

# **Cricket Hong Kong**

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



***2023 - 2024***

**Official Handbook**

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

# CHK & CHK, ACO Contacts & Links

## CHK

Office 2504-8190

Email [info@hkcricket.org](mailto:info@hkcricket.org)

## MRDC Secretary

[nitesh.hemlani@hkcricket.org](mailto:nitesh.hemlani@hkcricket.org)

## CHK Domestic League

Office 2504-8123

Email [cricketops@hkcricket.org](mailto:cricketops@hkcricket.org)

Twitter [@CricketHK](https://twitter.com/CricketHK)

## CHK, ACO

Email (The Secretary) [secretary@chkofficials.com](mailto:secretary@chkofficials.com)

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>

# Ground Contacts

## **Kowloon Cricket Club:**

**9076 7911**

Ashley Caddy (Dir. of Cricket)

cridirector@kcc.org.hk

*F&B Contact: by Tuesday before the match*

*(F&B Coordinator Teresa/Dorothy)*

3473-7125/169

or

fnb@kcc.org.hk

## **Hong Kong Cricket Club:**

**9738 1598**

Rory Caines (Capt. of Cricket)

rory.caines1@gmail.com

*F&B Contact: beginning of the week before the game*

*9469-9494 (Samson Lam).*

## **Po Kong Village Road Park:**

**2320 6140**

*PKVR Park - LCSD*

## **Ting Kwong Road Recreation Ground**

**2711 1532**

*TKRRG - LCSD*

## **Police Training College:**

**9369 7191**

Amarjeet Singh (Dir of Cricket - Operation Breakthrough)

## **Gin Drinkers Bay, PKVR Reservoir Ground and General Ground Enquiries**

**2504 8190**

CHK Facilities Manager

## **India Club Cricket Ground - Kam Tin**

**6147 8600**

Ankur Vasishta (Ground Manager)

**HKFA FTC – TKO (business WhatsApp)**

**9720 4355**

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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**.*

# 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 x 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  $[J \times 3.75 \text{ rounded up}]$  \_\_\_\_\_ (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-field 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)

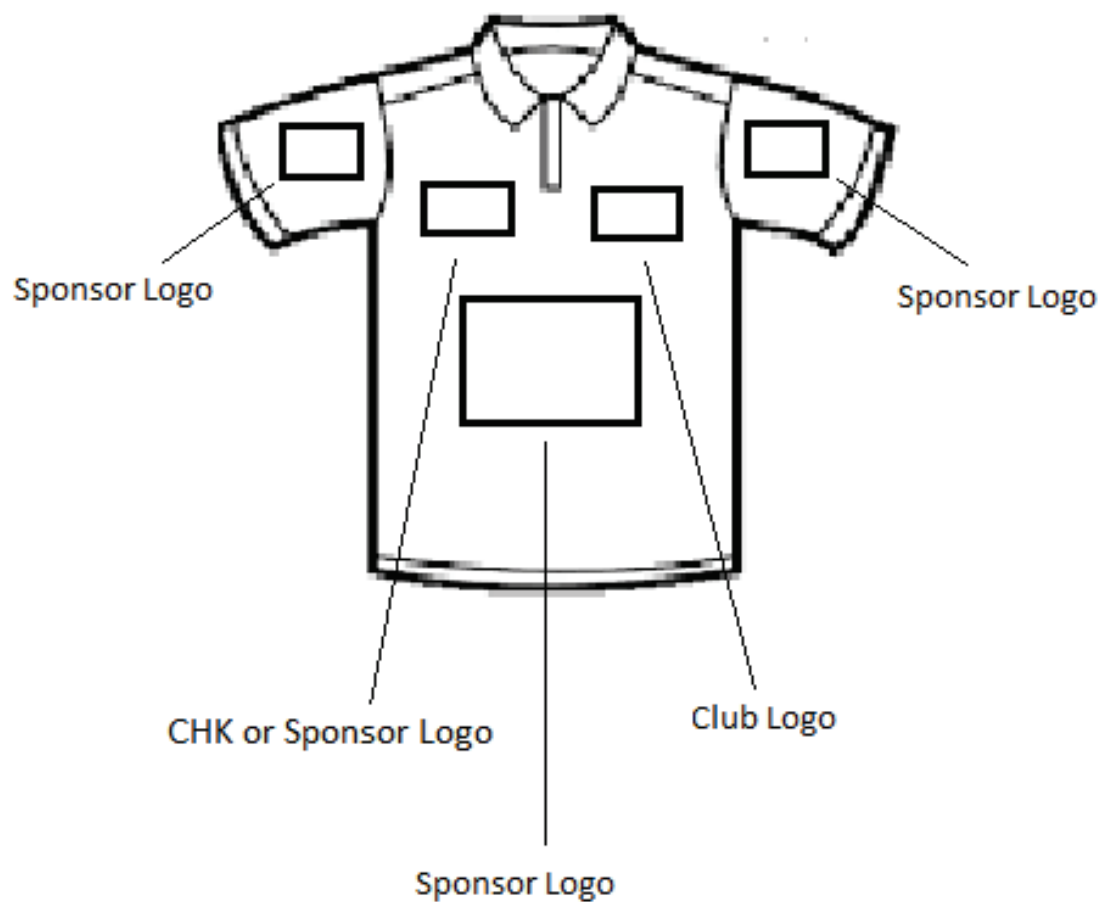
## **2. CRICKET SHOES**

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

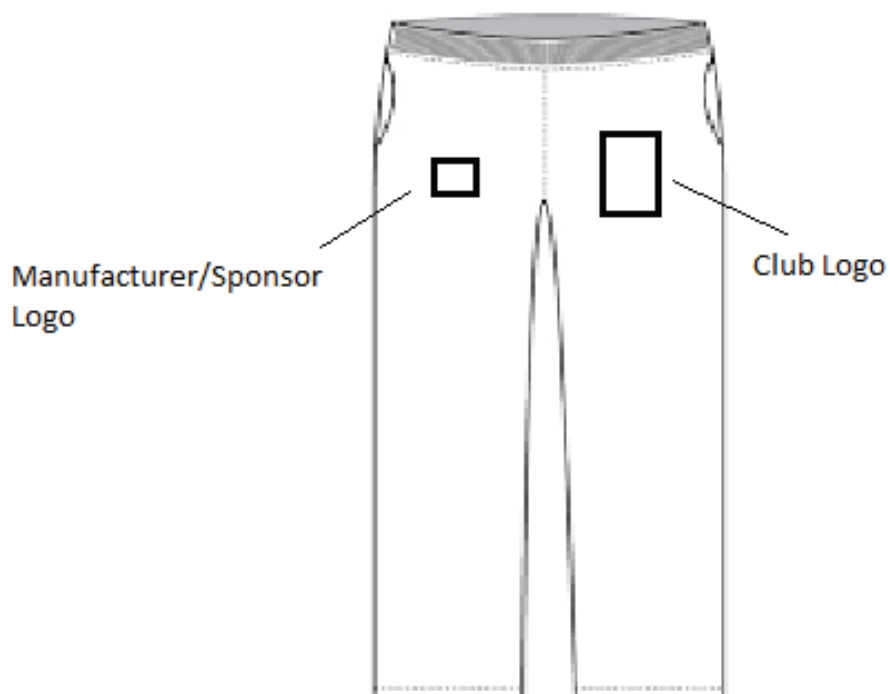
### 3. HELMETS

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

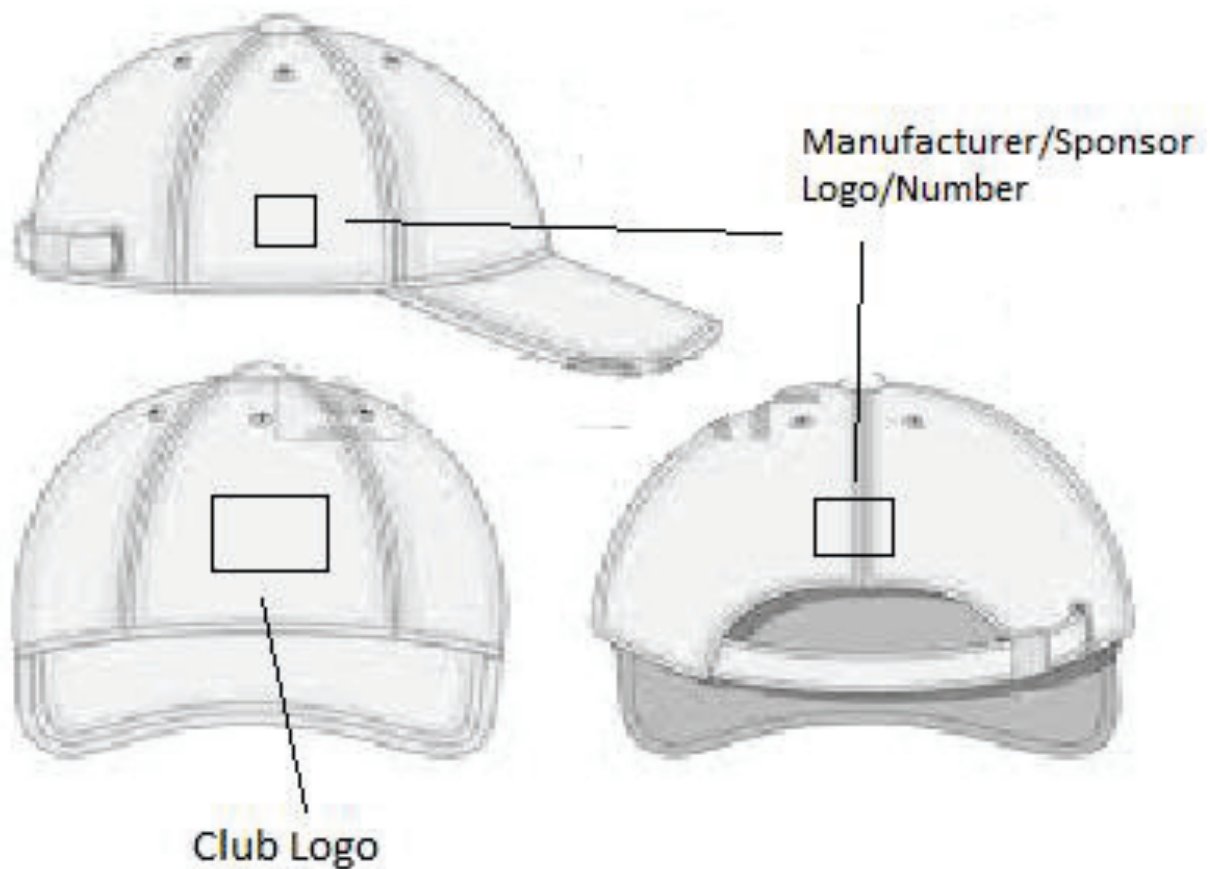
### 4. TROUSERS

- 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**

- a) 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.
- b) 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) 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:

- 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.*

# ***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 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.*

# ***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:

| Game 1                |                                      |
|-----------------------|--------------------------------------|
| <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> |
| Game 2                |                                      |
| <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> |
| Game 3                |                                      |
| <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 points</b>      |
| <b>Tie or No Result</b> | <b>1 points each</b> |
| <b>Loss</b>             | <b>0 points</b>      |

## **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.*