

Saturday Championship League

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

1. Competition Format

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

2. Player Eligibility

- a) All players must be registered with CHK before playing their first match. Playing an unregistered player will constitute playing an ineligible player.
- b) There is no restriction on the number of Sunday Elite players appearing in Saturday Championship teams as long as a team's squad has met the criteria stipulated by CHK.
- c) Each team may field no more than one non-Hong Kong Resident Permit Holder per game. Inclusion of more than one non-Hong Kong Resident Permit Holder in a team will constitute playing an ineligible player in the game.
- d) Players that are above the age of 20 (as of 1st Sept 2021), and that have played 2 or more Premier League Games (combined

across all formats) in either the 2020-21 or the 2021-22 seasons, or that have played in a 'First Class', 'List A' or 'T20' match in the last 12 months, are not eligible to play in the Saturday Championship. Fielding such a player will constitute playing an ineligible player. To clarify, 'T20' refers to a Twenty20 match that would be considered of equivalent standard to a List A game, as defined by the ICC and Association of Cricket Statisticians and Historians.

- e) A team can apply for an exemption for a player that has taken part in Premier League cricket in the 2020-21 season but has no intention of playing Premier League in 2021-22. This has to be made in writing to the CHK management, and is subject to CHK approval.
- f) If a player, having received the exemption outlined in e), plays in a Premier League game during the season, the result of every Saturday Championship game he took part in during the season until that point will be overturned to a forfeit loss for his team.
- g) Players that are above the age of 20 (as of 1st Sept 2021), and who are part of the 2021-22 Men's HK National Squad are not eligible to play in the Saturday Championship. Special exemption will be given to 'Emerging' Men's National Squad players. The squad, with ages and exempted players highlighted, will be posted on the CHK website at the start of the season.

3. Hours of Play

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

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

Playing time per innings, excluding drinks break: 131 minutes.

Required over rate: 16 overs per hour or 3.75 minutes per over.

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

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

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

4. The Toss & Team Nomination

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

5. The Ball

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

6. Length of Innings

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

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

- h) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is

the responsibility of both captains to ensure their sides are ready to start play at the scheduled time. All occurrences of late commencement must be reported to the CHK Operations Manager for further action.

- i) See CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.75 minutes per over, if the number of overs to be bowled is less than 35 – see Rule 8 below.

7. Drinks Intervals

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

8. Delayed or Interrupted Matches

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

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

Please see the following example for clarification:

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

9. Number of Overs per Bowler

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

10. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer Conditions of Play Rule 17 for outline on this rule

11. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Conditions 22, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

12. Fielding Restrictions

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

fielders permitted outside this fielding restriction area. To clarify, if a side has less than 11 players on the field, they will still be allowed 5 fielders outside of the inner circle

13. The Result

- a) A result is achieved after both teams have completed their innings as above. The team scoring the higher number of runs shall win.
- b) Where there has been an interruption during play affecting either innings, or if it is not possible to complete the required number of overs in the second innings and the minimum 10 overs have been bowled, the result will be decided by the DLS method of determining the result.
- c) In the event of a Tie, points will be shared.

14. Points

Points for matches will be awarded as follows:

Win	2 points
Tie or No Result	1 points each
Loss	0 points

15A. Divisional Champions

After completion of the 11 matches the two teams with the most points shall play in a Final. The winner of this Final will be declared the champion of the division. Should two or more teams finish on the same points the following criteria shall apply in deciding which team qualifies for the Final:

- a) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;

- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the title will be shared.

15B. Promotion & Relegation

- a) After completion of all 11 matches, teams finishing in the bottom two places on the Division 1 ladder shall automatically be relegated to Division 2 for the following season.
- b) The top two teams from Division 2 (ie, the Finalists) shall be promoted to Division 1 for the following season.
- c) In the event that two or more teams score the same number of points, the same criteria as used to determine the ladder positions after the round-robin games shall be used to determine the final league places for the purposes of relegation.

16. Umpiring Duties

- a) All Saturday Championship teams are required to register at least one ACO or ICC Level 0 qualified umpire as part of their squad at the start of the season.
- b) The CHK ACO will appoint umpires for all Saturday Championship Division 1 matches.
- c) Umpiring duties for the Saturday Championship Division 2 matches will be allocated on a team basis. It is then the responsibility of the team to appoint two representatives to umpire in each allocated match and advise Cricket Hong Kong of the two umpire names at least 24 hours before the start of the match.

- d) It is not mandatory that the Level 0 umpire registered at the start of the season umpire on behalf of the team that registered them
- e) Failure of teams to provide umpires will result in a **half point penalty deduction** per umpire per fixture.
- f) 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.
- g) In the absence of appointed umpires, the captain of the batting side is to nominate player-umpires during his side's innings. It is the responsibility of the captain to ensure that his nominees are familiar with the Laws of Cricket, CHK Playing Conditions and the Competition Rules. Both captain and player-umpire will be held responsible in any case of unfair conduct or negligence.
- h) No person under the age of 18 shall umpire in a Saturday Championship match unless appointed by the CHK ACO or as agreed by both captains before the toss.
- i) When only one umpire is appointed for a Saturday Championship match, the umpire at his/her absolute discretion may stand at both ends during the match, following consultation with both captains. In such cases, the batting team captain shall nominate the square-leg umpire for the duration of the innings.
- j) Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match.
- k) Teams that have been excused from providing umpires in the competition are required to nominate at least four representatives to attend umpire training courses run by the CHK ACO.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average*

runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Saturday Championship Cup

These are the competition rules of CHK Saturday Championship Cup, played predominantly on Saturdays after the *Saturday Championship League*. This competition will follow the same rules as the *Saturday Championship League*, except for as specified below. They should be read in conjunction with the *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The 24 Teams in the Saturday Championship will be divided into 8 groups of 3 based on previous season's standings, with the new teams being lowest seeded.
- b) Each group will play a single stage round robin of 35-over cricket, with the same rules and points system as the Saturday Championship League.
- c) The teams that top each group will proceed to Knock-Out stage, starting with Quarter Finals.
- d) The winner of the Final will be declared champions.

2. Player Eligibility

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