CHK Management for transfer;
  - iii. Allowing a player to bowl whilst suspended due to suspect bowling action;
  - iv. Playing a player who has been suspended by the CBC and is yet to complete the suspension;
  - v. Playing one player in 3 or more age groups in Junior Cricket without CHK approval
  - vi. Playing an over-age player in Junior Cricket without CHK approval
- n) Teams that forfeit matches in this manner will be reported to the CHK Management, and could be liable to further sanctions. Refer to Playing Condition 30.
- o) Male U17 players and Women may play for any senior men's team in the Saturday Championship and Sunday Elite competitions (see Rule 10)
- p) Female players of any age may play in any men's competition including U17 and U19 Leagues.
- q) Girls are allowed to play in age-group leagues if aged no more than two years above the age limit for boys. E.g. a girl born on or after 1<sup>st</sup> September 2010 may play in the Under-11 league; a girl born on or after 1<sup>st</sup> September 2008 may play in the Under-13 league etc.

## **9. Transfer of Players**

- a) A player shall not, without the prior permission of the CHK Management, play for more than one team in the same competition, unless covered under Rule 10.
- b) Women's players may only play for one club during the season in all forms of women's cricket unless with prior CHK permission. That is, a player cannot transfer clubs or play for different clubs in different women's competitions.
- c) In exceptional circumstances, applications for transfer may be submitted in writing to CHK (Attn: Cricket Operations Manager) at least 72 hours before the transfer is to take effect. This must be submitted by the player in question, and should be accompanied by the written approval of the captain or representative of the player's previous team, and a full explanation of the reason for the transfer by the applicant. Breaches of this rule will be referred to the CHK Rules Committee, who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.

### **Off-season Transfers**

- d) If a player changes clubs during the off-season, he or she (THE PLAYER) must submit a completed player transfer request form (ie, signed by both the original club and the new club) to CHK.
- e) It is incumbent on the player to ensure there are no unpaid dues (e.g. membership fees, coaching fees, playing kit costs, etc) with their original club.
- f) If there are unpaid dues, the original club may deny the transfer request until the dues are settled, or until the season is completed.

- g) If there are no unpaid dues, and if the original club fails to respond to the applicant within 14 days, the matter can then be referred to CHK, who may approve the transfer without the original club's approval.
- h) For clarity – any transfer that occurs during the season, of a player who has played in the previous season, but who has not yet played during the current season, will be considered an 'off-season' transfer, and the above process will apply.
- i) Breaches of this rule will be referred to the CHK Match and Rules Committee, who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.

## **10. Under-17s, Women and Under-15 Girls representing multiple teams**

Any male cricketer who, on 1st September 2023, is below the age of 17 years, and has registered with CHK

OR

Any female cricketer

Will be eligible to play an unlimited number of games for any side in the Men's Saturday and Sunday competitions. That is, they will be able to represent multiple teams within the Saturday and Sunday competitions.

Any female cricketer who, on 1<sup>st</sup> September 2023, is below the age of 15 years, and has registered with CHK, will be eligible to play an unlimited number of games for any side in the Women's competitions. However, they may only represent one team on any given weekend.

## **11. Fixtures**

CHK Office shall publish the schedule of fixtures for League and Cup matches. The CHK Management must approve any changes to the fixtures after they have been published.

## **12. Postponement of Matches**

Postponements of matches and changes of venue will not be permitted under normal circumstances. Requests for blank dates and other particular arrangements must be made before the season commences except as provided for in the Competition Rules. Player availability will not be considered good reason to postpone or change any fixture. In exceptional circumstances, requests may be made to the CHK Management whose decision shall be final.

Rain-Affected or Washed-Out matches will not be rescheduled.

In case a result can not be reached in a League finals, or any other Knock Out or Play-Off match, the game will not be rescheduled, and the provisions listed in that competition's playing conditions will apply instead.

## **13. Ground, Weather and Light**

- a) Before the toss has taken place, the decision with regard to the fitness of the ground will rest with the authority responsible for the maintenance of the ground. In the absence of the ground authority, the decision rests with the nominated CHK staff present at the ground. If no CHK staff is present, then it lies with the umpires appointed by CHK or CHK, ACO and in their absence, the team captains.
- b) After the toss has taken place, subject to c), the appointed umpires or, in their absence, the captains shall be the sole judges as to

whether conditions are fit for play. If both captains cannot agree, both teams shall remain at the ground for one hour after the scheduled start time at which time the home captain shall decide whether or not play is to commence.

- c) The ground's authority has the right to intercede in a game and stop play if they reasonably consider continuance or resumption of play would likely lead to significant/unreasonable damage to any part of the ground or facilities. Where qualified umpires have been officially appointed such action should be subject to consultation and agreement with the umpires, who should take potential damage to the ground and pitch into consideration.
- d) **Application of Law 2.8.3** – If the conditions during a rain stoppage improve and the rain reduces to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both umpires agree that the current drizzle and ground conditions as a result, given c), plus allowing for further possible deterioration, would not have caused a stoppage then play shall resume immediately.
- e) If any league match is adversely affected by weather or ground conditions to the extent that a result cannot be achieved, the match shall be abandoned and the points for that game shall be shared equally between the teams (assuming the minimum number of overs to constitute a match has not been bowled).
- f) Where one Umpire is of the opinion it is unsafe or unsuitable for play to continue the game will be stopped and players asked to leave the ground.
- g) If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler starts his run-up until the striker receives the ball. If the fielder moves before the striker receives the ball, the umpire shall call and signal



Dead Ball if he considers the striker has been distracted by the action. If the umpire considers the movement was a deliberate attempt to distract the batsman the umpire will take action under Law 42.4 (Deliberate attempt to distract striker).

- h) Play shall cease immediately, in the event that a lightning flash is followed by thunder within 30 seconds. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.
- i) Games will be abandoned when there is a BLACK RAINSTORM WARNING and/or TYPHOON SIGNAL No. 8 or above.

## **14. Toss, Team Nomination and Punctuality**

- a) Unless otherwise specified, the toss shall be conducted in the presence of an umpire and a representative of both teams not earlier than 30 minutes nor later than 15 minutes prior to the scheduled start of play.
- b) Each team must provide a team list to the umpire/s at or prior to the toss. If no umpire is present, the team captains, or their representatives, should toss the coin at the designated time and exchange their respective team lists.
- c) In the event that a team does not have a representative available for the toss as outlined in a), the incident must be reported to the Cricket Operations Manager. The offending team will be liable to having the result of the game in question overturned to a forfeit.
- d) A side shall be of no less than seven players, or as specified, at the scheduled start of play. In the event of any team being unable to raise a side at the scheduled time for start of play, a walkover may be awarded to the opposition, together with full points for a win, for Premier League 2-Day matches, outright points.

- e) For Women's T20 League Division 2 the team list must identify players with less than two seasons of cricket experience.
- f) For Senior Cricket, players under the age of 18 at September 1<sup>st</sup> 2023 must be marked along with age.
- g) If neither team has the required seven players, or as specified, at the scheduled start of play, the match shall be cancelled by the umpires and no match points shall be awarded to either team. The match will not be rescheduled.
- h) If players from both teams are late to arrive, the start of play can be postponed, with an appropriate reduction of overs (as outlined in the competition rules). The incident must be reported to the CHK Management.

## **15. The Ball**

- a) Unless otherwise stated in the Competition Rules, teams are to supply a new CHK-approved match ball for each game and sufficient spare balls or varying conditions for use during their innings. One new ball shall be used for each innings and the fielding captain has the choice of which new ball to use at the start of play.
- b) CHK Management will decide which balls are to be used for CHK competitions. Non-approved balls are not to be used. Breaches of this rule shall be dealt with by CHK Management who may impose penalties, including the deduction of points.
- c) If a ball is lost during the first five overs of the innings , a new ball -where available- shall be used.

## **16. Bowlers – Permitted Overs**

- a) Should a bowler become incapacitated, another bowler may complete the over. A part of an over counts as a completed over

for the purpose of calculating how many overs a bowler has bowled. A part of an over does not count as a completed over for any other purposes, e.g. total number of overs bowled by the team, statistical purposes, etc.

- b) It shall be the responsibility of the captain of the fielding side to ensure that no bowler exceeds the permitted number of overs.

## **17. Minimum Over Rates**

- a) All teams are expected to bowl at the average minimum over rate specified for each League in the Competition Rules.
- b) Appendix 2 of the Competition Rules provides a worksheet for such calculations.
- c) Unless otherwise specified in the competition rules, failure to bowl the minimum over rate in an innings accounting for allowances will result in a 5 run penalty per over they are slow for the batting team and a first and final warning for the captain of the fielding team, a further indiscretion by the captain in future matches will result in a one match suspension. Cases of this are to be reported to the CHK Operations Team.
- d) For clarity, in the example whereby the team bowling second are found guilty of bowling with a slow over rate and the match cannot be completed due to ground, light, or other factors, the umpires shall instruct the scorers to add 5 penalty runs for each over behind the rate to the batting team. If this pushes the score above the opposition teams score (including by Duckworth Lewis Stern) the batting team will be declared the winners.
- e) Unless otherwise specified, over rates will be inclusive of drinks breaks.
- f) In circumstances of a slow over rate at completion of an innings,

umpires are to record in their match report the required quota of overs, the number of completed overs bowled at the scheduled finish time and any Good Cause allowance. This is to enable a suspension to be applied. If the umpires fail to maintain a proper record of over rate, any shortfall will be allowed as Good Cause. Umpires will be required to explain a failure to record such information.

## **18. Free Hit after a No ball**

- a) This rule applies in all CHK Leagues, unless specified otherwise.
- b) The delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide) then the next delivery will become a free hit for whichever batsman is facing it.
- c) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball (e.g., run out), even if the delivery for the free hit is called Wide.
- d) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
  - a. There is a change of striker (the provisions of MCC Law 41.2 shall apply), or
  - b. The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- e) The bowler's end umpire will signal a free hit (after the normal No ball signal) by raising one arm and moving it in a circular motion above his head.

## **19. Wide ball**

All CHK limited-overs matches shall follow the same interpretation of a Wide. ICC One Day International playing condition 22 shall apply.

### **22.1 Judging a Wide**

**22.1.1** If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2:

**22.1.1.1** the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

**22.1.1.2** the ball passes above the head height of the striker standing upright at the popping crease.

**22.1.2** The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke

**22.1.3** Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

### **22.4 Delivery not a Wide**

**22.4.1** The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

**22.4.2** The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

### **Interpretation and Guidelines for Leg-side Wides:**

A delivery that pitches outside the line of leg stump and moves further away shall be called a Wide by the umpire, other than:

- a) A delivery that passes to the leg-side irrespective of where it pitches and in the umpire's opinion, would have struck the batsman on his legs in his normal guard position, i.e. the batsman steps inside the line for whatever reason, shall NOT normally be called a Wide.
- b) A delivery that passes between the leg stump and the batsman's legs shall NOT be called a Wide.

### **Height Consideration**

Law 21.10 No Ball – Ball passing over head height is replaced

A delivery that passes above the head of a batsman standing upright at the popping crease is to be called a “wide”, even where this is marginal. The call by the bowler's end umpire will be guided by the striker's end umpire, unless the latter is unsighted or fails to signal.

## **20. Bowling of fast, short-pitched balls**

**Law 21.10 will not apply. Law 41.6 will be applied where:**

- a) In 50-over and 2-Day competitions, a bowler shall be limited to TWO fast, short-pitched deliveries per over. In all other competitions, a bowler shall be limited to ONE fast, short-pitched delivery per over.
- b) A fast, short-pitched delivery is defined as a ball that passes, *or would have passed*, above the shoulder height of the striker standing upright at the popping crease.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast, short-pitched delivery has been bowled.

- d) In addition, and subject to (f) below, a ball that passes above head height of the batsman standing upright at the popping crease and prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called “Wide”. Refer above, this replaces Law 21.10.
- e) To avoid doubt, any fast, short-pitched delivery that is called “Wide” under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- f) In the event of a bowler bowling more than the allowed number of fast, short-pitched deliveries in an over as defined above, the umpire at the bowler’s end shall call and signal No Ball on each occasion. A different signal shall be used to signify a fast, short-pitched delivery. The umpire shall call and signal No Ball then tap his head with the other hand.
- g) In the event of a bowler bowling more than the allowed number of fast, short-pitched balls in an over, the umpire, after the call of No Ball, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being No Balled in the innings for bowling more than the allowed number of fast, short-pitched deliveries in an over, the umpire shall caution the bowler and advise him that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and, when the ball is dead, direct the fielding captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that

innings.

- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side. The matter is to be reported to the DOC.
- l) Irrespective of the above Law 41.6 Bowling of dangerous and unfair short pitched deliveries maybe applied in regard, for instance in incidents of repetition and consideration of a batsman's skill, which the umpires may apply at any time.

## **21. Bowling of high, full-pitched balls**

Law 41.7 is to be applied

## **22. Time-wasting by the fielding side**

Law 41.9.3 is replaced:

If there is any further waste of time in that innings by any member of the fielding side, the umpire shall:

- a) Call and signal Dead Ball, if necessary.
- b) Award five penalty runs to the batting side.
- c) Inform the other umpire, the batsmen at the wicket, the fielding captain and, as soon as possible, the captain of the batting side of what has occurred.
- d) Report the occurrence to the CHK Management after the match.

## **23. Fielder's Absence from Field of Play – Penalty Time**

Law 24.2 Fielder absent or leaving the field of play shall be revised to allow:



- a) a fielder to be absent from the field of play for eight, 8, minutes without penalty time being required.
- b) the maximum penalty time to be served is specified for each League, refer the respective Competition Rules. These are:

Premier League Two-day 120 minutes

Premier League One-day 120 minutes

Premier League T20 40 minutes

Sunday Elite League 120 minutes

Sunday Elite T20 Cup 40 minutes

Saturday Championship 70 minutes

Women's T20 League 35 minutes

Women's T10 League 20 minutes

Note, under Law 24.2.3 the maximum is 90 minutes

## 24. Runners for Injured Batsmen

Law 25.5 Runners - Use of a runner is not permitted.

## 25. Restrictions for young players

### ***25.1 Fast Bowling Limits for Young Bowlers***

All CHK League teams are recommended to follow these guidelines relating to the number of overs that young fast bowlers should bowl. A young fast bowler is defined as any bowler for whom the wicketkeeper, in the umpire's judgment, would normally stand back.

Age Group	Max Overs:	
	Per Spell	Per Day

<b>U10-U11</b>	3	6
<b>U12-U13</b>	4	8
<b>U14-U15</b>	5	12
<b>U16-U17</b>	6	16
<b>U18-U19</b>	8	20

*Age is determined as at 1<sup>st</sup> September 2022*

Having completed a spell and allowing for a legal change of ends, the bowler cannot bowl again from either end, either as a fast or slow bowler, until the equivalent number of overs as he/she bowled have been bowled by other bowlers from the same end as the bowler finished his/her spell, or a minimum of 40 minutes have expired from the end of the spell should there be a break in play – scheduled or unscheduled other than a drink break. A spell cannot be resumed after it is ended until the break is complete.

**Note:** *once a bowler starts bowling fast they will be considered a fast bowler and, even if changing to spin or slow bowling after this, the spell shall be deemed to be delivered as a fast bowler from the start of the over where they begin bowling fast. Overs bowled wholly as a slow bowler prior to bowling fast shall be not included in the count of overs as a fast bowler.*

## **25.2 Fielding Regulations for Young Players**

- a) All CHK League teams are required to follow the guidelines relating to the minimum distance that young fielders should stand from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. These apply even if the fielder is wearing a helmet.

Age Group	Minimum distance from middle stump (yards/metres)
Up to U13	11 / 10
U14-U15	8 / 7.3

*Age is determined as at 1<sup>st</sup> September 2023*

- b) Should a young player in these age groups come within the restricted distance, either umpire must stop the game immediately (*call Dead Ball if in play*) and instruct the fielder to move back.

### **25.3 Helmets**

All players under the age of 18, as at 1st September 2023, shall wear a helmet with grille when batting and close fielding. Close fielding is defined as any static position within 10 metres of the striker including keeping wicket but excluding positions behind the wicket on the off side (i.e. slip & gully). Young players are also recommended to wear a neck/stem guard with their helmets.

## **26. Clothing, Uniforms and Equipment**

This section is to be read in conjunction with Appendix 4

### **26.1 Wearing of Spikes**

It is preferable for all players to wear spiked footwear when taking part in matches played on turf wickets. Footwear will be preferably white, being defined as 70% white inclusive of the laces and tongue, or alternatively the same colour as the playing kit.

Players should not wear spikes when playing on Synthetic pitches across any CHK league, as to avoid causing damage to the pitch.

Appointed umpires and/or the ground authority can request any player found to wearing spikes to remove them.

### ***26.2 Hong Kong National Squad Kit***

Hong Kong National Squad kit should only be worn by National players while training or playing with the National Squad. National players should not wear their Hong Kong kit, nor should they lend their kit to any other player, while taking part in CHK domestic competitions, club trainings, or any other activities. This is a Code of Behaviour offence and players contravening this will be reported to the CBC.

### ***26.3 Clothing***

- a) All clothing worn by players and supporting officials or personnel shall comply with specified requirements for clothing in each respective competition.
- b) Clubs and Teams are required to submit their uniform designs to CHK for approval before the start of the competition.

### **Club, Manufacturer or Sponsor's Logos & Branding**

- c) Any branding or logo on clothing and uniform should be approved by CHK management before being worn during competitions. This recognizes the potential for branding or logos to be of significant scale to conflict with requirements in c) and d); or with CHK contractual obligations.

### **White Clothing and Uniforms**

- d) Where it is specified that a competition shall be played in traditional white clothing there should be no significant coloured markings on the clothing worn by players.

### **Coloured Clothing and Uniforms**

- e) In competitions played using white cricket balls, all teams are

required to wear coloured uniforms. The amount of white, cream and/or very light colouring on the uniform fabric and on any logos displayed on the uniform shall be kept to a minimum. Coloured clothing must be consistent throughout the team.

### **Base Layer Clothing**

- f) The colour of Base Layer Clothing (e.g. Skins) must be the same as the primary colour of the uniform. For example, if a player wears a white uniform then the base-layer must also be white; if a player wears a red uniform then the base-layer must be red. Umpires may request a player to remove the base-layer garment if it does not comply and is visible in any way.

### **Reserve Players clothing**

- g) Reserve players who enter the field, or who remain outside but near the boundary, must wear distinctive clothing (t-shirt/vest/bib/etc.) so as not to be confused with the on-field players. The vest must be of different colour to the playing uniform.

### **Penalties for Breaching Clothing Policy**

- h) Umpires will closely monitor team uniform and equipment during a game, and may require immediate adjustment, where necessary.
- i) If a player, or players, is thought to have breached of the Clothing Policy, an umpire will report them under the code of conduct (section 2.1.1) to the Secretary of the CBC. If found in violation, this will result in a first and final warning for the offending player, a second offence will result in an automatic one match suspension. Subsequent breaches will result in additional automatic one match suspensions. These will be published on the CHK website and roll over from year to year.

## **26.4 Equipment**

- j) Teams must provide their own cricket equipment.
- k) All players under the age of 18, as at 1st September 2022, shall wear a helmet with grille when batting and close fielding. See Playing Condition 24.3
- l) Helmets shall be one plain colour; preferably same as predominant team colour. The colour of the helmet shall be uniform to all members of the same team. Refer to Appendix 4, paragraph 3.
- m) Wooden cricket bats must be used in all CHK competitions

## **27. CHK Administrative Requirements**

### **27.1 Captains Report on Umpires**

- a) For all Premier League (men's and women's), Sunday Elite and Women's League matches, both captains are required to submit an ACO Captains Report on Umpires Form to CHK by 9am on the second working day following the match. Failure to do so can lead to a half point penalty.
- b) Reports can be submitted either by filling out the paper form in writing and emailing a scanned copy it to [umpirerpts@hkcricket.org](mailto:umpirerpts@hkcricket.org), or by filling out the Captain's Report on Umpires Google Form.
- c) The Captains Report on Umpires PDF file and Google Form link will be made available to all club representatives at the start of the season.
- d) Captains in other CHK Leagues may submit reports as well, but it is not mandatory for them to do so.

## **27.2 CricHQ**

- a) All games, unless otherwise specified, must be live scored on CricHQ. Refer to Playing Condition 5, k) through o).
  - b) All clubs participating in CHK's Leagues are required to maintain their own club's page on the CricHQ system. CricHQ data-entry tasks include:
    - i. Maintaining the Team Profiles for each team registered under the club in active CHK competitions, and ensuring that the squads on CricHQ align with those provided to CHK.
    - ii. Maintaining the personal player profiles of their players, and ensuring that all the data entered (including, but not limited to, full name, date of birth, gender, HKID/Passport number, contact details and guardians contact details) are accurate and kept up to date.
    - iii. Creating new team and player profiles where necessary.
  - c) CHK must be informed before any new player profile is created, in order to ensure that this player has been registered with CHK, and to prevent the creation of duplicate player profiles. Refer to Playing Condition 8.
  - d) CHK must be informed before a player profile is either transferred between clubs, merged with another profile, or added to a new team. Refer to Playing Condition 8.
  - e) Training on the use of the CricHQ system will be provided by CHK.
- Admin Access to a Club's page will be provided by CHK to the club representatives and anyone nominated by them. Clubs are free to give admin access to their own pages to other individuals at their discretion

## **28. Runs Behind the Wicket at PKVR Reservoir Ground**

- a) This Playing Condition applies to all CHK League games played at PKVR Reservoir Ground at the centre wicket.
- b) A region between third man and fine leg, relevant to the centre wicket, will be marked out by CHK.
- c) Only two runs will be scored for all deliveries that cross the boundary within this marked region.
- d) The ball crossing the boundary within this marked region is to be treated the same as crossing any other boundary, except only for the runs awarded.
- e) This applies only when the ball comes off the bat, and regardless of if it crosses the boundary on the full or not. For clarity – wides, byes and legbyes crossing the marked region shall still score 4 runs.
- f) In the case of overthrows or wilful act of fielder, four runs will be awarded.
- g) The area on the field where the inner circle and boundary within the marked region overlap shall all be considered to be part of the inner circle.

## **29. Adult Supervision in Junior Cricket**

- a) It is compulsory for all Junior-League teams to be accompanied and supervised by at least **two** adults over the age of 18 years at all times.
- b) Any team that fails to have the requisite adult supervisors present for the duration of the match shall forfeit their game, and shall be referred to CHK Management for disciplinary action.
- c) The CHK Management shall issue a warning letter to the team and



- any repeat offence may result in suspension from the league.
- d) At no stage during the match should spectators, including team coach or accompanying adults, enter the field of play, unless he/she is serving as an umpire.
  - e) In the interests of player development, CHK encourages team coach, team representatives or accompanying adults to direct their advice to teams during intervals only and that must be done outside of the field of play.

### 30. Penalties

Teams that fail to comply with these conditions of play will be sanctioned by CHK.

In particular, if teams are found to have breached rules regarding

- a) Player Registration and Eligibility (Playing Conditions 8 and 9)
- b) Well-being of Junior cricketers (Playing Conditions 25 and 29)
- c) Punctuality (Playing Condition 14)

They will be penalised as follows:

**For the first offence** – the offending team shall forfeit the game in which the offence occurred. The opposition team will be awarded maximum points from the game.

**For the second offence** – the offending team shall forfeit the game and will lose all points scored in the competition so far. The opposition team will be awarded maximum points from the game.

**For the third offence** – the team will be suspended from the league.

All other violations of CHK's Playing Conditions not covered by the above, or by the Code of Conduct, will still be liable to sanctioning at the CHK Rules Committee discretion.

# Match Day Responsibilities:

## Home & Away Teams

The following are the responsibilities of the Home and Away teams participating in all CHK competitions for 2023-24.

The HOME team is named first in the fixtures list on CHK website (i.e. all fixtures are listed as HOME team v. AWAY team), irrespective of the match venue.

### 1. Cricket Balls

- a) For all CHK league matches, each team must provide a new approved match ball and sufficient spare balls of varying conditions;
- b) For Two-Day Premier League, each team must provide two new, approved balls and sufficient spare balls for their innings.
- c) The fielding team must provide their own spares.

**Note:** Only CHK approved cricket balls specified for each league may be used, including spare balls.

### 2. Lunch, Tea and Water

#### Sunday Elite and Premier League – 50 over match

- a) The HOME team must ensure lunch is arranged for both teams, umpires and scorers. For clarity the home team must cater for 24 players (12 from each team) and all appointed match officials. If the away team wish to bring additional players or support staff, the F&B costs must be incurred by them and they must inform the home team in advance.

- b) For matches at KCC, HOME teams need to arrange with KCC by Wednesday before the match: 3473-7125/169 (F&B Coordinator Teresa/Dorothy) or fnb@kcc.org.hk
- c) For matches at HKCC, HOME teams need to arrange with HKCC at the beginning of the week before the game: 9469-9494 (Samson Lam).
- d) Each team is to provide their own water and sports drinks. The umpires and scorers are to provide their own water and sports drinks.

### **Premier League – Two-Day Match**

- e) It is the responsibility of both teams to contact each other to make arrangements in advance.
- f) All lunch and tea arrangements and costs must be decided and shared between both teams (the umpires and scorers to be catered for by the teams).
- g) Each team is to provide their own water and sports drinks. The umpires and scorers are to provide their own water and sports drinks.

### **All Other CHK Leagues**

- h) Both teams should make their own F&B arrangements.
- i) Tea is not required.
- j) Each team is to provide their own water and sports drinks. The umpires and scorers are to provide their own water and sports drinks.

**Note:** For all CHK leagues, Water is provided during matches at both KCC and HKCC. Water fountains are available at Tin Kwong Road Recreational Ground (Mission Road) and at Po Kong Village Road Park and Reservoir grounds.

### **3. Ground Responsibilities – PKVR Park**

This section explicitly deals with the set up and clearing of the ground at PKVR Park. At all other venues, the ground authorities will be responsible for these duties.

- a) Before the start of play, and unless otherwise agreed upon by team captains, the HOME team is required to:
  - i) Ensure stumps and bails are set.
  - ii) Ensure chalk is provided at each end of the pitch.
  - iii) Put boundary ropes out.
  - iv) Mark the fielding circles.
  - v) Put the scoreboard out.

All the above equipment should be provided at the venue. Please notify CHK Office if any items are missing.

- b) After the match has finished, the AWAY team is to ensure all stumps, bails, chalk, boundary ropes, circle markers, sightscreens and scoreboard are put back in their rightful place.

*It is especially important that these tasks are completed as quickly as possible after the end of the game since there will be other users waiting to use the ground.*

### **4. End of Match Responsibilities**

- a) Both captains, the scorers and umpires must agree on the score entered into the CricHQ application at the completion of the game.
- b) If there are any disputes the facts must be recorded in the notes section of CricHQ and a decision will be made by CHK on the final result. In the event no decision can be reached the points will be shared (1 per team).

- c) Once agreed the scorecard must be uploaded onto the CricHQ database by both teams, this must be done by 9am on the second working day. Refer to Playing Condition 4, k) through o)

## **5. Inclement Weather**

- a) A WhatsApp group will be created by CHK at the start of the season to keep all team and ACO (CHK) representatives up to date with the conditions at various grounds.
- b) CHK will inform teams if games are called off. Teams are expected to show up to the ground in time for their games unless instructed otherwise.
- c) Refer to Playing Condition 13 for further instructions.

# **CHK COMPETITION RULES 2021-22**

## ***Premier Two-Day League***

These are the rules drawn up for the conduct of CHK Premier Two-Day League competition. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

### **1. Format**

CHK Premier Two-Day League games shall be contested by four teams participating in a single division.

The four participating teams are Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club. Each match shall consist of two-innings per team played over two consecutive days, with a minimum of 90 overs to be bowled per day. There shall be no automatic declarations.

Teams shall play each other once in their traditional matches (HKCC vs KCC and DLSWCC vs PACC).

### **2. Player Eligibility**

Open to any player who has represented their respective club in the 2022-23 season in either the Sunday Elite, Saturday Championship, Women's or Junior Leagues.

### **3. Hours of Play**

All matches shall commence no later than 10 am and shall be played over a scheduled six hours per day subject to a minimum of 90 overs being bowled each day. Games at KCC affected by preceding hockey

matches shall commence at 10.30 am, or as soon as possible thereafter, with a corresponding adjustment to the following:

#### **Periods of Play and Intervals**

<b>First Session</b>	<b>1000-1200 (2 hours)</b>
<i>Lunch Interval</i>	<i>1200-1240 (40 minutes)</i>
<b>Second Session</b>	<b>1240-1440 (2 hours)</b>
<i>Tea Interval</i>	<i>1440-1500 (20 minutes)</i>
<b>Third Session</b>	<b>1500-1700 (2 hours)</b>

***Mission Road will commence at 9.30am and follow the same intervals as above***

#### **4. The Toss and Team Nomination**

- The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes before the scheduled start of play, in the presence of an umpire.
- Signed CHK team nomination forms must be presented to the umpires prior to the toss. All juniors (under the age of 18) as registered with CHK, should be marked with their age on the team list together with nominated reserve players.

#### **5. Clothing**

The League shall be played in white clothing. There should be no significant coloured markings on the clothing worn by players.

#### **6. The Ball**

- A CHK approved Kookaburra Platinum red leather four-piece 156g cricket ball shall be used.

- b) At least three new balls are to be provided by each team. Both captains must provide at least three spare balls of varying degrees of wear to be used during their innings.
- c) A new ball shall be used at the start of each innings.
- d) In any innings, the umpire shall offer a second new ball to the bowling team after 80 overs have been completed.

## **7. Innings**

- a) Matches shall be of two days' duration with a minimum of 96 overs to be bowled per day.
- b) There shall be a maximum of two innings per side with no automatic declaration required.
- c) Each session shall be made up of 32 over (16 overs per hour).
- d) An extra 30 minutes is available at the end of play to make up for slow over rates.

## **8. Intervals**

- a) There shall be a ten-minute interval between innings. The umpires will make an allowance of three overs for each change of innings.
- b) The lunch interval shall be of 40 minutes duration.
- c) The tea interval shall be of 20 minutes duration.

### **Law 11.7 Lunch & Tea interval - 9 wickets down**

- d) If at the scheduled time for the lunch or tea interval, the ninth wicket of the innings in progress is already down, or it falls at, or after that time, or falls when less than two minutes remain before that time, play will continue for a period of 30 minutes unless the players have cause to leave the field of play, or the innings is concluded earlier.



## **Intervals for Drinks**

- e) A drink break of no more than five minutes shall be offered at the end of every hour's play (one drinks interval per session). Drinks shall be taken on the field at all times.
- f) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be kept to a minimum and the time noted by the umpires and taken into consideration in the calculation of playing time.
- g) 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.

## **9. Loss of Time**

Should there be loss of time prior to play or during the first day's play then, subject to amount of time lost and to be recovered:

- a) The close of play shall be delayed, subject to playing conditions, for up to 30 minutes. That is until 5.30 pm (5pm at Mission Road) or the minimum number of overs are bowled.
- b) The start of play on the second day shall be rescheduled up to 30 minutes earlier, subject to playing conditions. That is start of play shall be 9.30 am (9am at Mission Road).
- c) Should time be lost prior or during the second day's play, the close of play may be delayed for up to 30 minutes to 5.30pm (5pm at Mission Road).
- d) Where time is lost from the scheduled playing time on either day, the starting and closing times maybe rescheduled as above. That is for the first 90 minutes lost on or before the first day this time may be recovered as above, while up to 30 minutes lost from

playing time can be recovered by extending the close of play. The adjustment to closing and starting times will be limited to time actually lost.

- e) Where time is lost beyond time recoverable, the minimum overs to be bowled in a day's play shall be reduced at a rate of one over for each period of 4 minutes of playing time or part thereof lost during the day. For example, 16 minutes lost playing time after using all recoverable time, shall constitute a 4 over reduction.
- f) Likewise, on the second day, where play has been extended due to loss of time on the first day the required number of overs will be extended by one over for each period of 4 minutes. For example, 30 minutes extra time requires eight additional overs to be bowled (i.e. 104 overs); an extension of 60 minutes will require a total 112 overs to be bowled.

## **10. Number of Overs per Bowler**

There shall be no limit to the number of overs any individual bowler may bowl in an innings subject to restrictions on young bowlers as defined in CHK Playing Conditions.

## **11. Fielder's Absence- Maximum Penalty Time**

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

For clarity, under 24.2.7 any unserved Penalty time shall be carried forward into the next days and innings of the match, as applicable.

## **12. The Result**

The match will be awarded to the side who wins the game outright by scoring more runs over the two innings under the Laws of Cricket.

Should an outright result not be achieved then the game shall be awarded to the side scoring the most runs in the first innings. In the absence of a result on first innings the team who has achieved the most bonus points (runs and wickets) will be awarded the win. If a ball is not bowled the winner will be determined by who won the match in the preceding year.

### 13. Points

<b>Outright Results</b>	<b>Points</b>
Win outright with first innings lead	12
Win outright with first innings tie	10
Win outright but behind on first innings	8
Match Tied with first innings lead	8
Match Tied with first innings tie (each team)	6
Match Tied but behind on first innings	4
Loss outright with first innings lead	4
Loss outright with first innings tie	2
Loss outright and behind on first innings	0
<b>First Innings Results</b>	
Win on first innings lead	4
Tie on first innings (each team)	2
No Result on first innings (each team)	2
Loss on first innings	0

**Match Forfeit** - Opposing team will be awarded 12 points or the maximum points achieved in that particular round including incentive points, whichever is higher.

**Incentive Points for Two-day Matches:**

- a) Each run scored in the match: 0.01 points
- b) Each wicket taken in the match: 0.20 points

**14. Premier Two-Day League Champions**

There will be no champion crowned in the Premier League Two-Day competition.

# ***Premier League One Day***

These are the competition rules for the CHK Premier League One Day league. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

## **1. Competition Format**

- a) CHK Premier One Day League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 50-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

## **2. Player Eligibility**

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Pakistan Association Cricket Club will be able to draw from players representing 'Independent' clubs in other competitions.

## **3. Hours of Play and Intervals**

All matches shall commence no later than 10 am and shall be of a maximum 100 overs duration (one, 50-over innings per side).

Games at KCC delayed by preceding hockey matches shall commence as soon as possible thereafter, with a corresponding adjustment to the following scheduled playing times:

***Periods of Play and Intervals***

<b>First Innings</b>	<b>0930-1300 (3 hour 30 minutes)</b>
<i>Lunch Interval</i>	<i>1300-1340 (40 minutes)</i>
<b>Second Innings</b>	<b>1340-1710 (3 hour 30 minutes)</b>

***Playing time per innings***, including drinks breaks: 210 minutes plus the over in progress at the scheduled time

***Required over rate***: 14.28 overs per hour (4.20 minutes per over), inclusive of drinks.

Under normal conditions, ***two drinks break*** will be taken on the field in each innings after one hour and ten minutes play.

***The Lunch Interval*** is scheduled for 40 minutes, however due to loss of time this may be reduced to a minimum of 30 minutes unless taken during the interruption to play, in which case a 10-minute innings break will be allowed.

***TKRRG games*** will commence **30 minutes earlier; i.e. 0900**. A scheduled second Innings will be from 1310 to 1640. The TKRRG ground must be vacated by **5:00pm, 1700**.

#### **4. The Toss and Team Nomination**

- a) Team lists must be provided to them umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.
- b) The CHK team nomination form must be used.

## **5. The Ball**

An CHK approved Kookaburra Platinum white leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings.

## **6. Length of Innings**

- a) Each side shall bat for 50 overs unless all out earlier or the match is restricted through delay or interruption.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 14 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended and the next innings shall commence at the scheduled time, subject to a minimum Lunch Interval of 30 minutes.
- e) If the side batting first is dismissed in less than 50 overs, the side batting second shall be entitled to bat for 50 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.

- ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
- iii. Delays caused by the batting side, e.g. changes of equipment.

**Note:** In instances of inclement weather, **Rule 9** shall apply, **NOT** the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 14 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

## **7. Lunch Interval**

- a) An interval of 40 minutes is allowed for the Lunch Interval.
- b) Should there be a delay or interruption of play then the lunch interval maybe reduced to a minimum of 30 minutes.
- c) If the innings of the side batting first is completed prior to the scheduled time for the interval, the interval shall take place



immediately and the innings of the side batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled time.

- d) If the innings of the side batting first is completed more than 30 minutes prior to the scheduled interval a 10-minute break will occur and the side batting second will commence its innings and the interval will occur as scheduled.
- e) Should the schedule start of play be delayed or an extended interruption to play occur the Lunch Interval maybe taken 30 minutes early, provided meals have arrived.
- f) If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

## **8. Drinks Intervals**

- a) Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) 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.
- e) when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a batsman is dismissed or retires, or the players have occasion to

leave the field, whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

## 9. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 30 minutes (or only until 1650 at TKRRG, and 1710 at PKVR Park) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8.40 minutes lost, being 4.20 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **10b** and **13f**. This calculation must not cause the match to finish earlier than the original cessation time.

### **Illustration:**

*Due to ground, light, or weather conditions playing time is reduced by 42 minutes, after allowance for a reduced lunch (15 minutes) The game will be reduced by a total of 10 overs (42 minutes divided by 8.4 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 45 overs. The playing lost is divided*

*across both innings, i.e.  $5 \times 4.2$  minutes = 21 minutes (rounded down) deducted from each innings (original playing time of 3 hours 30 minutes, minus 21 minutes = new playing time of 3 hours 9 minutes). Therefore, the revised hours of play will be 10.57 to 2.06 pm and 2.36 to 5.45 pm.*

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **10. Number of Overs per Bowler**

- a) No bowler shall bowl more than **ten** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

## **11. Free Hit after a No Ball**

A Free Hit after a No Ball is applied to all No Balls. Refer to Playing Condition 18 for outline on this rule

## 12. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

## 13. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game. At the instant of delivery:

### **Powerplays**

- c) There are three phases of Powerplay:
  - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
  - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
  - iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of

Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

- f) In circumstances when the number of overs of the batting side is reduced, the number of powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table applies to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.
- g) If play is interrupted during an innings and the table below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over.

***Illustrations:***

*1) A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the Powerplay 2 fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. Powerplay 3 begins after 26 overs have been bowled.*

*2) A 40-over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, Powerplay 3 fielding restrictions apply for the remaining 3.1 overs.*

<b>Duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

## 14. Over Rate Penalties

- a) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings. In delayed or interrupted matches where there has been a reduction of 3 or more overs, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- b) Where this requirement is not met, clause 13c) iii shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 13b).
- c) If a Slow Over Rate penalty is enforced the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- d) This clause shall not apply where
  - i. a side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or
  - ii. a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.
- e) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:
  - i. the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and
  - ii. any time allowances as and when they arise

- f) This is the only penalty for a slow over rate. A 5 run penalty for slow overrate will not apply

## **15. The Result**

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

### **b) Interrupted or Prematurely Terminated Matches**

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

### **c) Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.



## 16. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Tie or No Result</b>	<b>1</b> points each
<b>Loss</b>	<b>0</b> points

## 17. League Champion

The Premier League One Day Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- If teams are still equal then the title will be shared.

***\*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.*

## ***Premier League T20***

These are the competition rules for the CHK Premier League T20 competition. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

### **1. Competition Format**

- a) CHK Premier T20 League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

### **2. Player Eligibility**

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Pakistan Association Cricket Club will be able to draw from players representing 'Independent' clubs in other competitions.

### **3. Hours of Play and Intervals**

All matches shall commence no later than 2 pm and shall be of a maximum 40 overs duration (one, 20-over innings per side).

Unless otherwise stated, the periods of play and intervals shall be as follows:

***Periods of Play and Intervals***

<b>First Innings</b>	<b>1330-1455 (1 hour 25 minutes)</b>
<i>Interval</i>	<i>1455-1515 (20 minutes)</i>
<b>Second Innings</b>	<b>1515-1640 (1 hour 25 minutes)</b>

***Playing time per innings:*** 85 minutes, plus the over in progress at the scheduled time, inclusive of the drinks break

***Required over rate:*** 14.11 overs per hour (4.25 minutes per over)

***KCC games will commence 30 minutes later.***

***The TKRRG ground must be vacated by 5:00pm, 1700.***

**Interval between Innings**

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.

**Intervals for Drinks**

One scheduled drinks interval of 2 minutes 30 seconds may be taken at the midpoint of each innings. The following shall apply for the drinks break:

- i. No practice is allowed.
- ii. If the scheduled number of overs in an interrupted match is 14 overs or less there will be no drinks break.
- iii. Following a lengthy delay or interruption prior to the drinks break, the match referee may, at his/her discretion, cancel all the remaining drinks breaks for the match.
- iv. The Head Coach may consult with the on-field players during the

drinks break for tactical reasons.

- v. 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. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in CHK Playing Condition 26.3(g) ).

## **4. Toss and Team Nomination**

- a) Team lists must be provided to the umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.
- b) The CHK team nomination form must be used.

## **5. The Ball**

A CHK approved Kookaburra Platinum white leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

## **6. Length of Innings**

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall

continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.

- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

**Note:** *In instances of inclement weather, **Rule 7** shall apply, NOT the provisions for allowances.*

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be

deemed to have complied with the required minimum over rate.

- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 13 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

## **7. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1700 at TKRRG) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8.5 minutes lost, being 4.25 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

### ***Illustration:***

*Due to ground, light, or weather conditions playing time is reduced by 34 minutes, after allowance for a delayed start (30 minutes) and reduced innings break (10 minutes) The game will be reduced by a total of 8 overs (34 minutes divided by 8.5 minutes = 4 x 2 overs), four overs deducted from each innings. Each side will now bowl 16 overs. The playing lost is divided across both innings, i.e. 4 x 4.25 minutes = 17 minutes deducted from each innings (original playing time of 1 hour 25 minutes, minus 17 minutes = new playing time of 1 hour 8 minutes). Therefore, the revised hours of play will be 2.39 to 3.47 pm and 3.57 to 5.05 pm.*

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **8. Number of overs per bowler**

- a) No bowler shall bowl more than **four** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
  - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

- ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

**Illustration:** after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.

*Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **9. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. Refer to CHK Playing Condition 18 for outline on this rule.

## **10. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.



## 11. Timed out

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **1 minute 30 seconds** of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

## 12. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2

9–11	3
12–14	4
15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called

### **13. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- g) Where this requirement is not met, clause 12d) shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 12b).
- h) An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- i) If a Slow Over Rate penalty is enforced the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).

- j) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- k) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- l) This is the only penalty for a slow over rate – a 5 run penalty per slow over will not be applied.

## **14. The Result**

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

### **b) Interrupted or Prematurely Terminated Matches**

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should

be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

**c) Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## **15. Tied Matches – Super Over**

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match there shall be a Super Over to determine the winner.

- a) The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
- b) The umpires shall stand at the same end as that in which they finished the match.
- c) The fielding side shall choose from which end to bowl.
- d) Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
- e) Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
- f) The team batting second in the match will bat first in the Super Over.
- g) The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.

- h) The loss of two wickets in the over ends the team's one over innings.
- i) In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- j) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- k) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

***Illustration:***

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

*In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.*

## 16. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

## 17. League Champion

The Premier League T20 Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- b) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- c) If the NRR is equal then the team with the most wins in the competition finishes higher.
- d) If the number of wins is equal, then the head-to-head result between the two teams in the round robin stage will decide who proceeds to the final.

If the final can not be completed, for any reason, then the highest place team after the round robin stage (using the above if required) shall be declared champions.

***\*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.*

# ***Women's Premier League T20***

These are the competition rules for the CHK Women's Premier League T20 competition. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

## **1. Competition Format**

- a) The CHK Women's Premier League T20 will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Craigengower Cricket Club and Lantau Cricket Club in a single division.
- b) Teams shall play each other once in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

## **2. Player Eligibility**

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Little Sai Wan Cricket Club and Kowloon Cricket Club will be able to draw from players representing 'Independent' clubs in other competitions.

## **3. Hours of Play and Intervals**



All matches shall commence no later than 2 pm and shall be of a maximum 40 overs duration (one, 20-over innings per side).

Unless otherwise stated, the periods of play and intervals shall be as follows:

***Periods of Play and Intervals***

<b>Morning Games</b>	
<b>First Innings</b>	<b>0900-1015 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1015-1030 (15 minutes)</i>
<b>Second Innings</b>	<b>1030-1145 (1 hour 15 minutes)</b>
<b>Afternoon Games</b>	
<b>First Innings</b>	<b>1330-1445 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1445-1500 (15 minutes)</i>
<b>Second Innings</b>	<b>1500-1615 (1 hour 15 minutes)</b>

***Playing time per innings:*** 75 minutes plus the over in progress at the scheduled time

***Required over rate:*** 16 overs per hour (3.75 minutes per over)

***KCC games*** will commence 30 minutes later.

***The TKRRG ground*** must be vacated by **5:00pm, 1700.**

**Interval between Innings**

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.

**Intervals for Drinks**

One scheduled drinks interval of 2 minutes 30 seconds may be taken at the midpoint of each innings. The following shall apply for the drinks break:

- i. No practice is allowed.
- ii. If the scheduled number of overs in an interrupted match is 14 overs or less there will be no drinks break.
- iii. Following a lengthy delay or interruption prior to the drinks break, the match referee may, at his/her discretion, cancel all the remaining drinks breaks for the match.
- iv. The Head Coach may consult with the on-field players during the drinks break for tactical reasons.
- v. 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. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in CHK Playing Condition 26.3(g) ).

#### **4. Toss and Team Nomination**

- a) Team lists must be provided to the umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.
- b) The CHK team nomination form must be used.

#### **5. The Ball**

A CHK approved Kookaburra Silver Senator white leather four-piece 142g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

#### **6. Length of Innings**

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - a. Injury to players of either side.
  - b. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - c. Delays caused by the batting side, e.g. changes of equipment.

**Note:** In instances of inclement weather, **Rule 7** shall apply, **NOT** the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 13 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

## **7. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 30 minutes (or only until 1650 at TKRRG) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by

two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

**Illustration:**

*Due to ground, light, or weather conditions playing time is reduced by 37 minutes, after allowance for a delayed start (30 minutes) and reduced innings break (10 minutes). The game will be reduced by a total of 10 overs (37 minutes divided by 7.5 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 15 overs. The playing lost is divided across both innings, i.e. 5 x 3.75 minutes = 18 minutes deducted from each innings (original playing time of 1 hour 15 minutes, minus 18 minutes = new playing time of 57 minutes). Therefore, the revised hours of play will be 2.42 to 3.39 pm and 3.49 to 4.46 pm.*

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **8. Number of overs per bowler**

- a) No bowler shall bowl more than **four** overs in an innings.

- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
  - a. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
  - b. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

**Illustration:** after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.

*Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **9. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. Refer to CHK Playing Condition 18 for outline on this rule

## 10. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

## 11. Timed out

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **1 minute 30 seconds** of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

## 12. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team

is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

<b>Innings Duration</b>	<b>Number of Fielding Restriction Overs</b>
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called.

### **13. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- b) Where this requirement is not met, clause 12d) shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 3 fielders shall be permitted outside the fielding restriction area referred to in clause 12b).



- c) An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- d) If a Slow Over Rate penalty is enforced the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- e) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- f) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- g) This is the only penalty for a slow over rate. A 5 run penalty per slow over will not be applied.

## **14. The Result**

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other

matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

**b) Interrupted or Prematurely Terminated Matches**

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

**c) Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## **15. Tied Matches – Super Over**

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match there shall be a Super Over to determine the winner.

- a. The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
- b. The umpires shall stand at the same end as that in which they finished the match.
- c. The fielding side shall choose from which end to bowl.
- d. Only nominated players in the main match may participate

- in the Super Over with the same rules for substitutes, etc.
- e. Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
  - f. The team batting second in the match will bat first in the Super Over.
  - g. The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
  - h. The loss of two wickets in the over ends the team's one over innings.
  - i. In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
  - j. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
  - k. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

**Illustration:**

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4

Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

*In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.*

## 16. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

## 17. League Champion

The Women's Premier League T20 Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal, then the head-to-head result between the two teams in the round robin stage will decide who

proceeds to the final.

If the final can not be completed, for any reason, then the highest place team after the round robin stage (using the above if required) shall be declared champions.

***\*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.*

# ***Sunday Elite League***

These are the competition rules of the CHK Sunday Elite, played predominantly on Sundays. This competition will follow the same rules as the *CHK Premier League One Day*, except for as specified as below. These rules should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

## **1. Competition Format**

- a) The Sunday Elite shall be contested by twelve teams participating in two divisions.
- b) Teams shall play each other twice in round-robin matches of 50-overs per innings giving a total number of 10 matches per team.
- c) Teams will score points in each match (see point 8). The top two teams on the points table in each division after the league stage shall play in a Final. The team that wins the final will be the winner of that Division.
- d) The winner of the Division 2 Final shall be promoted to Division 1 for the next season and the lowest placed team in Division 1 shall be relegated to Division 2.

## **2. Player Eligibility**

- a) All players must be registered with CHK before playing their first Sunday Elite match. Refer to CHK Playing Condition 8 for the penalty on fielding unregistered players.
- b) Each team may field only one non-Hong Kong Resident Permit Holder per game. Inclusion of more than one non-Hong Kong Resident Permit Holder constitutes playing an ineligible player.

- c) Players may only represent one club for the duration of the Sunday Elite season

### 3. Hours of Play and Intervals

All matches shall commence no later than 10 am and shall be of a maximum 100 overs duration (one, 50-over innings per side).

Games at KCC delayed by preceding hockey matches shall commence as soon as possible thereafter, with a corresponding adjustment to the following scheduled playing times:

#### *Periods of Play and Intervals*

<b>First Innings</b>	<b>1000-1315 (3 hour 15 minutes)</b>
<i>Lunch Interval</i>	<i>1315-1355 (40 minutes)</i>
<b>Second Innings</b>	<b>1355-1710 (3 hour 15 minutes)</b>

***Playing time per innings***, including drinks breaks: 195 minutes plus the over in progress at the scheduled time

***Required over rate***: 15.38 overs per hour (3.9 minutes per over), inclusive of drinks.

*Under normal conditions, **two drinks break** will be taken on the field in each innings after one hour of play.*

***The Lunch Interval*** is scheduled for 40 minutes, however due to loss of time this may be reduced to a minimum of 30 minutes unless taken during the interruption to play, in which case a 10-minute innings break will be allowed.

***TKRRG games*** will commence **40 minutes earlier; i.e. 0920**. A scheduled second Innings will be from 1315 to 1630. The TKRRG ground must be vacated by **5pm, 1700**.

***PKVR Park games will commence 25 minutes earlier; i.e. 0935. A scheduled second Innings will be from 1330 to 1645. The PKVR Park ground must be vacated by 5.15pm, 1715.***

#### **4. Drinks Intervals**

- a) Two drinks breaks per session shall be permitted, each 1 hour minutes apart.
- b) Drinks breaks should be no more than 5 minutes each and are considered as part of the playing time.
- c) The Drinks Intervals shall be taken on the field at all times.
- d) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- e) 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.

#### **5. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1650 at TKRRG, and 1710 at PKVR Park) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to



ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7.80 minutes lost, being 3.90 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see CHK Premier League One Day Playing Conditions **10b and 13f**. This calculation must not cause the match to finish earlier than the original cessation time.

**Illustration:**

*Due to ground, light, or weather conditions playing time is reduced by 39 minutes, after allowance for a reduced lunch (20 minutes) The game will be reduced by a total of 10 overs (39 minutes divided by 7.8 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 45 overs. The playing lost is divided across both innings, i.e. 5 x 3.9 minutes = 19 minutes (rounded down) deducted from each innings (original playing time of 3 hours 15 minutes, minus 19 minutes = new playing time of 2 hours 56 minutes). Therefore, the revised hours of play will be 10.59 am to 1.55 pm and 2.15 to 5.11 pm.*

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **6. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 15 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 5 bonus runs for each over that the fielding side has failed to bowl in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 30 overs or more duration. In innings of less than 30 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 7. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

- b) **Interrupted or Prematurely Terminated Matches**

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

- c) **Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## 8. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2 points</b>
<b>Tie or No Result</b>	<b>1 points each</b>
<b>Loss</b>	<b>0 points</b>

## 9. League Champion

The Sunday Elite League Divisional Champions shall be the teams that win their Division's final.

If a result can not be reached in the final, the top of the table team after the league stable will be declared Champions.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which teams proceed to the Final:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- d) If teams are still equal then the title will be shared.

*\*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.*

## ***Sunday Elite T20 Cup***

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

### **1. Competition Format**

The 12 teams from both divisions will be divided into 4 groups of 3 based on the previous season's standings. The team that finished 6<sup>th</sup> in Division 1 will be taken as the 6<sup>th</sup> placed team, and the team that finished 1<sup>st</sup> in Division 2 will be 7<sup>th</sup>. The groups will be as follows:

Group A – 1<sup>st</sup>, 8<sup>th</sup>, 9<sup>th</sup>

Group B – 2<sup>nd</sup>, 7<sup>th</sup>, 10<sup>th</sup>

Group C – 3<sup>rd</sup>, 6<sup>th</sup>, 11<sup>th</sup>

Group D – 4<sup>th</sup>, 5<sup>th</sup>, 12<sup>th</sup>

Each Group will play a single-stage round-robin. The winner of each group will then proceed to the Finals Day. The Finals Day will be scheduled as follows:

Game 1 – Semi Final 1 – Winner Group A vs Winner Group D

Game 2 – Semi Final 2 – Winner Group B vs Winner Group C

Game 3 – Final – Winner of Semi Final 1 vs Winner of Semi Final 2

### **2. Player Eligibility**

The same eligibility rules as the Sunday Elite League apply. Players must represent the same team in the T20 Cup as they did in the League, unless they have received consent from CHK Management prior to the competition.

### 3. Hours of Play and Intervals

There will be up to three T20s played in a day, back to back. Unless otherwise stated, the periods of play and intervals shall be as follows:

<b>Game 1</b>	
<b>First Innings</b>	<b>0800-0915 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>0915-0930 (15 minutes)</i>
<b>Second Innings</b>	<b>0930-1045 (1 hour 15 minutes)</b>
<b>Game 2</b>	
<b>First Innings</b>	<b>1100-1215 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1215-1230 (15 minutes)</i>
<b>Second Innings</b>	<b>1230-1345 (1 hour 15 minutes)</b>
<b>Game 3</b>	
<b>First Innings</b>	<b>1400-1515 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1515-1530 (15 minutes)</i>
<b>Second Innings</b>	<b>1530-1645 (1 hour 15 minutes)</b>

*Playing time per innings: 75 minutes.*

*Required over rate: 3.75 minutes per over.*

*HKCC games will commence 30 minutes later.*

This schedule is to be adhered to as closely as possible. The appointed umpires can choose to alter the schedule to allow for bad light, delays in play, or other extenuating circumstances. However, all changes must be communicated to the CHK Operations Manager.

### 4. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of

batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.

- b) Where there is a delayed or interrupted match, umpires should begin reducing overs immediately, with focus on finishing the match within original cessation time.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see CHK Premier League T20 Playing Conditions **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

**Illustration:**

*Due to ground, light, or weather conditions, the start of the game is delayed by 50 minutes. No allowance is made for a delayed start, and the innings break is reduced to 10 minutes. Therefore, the game will be reduced by a total of 12 overs (45 minutes divided by 7.5 minutes = 6 x 2 overs), six overs deducted from each innings. Each side will now bowl 14 overs. The playing lost is divided across both innings, i.e. 6 x 3.75 minutes = 22 minutes deducted from each innings (rounded down). Original playing time of 1 hour 15 minutes, minus 22 minutes = new playing time of 53 minutes. Therefore, the revised hours of play will be 9.20 to 10.13 am and 10.23 to 11.16 am.*



- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **5. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 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 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## **6. Tied Matches – Super Over**

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

## **7. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Tie or No Result</b>	<b>1</b> points each
<b>Loss</b>	<b>0</b> points

## **8. Group and Cup Champions**

The Sunday Elite T20 Cup Champion shall be the team that wins the grand final. The four semi-finalists will be the teams that have the highest number of points from each of the groups.

If any of the semi-final stage matches can not be completed, the higher seeded team will proceed to the next stage. If no result can be reached in the final, the trophy shall be shared.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine the team that proceeds:

- a. Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b. If the NRR is equal then the team with the most wins in the competition finishes higher.
- c. If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- d. If teams are still equal then the higher-seeded team will proceed

***\*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.*

# ***Saturday Championship League***

These are the competition rules of CHK Saturday Championship League, played predominantly on Saturdays. These rules should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

## **1. Competition Format**

- a) The CHK Saturday Championship shall be contested between twenty-four teams participating in two Divisions of 12 each
- b) Teams shall play each other once (11 games per team), followed by a final in each division between 1<sup>st</sup> and 2<sup>nd</sup> place.
- c) The winner of the finals will be the champions. The two finalists from Division 2 will promote to Division 1, with the bottom two teams in Division 1 relegating down.

## **2. Player Eligibility**

- a) All players must be registered with CHK before playing their first match. Refer to CHK Playing Condition 8 for the penalty on fielding unregistered players.
- b) There is no restriction on the number of Sunday Elite players appearing in Saturday Championship teams as long as a team's squad has met the criteria stipulated by CHK.
- c) Each team may field no more than one non-Hong Kong Resident Permit Holder per game. Inclusion of more than one non-Hong Kong Resident Permit Holder in a team will constitute playing an ineligible player in the game.
- d) Players that are above the age of 20 (as of 1<sup>st</sup> Sept 2023), and that have played 2 or more Premier League Games (combined

across all formats) in either the 2022-23 or the 2023-24 seasons, or that have played in a 'First Class', 'List A' or 'T20' match in the last 12 months, are not eligible to play in the Saturday Championship. Fielding such a player will constitute playing an ineligible player. To clarify, 'T20' refers to a Twenty20 match that would be considered of equivalent standard to a List A game, as defined by the ICC and Association of Cricket Statisticians and Historians.

- e) A team can apply for an exemption for a player that has taken part in Premier League cricket in the 2022-23 season but has no intention of playing Premier League in 2023-24. This has to be made in writing to the CHK management, and is subject to CHK approval.
- f) If a player, having received the exemption outlined in e), plays in a Premier League game during the season, the result of every Saturday Championship game he took part in during the season until that point will be overturned to a forfeit loss for his team.
- g) Players that are above the age of 20 (as of 1<sup>st</sup> Sept 2023), and who are part of the 2023-24 Men's HK National Squad are not eligible to play in the Saturday Championship. Special exemption will be given to 'Emerging' Men's National Squad players. The squad, with ages and exempted players highlighted, will be posted on the CHK website at the start of the season.

### 3. Hours of Play

All matches (except those at PKVR Park, TKRRG and occasionally GDB) will commence at 1 pm and follow the schedule below with a ten-minute interval between innings.

<b>First Innings</b>	<b>1300 – 1515 (2 hours 15 minutes)</b>
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<i>Interval</i>	<i>1515 – 1525 (10 minutes)</i>
<b>Second Innings</b>	<b>1525 – 1740 (2 hours 15 minutes)</b>

***Playing time per innings, including drinks break: 135 minutes.***

*Required over rate: 15.58 overs per hour or 3.85 minutes per over.*

***Matches at TKRRG will commence at 12.50 pm and conclude at 17.30pm with an innings break at 3.05pm. Teams must vacate the ground by 5.30pm***

***Matches at Po Kong Village Road Park (PKVR) will commence at 12.35 pm and conclude at 5.15pm with the innings break at 2.50 pm. Teams must vacate the ground by 5.15 pm.***

***Matches at Gin Drinkers Bay CHK Cricket Centre (GDB) will sometimes be scheduled for a 12:30pm start (innings break 2:45 pm, conclude at 4:40pm) to account for poor light. Teams must leave the premises by 6:00 PM.***

#### **4. The Toss & Team Nomination**

- The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- Team lists must be provided to umpires prior to the toss being conducted. Juniors along with age as registered with CHK should be marked on the team list.
- The official CHK team nomination form is not mandatory.

#### **5. The Ball**

CHK approved Pink Kookaburra four-piece 156g leather cricket balls shall be used; one per innings. Each team is to provide a new ball for its bowling innings together with sufficient spare balls.

## 6. Length of Innings

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 35 overs.
- b) To constitute a match, a minimum of ten overs must be completed in the second innings.
- c) Declarations are not permitted.
- d) If either bowling side fails to complete 35 overs within the scheduled time, the innings shall be extended until 35 overs are completed subject to conditions and ground availability. An over in progress at the scheduled time shall count as a completed over for over rate calculations.
- e) If the side batting first is dismissed in less than 35 overs, the side batting second shall be entitled to bat for 35 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

**Note:** In instances of inclement weather, *CHK Playing Conditions Rule 8* shall apply, *NOT* the provisions of *Good Cause*.

- h) Late commencement of the game will not normally be considered

an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time. All occurrences of late commencement must be reported to the CHK Operations Manager for further action.

- i) See CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.85 minutes per over, if the number of overs to be bowled is less than 35 – see Rule 8 below.

## **7. Drinks Intervals**

- a) A drinks break is to be taken at the halfway mark of an innings (normally at the end of the 17th over). This drinks break is part of the playing time.
- b) If for any reason (e.g. severe heat conditions) both captains agree to have additional drink intervals, this should be communicated to the umpires before the toss. The option to take such intervals shall be available to either side (though at any time, both captains may agree to forgo the drinks interval).
- c) Each drinks interval shall not exceed four minutes. In the event that more than one drinks break is taken, the duration of the additional drinks break(s) should be treated as an interruption and the number of overs to be bowled in the innings shall be reduced by one, 1, over and time by 3.75 minutes each innings. This is subject to Umpire and Captains agreement.
- d) No drinks break if play has been reduced to 90 minutes in an innings



## 8. Delayed or Interrupted Matches

In order to achieve a result in a match delayed or interrupted by adverse conditions of weather, ground, light or other allowances beyond the teams' control, the following procedures apply:

- a) If before or during in the first innings is delayed or interrupted on one or more occasions, two overs shall be deducted from the original 70 for every complete 7:30 minutes lost (i.e. 3.75 minutes per over), i.e. one over deducted from each innings.
- b) A minimum of 10 overs per innings is required to constitute a completed game
- c) If the reasons for a delay starting an innings are attributable to the batting side, the facts are to be reported to the CHK Management.
- d) The second innings shall consist of the same number of overs as the first. If the second innings is not completed for any reason other than that of a result already being achieved, the game will be decided on DLS method provided that the minimum ten overs have been completed.

*Please see the following example for clarification:*

**Scenario:** Due to ground, light, or weather conditions, the start of a match is delayed by 40 minutes and will now commence at 1.40 pm. The game will be reduced by a total of 10 overs (40 minutes divided by 7.5 rounded up =  $5 \times 2$  overs), seven overs deducted from each innings. Each side will now bowl 30 overs. The lost time is attributed across both innings, i.e. 18 minutes ( $5 \times 3.75$  rounded down) deducted from each innings (original playing time of 2 hours 15 minutes, minus 18 minutes = new playing time of 1 hour 57 minutes). Therefore, the revised hours of play will be 1.40 to 3.37 and 3.47 to 5.44 pm.

## **9. Number of Overs per Bowler**

- a) No bowler shall bowl more than **seven** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one fifth of the total overs allowed. Where the total number of overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

## **10. Free Hit after a No Ball**

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

## **11. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Conditions 22, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

## **12. Fielding Restrictions**

- a) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game.
- c) At the instant of delivery, there may not be more than five (5)

fielders permitted outside this fielding restriction area. To clarify, if a side has less than 11 players on the field, they will still be allowed 5 fielders outside of the inner circle

### 13. The Result

- a) A result is achieved after both teams have completed their innings as above. The team scoring the higher number of runs shall win.
- b) Where there has been an interruption during play affecting either innings, or if it is not possible to complete the required number of overs in the second innings and the minimum 10 overs have been bowled, the result will be decided by the DLS method of determining the result.
- c) In the event of a Tie, points will be shared.

### 14. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Tie or No Result</b>	<b>1</b> points each
<b>Loss</b>	<b>0</b> points

### 15A. Divisional Champions

After completion of the 11 matches the two teams with the most points shall play in a Final. The winner of this Final will be declared the champion of the division. Should two or more teams finish on the same points the following criteria shall apply in deciding which team qualifies for the Final:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;

- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the title will be shared.

## **15B. Promotion & Relegation**

- a) After completion of all 11 matches, teams finishing in the bottom two places on the Division 1 ladder shall automatically be relegated to Division 2 for the following season.
- b) The top two teams from Division 2 (ie, the Finalists) shall be promoted to Division 1 for the following season.
- c) In the event that two or more teams score the same number of points, the same criteria as used to determine the ladder positions after the round-robin games shall be used to determine the final league places for the purposes of relegation.

## **16. Umpiring Duties**

- a) All Saturday Championship teams are required to register at least one ACO or ICC Level 0 qualified umpire as part of their squad at the start of the season.
- b) The CHK ACO will appoint umpires for the Saturday Championship League finals
- c) Umpiring duties for the Saturday Championship League round robin stage matches will be allocated on a team basis. It is then the responsibility of the team to appoint two representatives to umpire in each allocated match and advise Cricket Hong Kong of the two umpire names at least 24 hours before the start of the match.

- d) It is not mandatory that the Level 0 umpire registered at the start of the season umpire on behalf of the team that registered them
- e) Failure of teams to provide umpires will result in a half point (0.5) penalty deduction per umpire per fixture.
- f) An umpire must arrive no later than 15 minutes before the scheduled start time, and should be dressed appropriately (ideally white shirt and black pants – shorts, vests, bright colours, flip flops / sandals and other such items are not allowed). Should an umpire fail to adhere to either of these then the penalty will be applied even if the umpire stands for some or all of the game.
- g) In the event of inclement weather, it shall be the responsibility of the two nominated umpires to liaise with the two captains and the ground authority involved in the fixture.
- h) In the absence of appointed umpires, the captain of the batting side is to nominate player-umpires during his side's innings. It is the responsibility of the captain to ensure that his nominees are familiar with the Laws of Cricket, CHK Playing Conditions and the Competition Rules. Both captain and player-umpire will be held responsible in any case of unfair conduct or negligence.
- i) No person under the age of 18 shall umpire in a Saturday Championship match unless appointed by the CHK ACO or as agreed by both captains before the toss.
- j) When only one umpire is appointed for a Saturday Championship match, the umpire at his/her absolute discretion may stand at both ends during the match, following consultation with both captains. In such cases, the batting team captain shall nominate the square-leg umpire for the duration of the innings.
- k) Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match.

Teams that have been excused from providing umpires in the competition are required to nominate at least four representatives to attend umpire training courses run by the CHK ACO.

***\*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.*

# ***Saturday Championship Cup***

These are the competition rules of CHK Saturday Championship Cup, played predominantly on Saturdays after the *Saturday Championship League*. This competition will follow the same rules as the *Saturday Championship League*, except for as specified below. They should be read in conjunction with the *CHK Playing Conditions* and *CHK Code of Behaviour*.

## **1. Competition Format**

- a) The 24 Teams in the Saturday Championship will be divided into 8 groups of 3 based on previous season's standings, with the new teams being lowest seeded.
- b) Each group will play a single stage round robin of 20-over cricket, with the same points system as the Saturday Championship League.
- c) The teams that top each group will proceed to Knock-Out stage, starting with Quarter Finals.
- d) In case a result is not possible in any of the Knock-Out matches, the higher seeded team will proceed to the next stage
- e) The winner of the Final will be declared champions.

## **2. Player Eligibility**

The same eligibility rules as the Saturday Championship League apply. Players must represent the same team in the Cup as they did in the League, unless they have received consent from CHK Management prior to the competition.

### 3. Number of overs per bowler

- a) No bowler shall bowl more than **four** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
  - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
  - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

**Illustration:** after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.

*Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.



#### **4. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. Refer to CHK Playing Condition 18 for outline on this rule.

#### **5. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

#### **6. Timed out**

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **1 minute 30 seconds** of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

#### **7. Fielding Restrictions**

The same fielding restrictions as Saturday Championship league will apply.

##### **Powerplay**

There will be no Powerplay in effect for the Saturday Championship Cup

# ***Women's T20 League***

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

## **1. Competition Format**

- a) The CHK Women's T20 League shall be contested by fourteen (14) teams participating in two divisions of seven (7) teams each.
- b) All matches shall be 20-overs per innings.
- c) Teams will score points in each match. (See rule 15)
- d) The seven teams in each Division shall play each other once in the first round. The standings after the first round will be used to determine the fixtures of the second round.
- e) The top 3 teams in the league table after the first round in each division will automatically qualify for the semi-finals. They will play each other once more in the second round. The points from the second round will be added to their points from the first round to determine their final standings.
- f) The bottom 4 teams in the league table after the first round in each division will play each other once more in the second round. The points from the second round will be added to their points from the first round. The team with most points after both rounds will be the 4<sup>th</sup> team in the Semi Finals
- g) The Semi Finals will be played after the second round – 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup> – in each division. The winners of the semi finals will proceed to the finals.
- h) In case a result can not be reached in the Semi Finals, the higher

ranked teams will proceed to the Finals.

- i) The winner of the finals will be declared division Champions. In case a result can not be reached in the Final, the higher ranked team will be declared Champions.

## **2. Player Eligibility**

- a) Only female players may take part in this competition.
- b) A player may only register for a single club throughout the season across all the Women's competitions
- c) Refer to Playing Condition 8 for rules regarding Player Registration
- d) Refer to Playing Condition 9 for rules regarding Player Transfer
- e) Refer to Playing Condition 10 for U15 Girls playing in multiple teams

## **3. Hours of Play and Intervals**

There may be up to three games played in a day at PKVR Reservoir Ground. The periods of play and intervals for Women's T20 League games at PKVR Reservoir are as follows:

<b>Game 1</b>	
<b>First Innings</b>	<b>0830-0945 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>0945-1000 (15 minutes)</i>
<b>Second Innings</b>	<b>1000-1115 (1 hour 15 minutes)</b>
<b>Game 2</b>	
<b>First Innings</b>	<b>1130-1245 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1245-1300 (15 minutes)</i>
<b>Second Innings</b>	<b>1300-1415 (1 hour 15 minutes)</b>

<b>Game 3</b>	
<b>First Innings</b>	<b>1430-1545 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1545-1600 (15 minutes)</i>
<b>Second Innings</b>	<b>1600-1715 (1 hour 15 minutes)</b>

*Playing time per innings: 75 minutes.*

*Required over rate: 16 overs per hour or 3.75 minutes per over.*

At all other grounds, the hours of play will be as specified by CHK.

#### **4. The Toss & Team Nomination**

- The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form template must be used.
- Juniors along with age as registered with CHK should be marked on the team list.

#### **5. The Ball**

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T20 League matches.

#### **6. Length of Innings**

Refer to CHK Women's Premier League T20 Playing Condition 6.

## **7. Number of overs per Bowler**

Refer to CHK Women's Premier League T20 Playing Condition 8.

## **8. Legitimate Balls per Over**

- a) An over shall consist of six balls. No Balls and Wides shall not count as one of the over, and are to be re-bowled.
- b) Law 21 No Ball shall apply, and Law 21.10 Ball Bouncing over Head Height, will be replaced refer Condition of Play rule on Dangerous and Unfair Bowling.
- c) Law 22 Wide shall apply, note provision for a Wide for balls bouncing overhead height under dangerous and Unfair Bowling in Conditions of Play
- d) In Division 2 Matches Only :  
Law 21.7 – No Ball – Ball Bouncing More than Once – shall be revised so that a ball bouncing more than twice will be a no-ball. Two bounces before the popping crease will be allowed.  
Law 22 – Wide Ball – Judging a Wide – any ball that the standing umpire deems as 'hittable' will not be called a wide. CHK Playing Condition 19 will not apply. A relaxed interpretation of Law 22.1.2 is to be applied instead.

## **9. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 35 minutes.

## **10. Restrictions on the Placement of Fielders**

- a) At the instant of delivery there shall be no more than five fielders on the leg side.

- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground
- d) For the first six overs of each innings only **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- e) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- f) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that this table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- g) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs for the batting team,

the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

- h) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

## **11. Delayed or Interrupted Matches**

Refer to CHK Women's Premier League T20 Playing Condition 7

## **12. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 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 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

### **13. Tied Matches – Super Over**

A Super Over is only to be played in Eliminators and Finals. See CHK Women's Premier League T20 Playing Condition 15

### **14. Runs Behind the Wicket at PKVR Reservoir Ground**

See CHK Playing Condition 28.

### **15. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

### **16. Divisional Champions**

The Division Champions shall be the teams that win that Division's Final. In case a result can not be reached in the Final, the higher ranked team will be declared Champions.



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 top 3/semi-finals:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2022-23 shall be used to determine who proceeds, with the higher-ranked team proceeding to the next stage

If the semi-final can not be completed, for any reason, then the higher placed team after the round robin stage (using the above if required) shall proceed to the final.

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.

***\*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.*

## ***Women's T10 Cup***

These are the competition rules of CHK Women's T10 Cup. This competition will follow the same rules as the *Women's T20 League*, except for as specified as below. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

### **1. Competition Format**

- a) The CHK Women's T10 Cup shall be contested by fourteen teams contesting in four groups – Group A and Group B (3 teams each), and Group A Qualifier and Group B Qualifier (4 teams each) – seeded based on last season's standings.
- b) Each group will play a single stage round robin of 10-over cricket, with the same points system as the Women's T20 League, followed by the Knock Out stages.
- c) The top team from Group A and Group B will after the round robin stage will proceed directly to the Semi Finals.
- d) The top team from Group A Qualifier and Group B Qualifier will play against the last place teams from Group A and Group B in an Eliminator match.
- e) The winners of these Eliminator matches will then play the 2<sup>nd</sup> placed team in Group A and Group B in a second Eliminator match to determine who proceeds to the Semi Finals
- f) The winner of the Semi Finals will play in the Final, and the winner of the Final will be the Women's T10 Cup Champions.
- g) In case a result can not be reached in any of the KO stage matches, the higher ranked team will proceed to the next round.

## 2. Player Eligibility

- Same eligibility rules as the Women's T20 League apply.
- A player may only register for a single club throughout the season across all the Women's competitions

## 3. Hours of Play and Intervals

There may be up to six games played in a day at PKVR Reservoir Ground.

Unless otherwise specified, the periods of play and intervals for Women's T10 Cup games at PKVR Reservoir are as follows:

Game 1	
<b>First Innings</b>	<b>0800-0838 (38 minutes)</b>
<i>Interval</i>	<i>0838-0847 (9 minutes)</i>
<b>Second Innings</b>	<b>0847-0925 (38 minutes)</b>
Game 2	
<b>First Innings</b>	<b>0930-1008 (38 minutes)</b>
<i>Interval</i>	<i>1008-1017 (9 minutes)</i>
<b>Second Innings</b>	<b>1017-1055 (38 minutes)</b>
Game 3	
<b>First Innings</b>	<b>1100-1138 (38 minutes)</b>
<i>Interval</i>	<i>1138-1147 (9 minutes)</i>
<b>Second Innings</b>	<b>1147-1225 (38 minutes)</b>
Game 4	
<b>First Innings</b>	<b>1230-1308 (38 minutes)</b>
<i>Interval</i>	<i>1308-1317 (9 minutes)</i>

<b>Second Innings</b>	<b>1317-1355 (38 minutes)</b>
<b>Game 5</b>	
<b>First Innings</b>	<b>1400-1438 (38 minutes)</b>
<i>Interval</i>	<i>1438-1447 (9 minutes)</i>
<b>Second Innings</b>	<b>1447-1525 (38 minutes)</b>
<b>Game 6</b>	
<b>First Innings</b>	<b>1530-1608 (38 minutes)</b>
<i>Interval</i>	<i>1608-1617 (9 minutes)</i>
<b>Second Innings</b>	<b>1617-1655 (38 minutes)</b>

*Playing time per innings: 38 minutes.*

*Required over rate: 3.8 minutes per over.*

At all other grounds, the hours of play will be as specified by CHK.

#### **4. The Toss & Team Nomination**

- The Toss shall be conducted no earlier than 20 minutes nor later than 10 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form must be used.
- Juniors along with age as registered with CHK should be marked on the team list.

#### **5. The Ball**

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T10 Cup matches.

## **6. Length of Innings**

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 10 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 12 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 10 overs, the side batting second shall be entitled to bat for 10 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

**Note:** In instances of inclement weather, **Rule 11** shall apply, **NOT** the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 12 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

## **7. Number of Overs per Bowler**

- a) No bowler shall bowl more than **two** overs in an innings.
- b) 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 one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

## **8. Legitimate Balls per Over**

- a) An over shall consist of six balls. No Balls and Wides shall not count as one of the over and are to be re-bowled.

- b) Players that have played less than two seasons of cricket as of 1st September 2023 are limited to a maximum of 8 balls an over – refer to Women's T20 League Playing Conditions 4d) and 8b) for more details.

## **9. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 20 minutes.

## **10. Restrictions on the Placement of Fielders**

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground
- d) At the instant of delivery, during any point of the innings, there may not be more than four (4) fielders permitted outside this fielding restriction area. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- e) To further clarify – there shall be no powerplays.
- f) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

## 11. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should begin reducing overs immediately, with focus on finishing the match within original cessation time.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced. See rule **7b**. This calculation must not cause the match to finish earlier than the original cessation time.
- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## 12. Over Rate Penalties



- a) All sides are expected to be in position to bowl the first ball of the last of their 10 overs within 38 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 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of five overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

### 13. Tied Matches – Super Over

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

### 14. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2 points</b>
<b>Loss</b>	<b>0 points</b>
<b>Tie or No Result</b>	<b>1 points each</b>

### 15. Champions

The T10 Cup Champion shall be the team that wins the Final.

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 eliminators / semi finals.

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- d) If teams are still equal then the higher seeded team will proceed to the next round

If any of the Knock Out stage matches cannot be completed for any reason, the higher seeded team will proceed to the next round

If the Final cannot be completed, then the two finalists shall be declared Joint Champions.

***\*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.*

# ***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 2022-23 or 2023-24 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 2022-23 or 2023-24 seasons.
    - Please note that all Saturday Championship League games played between April and July 2022 will not count towards this rule.
  - iv) CHK Playing Condition 9 (Under-17s and Women representing multiple teams) will **not** apply. However, players under the age of 17 as of 1<sup>st</sup> September 2023 (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 2021-22 season, but who has no intention of playing in these leagues in 2022-23. 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 finalists 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**

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.

- c) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- d) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- e) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

Note: In instances of inclement weather, Rule 6 shall apply, NOT the provisions for allowances.

- f) In the event of any time allowances being granted to the fielding team under e) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- g) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- h) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.

- i) See Rule 19 for penalties for slow over rates.

## **6. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, the umpire should ensure the match ends as per the scheduled finished time. The total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced, see 7b. This calculation must not cause the match to finish earlier than the original cessation time.
- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **7. Number of overs per Bowler**

- a) No bowler shall bowl more than four overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced



for both teams or for the team bowling second:

- i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

**Illustration:** *after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

*Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **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 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) 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 batsmen must return to the crease in the same order that they retired.
- b) Batsmen are not allowed to 'Retire Out' – MCC Law 25.4.3 will not apply to the Challenge League.

## **11. Postponement of Matches**

Refer to CHK Playing Conditions 12.

## **12. Ground, Weather and Light**

Refer to CHK Playing Conditions 13.

## **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

- a) It is mandatory to upload a full scorecard to CricHQ by 9 AM on the second working day after the match.
- b) 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**.
- c) 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:

<b>Win</b>	<b>2</b> points
<b>Tie/No Result</b>	<b>1</b> point
<b>Loss</b>	<b>0</b> 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 2021-22 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 Finalists 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.

## **20. Bowling from One End**

- a) Unless otherwise specified, teams must bowl from only one end at all venues.
- b) Both teams must bowl from the same end for the duration of the game.
- c) At venues where bowling from both ends is possible, then unless

otherwise specified by the ground manager, the two captains should agree on which end to bowl from before the toss and should inform the umpire accordingly.

- d) Teams can opt to swap ends during an innings either at 5 over intervals or at the 10 over mark, provided the venue is fit to bowl at both ends on and both captains agree on an arrangement before the toss takes place. The appointed umpire must be informed of such an arrangement at the toss.

## ***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 8 teams in the competition.
- c) The rules will follow 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 50 and will not return. These players are deemed NOT OUT.
- g) Bowlers bowl a maximum of 5 overs up to the 27th over and can bowl an additional 2 overs, AFTER the 27th over. 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 is allowed for injured players at the discretion of the opposition Captain. All players must be registered with HK Cricket in their system and must be registered to play

## 2. Points System

**30 Points** for a win

**0 points** for a loss

Bonus Points as follows:

- a) Any player 40 or over – 1 bonus point
- b) Any player 50 or over – 2 bonus points
- c) Any player 60 years or over - 3 bonus points
- d) Any player 70 years or older – 4 bonus points
- e) Any female player – 4 bonus point
- f) Bonus points for age and females will be a maximum of 15 per match per team
- g) 5 bonus points for both teams if game goes into the 31st over, 1st ball of 31st over MUST be bowled. This will be in addition to age / female bonus.

**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 20 penalty points.

**Washout** – games washed out will have points split, no bonus or penalty points will be incurred. There will be no replay or washed out games. Finals will have one reserve day only.

## 3. Player Eligibility

- a) Any player may play but NO Premier League players, no players who have played 2 or more Sunday League matches in this or the previous season. Saturday League and Challenge League players welcome.



- b) Any player playing for CHK Dragons will be eligible to play.
- c) Players under 40 and playing for Challenge League or Saturday League can only play for one nominated team. If any player plays for two teams this will be deemed a forfeit and those penalties will apply. If discovered after a game the winning team will be accredited any bonus points.
- d) Players 40 years or over can play for multiple teams as a pool player.
- e) Other 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 "Smash and Grab"***

## ***(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 6 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 50 and do not return, they are not out for stats purposes.
- 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) Runner is allowed for injured players at the discretion of the opposition Captain.
- m) All players must be registered with HK Cricket in their system and must be registered to play.

## 2. Points System

**20 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:

- a) Any player 40 or over – 1 bonus point
- b) Any player 50 or over – 2 bonus points
- c) Any player 60 years or over - 3 bonus points
- d) Any player 70 years or older – 4 bonus points
- e) Any female player – 4 bonus point
- f) Bonus points for age and females will be a maximum of 15 per match per team

**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 20 penalty points.

**Washout** – games washed out will have points split, no bonus or penalty points will be incurred. There will be no replay or washed out games. Finals will have one reserve day only.

## 3. Player Eligibility

- a) Any player may play but NO Premier League players, no players who have played 2 or more Sunday League matches in this or

the previous season. Saturday League and Challenge League players welcome.

- b) Any player playing for CHK Dragons will be eligible to play.
- c) Players under 40 and playing for Challenge League or Saturday League can only play for one nominated team. If any player plays for two teams this will be deemed a forfeit and those penalties will apply. If discovered after a game the winning team will be accredited any bonus points.
- d) Players 40 years or over can play for multiple teams as a pool player.
- e) Other 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 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 (80 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.

## ***Under-19 Boys T20 League***

These are the competition rules of the CHK Under-19 Boys T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-19 Boys T20 League will consist of seven teams in two groups – Group A with 4 teams and Group B with 3 teams.
- b) Teams will play each other once in round robin stage. All matches will be T20 format.
- c) Teams will score points in each match.
- d) The top two teams in Group B will play an additional play-off match, with points added to the final standings.
- e) The top team from each group will proceed directly to the semi-finals.
- f) The last placed team in each group will play an eliminator match, with the losing team eliminated from the competition.
- g) The remaining teams will play cross-group eliminator matches, the winners will proceed to the semi-finals.
- h) The winners of each semi-final will play the final.
- i) In case a result can not be reached in any of the the Eliminator(s) or Semi Finals, the higher ranked team in each group will proceed to the final.
- j) The winners of the Finals shall be crowned U19 T20 League champions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2004 are eligible to take part.

- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

### **3. Hours of Play**

- 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. Toss and Team Nomination**

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form template is not mandatory.

### **5. The Ball**

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

### **6. Length of Innings**

- a) In uninterrupted matches (i.e. matches which are neither delayed

nor interrupted) each team shall bat for 20 overs unless all out earlier.

- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs.
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play.
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

Note: In instances of inclement weather, Rule 6 shall apply, NOT the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such

time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

- i) if a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See CHK Playing Condition 17 for penalties for Slow Over Rate.

## **7. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, the umpire should ensure the match ends as per the scheduled finished time. The total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced, see bb. This calculation must not cause the match to finish earlier than the original cessation time.
- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway



means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **8. Number of overs per Bowler**

- a) No bowler shall bowl more than four overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
  - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
  - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

**Illustration:** *after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

*Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another

bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## 9. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the

resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called

## **10. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

## **11. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 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 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-

scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## **12. Tied Matches – Super Over**

A Super Over is only to be played in Eliminators, Semi Finals and Final matches. See CHK Premier League T20 Playing Condition 15.

## **13. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

## **14. League Champions**

The team that wins the final in each division shall be declared the U19 T20 League divisional Champions.

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 play-off / semi-finals / eliminator:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;

- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If a result can not be reached in any of the eliminators or semi-finals, the higher placed team from the group stages will go through to the next round.

If the Finals can not be completed, then the trophy shall be shared between both finalists.

***\*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.*

# ***Under-19 Girls T20 League***

These are the competition rules of CHK U19 Girls' T20 League. This competition will follow the same rules as the *Women's T20 League*, except for as specified as below. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

## **1. Competition Format**

- a) The CHK U19 Girls' T20 League shall be contested by five teams.
- b) All matches shall be 20-overs per innings.
- c) Teams will score points in each match. (see rule 15)
- d) The team that tops the league table after the round-robin stage will proceed directly to the final.
- e) The teams placed 2nd and 3rd will play each other in an 'Eliminator' game, with the winner proceeding to the final.
- f) There will also be a 4<sup>th</sup>/5<sup>th</sup> place playoff match for the bottom two teams.
- g) In case the Eliminator cannot be played, the 2<sup>nd</sup> placed team will proceed to the finals.
- h) The winner of the finals will be declared Champions.

## **2. Player Eligibility**

- a) Only female players may take part in this competition. Only players born on or after 1<sup>st</sup> September 2004 are eligible to take part.
- b) A player may only register for a single club throughout the season across all the Women's competitions.
- c) Refer to Playing Condition 8 for rules regarding Player

## Registration

- d) Refer to Playing Condition 9 for rules regarding Player Transfer
- e) Playing Condition 10 for U15 Girls playing in multiple teams will not apply to this competition. All players may play for a single team throughout this competition.

### 3. Hours of Play and Intervals

Games will usually be played on Saturday Afternoons at PKVR Reservoir. Unless otherwise specified, the periods of play and intervals for U19 Girls are as follows:

<b>First Innings</b>	<b>1430-1545 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1545-1600 (15 minutes)</i>
<b>Second Innings</b>	<b>1600-1715 (1 hour 15 minutes)</b>

*Playing time per innings: 75 minutes.*

*Required over rate: 16 overs per hour or 3.75 minutes per over.*

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. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form template is not mandatory.

## **5. The Ball**

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T20 League matches.

## **6. Length of Innings**

Refer to CHK Women's Premier League T20 Playing Condition 6.

## **7. Number of overs per Bowler**

Refer to CHK Women's Premier League T20 Playing Condition 8.

## **8. Legitimate Balls per Over**

- a) No Balls and Wides shall be re-bowled up to a maximum of eight deliveries per over, except the final over of an innings when six legitimate balls must be bowled.
- b) If the eight ball of the over is a no-ball, there will be no free-hit on the subsequent delivery.
- c) Law 21 No Ball shall apply, and Law 21.10 Ball Bouncing over Head Height, will be replaced refer Condition of Play rule on Dangerous and Unfair Bowling.
- d) Law 22 Wide shall apply, note provision for a Wide for balls bouncing overhead height under dangerous and Unfair Bowling in Conditions of Play

## **9. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 35 minutes.



## 10. Restrictions on the Placement of Fielders

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground.
- d) For the first six overs of each innings only **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- e) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- f) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that this table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4

15–18	5
19–20	6

If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs for the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions. In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

## **11. Delayed or Interrupted Matches**

Refer to CHK Women's Premier League T20 Playing Condition 7

## **12. Over Rate Penalties**

- All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 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 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- If the innings is terminated before the scheduled or re-scheduled

cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

### **13. Tied Matches – Super Over**

A Super Over is only to be played in the Eliminator, Play-Off and Final. See CHK Women's Premier League T20 Playing Condition 15

### **14. Runs Behind the Wicket at PKVR Reservoir Ground**

See CHK Playing Condition 28.

### **15. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

## 16. Champions

The Champions shall be the team that win the Final.

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 eliminator / play-off:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the eliminator can not be completed, for any reason, then the higher placed team after the round robin stage (using the above if required) shall proceed to the final.

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.

***\*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.

## ***Under-17 T20 League***

These are the competition rules of the CHK Under-17 T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-17 T20 League will consist of two divisions – a Premier Division with 7 teams and a Elite Division with 4 teams
- b) Teams will play each other once in a single-stage round robin in the Premier division, and twice in two-stage round robin in Elite division. All matches will be T20 format.
- c) Teams will score points in each match.
- d) The top teams after the round-robin stage will proceed directly to the division's Final, while 2<sup>nd</sup> will face 3<sup>rd</sup> in an Eliminator to determine the second finalist.
- e) In case the Eliminator(s) cannot be played, the 2<sup>nd</sup> place team will proceed to the final.
- f) The winners of the Finals shall be crowned U17 T20 League divisional champions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2006 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

### **3. Hours of Play**

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

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

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. Toss and Team Nomination**

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

### **5. The Ball**

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

### **6. Length of Innings**

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If either fielding side fails to bowl the required number of overs

by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.

- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

Note: In instances of inclement weather, Rule 6 shall apply, NOT the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- i) if a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into

account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See CHK Playing Condition 17 for penalties for Slow Over Rate.

## **7. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, the umpire should ensure the match ends as per the scheduled finished time. The total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced, see bb. This calculation must not cause the match to finish earlier than the original cessation time.
- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.



- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **8. Number of overs per Bowler**

- a) No bowler shall bowl more than four overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
- i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
  - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

**Illustration:** *after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

*Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## 9. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team,

the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called

## **10. Fielder Absence – Max Penalty Time**

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

## **11. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 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 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-

scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## **12. Tied Matches – Super Over**

A Super Over is only to be played in Eliminator and Final matches. See CHK Premier League T20 Playing Condition 15.

## **13. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

## **14. League Champions**

The team that wins the final in each division shall be declared the U17 T20 League divisional Champions.

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 / eliminator:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and

- shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
  - c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- If the eliminator can not be completed, then the 2<sup>nd</sup> placed team after the round robin stage (using the above if required) shall proceed to the Final.
- If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

***\*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.*

## ***Under-17 35-Over League***

These are the competition rules of the CHK Under-17 35-Over League. This competition will follow the same rules as the *CHK Sunday Elite League*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-17 35-Over League will consist of two divisions – a Premier Division with 7 teams and a Elite Division with 4 teams
- b) Teams will play each other once in a single-stage round robin. All matches will be 35-Over format.
- c) Teams will score points in each match.
- d) The top teams after the round-robin stage will proceed directly to the division's Final, while 2<sup>nd</sup> will face 3<sup>rd</sup> in an Eliminator to determine the second finalist.
- e) In case the Eliminator(s) cannot be played, the 2<sup>nd</sup> place team will proceed to the final.
- f) The winners of the Finals shall be crowned U17 35-Over League divisional champions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2006 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

### **3. Hours of Play**

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

Games will last for 4 hours and 40 minutes. There will be 2 hours 15 minutes per innings (3.85 minutes/over) with a 10-minute break between innings.

One drinks break will be taken in each innings after 1 hour of play. This is included in the 2 hours 15 minutes.

### **4. Toss and Team Nomination**

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

### **5. The Ball**

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

### **6. Length of Innings**

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 35 overs.
- b) To constitute a match, a minimum of ten overs must be completed in the second innings.
- c) Declarations are not permitted.
- d) If either bowling side fails to complete 35 overs within the scheduled time, the innings shall be extended until 35 overs are completed subject to conditions and ground availability. An over

in progress at the scheduled time shall count as a completed over for over rate calculations.

- e) If the side batting first is dismissed in less than 35 overs, the side batting second shall be entitled to bat for 35 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - ii. Injury to players of either side.
  - iii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iv. Delays caused by the batting side, e.g. changes of equipment.

**Note:** *In instances of inclement weather, CHK Playing Conditions Rule 8 shall apply, NOT the provisions of Good Cause.*

- h) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time. All occurrences of late commencement must be reported to the CHK Operations Manager for further action.
- i) See Rule 13 and CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.75 minutes per over, if the number of overs to be bowled is less than 35 – see Rule 9 below.



## **7. Drinks Intervals**

- a) One drinks break per innings shall be permitted after 1 hour of play.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) 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.

## **8. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 15 minutes
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **9b and 12f**. This calculation must not cause the match to finish earlier than the

original cessation time.

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **9. Number of Overs per Bowler**

- a) No bowler shall bowl more than **seven** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

## **10. Free Hit after a No Ball**

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

## **11. Fielder's Absence - Maximum Penalty Time**

Under CHK Playing Conditions 23, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

## 12. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game. At the instant of delivery:

### Powerplays

- c) There are three phases of Powerplay:
  - iv. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 7 inclusive.
  - v. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 8 to 28 inclusive.
  - vi. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 29 to 35 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- f) In circumstances when the number of overs of the batting side is reduced, the number of powerplay overs shall be reduced in

accordance with the table below. For the sake of clarity, it should be noted that the table applies to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

<b>Duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7

- g) If play is interrupted during an innings and the table below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over

### **13. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 35 overs within 2 hours 15 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 5 bonus runs per over not bowled in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 15 overs or more

duration. In innings of less than 15 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.

- e) This is the only penalty for a slow over rate.

## **14. Tied Matches – Super Over**

A Super Over is only to be played in Eliminator and Final matches. See CHK Premier League T20 Playing Condition 15.

## **15. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>Tie or No Result</b>	<b>1</b> points each

## **16. League Champions**

The team that wins the final in each division shall be declared the U17 35-Over League divisional Champions.

If the number of points scored by two or more teams in a group is the same, the following criteria shall be used to determine which team proceeds to the final/eliminator:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

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.

***\*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.*

## ***Under-15 T20 League***

These are the competition rules of the CHK Under-15 T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-15 T20 League will consist of two divisions. The Premier division will have 5 teams, and Elite division 10 teams split into two pools of 5 teams each.
- b) Teams will play each other twice in a two-stage round robin. Teams will score points in each match.
- c) In the Premier Division, the team that tops the league table after the round-robin stage will proceed directly to the final, with 2<sup>nd</sup> playing 3<sup>rd</sup> place in an eliminator to determine the second finalist.
- d) In the Elite Division, the top two teams in each pool will play cross pool Semi- Finals, with the winners playing the Final.
- e) In case the eliminator or semi-final cannot be played, the higher ranked team from the round robin stages will proceed to the finals.
- f) The winner of the final shall be crowned League champions for the division.
- g) There is no automatic promotion/relegation between divisions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2008 are eligible to take part.



- b) Girls born on or after 1<sup>st</sup> September 2006 are eligible to take part (see CHK Playing Condition 8q)

### **3. Hours of Play**

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

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

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. Toss and Team Nomination**

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

### **5. The Ball**

A CHK approved Montgomery pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

### **6. Length of Innings**

Refer to CHK Under-17 T20 League Playing Condition 6.

### **7. Delayed or Interrupted Matches**

Refer to CHK Under-17 T20 League Playing Condition 7

## **8. Number of overs per Bowler**

Refer to CHK Under-17 T20 League Playing Condition 8

## **9. Fielding Restrictions**

Refer to CHK Under-17 T20 League Playing Condition 9. The radius of the semi-circles shall be 25.15 yards instead of 30.

## **10. Fielder Absence – Max Penalty Time**

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

## **11. Over Rate Penalties**

The 5 run penalty for slow over rates will apply. Refer to Refer to CHK Under-17 T20 League Playing Condition 11.

## **12. Tied Matches – Super Over**

A Super Over is only to be played in the Eliminator, Semi Finals and Final matches. See CHK Premier League T20 Playing Condition 15.

## **13. Batsman Retirement**

A batsman must retire upon his score reaching 100 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.

## **14. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

## 15. League Champions

The champions for each division in the U15 T20 League will be the side that win's that division's final.

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 eliminator or semi-finals:

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the eliminator or semi-finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall proceed to the Final.

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions in the Premier division, while the trophy will be shared between both finalists in the Elite division.

**\*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.*

## ***Under-15 30-Over League***

These are the competition rules of the CHK Under-15 30-Over League. This competition will follow the same rules as the *Premier League One Day*, except for as specified as below. These rules should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

### **1. Competition Format**

- a) The Under-15 30-over League will consist of two divisions. The Premier division will have 5 teams, and Elite division 10 teams. All matches will be 30-Over format.
- b) In the Premier division, teams will play each other twice in a two-stage round robin. In the Elite division, teams will be divided in two pools and will play each other once within the pool.
- c) Teams will score points in each match.
- d) In the Premier Division, the team that tops the league table after the round-robin stage will proceed directly to the final, with 2nd playing 3rd place in an eliminator to determine the second finalist
- e) In the Elite Division, Top two teams in each pool will play a cross pool Semi- Final and the winners of that will play the Final.
- f) In case the eliminator or semi-finals cannot be played, the higher ranked teams will proceed to the finals.
- g) The winner of the final shall be crowned League champions for the division.
- h) There is no automatic promotion/relegation between divisions

## **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2008 are eligible to take part.
- b) Girls born on or after 1<sup>st</sup> September 2007 are eligible to take part (see CHK Playing Condition 8q)

## **3. Hours of Play**

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

Games will last for 4 hours. There will be 1 hour 55 minutes per innings (3.83 minutes/over) with a 10-minute break between innings. One drinks break will be taken in each innings after 15 overs of play. This is included in the 1 hour 55 minutes.

## **4. Toss and Team Nomination**

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

## **5. The Ball**

A CHK approved Montgomery pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

## **6. Length of Innings**

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 30 overs.

- b) To constitute a match, a minimum of ten overs must be completed in the second innings.
- c) Declarations are not permitted.
- d) If either bowling side fails to complete 30 overs within the scheduled time, the innings shall be extended until 30 overs are completed subject to conditions and ground availability. An over in progress at the scheduled time shall count as a completed over for over rate calculations.
- e) If the side batting first is dismissed in less than 30 overs, the side batting second shall be entitled to bat for 30 overs.
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

**Note:** *In instances of inclement weather, CHK Playing **Conditions Rule 8** shall apply, NOT the provisions of Good Cause.*

- h) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time. All occurrences of late commencement must be reported to the CHK Operations

Manager for further action.

- i) See CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.75 minutes per over, if the number of overs to be bowled is less than 30 – see Rule 8 below.

## **7. Drinks Intervals**

- a) One drinks break per innings shall be permitted after 15 overs or 1 hour of play, whichever comes first.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) 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.

## **8. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 15 minutes

- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **9b and 12f**. This calculation must not cause the match to finish earlier than the original cessation time.
- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## **9. Number of Overs per Bowler**

- a) No bowler shall bowl more than **six** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.



## 10. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

## 11. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Conditions 22, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

## 12. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game. At the instant of delivery:

### **Powerplays**

- c) There are three phases of Powerplay:
  - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 6 inclusive.
  - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 7 to 24 inclusive.
  - iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings

of 35 overs, these are overs 25 to 30 inclusive.

- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

<b>Duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6

- f) In circumstances when the number of overs of the batting side is reduced, the number of powerplay overs shall be reduced in

accordance with the table above. For the sake of clarity, it should be noted that the table applies to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

- g) If play is interrupted during an innings and the table above applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over

### **13. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 30 overs within 1 hour 55 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 5 bonus runs per over not bowled in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target 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.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for

that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of 15 overs or more duration. In innings of less than 15 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 14. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>Tie or No Result</b>	<b>1</b> points each

## 15. League Champions

The champions for each division in the U15 30-Over League will be the side that wins that division's final.

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 / eliminator / semi-finals:

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the semi-finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall proceed to the Final.

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

***\*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.*

## **Under-13 Competition Rules – General**

These are the general competition rules for the CHK Under-13 Leagues and should be read in conjunction with the playing conditions for each competition, and the 2023-24 CHK Playing Conditions.

1. The 2023-24 CHK Under-13 League is open to players born on or after 1st September 2010.
2. Girls born on or after 1<sup>st</sup> September 2008 are eligible to take part (see CHK Playing Condition 8q)
3. The Under-13 League is split in two divisions – Premier (Division 1) and Elite (Division 2). Clubs should determine the relative strength of their players and to select their teams to play in each division accordingly.
4. Both divisions will be 11-a-side T20 Cricket during the season, with a 30-Over KO Cup scheduled at the end of the season if time and ground space permits
5. There will be no automatic promotion/relegation between the Premier and Elite divisions at the end of the season.
6. A Montgomery brand 2-piece 142gm Pink leather cricket ball will be used in all league matches. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.
7. Teams will normally bowl from one end unless otherwise instructed by the CHK staff present to bowl from both ends.
8. For group stage games, each team will provide an umpire for the match. The umpires shall swap between square leg and officiating umpire at the completion of every over. If it is not possible to provide two umpires for each game, the batting team will provide a square leg umpire. The decisions of the Umpires are final.

9. The length of the pitch will be equal to 20 yards.
10. The Toss must be conducted no more than 10 minutes before the start of the game, and must be conducted in front of adult representatives from both teams.
11. It is not mandatory to submit a written team list before the toss. However, the playing 11 must be selected on the CricHQ scoring App before the game gets underway.
12. Refer to CHK Playing Condition 28 regarding Adult Supervision requirements

# Under-13 T20 League – Premier Division

These are the competition rules of the CHK Under-13 T20 League – Premier Division. This competition will follow the same rules as the *CHK Under-17 T20 League*, except for as specified as below. These rules should be read in conjunction with the CHK Under-13 *Competition Rules – General*, *CHK Playing Conditions* and *CHK Code of Behaviour*.

## 1. Competition Format

- a) The Under-13 Premier Division consists of 6 teams.
- b) Teams will play each other twice in a two-stage round robin.
- c) Teams will score points in each match. Each team will play 10 matches.
- d) The top four teams on the league table after the round-robin stage will proceed to the Semi Finals (1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup>). The bottom two teams will play a 5<sup>th</sup>/6<sup>th</sup> Playoff Match.
- e) In case the Eliminator cannot be played, the higher ranked team (ie 2<sup>nd</sup> place) will proceed to the finals
- f) The winner of the final shall be crowned U13 T20 League Premier Division champions
- g) There is no automatic promotion/relegation between divisions

## 2. Hours of Play

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



Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings. This includes one drinks break at the 10 over interval in each innings.

### **3. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

### **4. Length of Innings**

Refer to CHK Under-17 T20 Playing Condition 6.

### **5. Delayed or Interrupted Matches**

Refer to CHK Under-17 T20 League Playing Condition 7

In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

### **6. Number of overs per Bowler**

Refer to CHK Under-17 T20 League Playing Condition 8

### **7. Fielding Restrictions**

A six-over powerplay at the start of the innings will be in effect. Refer to CHK Under-17 T20 League Playing Condition 9. The radius of the semi-circles shall be 25.15 yards instead of 30.

At KGV and DB Plaza, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

## **8. Tied Matches – Super Over**

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

## **9. Runs Behind the Wicket at PKVR Reservoir Ground**

See CHK Playing Condition 28.

## **10. Over Rate Penalties**

Over Rate Penalties do not apply to the Under-13 Leagues. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.

## **11. Batsman Retirement**

A batsman must retire upon his score reaching 100 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.

## **12. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>Tie or No Result</b>	<b>1</b> points each

### 13. League Champions

The champions for the U13 League Premier Division will be the side that wins the final.

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 semi-finals / final:

- d) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- e) If the NRR is equal then the team with the most wins in the competition finishes higher.
- f) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the semi finals can not be completed, then the higher placed team after the round robin stage (using the above if required) will proceed to the finals.

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

***\*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.*

# Under-13 T20 League – Elite Division

These are the competition rules of the CHK Under-13 T20 League – Elite Division. These rules should be read in conjunction with the CHK Under-13 T20 League – Premier Division playing conditions, CHK Under-13 *Competition Rules – General*, CHK *Playing Conditions* and CHK *Code of Behaviour*.

## 1. Competition Format

- a) The Under-13 Elite Division consists of 12 teams, split into two groups of 6 teams each.
- b) Teams will play each other once within their pool in a single-stage round robin of 11-a-side, 20-over matches.
- c) Teams will score points in each match. Each team will play 5 matches.
- d) The two teams that top the league table in each pool after the round-robin stage will proceed to the semi-finals, where 1<sup>st</sup> will play 2<sup>nd</sup> in the opposite group.
- e) The winners of the semifinals will proceed to the final. The winner of the final shall be crowned U13 T20 League – Elite Division Champions
- f) In case the semi-finals cannot be played, the higher ranked teams will proceed to the finals (ie, 1<sup>st</sup> vs 1<sup>st</sup>)
- g) The remaining teams will play a series of play off matches in a similar structure (3<sup>rd</sup> vs 4<sup>th</sup> cross pool and 5<sup>th</sup> vs 6<sup>th</sup> cross pool) followed by ranking matches to determine the final standings
- h) There is no automatic promotion/relegation between divisions

## **2. Hours of Play**

Refer to CHK Under-13 T20 League – Premier Division Playing Condition 2.

## **3. Wides and No Balls**

Wides and No-balls will only be re-bowled for the final over of the innings and shall be worth 2 runs each.

## **4. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. However, if the final ball of an over is a No Ball, the free hit will not carry over to the next over. Refer CHK Playing Condition 18 for more on this rule.

## **5. Length of Innings**

Refer to CHK Under-17 T20 Playing Condition 6.

## **6. Delayed or Interrupted Matches**

Refer to CHK Under-17 T20 League Playing Condition 7

In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

## **7. Number of overs per Bowler**

No bowler shall bowl more than three (3) overs per match. This is to be reduced if the number of overs available during the innings is reduced due to delays/inclement weather/other issues. Refer to CHK Under-17 T20 League Playing Condition 8 for more guidance.

## **8. Fielding Restrictions**

A 6-over PowerPlay will not be applied. At any point during the innings there may be:

- a) No more than 5 fielders may field outside the inner circle.
- b) No more than 5 fielders on the legside.
- c) No more than 2 fielders behind square on the legside.

At KGV, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

## **9. Tied Matches – Super Over**

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

## **10. Runs Behind the Wicket at PKVR Reservoir Ground**

See CHK Playing Condition 28.

## **11. Over Rate Penalties**

Over Rate Penalties do not apply to the Under-13 Leagues. However, all teams are encouraged to complete their overs in a timely manner and repeat occurrences of slow over-rates could result in penalties from the CHK Management.

## **12. 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.

### 13. Points

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>Tie or No Result</b>	<b>1</b> points each

### 14. League Champions

The champions for the U13 T20 League Elite Division will be the side that wins the final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 2<sup>nd</sup> in the opposite pool

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 semi-finals:

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds to the Semi Finals

If the semi finals or any of the cross-pool play-off matches can not be completed, the higher ranked team will proceed to the finals / relevant ranking match.

If the finals can not be completed, then the trophy will be shared between the two finalist teams.

***\*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.*



## ***Under-11 Competitions Rules – General***

1. These rules should be read in conjunction with *CHK Junior League Playing Conditions*.
2. The 2023-24 CHK Under-11 competitions are open to players born on or after 1st September 2012.
3. Girls born on or after 1<sup>st</sup> September 2010 are eligible to take part (see CHK Playing Condition 8q)
4. For the 2023-24 season CHK's Under-11 program shall comprise two competitions:
  - a. Under-11 League (pairs cricket)
  - b. Under-11 Championship
5. The Under-11 League will feature games of 16 overs per innings (pairs cricket) while the Under-11 Championship will feature games of 15 overs per innings ('proper' cricket)
6. A pink Montgomery 135g leather ball will be used in Pool 1 of the Under-11 League and Championship. A soft 'incrediball' will be used in Pools 2 and 3. Teams shall provide their own Montgomery balls, purchased from Montgomery Sports, and CHK will provide Incrediballs.
7. Teams playing in Pool 1 must ensure their players are adequately equipped and skilled to play hard-ball cricket. All batsmen must wear helmets, pads and gloves when batting and wicket-keepers must wear helmets and wicket-keeping gloves at all times. Teams that cannot provide the appropriate equipment for all players should not enter a team into the Premier groups.
8. Clubs should determine the relative strength of their players and to select their teams to play in each division/pool accordingly.
9. Players that participate in the Under-11 League are eligible to play

- in the Under-11 Championship and do not need to register again.
10. A player may transfer to a different team for the Under-11 Championship to the one that they played for in the Under-11 League, but they must play for only one team in each competition (i.e. a player cannot play for multiple teams).
  11. A player that is already playing Under-13 Hardball Cricket cannot play in Pool 2 or 3 of the Under-11 League and Championship without consent from CHK
  12. Unless otherwise directed by CHK, all Under-11 matches in the 2023-24 season will be played at Po Kong Village Road Reservoir Ground on Saturday mornings.
  13. Up to four sessions of matches may be played on each match day, with two matches per session. All matches should be completed within 1 hour and 40 minutes of the start time. The start time for matches will be as follows:
    - a. First session of matches will start at 8 am.
    - b. Second session of matches will start at 9.40 am.
    - c. Third session of matches will start at 11:20 am.
    - d. Fourth session of matches will start at 1:00 pm.
  14. Over Rate Penalties do not apply to the Under-11 Competitions. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.
  15. Teams should be at the ground and be ready for the coin toss at least ten minutes before the scheduled start time of their match and every effort should be made to start matches on time.
  16. All Under-11 matches shall be played by teams of eight (8) players. Any team with less than six (6) players shall not be allowed to play and a walk-over shall be awarded to the opposition.

17. Teams that do not have six (6) players available at the scheduled start time shall forfeit the match to the opposition. If neither team has six players at the scheduled start time, the match will be cancelled and no points will be awarded.
18. Wooden bats must be used and the use of abdominal protectors is encouraged.
19. All matches shall be played using the shortened length (18-yards) wicket. At the PKVR Reservoir ground, teams bowl from one end only. The non-striking batsman shall run from the 18-yard crease line.
20. Bowlers can choose to deliver the ball from the 22-yard bowling crease.
21. Two (2) runs will be added to the total of the batting side in the case of wide plus runs scored from byes. No extra ball will be bowled.
22. In the case of a “No-ball”, 2 runs will be added to the total plus any runs scored off the bat or byes etc. No-balls include a full toss that reaches the batsman above his waist, balls that roll along the ground and, where specified, deliveries that bounces more than ‘**twice**’ before the popping crease. **No** extra ball will be bowled. There will be **no** ‘free hit’ for a no-ball.
23. The person bowling the last over of the innings is required to bowl six legitimate deliveries (i.e. extras must be re-bowled).
24. Each team will provide an umpire for the match, the two umpires shall swap between square leg and officiating umpire after the completion of every over. The decisions of the Umpires are final.
25. At no stage during the match should spectators, including team coach or accompanying adults, enter the field of play, unless he/she is serving as an umpire.
26. In the interests of player development, CHK encourages team

coach, team representatives or accompanying adults to direct their advice to teams during intervals only and that this is done outside of the field of play.

27. CHK will appoint a Ground Manager each week to manage the Under-11 matches on that day. The Ground Manager's duties will include but not be limited to:
- a) Informing teams which pitch they will be play their games.
  - b) Checking that all teams have adult supervision.
  - c) Providing umpires with the match balls for Under-11 League and Under-11 Championship (Elite Division) matches.
  - d) Coordinating with teams on the appointment of umpires.
  - e) Requesting teams to nominate the scorer/s for each match.
  - f) Facilitating the timely start and finish of games.
  - g) Handling any disputes that might arise and reporting back to CHK on any incidents.
  - h) Assisting with the tidying of the ground and equipment at the end of the day's play.

## ***Under-11 League (Pairs)***

1. Teams that have registered for the competition will be split into multiple pools and they will play each other in round-robin matches.
2. There will be no Under-11 League champion awarded.
3. Each team shall start with a score of 100 runs (to achieve this in CricHQ please add 100 penalty runs at the start of each team's innings). Teams will score runs as per normal cricket, but they will lose five (5) runs for each wicket lost.
4. Each team shall bat with four (4) pairs of batsmen and each pair shall bat for four (4) overs each for a total of sixteen (16) overs. In the event that the match does not start on time, the number of overs may be reduced (see point 11 below).
5. If a team has only six or seven players, the bowling team shall select one or two players to bat again in the fourth pair.
6. When a batsman is dismissed, the team shall lose five (5) runs but the dismissed batsman shall continue to bat for the remainder of his pair's four over spell.
7. The batsmen at the crease shall change ends when a wicket falls.
8. Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than three (3) overs per match and all bowlers must use an over-arm action to deliver the ball.
9. The team with the highest aggregate score at the end of both innings shall be declared the winner. If the total runs are the same for both teams, the match will be tied.
10. The points system for the 2023-24 CHK Under-11 League is as follows:

<b>Win:</b>	<b>14</b> points + batting and bowling bonus points (maximum of 24 points)
<b>Loss:</b>	<b>0</b> points + batting and bowling bonus points (maximum of 10 points)
<b>Tie:</b>	<b>7</b> points + batting and bowling bonus points (maximum of 17 points)
<b>No Result:</b>	<b>12</b> points for each team
<b>Walk-over:</b>	<b>24</b> points

### ***Bonus Points***

**Batting:** One (1) batting point for the team score reaching 155, 170, 185, 200 and 215 or more runs (maximum of 5 batting points)

**Bowling:** One (1) bowling point each for 1, 2, 3, 4, 5 wickets taken (maximum of 5 bowling points)

- Due to the short timeframe to complete matches, teams must make every effort to start their matches at the scheduled time and team managers/coaches must ensure their players move quickly between overs and between innings to ensure a timely conclusion of matches. Matches that do not start on time may see a reduction in the number of their overs to ensure they finish within the allowable time. For every five (5) minutes of time lost, there will be a deduction of 2 overs per match or one over per innings.

### ***Illustration***

A match starting ten minutes late will be reduced by four overs or two overs per innings (i.e. each team will face only 14 overs) with the last pair of batters in each innings only facing two overs instead of four (or the last two pairs facing three overs each).

If a match starts more than ten minutes late, the match will be reduced to 12 overs per side and each batting pair will only face three overs. Each bowler will be restricted to a maximum of three overs.

A match starting more than 20 minutes late will be reduced to 8 overs per side with each batting pair facing only two overs each and each bowler restricted to a maximum of two overs.

12. In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared.  
DLS or any other similar method is not to be applied.

## ***Under-11 Championship***

1. Upon completion of the Under-11 League, the Under-11 Championship will be played.
2. Matches in the Under-11 Championship shall be of 15-overs per innings.
3. Teams that have registered for the competition will be split into three Pools based on their strength and factoring in club requests
4. Teams will play the other teams in their division once. Pool 1 will play with the hard ball, while Pools 2 and 3 will play with the soft 'incrediball'.
5. At the end of this phase, the top three teams from Pool 1 and the top four teams from Pool 2 will proceed to the KO stages to determine the Under-11 Divisional Champions. All KO matches will be played on a single day.
6. In Pool 1, the 1<sup>st</sup> placed team will proceed to the Final directly, while the 2<sup>nd</sup> and 3<sup>rd</sup> place team will play an Eliminator match. In Pool 2 and 3, the Semi Finals will be 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup>.
7. In the event that the semi-final / eliminator cannot be played, the higher placed team after the round-robin matches shall progress to the final. In the event that the final is washed out, the team that topped the round-robin stages will be the champion.
8. All Under-11 Championship matches played in a standard cricket match format. That is, the batting side shall start on a score of zero and shall accumulate runs in the traditional manner. Batsmen shall not be allowed to continue their innings once they have been dismissed.
9. A batsman must retire upon reaching a score of 20 runs but may return to the crease to bat again when six of his team players are out or retired. Retired batsmen must return to the crease in the



same order in which they retired. An innings is over when one of the final pair of batsmen is dismissed.

10. The incoming batsmen must cross on the field of play with the dismissed batsman otherwise the batting side will be penalised, and 5 runs deducted from that team's total runs scored.
11. Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than three (3) overs per match and all bowlers must use an over-arm action to deliver the ball.
12. The 2023-24 points system is as follows:

<b>Win</b>	<b>14</b> points + batting and bowling points (maximum of 24 points)
<b>Loss</b>	<b>0</b> points + batting and bowling points (maximum of 10 points)
<b>Tie</b>	<b>7</b> points + batting and bowling points (maximum of 17 points)
<b>No Result</b>	<b>12</b> points for each team
<b>Walk-over</b>	<b>24</b> points

### ***Bonus Points***

**Batting:** One (1) batting point for the team score reaching 60, 70, 80, 90 and 100 or more runs (maximum of 5 batting points)

**Bowling:** One (1) bowling point each for 1, 2, 3, 4 and 5 wickets taken or all out (maximum of 5 bowling points)

13. In case a result cannot be reached due to any circumstances, the game shall be considered abandoned, and points will be shared. DLS or any other similar method is not to be applied.

# Secondary Schools Leagues Division 1

These are the competition rules of the CHK Secondary Schools League Division 1. These rules should be read in conjunction with the MCC Laws of Cricket, CHK Playing Conditions and CHK Code of Behaviour.

## 1. Competition Format

- a) The Division 1 Secondary School League has competitions in three age groups – Grade A and Grade B.
- b) Participating teams will be split into two pools.
- c) Teams in each pool will play each other once in a single stage round robin.
- d) All matches will be of the T20 Format, and teams will score points in each match (see rule 21)
- e) The two teams that top each pool will proceed directly to the semi-finals.
- f) The 2<sup>nd</sup> and 3<sup>rd</sup> placed team in each pool will play cross-pool eliminators, the winners of which will proceed to the semi-finals.
- g) The winners of the semi-finals will play the Final, and the winner of the Final will be the Secondary Schools League Division 1 champion of that age group.
- h) In case any of the KO matches cannot be played, the higher ranked team from the pool stages will proceed to the next round.
- i) In case no result is possible in the Final, the trophy will be shared.

## 2. Player Eligibility

- a) All players must be registered students at the school they are

representing.

- b) If a student leaves the school, he/she can no longer represent that school in the competition.
- c) A student cannot play for a different school to the one he/she is attending.
- d) The Grade A competition is open to students of all ages, while the Grade B competition is restricted to only students born on or after 1<sup>st</sup> January 2008. Girls born on or after 1<sup>st</sup> January 2006 are eligible to play in the Boys Grade B competition as well.
- e) There are no other restrictions on who can play in the Secondary Schools League.

### 3. Hours of Play and Intervals

Unless otherwise stated, the periods of play and intervals shall be as follows:

#### Gin Drinkers Bay and PKVR Reservoir

<b>First Innings</b>	<b>1400-1520 (1 hour 20 minutes)</b>
<i>Interval</i>	<i>1520-1530 (10 minutes)</i>
<b>Second Innings</b>	<b>1530-1650 (1 hour 20 minutes)</b>

#### PKVR Park

<b>First Innings</b>	<b>1415-1535 (1 hour 20 minutes)</b>
<i>Interval</i>	<i>1535-1545 (10 minutes)</i>
<b>Second Innings</b>	<b>1545-1705 (1 hour 20 minutes)</b>

Playing time per innings: 80 minutes plus the over in progress at the scheduled time

Required over rate: 15 overs per hour (4 minutes per over)

a) **Interval between Innings**

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.

b) **Intervals for Drinks**

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. Toss and Team Nomination**

Team Lists must be exchanged at the toss. Team Lists can be typed out or hand-written on any sheet of paper.

## **5. The Ball**

A Montgomery brand pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

## **6. Ground, Weather and Light**

- a) After being handed over by the Ground Authority, the umpires appointed by CHK shall be sole judges of the fitness of the ground, weather and light for play.
- b) If a ground is deemed unfit to play due to adverse weather conditions, the match will not be rescheduled and the match

points for the game will be shared between both teams.

## **7. Disputes**

- a) The umpires appointed by CHK shall determine all disputes during a match.
- b) If teams do not agree with any ruling made during a game, they can lodge a written complaint to CHK within 3 days of the dispute. A ruling will be given by CHK.

## **8. Length of Innings**

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability, and the incident should be reported to CHK Management after the game - see Rule 15 Over Rate Penalties.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs.
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play.
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such

allowances include, but shall not be limited to, the following:

- i. Injury to players of either side.
- ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
- iii. Delays caused by the batting side, e.g. changes of equipment. Note: In instances of inclement weather, Rule 9 shall apply, NOT the provisions for allowances.
- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate .
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) CHK Playing Conditions Rule 17 for penalties for slow over rates does NOT apply to the Secondary Schools League.

## **9. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.

- b) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see 10b and 14e. This calculation must not cause the match to finish earlier than the original cessation time.

*Illustration: Due to ground, light, or weather conditions playing time is reduced by 32 minutes. The game will be reduced by a total of 8 overs (32 minutes divided by 8 minutes = 4 x 2 overs), four overs deducted from each innings. Each side will now bowl 16 overs. The playing lost is divided across both innings, i.e. 4 x 4 minutes = 16 minutes deducted from each innings (original playing time of 1 hour 20 minutes, minus 16 minutes = new playing time of 1 hour 4 minutes). Therefore, the revised hours of play will be 9.32 to 10.36 am and 10.46 to 11.50 am.*

- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ app.

## 10. Number of overs per bowler

- a) No bowler shall bowl more than four overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
  - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
  - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

*Illustration: after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs. Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.



## **11. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 17 for outline on this rule.

## **12. Fielder's Absence**

Maximum Penalty Time Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

## **13. Timed out**

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

## **14. Fielding Restrictions**

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than five fielders shall be permitted outside the fielding

restriction area at the instant of delivery.

- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.
- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called.

<b>Innings Duration</b>	<b>Number of Fielding Restriction Overs</b>
5–8	2
9–11	3
12–14	4
15–18	5

## **15. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the fielding side shall be reported to CHK Management.
- b) Repeat occurrences of slow-overrate could result in penalty points being applied and a 1-match suspension for the fielding

side captain.

- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 16. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.
- b) **Interrupted or Prematurely Terminated Matches**  
Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than

originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

**c) Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## **17. Tied Matches – Super Over**

- a) A Super Over is only to be played in the Final. The Pool stage games will not have a Super Over, and the game shall be considered as a Tie, with points shared between both sides.
- b) In the case where a Super-Over is to be played:
  - i. The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
  - ii. The umpires shall stand at the same end as that in which they finished the match.
  - iii. The fielding side shall choose from which end to bowl.
  - iv. Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
  - v. Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
  - vi. The team batting second in the match will bat first in the

Super Over.

- vii. The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
- viii. The loss of two wickets in the over ends the team's one over innings.
- ix. In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- x. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- xi. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from Wides, No Ball or Penalty Runs.

**Illustration:**

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

*In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.*

## **18. Uniform**

Teams can wear either coloured or white clothing. Only pink or bright-coloured clothing that prevents the batsmen from sighting the ball is prohibited.

Teams should be dressed in consistent-looking kit. Any instances of inappropriate kit should be reported to CHK for further action – umpires shall not prohibit kids from playing the game.

## **19. Playing Equipment**

Teams must bring their own cricket equipment. Batting helmets must be worn in all matches. Wooden cricket bats must be used in all matches.

## **20. Adult Supervision**

For safety reasons, it is compulsory for teams to be accompanied and supervised by the team supervisor/coach or an adult person over the age of 21 years at all times.

## **21. Points**

Points for matches will be awarded as follows:

**Win** 2 points

**Loss** 0 points

**No Result** 1 points each

There will be a 0.5-point penalty applied for each instance where a team fails to either score the game on the CricHQ app or upload the full scorecard to the website after the game.

# University Cricket League 2023-24

These are the competition rules for the 2023-24 CHK University Cricket League. They should be read in conjunction with the MCC Laws of Cricket, 2023-24 CHK Playing Conditions and 2023-24 CHK Code of Behaviour.

## 1. Competition Format

- a) The CHK University Cricket League will feature four teams, one each from The University of Hong Kong, the Hong Kong University of Science and Technology, the City University of Hong Kong and an additional 'Combined Universities XI' comprising of students from other universities.
- b) The teams shall play each other once in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match (see point 18). The top two teams after the group stage will play in the Final. The UCL winner shall be the team that wins the final. The bottom two placed teams after the group stage will play each other in a 3<sup>rd</sup> / 4<sup>th</sup> place play-off match.

## 2. Player Eligibility

- a) Only Full time and Part time students who are currently officially registered as proceeding towards a postgraduate degree/bachelor's degree/associate degree/higher diploma or equivalent are eligible to take part.
- b) Players can only represent the team of the university that they



are currently studying at. HKU SPACE students are eligible to play for HKU.

- c) There are no other restrictions on who can play in the University Cricket League.

### **3. Hours of Play and Intervals**

**Playing time per innings:** 80 minutes plus the over in progress at the scheduled time

**Required over rate:** 15 overs per hour (4 minutes per over)

Weekday games at KCC will commence at 11:30 am. Other matches as per the schedule set out by CHK.

#### **Interval between Innings**

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.

#### **Intervals for Drinks**

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. Toss and Team Nomination**

- a) Team Lists must be exchanged at the toss.
- b) Team Lists can be typed out or hand-written on any sheet of paper.

## **5. The Ball**

A Montgomery-brand pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

## **6. Length of Innings**

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability, and the incident should be reported to CHK Management after the game - see Rule 13 Over Rate Penalties.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:

- i. Injury to players of either side.
- ii. Inability to locate and/or retrieve a ball.  
Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
- iii. Delays caused by the batting side, e.g. changes of equipment.  
Note: In instances of inclement weather, Rule 7 shall apply, NOT the provisions for allowances.
- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) CHK Playing Conditions Rule 17 for penalties for slow over rates does NOT apply to the UCL. Repeat occurrences of slow-overrate could result in penalty points being applied and a 1-match suspension for the fielding side captain.

## 7. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see 8b and 12e. This calculation must not cause the match to finish earlier than the original cessation time.

*Illustration: Due to ground, light, or weather conditions playing time is reduced by 32 minutes. The game will be reduced by a total of 8 overs (32 minutes divided by 4 minutes = 8 overs), four overs deducted from each innings. Each side will now bowl 16 overs. The playing lost is divided across both innings, i.e. 4 x 4 minutes = 16 minutes deducted from each innings (original playing time of 1 hour 20 minutes, minus 16 minutes = new playing time of 1 hour 4 minutes). Therefore, the revised hours of play will be 9.32 to 10.36 am and 10.46 to 11.50 am.*

- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ app.

## **8. Number of overs per bowler**

- a) No bowler shall bowl more than four overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
  - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
  - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

*Illustration: after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2*

*overs. Should the overs be reduced to 7, then four bowlers may bowl 2 overs.*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **9. Free Hit after a No ball**

A Free Hit after a No Ball is applied to all No Balls. Refer Conditions of Play Rule 17 for outline on this rule

## **10. Fielder's Absence**

Maximum Penalty Time Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

## **11. Timed out**

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

## 12. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than five fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called.

### **13. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the fielding side shall be reported to CHK Management.
- b) Repeat occurrences of slow-overrate could result in penalty points being applied and a 1-match suspension for the fielding side captain.
- c) If the innings is terminated before the scheduled or re-scheduled 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 scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time



allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 14. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

- b) **Interrupted or Prematurely Terminated Matches**

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

c) **Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## **15. Tied Matches – Super Over**

- a) A Super Over is only to be played in the Play-Off and Finals. The Round-Robin Stage games will not have a Super Over, and the game shall be considered as a Tie, with points shared between both sides.
- b) In the case where a Super-Over is to be played:
- i. The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
  - ii. The umpires shall stand at the same end as that in which they finished the match.
  - iii. The fielding side shall choose from which end to bowl.
  - iv. Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
  - v. Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
  - vi. The team batting second in the match will bat first in the Super Over.

- vii. The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
- viii. The loss of two wickets in the over ends the team's one over innings.
- ix. In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- x. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- xi. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

***Illustration:***

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1

Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

*In this example both teams scored an equal number of runs from the 6<sup>th</sup> and 5<sup>th</sup> ball of their innings. However, Team 1 scored 2 runs from its 4<sup>th</sup> ball while Team 2 scored a single so Team 1 is the winner.*





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