

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. Playing an unregistered player constitutes playing an ineligible player.
- 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

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

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 16).
- 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:

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

9. League Champion

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

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which 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 6th in Division 1 will be taken as the 6th placed team, and the team that finished 1st in Division 2 will be 7th. The groups will be as follows:

Group A – 1st, 8th, 9th

Group B – 2nd, 7th, 10th

Group C – 3rd, 6th, 11th

Group D – 4th, 5th, 12th

Each Group will play a single-stage round-robin, with all three games taking place on a single day at a single venue. 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 three T20s played in a day, back to back. Unless otherwise stated, the periods of play and intervals shall be as follows:

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

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

- e) 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.
- f) Where there is a delayed or interrupted match, umpires should begin reducing overs immediately, with focus on finishing the match within original cessation time.
- g) 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.

- f) 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.
- g) 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

- h) 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.
- i) 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).

- 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.

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:

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

8. Group and Cup Champions

The Sunday Elite T20 Cup Champion shall be the team that wins the grand final

The four semi-finalists will be the teams that have the highest number of points from each of the groups.

If 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:

- m) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- n) If the NRR is equal then the team with the most wins in the competition finishes higher.
- o) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- p) If teams are still equal then the higher-ranked team from the 2018-19 Sunday Elite League season 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.