



Code of Behaviour, Playing Conditions & Competition Rules

2018 - 2019



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Preamble – The Spirit of Cricket

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

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

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

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

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

Code of Behaviour for Players and Player Support Personnel

Effective as from 23 May 2016

INTRODUCTION/PREAMBLE

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

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

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

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

1. Any allegation of corruption (as defined in Article 2 of the ICC Anti-Corruption Code for Players and Player Support Personnel or as provided in Appendix 1 of the ICC Code of Conduct for Umpires) in connection with any form or level of cricket under the authority of **CHK**;
2. Alleged breaches of the Code of Conduct (in Article 2) which occur on or off the field in connection with any of the following fixtures or competitions:
 - a) International fixtures, either official or unofficial, involving any Hong Kong team;
 - b) Any fixtures or competitions organised by **CHK**;
 - c) Any other fixture or competition in which it is agreed by the parties thereto that any disciplinary matters relating thereto shall be the responsibility of **CHK**,

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

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

Throughout the Code of Behaviour:

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

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

ARTICLE 1 SCOPE AND APPLICATION

A. Players and Players Support Personnel

- 1.1 This Code of Behaviour for Players and Player's Support Personnel repeals and supersedes all previous codes of conduct applicable to Players and Player Support Personnel.
- 1.2 All Players and Player Support Personnel are automatically bound by and required to comply with all of the provisions of the Code. Accordingly, by their participation, assistance or involvement in any way in the sport of cricket in Hong Kong, such Players or Player Support Personnel shall be deemed to have agreed:
 - 1.2.1 that it is their personal responsibility to familiarise themselves with all of the requirements of the Code, including what behaviour constitutes an offence under the Code;

- 1.2.2 to submit to the exclusive jurisdiction of any Team Manager, Match Referee, Code of Behaviour Committee or Appeal Commissioner (as the case may be) convened under the Code to hear and determine charges brought (and any appeals in relation thereto) pursuant to the Code; and
- 1.2.3 not to bring any proceedings in any court or other forum that are inconsistent with the foregoing submission to the jurisdiction of the Team Manager, Match Referee, Code Committee or Appeal Panel.
- 1.3 All Players and Player Support Personnel shall continue to be bound by and required to comply with the Code until he/she has not participated (in the case of a Player), or assisted a Player's participation (in the case of a Player Support Personnel) in a Match for a period of three (3) months and CHK shall continue to have jurisdiction over him/her under the Code thereafter in respect of matters taking place prior to that point.
- 1.4 Without prejudice to Article 1.1 and 1.2, CHK and its member clubs shall be responsible for promoting Code awareness and education amongst all Players and Player Support Personnel.
- 1.5 It is acknowledged that Players and Player Support Personnel may also be subject to other rules of other National Cricket Administrations that govern discipline and/or behaviour, and that the same behaviour of such Players and/or Player Support Personnel may engage not only the Code but also such other rules that may apply. For the avoidance of any doubt, Players and Player Support Personnel acknowledge and agree that:
 - (a) the Code is not intended to limit the responsibilities of any Player or Player Support Personnel under such other rules and will not in any way restrict the imposition of penalties for breach of those rules; and
 - (b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the Team Manager, Match Referee, Code of Behaviour Committee or Appeal Panel to determine matters properly arising pursuant to the Code.

B. Code of Ethics and Good Practice for Youth Cricketers

- 1.6 Alleged breaches of the Codes of Conduct for Managers, Coaches, Selectors, Parents or Guardians, or Players set out in the Code of Ethics and Good Practice for Youth Cricketers

[TO BE DRAFTED BASED ON CRICKET IRELAND MODEL
Applicable 2019-20]

C. Code of Behaviour for Member Clubs

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

ARTICLE 2 CODE OF BEHAVIOUR OFFENCES

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

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

***COMMENT:** For each particular offence, guidance notes have been provided in text boxes beneath the description of that offence. Such notes are illustrative guides only to provide guidance as to the nature and examples of certain conduct that is prohibited by a particular Article and should not be read as an exhaustive or limiting list of conduct prohibited by such Article. In the case of any doubt as to the interpretation of an offence, the provisions of the offence itself shall take precedence over any guidance notes.*

2.1 Level 1 Offences:

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

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

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

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

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

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

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

NOTE: Article 2.1.3 includes:

- (a) excessive, obvious or inappropriate disappointment with an Umpire's decision;
- (b) an obvious delay in resuming play or leaving the wicket;
- (c) shaking the head;
- (d) pointing or looking at the inside edge when given out lbw;
- (e) pointing to the pad or rubbing the shoulder when caught behind;
- (f) snatching the cap from the Umpire;
- (g) requesting a referral to the TV Umpire (other than in the context of a legitimate request for a referral as may be permitted in such Match); and
- (h) arguing or entering into a prolonged discussion with the Umpire about his or her decision.

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

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

NOTE: Article 2.1.4 includes:

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

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

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

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

2.1.5 Excessive appealing during a Match.

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

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

It is not intended to prevent loud or enthusiastic appealing.

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

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

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

- 2.1.8 Conduct that is contrary to the spirit of the game

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

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

- 2.1.9 Conduct that brings the game into disrepute.

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

By way of example, Article 2.1.9 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) public acts of misconduct; (b) unruly public behavior; and (c) inappropriate comments which are detrimental to the interests of the game.

2.2 Level 2 Offences:

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

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

NOTE: Dissent, including the examples given in Article 2.1.3 above, will be classified as 'serious' when the conduct contains an element of anger or abuse that is directed at the Umpire or the Umpire's decision or where there is excessive delay in resuming play or leaving the wicket or where there is persistent reference to the incident over time. It shall not be a defence to any charge brought under this Article to show that the Umpire might have, or in fact did, get any decision wrong.

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

NOTE: Article 2.2.2 only relates to breaches of the regulations regarding 'Commercial Logos' and 'Player's Bat Logos'. For the avoidance of any doubt, there shall be no requirement that the Umpire must first provide a warning to the offending person to remove or cover up a prohibited logo before a breach of this Article can be established.

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

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

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

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

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

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

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

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

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

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

- 2.2.4 Inappropriate and deliberate physical contact with Players or with Player Support Personnel, either in the course of play during a Match or during the periods before or after play at the relevant venue.

NOTE: Without limitation, Players will breach this regulation if they deliberately walk or run into or shoulder charge another Player. Contact that occurs off the field of play but in the precinct of the venue at which the Match is played shall be deemed on-field contact for the purpose of Article 2.2.4.

- 2.2.5 Charging or advancing towards the Umpire in an aggressive manner when appealing during a Match.

- 2.2.6 Deliberate and malicious distraction or obstruction of a Player or Player Support Personnel on the field of play during a Match.

NOTE: This regulation includes Players deliberately attempting to distract a striker by words or gestures or deliberately shepherding a batsman while running or attempting to run between the wickets. This regulation operates in addition to the powers vested in the umpires under Law 42 and in particular Laws 42.4 and 42.5 of the Laws of Cricket.

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

NOTE: This regulation will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.

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

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

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

- 2.2.9 Changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket, as modified by CHK's domestic match playing conditions.

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

Any action(s) likely to alter the condition of the ball which were not specifically permitted under Law 42.3(a) may be regarded as 'unfair'. The following actions shall not be permitted (this list of actions is not exhaustive but included for illustrative purposes): (a) deliberately throwing the ball into the ground for the purpose of roughening it up; (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball; (c) lifting or otherwise interfering with any of the seams of the ball; (d) scratching the surface of the ball with finger or thumb nails or any implement.

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

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

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

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

2.2.11 Dangerous and unfair bowling in breach of Law 42.6, 42.7 or 42.8 of the Laws of Cricket, as modified by any CHK playing conditions.

NOTE: Article 2.2.11 is intended to cover any breach of Law 42.8, or any dangerous and unfair bowling in breach of Law 42.6 or 42.7 which the umpires determine should be reported under this Code due to the seriousness of the breach. It supplements rather than replaces any existing CHK playing conditions.

2.2.12 Causing avoidable damage to the pitch during any match in breach of Law 42.13 or 42.14 (as applicable) of the Laws of Cricket.

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

2.2.13 Deliberate time wasting by any Player or team in breach of Law 42.9 or 42.10 of the Laws of Cricket,

NOTE: Article 2.2.13 is intended to cover deliberate action by a Player or team to waste time during a Match in breach of Law 42.9 or 42.10.

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

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

Article 2.2.14 includes but is not limited to:

On-Field

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

- Cheating during any Match, including deliberate attempts to mislead the Umpire;
- Failure to comply with the provisions of Match Playing Conditions of CHK; and
- Any conduct that is considered 'unfair play' under Rule 42 of the Laws of Cricket or against the spirit in which the game of cricket should be played.

Off-Field

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

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

2.3 Level 3 Offences:

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

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

NOTE: Includes appealing in an aggressive or threatening manner.

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

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

2.3.3 Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.

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

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

- Publicly denigrate or criticise a Player or Player Support Personnel, or a team against which they have played, whether or not in relation to incidents which occurred in a Match, or against which they are likely to play;
- Denigrate or criticise CHK, the ICC, or any of their respective commercial partners;
- Denigrate a country in which they have toured or are or are likely to be touring or officiating;
- Denigrate the home country of a touring team against which they have played or are likely to be playing or in respect of which they have officiated or are or are likely to be officiating;
- Comment on the likely outcome of a hearing of a Report or an appeal;
- Criticise the outcome of a hearing of a Report or an appeal under this Code; or
- Criticise any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under this Code.

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

2.3.5 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct at any time that either: (a) is contrary to the spirit of the game; (b) is

unbecoming of a representative or official; (c) is or could be harmful to the interests of cricket; or (d) does or could bring the game of cricket into disrepute.

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

Article 2.3.5 includes but is not limited to:

On-Field

- Any conduct that is considered 'unfair play' under Rule 42 of the Laws of Cricket or against the spirit in which the game of cricket should be played.

Off-Field

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

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

2.4 Level 4 Offences:

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

2.4.1 Threat of assault on an Umpire or Match Referee either in the course of play during a Match or during the periods before or after play at the relevant venue.

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

2.4.3 Any act of violence on the field of play in the course of play during a Match or at the relevant venue during the periods before or after play.

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

2.4.4 Use language or gestures that seriously offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.

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

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

Article 2.4.5 includes but is not limited to:

On-Field

- Failure to comply with the provisions of the playing conditions for the relevant competition of which the relevant Match forms part; and/or
- Any conduct that is considered 'unfair play' under Rule 42 of the Laws of Cricket or against the spirit in which the game of cricket should be played.

Off-Field

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

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

B. Code of Ethics and Good Practice for Youth Cricket

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

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

2.7 The penalty for an offence under the *Code of Ethics and Good Practice for Youth Cricket* shall be one or more of the following:

2.7.1 A written reprimand and warning as to future conduct;

2.7.2 In the case of a Player, suspension from such matches or for such a period as may be specified;

2.7.3 In the case of a Manager, Coach or Selector, suspension from that role for such a period as may be specified;

2.7.4 In the case of a Parent or Guardian, suspension from attendance at matches and/or coaching sessions for such a period as may be specified.

C. Member Clubs

2.8 The following Code offences may be committed by a Member Club:

2.8.1 Failing to adequately control its players' behaviour.

2.8.2 Failing to adequately control its supporters' behaviour.

2.8.3 Failure of the club or its members to comply with their obligations under the Code of Ethics & Good Practice for Youth Cricket.

2.8.4 Public or any media comment by officers or members of a club that is regarded as detrimental to the interests of cricket or is likely to bring Hong Kong cricket into disrepute.

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

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

ARTICLE 3 CODE OF BEHAVIOUR COMMITTEE AND SECRETARY TO THE COMMITTEE

3.1 CHK shall establish a *Code of Behaviour Committee* (hereafter referred to as the "Committee") to which responsibility for *Code of Behaviour* and other disciplinary issues is allocated. It shall consist of at least five members, including a Chairman (usually a qualified solicitor, barrister or judge with at least 10 years professional experience) and Vice-Chairman. At least one other member of the Committee shall be a qualified solicitor, barrister or judge (or legally trained with relevant legal experience). No member of the Committee shall be a current member of the CHK Board of Directors, Executive Committee, League and Cup Management Committee or a current committee member of The Association of Cricket Umpires and Scorers (Hong Kong, China).

3.2 A Secretary to the Committee ("the Secretary") shall be appointed by CHK (usually the Manager-Cricket Operations) to deal with administrative matters under these regulations.

- 3.3** Members of the Committee shall also act, where required, as an Appeal Commissioner provided they have had no involvement in the matter being appealed. An Appeal Commissioner shall be a qualified solicitor or barrister or judge.

ARTICLE 4 REPORTING AN ALLEGED OFFENCE UNDER THE CODE OF BEHAVIOUR

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

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

- 4.1.5** The statement setting out the Complaint shall be in writing, on the prescribed form [CB1] and must be sent to the Secretary no later than 2 (two) working days after the end of the match at which the alleged offence occurred. It may be sent by letter, fax or email.
- 4.1.6** Where a Complaint refers to an incident or occurrence not directly related to a match, coaching session or tournament, such Complaint shall be submitted to the Secretary on the prescribed form [CB1] within 5 (five) normal days of the complainant becoming aware of the alleged offence. It may be sent by letter, fax or email.

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

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

ARTICLE 6 THE DISCIPLINARY PROCEDURE

Level 1 and Level 2 Offences only:

- 6.1** Where the Complaint relates only to a Level 1 Offence or Level 2 Offence by a player or support personnel (“the Respondent”), a member of the Committee shall be appointed by the Secretary to deal with the matter on the basis of the documentation as follows, without a hearing:

- 6.1.1 He shall provide a copy of the Complaint to the Respondent and invite, within 3 (three) business days of receipt of the Complaint, either: (i) a plea of guilty to the offence contained in the Complaint together with consent to the imposition of a stated penalty, or (ii) a written submission from him/her including any evidence upon which the respondent wishes to rely should they wish to contest either Complaint and/or the stated penalty.
- 6.1.2 Where a plea of guilty together with consent to the stated penalty is forthcoming, the matter will be fully disposed of on that basis and no appeal in this regard will be permitted.
- 6.1.3 Upon valid receipt the Respondent's written submission, or if none is forthcoming within the stated period, the appointed member of the Committee shall reach a decision on the Complaint and advise the Secretary. The Secretary shall, thereafter, inform the Respondent in writing by letter, email or fax of the decision and of any penalty and forward a copy to the CHK Director of Cricket, the Chairman of the Respondent's club and the Chairman of the League and Cup Management Committee.
- 6.1.4 In deciding any relevant penalty above (Articles 6.1.1 and 6.1.3), the appointed member of the Committee shall have regard to the prior disciplinary record of the Respondent as well as any other factors that they, at their sole discretion, deem relevant.
- 6.1.6 Decisions in relation to a first Level 1 Offence shall be non-appealable and shall remain the full and final decision in relation to the matter.
- 6.1.7 The appointed member of the Committee may, at their sole discretion and prior to notification of the Complaint to the Respondent, elevate the Complaint from a Level 1 Offence to a Level 2 Offence (or Level 2 Offence to Level 3 Offence, as the case may be) if, in their opinion, the circumstances warrant this. In the event of a Level 2 Offence being elevated to a Level 3 Offence, the Complaint shall be dealt with under Article 6.2
- 6.1.8 Furthermore, and for the avoidance of doubt, although a Complaint may categorise an offence as a particular category of offence, the appointed member of the Committee shall not be bound by that categorisation and may decide that, on the evidence, another category of offence, and therefore penalty, is appropriate.
- 6.1.9 The standard of proof shall be whether the appointed member of the Committee is reasonably satisfied that the alleged offence has been committed. This standard of proof shall be determined on a sliding scale from a mere balance of probability (for the least serious offences) up to a high probability (for the most serious offences).

All Other Offences:

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

- (a) the *Respondent* who has been charged with the alleged offence or in the case of a Club a duly authorised officer of the club; and
- (b) the person who lodged the Report.

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

- 6.2.7 The Panel may postpone or adjourn a hearing if appropriate, including to take any legal advice that it considers necessary, or if it considers it necessary to call evidence that was not available at the initial hearing.
- 6.2.8 The Respondent, or in the case of a club the duly authorised officer of the club, shall be invited by the Secretary to attend the hearing. He shall be sent a copy of the Complaint and notified in writing of:
- (a) The place and time of the hearing;
 - (b) His/her entitlement to be accompanied to the hearing, at his/her own cost, by a supporter. The supporter may be a work colleague, fellow player or club member, family member or friend (he/she is not entitled to be legally represented);
 - (c) Where applicable, the absolute requirement that any Respondent aged under 18 shall be accompanied at the hearing by a responsible adult (preferably his parent or guardian);
 - (d) His/her entitlement to call witnesses to give evidence at the hearing.
 - (e) The intended penalty should the Respondent plead guilty to the offence contained in the Complaint.

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

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

- 6.2.9 For all offences (other than Level 1 and Level 2 Offences dealt with under Article 6.1), a Respondent may admit to the offence in writing to the Secretary within 3 (three) normal days of receipt of the notice of hearing and submit, in writing, any statement he wishes to make as regards the appropriate penalty. In such circumstances, the Panel shall decide the penalty without the need for a hearing.
- 6.2.10 The Panel may, at the request of the Respondent or on its own initiative, require the Respondent and/or the person making the Complaint to supply it, within such time as it determines, with further particulars of the incident(s) giving rise to the Complaint, including details of all witnesses whom the Respondent intends to call at any hearing together with details of the evidence to be given by those witnesses, and the Respondent and/or the person making the Complaint shall comply with that direction.
- 6.2.11 Any failure by a Respondent to comply with any requirement or direction of the Panel, including those requirements or directions to be complied with within a time period, shall not prevent the Panel from proceeding and such failure may be taken into consideration by the Panel when making its decision.
- 6.2.12 The Respondent's supporter may advise the Respondent during the hearing, may question witnesses and make representations on the defendant's behalf, and may seek procedural guidance from the Panel. He/she shall not answer questions on the Respondent's behalf.
- 6.2.13 A record shall be taken of all hearings by the Secretary or, in his/her absence, by another person appointed by the Panel.

The Decision and Penalty of the *Panel*

- 6.3 For the avoidance of doubt, although a Complaint may categorise an offence as a particular category of offence, the Panel shall not be bound by that categorisation and may decide that another category of offence, and therefore penalty, is appropriate.
- 6.4 The standard of proof shall be whether the Panel is reasonably satisfied, bearing in mind the seriousness of the allegation that is made, that the alleged offence has been committed. This standard of proof shall be determined on a sliding scale from a mere balance of probability (for the least serious offences) up to a high probability (for the most serious offences).
- 6.5 After hearing the evidence the Panel shall, where appropriate, retire to consider its decision and the Chairman of the Panel shall then give the decision orally to the Respondent.
- 6.6 If that decision is that the Respondent is guilty of an offence, the Chairman of the Panel shall explain the range of penalties that the Panel can impose.
- 6.6 The Respondent shall be given the opportunity to make a submission or statement on the appropriate penalty.
- 6.7 If deemed appropriate, the Panel may hear the Respondent's submissions on penalty prior to having reached its decision on the Complaint, where it would be unreasonable or impractical to hear the submission after reaching its decision on the Complaint.
- 6.8 In deciding the penalty, the Panel shall have regard to any prior disciplinary record of the Respondent.

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

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

- i. The seriousness of the breach;
 - ii. The harm caused by the breach to the interests of cricket;
 - iii. The *Respondent's* seniority and standing in the game;
 - iv. Any remorse shown by the *Respondent* and the prospect of further breaches;
 - v. The prior record of the *Respondent* in abiding by the Code (or any predecessor regulations that may have applied), the ICC Code of Conduct and any similar code of behaviour; and
 - vi. The impact of the penalty on the *Respondent*.
- 6.9 The Chairman of the Panel shall, where reasonably practical, give the decision regarding the appropriate penalty orally at the hearing. It shall be effective immediately upon oral communication to the Respondent.
- The oral decision shall be confirmed in writing to the Respondent (in the case of a Respondent aged under 18, his parent or guardian) within (3) three working days by letter, email or fax, and a copy forwarded to the Secretary of the CBC, the Chairman of the Respondent's club and, where applicable, the Chairman of the League and Cup Management Committee.
- 6.10 The Committee has an absolute discretion to waive compliance with any procedural requirement of this Code provided that no party will suffer any undue prejudice through such exercise of discretion.

ARTICLE 7 APPEALS

- 7.1 A Respondent may appeal from the decision of the Committee as to the finding of guilty, the penalty imposed or both. Decisions made under the Code by the Committee in relation to a first Level 1 Offence (Article 6.1.4) shall be wholly non-appealable (notwithstanding anything that may

appear to indicate otherwise in this article) and shall remain the full and final decision in relation to the matter.

- 7.2 Any appeal must be made in writing and sent to the Secretary by letter, email or fax no later than 3 (three) working days after receipt of the written decision of Committee and:
- (a) Must be accompanied by an administration fee of HK\$1,000; and
 - (b) Must set out the legal and/or procedural grounds for the appeal.
- 7.3 The Secretary shall, once an appeal has been received him and he has satisfied himself that such decision of the Committee may be subject to appeal, appoint an Appeal Commissioner and forward to him details of the Complaint, any witness statements, the decision of the Committee and the record of the hearing (if applicable). Also, upon receipt of the appeal, the Secretary shall inform the Respondent (or his/her parents or guardian where Respondent is under 18 years of age) that any penalty under Articles 6.1.3 and 6.9 will be suspended until the conclusion of the appeal.
- If the Appeal Commissioner appointed to hear an appeal considers that he may have a conflict of interest he shall advise the Secretary of this. The Secretary shall then appoint another Appeal Commissioner to hear the appeal. In the event that all members of the Committee are ineligible and/or unavailable to act in the capacity of Appeal Commissioner, the Secretary shall, after consulting with the Chairman of CHK, appoint an Appeal Commissioner to hear the appeal. This person shall be a qualified solicitor, barrister or judge (or legally trained with relevant legal experience). Furthermore, this person so appointed, shall not be a current member of the CHK Board of Directors, Executive Committee, League and Cup Management Committee or a current committee member of The Association of Cricket Umpires and Scorers (Hong Kong, China).
- 7.4 The Appeal Commissioner shall have all powers necessary for, and incidental to, the exercise of his functions and, subject to these regulations, he shall have the power to regulate the procedures of matters which come before him. He shall conduct the appeal hearing in accordance with Articles 6.2.4 to 6.2.13, with such adjustments as the Appeal Commissioner deems necessary in order to reflect the different context.
- 7.5 Appeals in respect of all offences other than second Level 1 or Level 2 offences by a player shall proceed by way of a de novo hearing (i.e. a fresh hearing of the evidence and/or submissions on penalty as may be applicable) by the Appeal Commissioner.
- 7.6 The Appeal Commissioner shall deal with appeals in respect of second Level 1 and Level 2 offences purely on the basis of the documentation and there shall be no hearing.
- 7.7 The Appeal Commissioner shall give his decision within 5 (five) days of the hearing. If the Appeal Commissioner considers that there are circumstances which require a period longer than seven days, he shall so advise the Respondent (in the case of a Respondent aged under 18, his parent or guardian) and inform the Director of Cricket.
- 7.8 If the Appeal Commissioner considers that he requires further information, then he may request such information from the person from whom he needs it. He may stipulate the time within which it must be forwarded to him and the time for the determination of the appeal shall be suspended.
- 7.9 The Appeal Commissioner may direct that the administration fee (Article 7.2) be returned if the appeal is successful or if he considers that there were valid grounds for the making of the appeal which justify the return of part or the entire fee.
- 7.10 On his determination of the appeal the Appeal Commissioner shall give notice in writing of his decision to the Respondent (in the case of a Respondent aged under 18, his parent or guardian) by letter, email or fax, and forward a copy to the Secretary and, where appropriate, the Chairman of the Respondent's club.
- 7.11 For the avoidance of doubt, where a Respondent admits the offence charged and accedes to the proposed sanction specified in the Notice of Complaint in accordance with the procedure described in Articles 6.1.2 or 6.2.9, the Respondent waives his/her right to any appeal against the imposition of such a sanction.

ARTICLE 8 HONG KONG TOURING TEAMS

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

ARTICLE 9 RECOGNITION OF DECISIONS

Any hearing results or other final adjudications under the *Code* shall be recognised and respected by *CHK* and its Member Clubs, without the need for any further formality. Each of *CHK* and the Member Clubs shall take all steps legally available to it to enforce and give effect to such decisions.

ARTICLE 10 AMENDMENT AND INTERPRETATION OF THE CODE OF BEHAVIOUR

- 10.1 The Code of Behaviour may be amended from time to time by CHK, with such amendments coming into effect on the date specified by CHK.
- 10.2 The headings used for the various Articles of the Code of Behaviour are for the purpose of guidance only and shall not be deemed to be part of the substance of the Code of Behaviour or to inform or affect in any way the language of the provisions to which they refer.
- 10.3 The Code of Behaviour shall come into full force and effect on 25 May 2016 (the "Effective Date"). It shall not apply retrospectively to matters pending before the Effective Date; provided, however, that any case pending prior to the Effective Date, or brought after the Effective Date but based on an offence that is alleged to have occurred before the Effective Date, shall be governed by the predecessor version of the Code of Behaviour in force at the time of the alleged offence, subject to any application of the principle of *lex mitior* by the determining the case.
- 10.4 If any Article or provision of this Code of Behaviour is held invalid, unenforceable or illegal for any reason, the Code of Behaviour shall remain otherwise in full force apart from such Article or provision that shall be deemed deleted insofar as it is invalid, unenforceable or illegal.
- 10.5 The Code of Behaviour is governed by and shall be construed in accordance with the laws of the Hong Kong Special Administrative Region of the People's Republic of China. Disputes relating to the Code of Behaviour shall be subject to the exclusive jurisdiction of the Courts of the Hong Kong Special Administrative Region of the People's Republic of China.

ARTICLE 11 OTHER CODES AND POLICIES

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

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

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

CoB APPENDIX 1: Definitions

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

Code of Behaviour Committee. Established and appointed under Article 3.1 of the Code of Behaviour Code of Ethics and Good Practice for Youth Cricket.

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

Effective Date. As defined in Article 10.3.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

CoB Appendix 2: Minimum Over Rate Offences

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

Should a team have a slow over rate as assessed under Rule 16 of the CHK Playing Conditions the batting team will be awarded a 5 run penalty per slow over and the captain will be given a first and final warning.

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

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

CoB Appendix 3: Suspensions

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

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

APPENDIX 1: Lost Time Calculation Sheets

APPENDIX 1- 1A

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

Time

Net playing time available at start of the match 390 minutes (A)

Time innings in progress _____ (B) i.e. time of stoppage less start time

Playing time lost _____ (C) ie 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 x 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 down)_____ overs, plus one over up to maximum

Duration of Powerplay overs (initial, batting side)_____ + _____

APPENDIX 1 - 2B

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

Time

Time at start of innings_____ (A)

Time at start of interruption_____ (B)

Time innings in progress_____ (C)

Restart time_____ (D)

Length of interruption [D – B]_____ (E)

Additional time available: (Any unused provision

for earlier than scheduled start of second innings)_____ (F)

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

Overs

Maximum overs at start of innings_____ (H)

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

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

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

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

Overs per bowler and Fielding Restrictions

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

Duration of Powerplay overs (initial, batting side)_____ + _____

APPENDIX 2: Slow Over Rate Calculation

			Notes
Actual Innings Start Time	A		
Actual Innings Finish Time	B		
Gross Playing Time <i>(minutes)</i>	C=B-A		
Intervals <i>(incl. 5 min x drinks)</i>	D		
Time lost for Interruptions	E		
Sub-Total	F=D+E		
Time Allowances			
Sub-Total	G		
Total Allowances	H=F+G		
Actual Playing Time	I=C-H		
Required Over rate	K	3.75	
Required Overs <i>(round down)</i>	L=I/K		
Overs Bowled <i>(round up)</i>	M		
Over/Under <i>(report to DOC if > 1)</i>	N=M-L		

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 three members by CHK. For the 2018-19 season, they are:

CHK Director of Cricket (Mr Mark Wright), National Coach (Mr Simon Cook), and 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 Projects Coordinator in writing within 2 days of the match;

- a) CHK Projects Coordinator informs CHK Suspect Bowling Committee and the player's club representative.
- b) 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

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) The club then must submit in writing if they believe the player has done the appropriate remedial work and inform CHK Projects Coordinator 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 preceding 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 an 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*

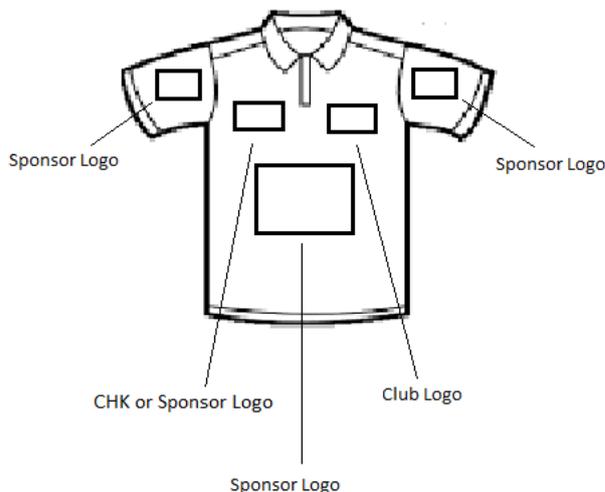
APPENDIX 4: CHK Clothing Policy

This policy applies to all CHK Domestic Cricket Leagues, coloured clothing is to be worn in the Premier League T20, Sunday Elite, Women's T20, Women's League, Women's Development League and white clothing is to be worn in the Premier League 2-Day, Saturday Championship, all Junior Leagues and Secondary Schools Leagues.

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)

FRONT



BACK

2. CRICKET SHOES

Cricket spikes **MUST** be worn at all games played on a turf wicket

White shoes must be worn when playing in white clothing

Coloured shoes may be worn when playing in coloured clothing

3. HELMETS

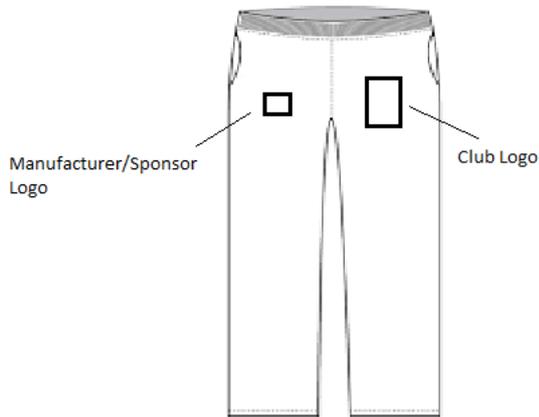
In all formats of the game:

- a) 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

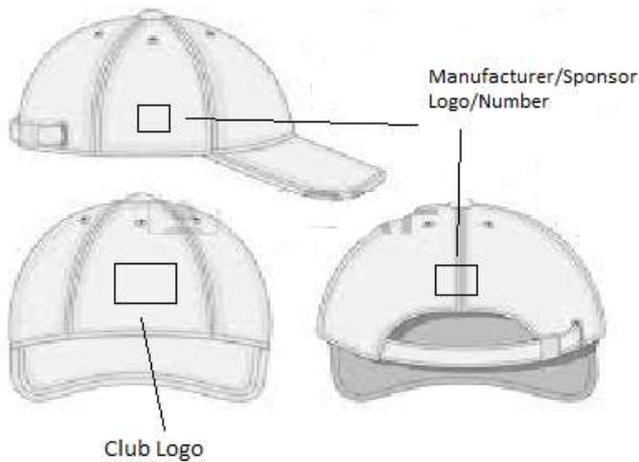
4. TROUSERS

- 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 - 2018-19

The following are the Playing Conditions of Cricket Hong Kong for the domestic cricket season. These apply to all senior men and women's 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 (2017) shall apply.

2. The League & Cup Management Committee (LCMC)

- a) Meetings of the LCMC will be held regularly throughout the season in order to keep clubs and teams up-to-date with cricket matters during the season and to discuss possible changes to competition format and rules. Meeting dates will be circulated to team captains and/or their designated representatives in advance.
- b) Team captains and/or their representatives should attend all LCMC meetings.
- c) Minutes from each LCMC meeting will be published 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 Programmes Coordinator) 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.

3a. Application of Law 42, Players' Conduct

Law 42 of The Laws of cricket 2017 Code shall be applied only in Premier League and Sunday Elite matches in the 2018-19 season.

To be clear Law 42 is not to be applied in the Saturday Championship, Women's cricket, Challenge League or Junior cricket during the 2018-19 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 DOC.

4. Umpires and Scorers

- a) U11 and U13 teams shall provide umpires for all matches at that level.

The Association of Cricket Umpires & Scorers, Hong Kong – China (ACU&S HKC) will appoint umpires for the Premier, Sunday Elite, Saturday Championship and Women's leagues, Women's T20, U17 and U15 Leagues.

At all other times, the appointment of umpires is the responsibility of the batting side.

Any unofficial, non-playing umpire(s) may only stand with prior approval of both captains.

Neutral Team Umpires – Saturday Championship

- b) All Saturday Championship teams are to register a minimum of two representatives who will be required to umpire in the Saturday Championship Divisions when their team has a bye in the fixtures. These representatives must be over 18, unless approved by the ACU&S (HKC) and are expected to have attended at least one approved training seminar.
- c) Umpires for Saturday Championship 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. Registered Saturday Championship umpires are eligible for match fees and official umpire attire will be provided by CHK.
- d) Failure of teams to provide umpires will result in a **half point (0.5) penalty** deduction per umpire per

fixture. An umpire must arrive no later than 15 minutes before the scheduled start time, should an umpire arrive after this time the penalty will be applied even if the umpire stands for some or all of the game.

- e) 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.

Team Nominated Scorers

- f) All teams are to nominate one dedicated scorer.
- g) 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.
- h) The scorecard must be uploaded onto the CricHQ system by both teams no later than 9am on the second working day after the match.
- i) Any team that does not score the match on the CricHQ application and submit it within the specific time will be subject to a **half point (0.5) penalty** deduction per match.

5. Disputes

- 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 the Director of Cricket (DOC) for final adjudication. Disputes, with all relevant details, shall be submitted to the DOC by email within 24 hours of the end of the match.
- c) Rulings given by the DOC on any disputes brought before them shall be final.

6. Payment of CHK Fees

- a) All teams participating in CHK managed domestic cricket competitions must pay CHK Fees prior to the start of the season. CHK fees for each competition are set by CHK Executive Committee.
- 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.

7. Registration and Eligibility of Players

- a) Membership of CHK is available in the following categories:
 - i) Life Member
 - ii) Ordinary Member
 - iii) Junior Member
 - iv) Affiliate Member

Note: A **Junior Member** must be under 18 years of age as at the 1st September of the season in which they register. For the 2018-19 season, a junior player must be born on or after 1st September 2000. Persons born before 1st September 2000 and playing in the main leagues shall register as Ordinary Members or Life Members.

An **Affiliate Member** is someone who plays only for a team that has no voting rights at CHK meetings, such as Challenge League teams. A person who plays in a Challenge League team and a Saturday Championship team must register as a Member.

- b) Prior to the start of the season, each team is required to register a minimum of eleven players as members. New players need to be added into the CricHQ system before playing their first match and added to the team nomination form which should be sent to CHK. Existing players should be registered online through CricHQ and an up to date team nomination form should be sent to CHK before the 31st

of August 2018.

- c) Each team may field only one person who does not have the legal right to reside in Hong Kong, that is 10 players must have a HKID, or be able to provide supporting documentation that they can live in HK;
- d) 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 an unregistered player (playing a player who does not appear on the team nomination form);
 - ii) Playing more than one person who is not legally permitted to reside in Hong Kong;
 - iii) Playing a person, not U17, who has played for a different team in the same competition but has not received approval from the DOC for transfer;
 - iv) Allowing a player to bowl whilst suspended due to suspect bowling action;
 - v) Playing a player who has been suspended by the CBC and is yet to complete the suspension;
- e) Teams that forfeit matches will be reported to the DOC.
- f) Non-members of CHK shall not play for a CHK or National team in representative games. It is the responsibility of the Chairman of Selectors to ensure that non-members are not selected.
- g) Male U17 players may play for any team (see Rule 9)
- h) Female players of any age may play in any men's competition including U17 and U19 Leagues.

8. Transfer of Players

- a) A player shall not, without the prior permission of the DOC, play for more than one team in the same competition, unless a Junior Pool Player under Rule 9.
- b) Women's League players may only play for one club during the season in all forms of the game unless with prior DOC permission. That is, a player cannot transfer clubs or play for different clubs in different Leagues.
- c) In exceptional circumstances, applications for transfer may be submitted in writing to CHK (Attn: Director of Cricket) at least 72 hours before the transfer is to take effect. This must be accompanied by the written approval of the captain of the player's previous team and a full explanation of the reason for the transfer by the applicant captain. Breaches of this rule will be referred to the DOC who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.

9. Junior Player Pool

CHK shall maintain a 'Junior Player Pool' of junior players that are permitted to represent any team who may be short of players at short notice, subject to availability. A Junior Player Pool player is defined as any person who, on 1st September 2018 is below the age of 17 years and has registered with CHK. Junior Player Pool players may play an unlimited number of games for any side in any competition. CHK office shall maintain a list of all Junior Player Pool players and publish the players' details, including the players contact information, on CHK website.

10. Fixtures

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

11. 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 DOC whose decision shall be final.

12. 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, or in the absence of the ground authority, umpires appointed by CHK or ACUS (HKC), or 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 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) **Law 2.8** – 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) 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).
- g) 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.
- f) Games will be abandoned when there is a BLACK RAINSTORM WARNING and/or TYPHOON SIGNAL No. 8 or above.

13. Toss and Team Nomination

- a) 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 nomination form 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 nomination forms.
- c) 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 shall be awarded to the opposition, together with full points for a win, for Premier League 2-Day matches, outright points.
- d) For Women's Cricket the team list must mark HK National Squad players.
- e) For Senior Cricket, players under the age of 18 at September 1st 2018 must be marked along with age.
- f) 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.

14. 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 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) The LCMC 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 the DOC who may impose penalties, including the deduction of points.

15. 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.

16. Minimum Over Rates

All teams are expected to bowl at the average minimum over rate specified for each League in the Competition Rules.

Appendix 2 of the Competition Rules provides a worksheet for such calculations.

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 Director of Cricket and Programmes Coordinator.

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 to the batting team and if this pushes the score above the opposition teams score (including by Duckworth Lewis Stern) the batting team will be declared the winners.

17. Free Hit after a No ball

- a) This rule applies in all Senior Cricket with the exception of Premier League Two Day games.
- a) The delivery following any No ball called 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 ball), then the next delivery will become a free hit for whichever batsman is facing it.
- b) 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 a Wide ball.
- c) Field changes (including a wicketkeeper standing up/back) are not permitted for free hit deliveries unless there is a change of striker.
- d) 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.

18. Wide ball

All CHK one-day league and cup matches shall follow the same interpretation of a Wide. Law 22 (Wide Ball) and the standard One Day International playing conditions shall apply.

Law 22.1 - Judging a Wide

- a) If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position.
- b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

Playing Conditions

- a) Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- b) Any off- or leg-side delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide.

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.

19. Bowling of fast, short-pitched balls

Law 21.10 is replaced, and 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.

20. Bowling of high, full-pitched balls

Law 41.7.1, 41.7.2 and 41.7.3 Bowling of dangerous and unfair non-pitching deliveries is replaced by:

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing

upright at the popping crease is to be deemed unfair, whether or not it is likely to inflict physical injury on the striker.

- b) In the event of a bowler bowling a high full-pitched ball as defined above, the bowler's end umpire shall call and signal No Ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the bowler's end umpire shall, in addition to calling and signalling No Ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall call and signal No Ball and, when the ball is dead, direct the 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.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, the captain of the batting side. The matter is to be reported to the DOC.
- f) If the umpire considers that a high, full-pitch delivery that is deemed unfair as defined above was deliberately bowled, then Law 41.7.4 shall apply, i.e. the caution and warning process shall be dispensed with and the bowler taken off forthwith. The matter is to be reported to the DOC.

21. 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 DOC after the match.

22. 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 Two-day League	120 minutes
Premier T20 League	40 minutes
Sunday Elite	120 minutes
Saturday Championship	70 minutes
Women's League	70 minutes
Women's T20 League	35 minutes

Note, under Law 24.2.3 the maximum is 90 minutes

23. Runners for Injured Batsmen

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

24. Restrictions for young players

24.1 Fast Bowling Limits for Young Bowlers

All CHK League teams are required to follow these guidelines relating to the number of overs that young fast bowlers are allowed to 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
Up to U13	5	10
U14-U15	6	12
U16-U19	7	18

Age is determined as at 1st September 2018

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.

24.2 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 1st September 2018

- 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.

24.3 Helmets

All players under the age of 18, as at 1st September 2018, 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)

25. Clothing, Uniforms and Equipment

25.1 Wearing of Spikes

It is preferable for all players to wear spiked footwear when taking part in the Sunday Elite and Premier Leagues (Two-Day and T20) 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.

25.2 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. This is a Code of Behaviour offence and players contravening this will be reported to the CBC.

25.3 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 the DOC before the competition is started. 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.

Penalties for Breaching Clothing Policy

- g) An umpire will report a player or players under the code of conduct (section 2.1.1) to the Director of Cricket and Programmes Coordinator. 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. CHK Reporting Requirements

26.1 Match Reports

- a) Both teams are required to score the match on the CricHQ application and upload the scorecard onto the system by 9am on the second working day following the match.
i) Failure to comply will result in the deduction of a half (0.5) league point.
- b) Both captains are to submit a Captain's Report (Premier and Sunday Elite) by 9am on the second working day following the match.
ii) Failure to comply, by Premier and Sunday Elite teams will result in the deduction of a half (0.5) league point.

26.2 Scoresheets

Scoresheets are no longer required to be completed for any matches as all matches will be scored on CricHQ.

26.3 CricHQ

- h) All teams playing in CHK men's, women's, junior and school's cricket leagues are required to enter their team's player and match data into the CricHQ system. CricHQ data-entry tasks include:
- i) Maintaining their Club's contact details including those of the team captains and representatives.
 - ii) Maintaining the personal data profiles of their players.
 - iii) Registration of players.
 - iv) Entry of team lists before each game (via the team nomination form).
- i) Training on the use of the CricHQ system will be provided by CHK.

26.4 Captain's Reports

Captains of Premier League and Sunday Elite teams must ensure their Captain's Report are submitted by 9am on the second working day after the match to umpirerpts@hkcricket.org

Match Day Responsibilities: Home & Away Teams

The following are the responsibilities of the Home and Away teams participating in all CHK competitions for 2018-19.

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 Saturday Championship, Sunday Elite, Premier League, Women's leagues & T20 Cup matches each team must provide a new, approved match ball and sufficient spare balls;
- 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 – 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), 2 umpires and 2 scorers. 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 Tuesday 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.

Note: Water is provided during matches at both KCC and HKCC.

Two-Day Matches (Premier League)

- 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.

35-Over Matches (Saturday Championship)

- h) For Saturday Championship matches, the HOME team must provide a 'Cricket tea' (light food plus beverage) for both teams, umpires and scorers at the end of the match.
- i) For matches at KCC, home teams need to arrange with KCC by Tuesday before the match: 3473-7125/169 (F&B Coordinator Teresa/Dorothy) or fnb@kcc.org.hk.
- j) For matches at HKCC, HOME teams need to arrange with HKCC at the beginning of the week before the game: 9469-9494 (Samson Lam).
- k) 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: Water is provided during matches at both KCC and HKCC.

Women's League Matches

- l) Both teams should make their own F&B arrangements.

Twenty20 (T20) Matches

- m) Tea is not required.
- n) 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: Water is provided during matches at both KCC and HKCC.

3. Ground Responsibilities

- a) Before the start of play, the HOME team is to:
 - i) Ensure stumps and bails are set at all venues (PKVR Park and KGV).
 - ii) Ensure chalk is provided at each end of the pitch (PKVR Park and KGV).
 - iii) Put boundary ropes out (at PKVR Park and KGV).
 - iv) Mark the fielding circles (at PKVR Park).
 - v) Put the scoreboard out (at PKVR Park and KGV).
 - vi) Ensure sightscreens are set prior to play where applicable

Note: At KCC & HKCC this is not required.

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

- c) 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.

At PKVR Park 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 (allows a club/team to return to WiFi and upload the result rather than use data).

5. Inclement Weather

In case of bad weather, both teams should contact the following to confirm the status of the match:

- a) Ground (to check if the ground is open) – see inside back cover;
- b) Opposition Captain;
- c) Umpire(s) & Scorer(s), if possible; and
- d) CHK representative via WhatsApp (9076 7911)

CHK COMPETITION RULES 2018-19

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 96 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) with the two winners playing off in a final at TKRRG.

2. Player Eligibility

Open to any player who has represented their respective club in the 2018-19 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 96 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

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

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 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 3.75 minutes of playing time or part thereof lost during the day. For example, 15 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 3.75 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 Law 24.2.3 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

Outright Results	Points
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
First Innings Results	
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

The Premier Two-Day League Champion shall be the team who wins the final under Rule 12 based on the above points system. If the number of points scored by two or more teams is equal the trophy will be shared.

Premier League T20

These are the competition rules for CHK Premier League T20. 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 the five teams. Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and a team representing the Independent Cricket Clubs of Hong Kong 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 18). There shall be no final. The League winners will be those teams with most points at the end of each competition.

2. Player Eligibility

Players may only represent one club for the duration of the Premier League season, there are no restrictions on who can play Premier League Cricket.

3. Duration

Matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. A minimum of five overs per team shall constitute a match.

4. Hours of Play and Intervals

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

First Innings	1400-1520 (1 hour 20 minutes)
<i>Interval</i>	<i>1520-1535 (15 minutes)</i>
Second Innings	1535-1655 (1 hour 20 minutes)

Playing time per innings: 80 minutes.

Required over rate: 4 minutes per over.

TKRRG games will commence 30 minutes earlier.

Interval between Innings

- b) 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

- c) No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

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. Coloured Clothing (see Appendix 4)

- a) As the competition will be played using white cricket balls, all teams are required to wear coloured uniform including but not limited to sweaters, skins and external equipment. The amount of white, cream and/or very light colouring on the uniform fabric and on any logos displayed on the uniform shall be in line with the clothing policy.
- b) Clubs and Teams are required to submit their uniform designs to CHK for approval before the start of the competition.
- c) Reserve players who enter the field or who remain outside but near the boundary must wear a distinctive vest or bib so as not to be confused with the on-field players. The vest must be of different colour to the playing uniform.

- d) Umpires will closely monitor team uniform and equipment and may require immediate adjustment, where necessary. Player/team non-compliance shall be reported to the DOC and face possible suspension (see Rule 25.3 (g))

7. 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) If the team fielding first fails to bowl the required number of overs by the scheduled time, play shall continue until the required number of overs has been bowled. Rule 16 (Over-Rate Penalties) shall apply.
- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs within the scheduled time, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved. Rule 16 (Over-Rate Penalties) shall apply. If the match is unable to be completed Duckworth Lewis Stern calculations on CricHQ will be used to determine the result.

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, no bowler may bowl more than one fifth of the total overs allowed.
- c) 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.

***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.*

- d) 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.
- e) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9. Free Hit after a No ball

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

10. Wide ball

- a) In addition to Law 22, umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- b) The wide line shall move in conjunction with the batsman's movements, that is if the batsman moves outside off stump the wide indication line moves wider with them.
- c) A penalty of one run shall be scored. This penalty shall stand in addition to any other runs, extras or penalties which are scored or awarded.

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. Fielder's Absence - Maximum Penalty Time

Under Law 24.2.3 a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

13. 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.

14. Delayed or Interrupted Matches

- a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. This calculation must not cause the match to finish earlier than the original cessation time.
- b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- c) To constitute a match, a minimum of five overs has to be bowled to the side batting second, subject to the innings not being completed earlier.
- 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.

15. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the 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 Director of Cricket and Programmes Coordinator and face possible suspension (see Rule 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 ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

16. The Result

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

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

b) Interrupted or Prematurely Terminated Matches

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

c) Prematurely Terminated Matches

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

17. Tied Matches – Super Over

- a) 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.
- b) The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
- c) The umpires shall stand at the same end as that in which they finished the match.
- d) The fielding side shall choose from which end to bowl.
- e) Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
- f) Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
- g) The team batting second in the match will bat first in the Super Over.
- h) The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
- i) The loss of two wickets in the over ends the team's one over innings.
- j) In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- k) 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.

- l) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

Illustration:

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

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

18. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

19. League Champion

The Premier T20 Cup Champions shall be the team with the most points at the end of the round-robin matches. If the number of points scored by two or more teams is the same, the following criteria shall be used to determine the champion:

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

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

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

Sunday Elite

These are the competition rules of the CHK Sunday Elite, played predominantly on Sundays. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

The Sunday Elite shall be contested by twelve teams participating in two divisions.

Teams shall play each other twice in round-robin matches of 50-overs per innings giving a total number of 10 matches per team.

There shall be no play-offs or finals and the Sunday Elite title shall be decided by the finishing places on the Sunday Elite ladder.

The highest placed team in Division 2 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 as members of 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.

3. Hours of Play

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: 16 overs per hour (3.75 minutes per over).

Under normal conditions, two drinks break of a maximum of 5-minutes will be taken on the field in each innings after each hour's play, irrespective of overs bowled.

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. The Toss and Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team lists must be provided to 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.
- c) The CHK team nomination form must be used.

5. The Ball

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

6. Coloured Clothing (*see Appendix 4*)

- a) As the competition will be played using white cricket balls, all teams are required to wear coloured uniform including but not limited to sweaters, skins and external equipment. The amount of white, cream and/or very light colouring on the uniform fabric and on any logos displayed on the uniform shall be in line with the clothing policy.
- b) Clubs and Teams are required to submit their uniform designs to CHK for approval before the start of the competition.
- c) Reserve players who enter the field or who remain outside but near the boundary must wear a distinctive vest or bib so as not to be confused with the on-field players. The vest must be of different colour to the playing uniform.
- d) Umpires will closely monitor team uniform and equipment and may require immediate adjustment, where necessary. Player/team non-compliance shall be reported to the DOC and face possible suspension (see Rule 25.3 (g))

7. 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.
- 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.
- 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 10** shall apply, **NOT** the provisions for allowances.

- h) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- i) See Rule 16 from the playing conditions for penalties for slow over rates.
- j) Umpires can extend the match by 30 minutes to 5.40pm (at KCC and HKCC) and 5pm (at Mission Road) and 5.15pm (at PKVR Park) to ensure a result is reached and are to take this into account in their revised overs calculations.

8. 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 ten-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) The umpires together may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.
- g) If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. The time cannot be further extended.

9. Drinks Intervals

- a) Two drinks breaks per session shall be permitted, each of no more than five minutes duration. They shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls within five minutes of the agreed time then drinks shall be taken immediately.
- b) Drinks 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.

10. Delayed or Interrupted Matches

- a) To constitute a match, the side batting second must receive a minimum of 20 overs unless a result is achieved sooner.
- b) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7:30 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 **Rules 11b and 14e**.

Illustration:

Due to ground, light, or weather conditions playing time is reduced by 40 minutes, after allowance for a reduced lunch (10 minutes). The game will be reduced by a total of 10 overs (40 minutes divided by 7.5 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 3.75 minutes = 18 minutes (rounded down) deducted from each innings (original playing time of 3 hours 15 minutes, minus 18 minutes = new playing time of 2 hours 57 minutes). Therefore the revised hours of play will be 10.50 to 1.47 pm and 2.17 to 5.14 pm.

11. 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.

12. 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

13. Fielder's Absence - Maximum Penalty Time

Under Law 24.2.3 a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

14. 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

- a) 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.

Duration	Powerplay 1	Powerplay 2	Powerplay 3
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

- b) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- c) 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.
- d) 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 1st and 2nd innings of the match.
- e) 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.

15. The Result

- a) The result will be as per Law 16 - A Win – one-innings match. 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 20 overs have been bowled, the result will be decided by the DLS method of determining the result.
- c) In the event of a Tie, wickets down are not to be taken into account.

16. Points

Points for matches will be awarded as follows:

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

17. League Champion

The League Champion shall be the team with the most points at the end of the round-robin matches. If the number of points scored by two or more teams is the same, the following criteria shall be used to determine the champion:

- 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.

Saturday Championship

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

1. Competition Format

The CHK Saturday Championship shall be contested between twenty teams participating in two Divisions of ten teams.

The teams in each Division shall play each other once (9 games per team) after which there will be four additional games which are decided based on a ranking system from the previous years standings. Teams who finished in 1st, 3rd, 5th, 7th and 9th will play their four additional games against each other and teams who finished 2nd, 4th, 6th, 8th and 10th will do the same, in both divisions. Each team will play a total of 13 games.

2. Player Eligibility

- a) All players must be registered as members of 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) Did not play 2 or more HKT20 Blitz games in the 2018 edition.
- e) Players who are part of the Men's HK National Squad 2018-19 are not eligible to play Saturday Championship.

3. Hours of Play

All matches (except those at PKVR Park and TKRRG*) 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)
<i>Interval</i>	<i>1515 – 1525 (10 minutes)</i>
Second Innings	1525 – 1740 (2 hours 15 minutes)

Playing time per innings, excluding drinks break: 130 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.

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 must be used.

5. The Ball

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

6. Length of Innings

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

Note: In instances of inclement weather, **Rule 10** 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.
- i) See Rule 16 from the playing conditions 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.

7. 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) If the reasons for a delay starting an innings are attributable to the batting side, the facts are to be reported to the DOC.
- c) 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.

8. 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.

9. Free Hit after a No Ball

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

10. Fielder's Absence - Maximum Penalty Time

Under Law 24.2.3 a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

11. 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.

12. Drinks Intervals

- a) No specific provision is made for drinks break during the innings. However, as a matter of convention, a drink break of five minutes is normally taken at the halfway mark of an innings (normally at the end of the 17th over).
- 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 five 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 minutes each innings. This is subject to Umpire and Captains agreement.

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, wickets down are not to be taken into account.

14. Points

Points for matches will be awarded as follows:

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

15. Divisional Champions

After completion of the 13 matches the team with the most points shall be declared the champion of the division. Should two or more teams finish on the same points, the following criteria shall apply in deciding the champion:

- 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.

15. Promotion & Relegation

- a) After completion of all thirteen 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 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 promotion/relegation.
- d) The final placings at the end of the season, shall be used in the following season when deciding which teams play each other twice in the following season. The team that finishes top in Division 2 shall be ranked 9th in Division 1 in the following season. The team that finishes second in Division 2 shall be ranked 10th in Division 1 in the following season. The team that finishes tenth in Division 1 shall be ranked second in Division 2 in the following season. The team that finished ninth in Division 1 shall be ranked first in Division 2 in the following season.

16. Umpiring Duties

- a) All Saturday Championship teams are to register a minimum of two representatives who will be required to umpire in the Saturday Championship when their team has a bye in the fixtures. These representatives must be over 18 and are expected to have attended at least one training seminar.
- b) Umpiring duties for the Saturday Championship 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.
- c) Failure of teams to provide umpires will result in a **half point penalty deduction** per umpire per fixture.
- d) 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.
- e) In the absence of either ACU&S (HKC) appointed umpires, or neutral 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.
- f) No person under the age of 18 shall umpire in a Saturday Championship match unless appointed by the ACU&S (HKC) or as agreed by both captains before the toss.
- g) When only one umpire is appointed by the ACU&S (HKC) in 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.
- h) Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match.
- i) 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 ACU&S (HKC).

Women's League

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

1. Competition Format

- a) CHK Women's League is a competition of one division comprising six teams. Each team will play each other twice in round-robin matches of 35-overs duration.
- b) There will be no play-offs or final.

2. Player Eligibility

- a) All players must be registered as members of CHK before playing their first Women's League match. Playing an unregistered player will constitute playing an ineligible player.
- b) Each team may field only one person who is not legally allowed to reside in Hong Kong (i.e. does not have a HKID or other supporting documentation). Inclusion of more than one player not eligible to reside in Hong Kong will constitute playing an ineligible player in the game. Players are not allowed to transfer clubs during the season without the DOC's permission. This includes playing for different clubs in different leagues, or forms of the game.

3. The Umpires

- a) In the absence of ACU&S (HKC) or CHK appointed umpires, the captain of the batting side is to nominate the umpires during her side's innings. It is the responsibility of the captain to ensure that her 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.
- b) Any unofficial, non-playing umpire(s) may only stand with prior approval of both captains.
- c) No person under the age of 18 shall umpire in a Women's League match unless agreed by both captains before the toss.
- d) When only one umpire is appointed to stand by the ACU&S (HKC) in a Women's League 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.
- e) Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match.

4. Hours of Play

Unless otherwise advised, matches will be played based on a morning or afternoon schedule. Play will commence at the scheduled times below. There will be a ten-minute interval between innings.

Morning Schedule	
First Innings	0800 – 1015 (2 hours 15 minutes)
<i>Interval</i>	<i>1015 – 1025 (10 minutes)</i>
Second Innings	1025 – 1240 (2 hours 15 minutes)
Afternoon Schedule	
First Innings	1300 – 1515 (2 hours 15 minutes)
<i>Interval</i>	<i>1515 – 1525 (10 minutes)</i>
Second Innings	1525 – 1740 (2 hours 15 minutes)

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

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

5. 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.
 - i) Juniors along with age as registered with CHK should be marked on the team list.
 - ii) Hong Kong National Squad players are to be marked.

6. The Ball

A CHK approved Kookaburra brand four-piece white leather cricket ball weighing 142g shall be used.

7. Length of Innings

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

Note: *In instances of inclement weather, Rule 8 shall apply*

- h) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- i) See Rule 16 from the playing conditions 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.

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) If the reasons for a delay starting an innings are attributable to the batting side, the facts are to be reported to the DOC.
- c) 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

No bowler shall bowl more than **ten** overs in an innings.

10. Drinks Intervals

- a) No specific provision is made for drinks break during the innings. However, as a matter of convention, a drink break of a maximum of five minutes is normally taken at the halfway mark of an innings (normally at the end of the 17th over).
- 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 five 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 be reduced by one for each side and allowed time by 3 minutes an innings.

11. Fielder's Absence - Maximum Penalty Time

Under Law 24.2.3 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 25.15 yards (23 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.

13. Legitimate Balls per Over

- a) An over shall consist of six balls. No Balls and Wides shall not count as one of the over and are to be re-bowled subject to b)
- b) For non-Hong Kong National Squad players only:
 - i) No Balls and Wides shall be re-bowled up to a maximum of **eight deliveries per over**, except the final over of an innings when six legitimate balls must be bowled
 - ii) Hong Kong National Squad players are to be marked on team sheets prior to the game.
- c) Law 21 No Ball shall apply, except Law 21.10 Ball Bouncing over Head Height, refer Condition of Play rule on Dangerous and Unfair Bowling.
- d) Law 22 Wide shall apply, note provision for a Wide for balls bouncing over head height under dangerous and Unfair Bowling in Conditions of Play

14. 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

15. 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, wickets down are not to be taken into account.

16. Points

Points for matches will be awarded as follows:

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

17. League Champion

The League Champion shall be the team with the most points at the end of the round-robin matches. If the number of points scored by two or more teams is the same, the following criteria shall be used to determine the champion:

- 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.

Women's T20 Cup

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

1. Competition Format

- a) CHK Women's T20 Cup shall be contested by seven teams participating in a single division.
- b) Teams shall play each other twice in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match. Each team will play 10 matches.
- d) There will be no play-offs or final.

2. Player Eligibility

- a) All players must be registered as members of CHK before playing their first Women's T20 Cup match. Playing an unregistered player will constitute playing an ineligible player.
- b) A player may only register for a single club throughout the during the season, in the respective Leagues
- c) Each team may field only one person who is not legally allowed to reside in Hong Kong (i.e. does not have a HKID or other supporting documentation). Inclusion of more than one player not eligible to reside in Hong Kong will constitute playing an ineligible player in the game. Players are not allowed to transfer clubs during the season without the DOC's permission. This includes playing for different clubs in different leagues, or forms of the game.

3. Duration

The match will consist of one innings per side, each innings being limited to a maximum of 20 overs. A minimum of five overs per team shall constitute a match.

4. Hours of Play and Intervals

- a) The periods of play and intervals for Women's T20 Cup matches shall be as follows:

<i>Morning Matches</i>	
First Innings	0930-1045 (1 hour 15 minutes)
<i>Interval</i>	<i>1045-1100 (15 minutes)</i>
Second Innings	1100-1215 (1 hour 15 minutes)
<i>Afternoon Matches</i>	
First Innings	1330-1445 (1 hour 15 minutes)
<i>Interval</i>	<i>1445-1500(15 minutes)</i>
Second Innings	1500-1615 (1 hour 15 minutes)

Playing time per innings: 75 minutes.

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

b) 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.

c) Intervals for Drinks

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

5. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.

- b) Team nomination forms must be provided to umpires prior to the toss being conducted.
- c) Juniors along with age as registered with CHK should be marked on the team list.
- ii) Hong Kong National Squad players shall be marked.

6. The Ball

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T20 Cup matches.

7. 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) If the team fielding first fails to bowl the required number of overs by the scheduled time, play shall continue until the required number of overs has been bowled and **Rule 16** (Over-Rate Penalties) shall apply.
- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs within the scheduled time, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and **Rule 16** (Over-Rate Penalties) shall apply.

8. Delayed or Interrupted Matches

- a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 16 overs per hour (3.75 minutes per over) in the total remaining time available for play. This calculation must not cause the match to finish earlier than the original cessation time. If required the original time shall be extended to allow for one extra over for each team.
- b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of five overs has to be bowled to the side batting second, subject to the innings not being completed earlier.
- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- d) If the second innings is not completed for any reason other than that of a result already being achieved, the game will be decided on Duckworth Lewis provided that the minimum five overs have been completed.

9. 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, no bowler may bowl more than one-fifth of the total overs allowed.
- c) 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. (e.g. 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.)
- d) 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.
- e) 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.

10. Legitimate Balls per Over

- a) An over shall consist of six balls. No Balls and Wides shall not count as one of the over and are to be re-bowled subject to b)
- b) For non-Hong Kong National Squad players only:
 - i) No Balls and Wides shall be re-bowled up to a maximum of **eight deliveries per over**, except the final over of an innings when six legitimate balls must be bowled
 - ii) Hong Kong National Squad players are to be marked on team sheets prior to the game.
- c) Law 21 No Ball shall apply, except the penalty for a No Ball will be **two** runs; and Law 21.10 Ball Bouncing over Head Height, will be replaced refer Condition of Play rule on Dangerous and Unfair Bowling.
- d) Law 22 Wide shall apply, note provision for a Wide for balls bouncing overhead height under dangerous and Unfair Bowling in Conditions of Play

11. 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

12. Timed Out

Law 31 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 make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

13. Fielder's Absence - Maximum Penalty Time

Under Law 24.2.3 a fielder's unserved Penalty time shall be limited to a maximum of 35 minutes.

14. Restrictions on the Placement of Fielders

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings only **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 this table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs for the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 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'.

15. 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 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- i) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the Director of Cricket and Programmes Coordinator and face possible suspension (see Rule 16).
- 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.

16. Tied Matches – Super Over

- a) 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.
- b) The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
- c) The umpires shall stand at the same end as that in which they finished the match.
- d) The fielding side shall choose from which end to bowl.
- m) Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
- n) Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
- o) The team batting second in the match will bat first in the Super Over.
- p) The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
- q) The loss of two wickets in the over ends the team's one over innings.
- r) In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- s) 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.
- t) 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 unbowled deliveries 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

Note: 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.

17. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

18. Champions

The League Champion shall be the team with the most points at the end of the round-robin matches. If the number of points scored by two or more teams is the same, the following criteria shall be used to determine the champion:

- 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.

Hong Kong Challenge League

These are the rules for CHK Challenge League. They should be read in conjunction with CHK *Playing Conditions*, *CHK Code of Behaviour* and The Laws of Cricket 2017 which shall apply with the following variations:

1. Squads and Eligibility

The following players are NOT eligible to play in CHK Challenge League:

- a) Any player who has played any Sunday Elite or Premier League Game in the 2015-16 or 2016-17 seasons, unless U17.
- b) Not more than one player, who has played three or more games in the 2015-16 or 2016-17 CHK Saturday Championship, may play in any team.
- c) Rule 9 (Junior Player Pool) of CHK Playing Conditions, will not apply. However U17 Players (apart from Premier League or National Team players) will be exempt from Rule 1b, above.
- d) It will be the responsibility of the respective captains to ensure that they do not field an ineligible player.
- e) Any breach of the above rules will automatically lead to the match being forfeit and awarded to the opposition with all points. There is no appeal on this matter.
- f) A player may not play for more than one team in the competition and no transfer of players is allowed during the season.

2. Number of Players

- a) Any team that has assembled less than **six** players by twenty minutes after the scheduled start of play will, at the opposing captain's discretion, forfeit the match. The opposition team may insist to start the game at the scheduled time as soon as **six** players are present. Captains must agree the revised number of overs to complete the game as scheduled.
- b) Any team that has assembled six or more players will be entitled to contest the match. An opposing captain may, at his discretion, lend fielders to the outnumbered team, but has no obligation to do so. No batsman may bat twice (unless he has retired – see rule 5 below).

3. Duration of Matches

- a) Each match shall take no more than 4 hours 25 minutes. The first innings of each match should last no longer than 2 hours and 5 mins (15 overs per hour). If the required 30 overs have not been bowled at 2 hours and 5 mins, with good cause, the number of overs to be bowled in the second innings shall be the number of overs completed at 2 hours and 5 mins in the first innings. However, each innings must comprise at least 15 overs in order to constitute a match.
- b) If, without good cause, the bowling side fails to complete 30 overs within two hours, the innings shall be extended until 30 overs are completed and the second innings will be restricted to the number of overs completed at the 2-hour point. The over in progress at the scheduled time shall count as a completed over.
- c) If the team fielding second fails to bowl the required number of overs, without good cause, in two hours and the game has to conclude due to lack of time, then the result will be decided by Duckworth Lewis.
- d) Only the umpire or in his absence the batting captain can interpret Good Cause.
- e) In the event of a match starting late it must nevertheless finish at the scheduled finish time. The number of overs to be played should be reduced by the agreement of opposing captains before the start of the match to facilitate the match finishing on time

4. Intervals

There will be a 15-minute break between innings for all matches with one five-minute drinks break after the completion of the 15th over.

5. Batting Restrictions

- a) Batsmen retire on scoring 50 runs and can return to bat again if all the remaining batsmen are out. If more than one batsman has retired, they must come in to bat again in the same order that they retired earlier. Batsmen cannot retire prior to scoring 50 for any reason other than getting injured or retired out.
- b) Each innings shall consist of a maximum of 30 overs

6. Bowling Restrictions

- a) Bowlers may bowl no more than **six** overs in an innings.
- b) All overs shall be bowled from the same end.
- c) 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 in the match. 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.).

7. Fielding Restrictions

- a) No more than **four** fielders are allowed on the leg side.
- b) No more than eleven players may field at any one time. Substitutes are allowed only in the case of injury or in other acceptable circumstances at the umpires' discretion or, in his absence, the opposing captain. Teams must inform the umpires and the opposition captain before bringing on substitutes.

8. Match Balls

Only yellow cricket balls approved by the Challenge League Committee (CLC) are to be used. Each team is to provide a new CLC-approved ball for their fielding innings. If they are unable to do so, an older ball may be used.

9. Wides

The Laws of Cricket shall apply. Both captains are to agree with the umpire(s) before the commencement of each match regarding a consistent interpretation of what constitutes a wide.

10. No Balls

The Laws of Cricket shall apply. Deliveries bouncing over shoulder height of the batsman and full tosses above waist height of the batsman standing upright at the popping crease are No Balls.

11. Umpires

The Challenge League Committee will appoint one neutral, bowler's end umpire, where possible, for all games. The batting team captain must provide the striker's end umpire. The CLC appointed umpire can over-rule the square-leg umpire in any dispute. In the absence of a CLC appointed umpire, team captains are to provide both umpires for their batting innings.

12. Results & Points

- a) The match must be scored using the CricHQ application and the team with the most runs at the end will be declared the winner, Duckworth Lewis will be used if the match is interrupted.
- b) Competition Points shall be allocated as follows:

Win	2 points
Tie/No Result	1 point
Loss	0 points

13. League Champion

- a) Teams will be split into two groups. The top two teams in each group will contest the Semi Finals. The top team in Group 1 will play the second ranked team in Group 2 and the top team in Group 2 will play

- the second ranked team in Group 1.
- b) The winners of the Semi Final will play in the Final.
 - c) If two or more teams have the same number of points, positions will be decided as below to determine the rankings for the Cup or Plate Competitions.
 - i. Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
 - ii. If the NRR is equal then the team with the most wins in the competition finishes higher.
 - iii. If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
 - iv. If teams are still equal then the title will be shared.

14. Trophies

- a) The winning team in the Cup competition will be awarded the *Rahuman Farcy Trophy*. If more than one team is in the winning position, then the trophy will be rotated among those teams. There will be a Replica Trophy as well as 15 gold medals for winners and 15 silver medals for runners-up.
- b) There will also be a *Player of the League Trophy*, awarded to the player with the highest MVP score in CricHQ. If there is more than one player with the same MVP score, the award will go to the player in the higher ranked team. If more than one player has same MVP score and the teams concerned are ranked the same, the award will go to the player whose team beat the other team(s) in their head-to-head match(es). If it is still impossible to find a winner, the matter will be decided at a Social League meeting.

15. Clothing & Uniforms

Team uniforms are allowed. If teams do not have uniforms, then all whites is recommended. Players wearing shorts or not wearing sport shoes will not be allowed to play. Umpires can remove them from the field.

16. Abandoned Matches

- a) In the event of play being stopped due to adverse conditions, a 'match' is constituted by the completion of not less than 15 overs of the second innings. Matches abandoned prior to this point will be 'no result'. In the event of at least 15 overs being played in the second innings, the match result will be determined by Duckworth Lewis.
- b) Matches may be abandoned due only to bad weather or unsuitable pitch conditions, not less than two hours prior to the schedule match start time by the decision of the Umpire. The points for that game shall be shared equally between the teams.
- c) If any League match is adversely affected by weather or ground conditions to the extent that a result cannot be achieved, the points for that game shall be shared equally between the teams.
- d) Abandoned matches will not be rescheduled, except in the semi-finals and finals.

17. Postponement of Matches

Postponements of league 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 rules. Player(s) availability will not be considered a good reason to postpone or change any fixture. In exceptional circumstances, requests may be made to the Challenge League Committee, whose decision shall be final.

18. Ground, Weather and Light

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, or in the absence of the ground authority, the umpire. After the toss has taken place, the captains shall be the sole judges as to whether conditions are fit for play.

19. Rain Rule

- a) Games will only be abandoned by default when there is a BLACK RAINSTORM WARNING or TYPHOON SIGNAL No. 8 or above.
- b) During inclement weather conditions, the umpire will decide whether play would be possible and inform both captains of his decision. If the decision is that play of not less than 15 overs per side would be possible, then both teams must turn up at the ground at the appointed time of start. If a team refuses and/or does not turn up at the appointed time at the grounds, they then will forfeit the game.
- c) If it rains during a match, the decision on whether the ground is suitable to play lies with:
 - i) Neutral umpire(s), or
 - ii) Both team captains, in the absence of a neutral umpire.
- d) If the conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires and captains shall consider if play should resume and try their best to complete the game.
- e) If it rains during the match and both captains, in the absence of umpires, cannot agree on whether to abandon the match, then both teams have to stay till end of the scheduled play time in case the condition improves and there is enough playing time to constitute a result.

Note: Captains are encouraged to make every effort to play and complete the games as far as possible given the fact that teams and players do travel a long way to come to the ground.

Captains are reminded to take note of Rule 16 above, which allows for 15 overs a side matches to be considered as a proper match. Both team captains have to agree to play the same number of reduced over match.

- f) If the matter still cannot be resolved then the case/dispute has to be handed over to the Challenge League Committee, who will then make a decision which will be binding on both the teams.

20. Code of Conduct

- a) Everyone on the field shall ensure that the match is conducted within the Laws of Cricket and the Spirit of the Game.
- b) No player shall fail to comply with the instructions of an umpire, criticize his decision by word or action, show dissent or generally behave in a manner, on or off the field, which may cause embarrassment to an umpire or to the Challenge League Committee.
- c) Smoking is prohibited on the field.
- d) If any player is guilty of unacceptable behaviour, he can be reported to the Challenge League Committee. Examples of unacceptable behaviour include:
 - i) A player assaulting or attempting to assault an umpire, another player, spectator or official.
 - ii) Abusing an umpire or disputing (as distinct from questioning) an umpire's decision or reacting in an obviously provocative or disapproving manner by word or action either towards an umpire, his decision or generally following an umpire's decision. This includes a batsman lingering at the wicket after being dismissed.
 - iii) Use of crude or abusive language or engaging in conduct detrimental to the spirit of the game.
 - iv) Excessive appealing or any actions or words that may be construed as an attempt to influence an umpire's decision.
 - v) Abusing players on the field or making derogatory remarks about the opposition. 'Sledging' is not condoned by the Challenge League Committee and shall be interpreted as contrary to this code and the spirit of the game.

21. Disputes & Disciplinary Matters

- a) All disputes and disciplinary matters can be referred to the Challenge League Committee (CLC), whose decision will be final. The CLC comprises representative(s) from the playing teams, i.e. of the current 16 teams (16 votes, comprising of a vote for each playing team) will have the final say in relation to the settlement of all matters.

- b) A quorum of six voting members is required to settle any dispute. The Quorum will be exclusive of the disputing teams (with both the disputing teams to be present on the day for further deliberations), and will have the power and authority to settle the disputes amicably and/or impose sanctions on offenders. Once a decision has been made, it will be final.

ANY BREACH OF THIS CODE IS LIABLE TO ACTION BY THE CHALLENGE LEAGUE COMMITTEE AND MAY RESULT IN SUSPENSION OR EXPULSION FROM THE LEAGUE

CHK COMPETITION RULES 2017-18

CHK Junior Leagues Playing Conditions

1. General

Except as specified in the Junior League Playing Conditions below and Junior League Competition Rules for each competition, the Laws of Cricket (2017) shall apply.

2. Fixtures

The latest fixtures and starting times will be displayed on CHK's website (www.hkcricket.org) and CricHQ and/or circulated by CHK office during the season.

3. Ground, Weather and Light

After being handed over by the Ground Authority, the umpire(s) appointed shall be sole judges of the fitness of the ground, weather and light for play.

4. Disputes

The umpire(s) appointed shall determine all disputes during a match. If teams do not agree with any ruling made during a game, they can lodge a written complaint to cricketops@hkcricket.org within three days of completion of the match. A ruling will be given by CHK.

5. Umpires

For the U11 and U13 age groups, each team will provide an umpire for the match. The umpires are to swap between square leg and standing umpire after the completion of every over.

For the U15 and U17 age group, the ACU&S will nominate a minimum of one umpire for each match. If only one umpire is present the batting team is expected to provide a square leg umpire for the duration of the match.

6. Team Registration

a) All teams wishing to participate in CHK Junior Leagues must submit a team nomination form prior to the commencement of the season. The team nomination form must include the full name and CricHQ ID number of each player in the team.

Note: *The team supervisor/coach must be an adult over 21 years of age.*

b) Upon CHK approval, players can be added to the team nomination form throughout the season but CHK must be advised by way of sending an updated team nomination form before playing their first junior league match.

7. Player Registrations and Eligibility

a) In addition to the team registration process, all players must register with CHK before playing any junior league matches. Each club must complete a parental consent confirmation form before the start of the season and send it to CHK for record keeping. This confirmation states every junior registration form must be signed by a parent or guardian, thereby giving the player consent to play cricket. Junior membership fees must be paid by the player's Club and not by the guardian directly to CHK.

b) The age eligibility of the 2018-19 CHK Junior Leagues is as follows:

Under-11 League - Born on or after 1st September 2007

Under-13 League - Born on or after 1st September 2005

Under-15 League - Born on or after 1st September 2003

Under-17 League - Born on or after 1st September 2001

Under-19 League - Born on or after 1st September 1999

c) 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 1st September 2005 may play in the Under-11 league; a girl born on or after 1st September 2003 may play in the Under-13 league etc.

d) The umpires will strictly enforce the age restrictions in each league. Over age players and/or players that have not registered will not be allowed to play. Teams that breach these conditions will be sanctioned by CHK – please refer to the Penalties section for details.

8. Transfer of Players

- a) No players shall, without the prior permission of CHK, play for more than one team in the same competition.
- b) Application for transfer must be submitted in writing to CHK at least 72 hours before the transfer is required to take effect.
- c) Transfer requests may be made in writing to CHK Programmes Coordinator via email cricketops@hkcricket.org.
- d) A player must not play for their new team until the transfer request has been approved.

9. Minimum Number of Players in a Team

- a) For all 11-a-side junior league matches, a side shall be of no less than seven players 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 shall be awarded to the opposition, together with full points for a win and all possible bonus points.
- b) For 8-a-side matches, the minimum number players shall be no less than 6.

10. Cricket Balls

- a) Pink coloured cricket balls shall be used for all junior league matches. Each team shall provide one new cricket ball for each game. Each team should also have a minimum of six used balls available in case the original match ball is lost during the course of their bowling innings. The used balls should be of the same brand, colour and weight as the match ball. The umpires shall inspect and approve any replacement ball used during the innings.
- b) The following cricket ball types shall be used for junior leagues in the 2018-19 season:
 - Under-11 League (Premier division only) – 2-piece Pink Kookaburra Special Test (142g)
 - Under-11 Championship (Premier division only) – 2-piece Pink Kookaburra Special Test (142g)
 - Under-13 League – 2-piece Pink Kookaburra Special Test (142g)
 - Under-15 League – 4-piece Pink Kookaburra Senator (156g)
 - Under-17 League – 4-piece Pink Kookaburra Senator (156g)

11. Bowling Limits for Young Bowlers

All CHK League teams are required to follow the guidelines below from the ECB relating to the number of overs that young bowlers can bowl, which are based on extensive research into injury prevention. These apply to young fast bowlers (defined as any bowler to which the wicketkeeper would normally stand back):

Age Group	Max Overs Per Spell	Max Overs in a Day
Up to U13	5	10
U14-U15	6	12
U16-U19	7	18

12. Fielding Regulations for Young Players

All CHK League teams are required to follow the guidelines below from the ECB relating to the minimum distances 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	Min. distance from middle stump (yds/ms.)
Up to U13	11/10
U14-U15	8/7.3

Note: Should a young player in these age groups come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back.

13. Helmets

All players under the age of 18 who participate in hardball competitions 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 (e.g. slip and gully).

14. CricHQ

- a) Both teams are required to score the match on the CricHQ application and submit their own scorecard by 9am on the second working day after the game
- b) Failure to do so will result in penalty points for the offending team (see penalties below).

15. Uniforms

- a) For all junior league matches, all players must wear white team uniforms on the field at all times.
- b) Black shoes, jeans or any other inappropriate attire is not permitted. Umpires can ask the players to leave the field if they are wearing inappropriate attire.
- c) Further information can be found in the Clothing Policy section.

16. Equipment

- a) Teams must provide their own cricket equipment.
- b) Batting helmets must be worn in all age group matches played using a hard cricket ball.
- c) Wooden cricket bats must be used in all Under-11 League matches, including soft-ball.

17. Adult Supervision

- a) It is compulsory for teams to be accompanied and supervised by the team supervisor/coach or an adult person over the age of 21 years at all times.
- b) Any team that fails to have an adult supervisor present for the duration of the match shall forfeit their game and shall be referred to CHK Director of Cricket (DOC) for disciplinary action.
- c) The DOC shall issue a warning letter to the team and any repeat offence may result in suspension from the league.

18. 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 the eligibility of players (i.e. by playing an over age or unregistered player) or have not provided adult supervision for their team during matches 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.

If a team fails to provide an umpire (for U11 and U13 only) the following penalties will apply:

- U11 – 3.5-point penalty
- U13 – 0.5-point penalty

If a team fails to score the match on the CricHQ application and/or upload the result before 9am on the second working day after the match the following penalties will apply:

- U11 – 3.5-point penalty
- U13-U17 – 0.5-point penalty

CHK Registration for Junior Members

1. General

- a) CHK's member clubs shall be responsible for determining the most appropriate age group that each boy 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.
- b) Boys that are named in representative squads or emerging player squads at age-group levels should 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.

2. Junior Player Registration Process

- a) Before the start of the season, each club must send a parental consent confirmation form to CHK which confirms each junior player has had a parental consent form signed by the parent or guardian.
- b) 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."

- c) CHK will at random, request signed parental consent forms throughout the year from all clubs.
- d) Each club shall send a complete team nomination form for each team that must exactly match the team listed in CricHQ before the start of the season.

3. CHK Junior Assessment Panel

The Panel will be chaired by the Director of Cricket and will comprise the following members:

- CHK Director of Cricket (Mark Wright)
- CHK National Junior Coach (Mark Farmer)
- CHK Programmes Coordinator (Matt Stiller)

4. Match Day Procedures

- a) On match days and before the start of the game, team managers will be required to submit the team nomination form to the match official/s (usually the umpire). The team list will include the players name, CricHQ ID and age.
- b) Following the conclusion of the game, the match official/s will report to the CHK Junior Leagues Coordinator regarding the details of the match. If any issues arise regarding player eligibility the details of the case shall be reported to the CHK Junior Assessment Panel for further deliberation.

Under-11 Competitions Rules – General

1. These rules should be read in conjunction with *CHK Junior League Playing Conditions*.
2. The 2018-19 CHK Under-11 competitions are open to players born on or after **1st September 2007**.
3. For the 2018-19 season CHK's Under-11 program shall comprise two competitions:
 - Under-11 League (pairs cricket)
 - Under-11 Championship
4. The Under-11 League will feature games of 16 overs per innings using a hard ball in the Premier Division (Pool 1) and a soft ball in the Elite Division (Pools 2 and 3) while the Under-11 Championship will feature games of 14 overs per innings and will feature a hard ball in the Premier Division (Pool 1) and a soft ball in the Elite Division (Pools 2 and 3).
5. Players that participate in the Under-11 League are eligible to play in the Under-11 Championship and do not need to register again.
6. A player may transfer to a different team for the Under-11 Championship to the one that they played for in the Under-11 League, but they must play for only one team in each competition (i.e. a player cannot play for multiple teams).
7. Unless otherwise directed by CHK, all Under-11 matches in the 2018-19 season will be played at Po Kong Village Road Reservoir Ground on Saturday mornings.
8. Three sessions of matches will usually be played on each match day with two matches per session. All matches should be completed within 1 hour and 30 minutes of the start time. The start time for matches will be as follows:
 - a) First session of matches will start at 8 am.
 - b) Second session of matches (when scheduled) will start at 9.30am.
 - c) Third session of matches (when scheduled) will start at 11 am.
9. Teams should be at the ground and be ready for the coin toss at least ten minutes before the scheduled start time of their match and every effort should be made to start matches on time.
10. All Under-11 matches shall be played by teams of eight (8) players. Any team with less than six (6) players shall not be allowed to play and a walk-over shall be awarded to the opposition.
11. Teams that do not have six (6) players available at the scheduled start time shall forfeit the match to the opposition. If neither team has six players at the scheduled start time, the match will be cancelled and no points will be awarded.
12. Wooden bats must be used and the use of abdominal protectors is encouraged.
13. All matches shall be played using the shortened length (18-yards) wicket. At the PKVR Reservoir ground, teams bowl from one end only. The non-striking batsman shall run from the full 22-yard crease line.
14. Bowlers who are capable of bowling properly shall deliver the ball from the 22-yard bowling crease.
15. Two (2) runs will be added to the total of the batting side in the case of wide plus runs scored from byes. No extra ball will be bowled.
16. In the case of a "No-ball", 2 runs will be added to the total plus any runs scored off the bat or byes etc. No-balls include a full toss that reaches the batsman above his waist, balls that roll along the ground and, where specified, deliveries that bounces more than '**twice**' before the popping crease. **No** extra ball will be bowled. There will be **no** 'free hit' for a no-ball.
17. The person bowling the last over of the innings is required to bowl six legitimate deliveries (i.e. extras must be re-bowled).
18. Each team will provide an umpire for the match, the two umpires shall swap between square leg and officiating umpire after the completion of every over. The decisions of the Umpires are final.
19. 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.
20. In the interests of player development, CHK encourages team coach, team representatives or accompanying adults to direct their advice to teams during intervals only and that this is done outside of the field of play.

21. CHK will appoint a Ground Manager each week to manage the Under-11 matches on that day. The Ground Manager's duties will include but not be limited to:

- a) Informing teams which pitch they will be play their games.
- b) Checking that all teams have adult supervision.
- c) Providing umpires with the match balls for Under-11 League and Under-11 Championship (Elite Division) matches.
- d) Coordinating with teams on the appointment of umpires.
- e) Requesting teams to nominate the scorer/s for each match.
- f) Facilitating the timely start and finish of games.
- g) Handling any disputes that might arise and reporting back to CHK on any incidents.
- h) Assisting with the tidying of the ground and equipment at the end of the day's play.

22. The length of the pitch for U11's will be 18 yards

Under-11 League (Pairs Cricket)

1. Teams that have registered for the competition will be split into multiple pools and they will play each other in round-robin matches.
2. There will be no Under-11 League champion awarded.
3. Each team shall start with a score of 100 runs (to achieve this in CricHQ please add 100 penalty runs at the start of each team's innings). Teams will score runs as per normal cricket, but they will lose five (5) runs for each wicket lost.
4. Each team shall bat with four (4) pairs of batsmen and each pair shall bat for four (4) overs each for a total of sixteen (16) overs. In the event that the match does not start on time, the number of overs may be reduced (see point 11 below). If a team has only six or seven players, the bowling team shall select one or two players to bat again in the fourth pair.
5. When a batsman is dismissed, the team shall lose five (5) runs but the dismissed batsman shall continue to bat for the remainder of his pair's four over spell.
6. The batsmen at the crease shall change ends when a wicket falls.
7. Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than four (4) overs per match and all bowlers must use an over-arm action to deliver the ball.
8. The team with the highest aggregate score at the end of both innings shall be declared the winner. If the total runs are the same for both teams, the match will be tied.
9. The points system for the 2018-19 CHK Under-11 League is as follows:
 - Win:** 14 points + batting and bowling bonus points (maximum of 24 points)
 - Loss:** 0 points + batting and bowling bonus points (maximum of 10 points)
 - Tie:** 7 points + batting and bowling bonus points (maximum of 17 points)
 - No Result:** 12 points for each team
 - Walk-over:** 24 points

Bonus Points

- Batting:** One (1) batting point for the team score reaching 155, 170, 185, 200 and 215 or more runs (maximum of 5 batting points)
- Bowling:** One (1) bowling point each for 1, 2, 3, 4, 5 wickets taken (maximum of 5 bowling points)

10. The Premier Division shall use a 142g 2pc Pink Special Test Kookaburra ball and the Elite Division shall use a red coloured "Incredi-ball" with a seam. Teams shall provide their own Kookaburra balls and CHK will provide Incredi-balls.
11. Due to the short timeframe to complete matches, teams must make every effort to start their matches at the scheduled time and team managers/coaches must ensure their players move quickly between overs and between innings to ensure a timely conclusion of matches. Matches that do not start on time may see a reduction in the number of their overs to ensure they finish within the allowable time. For every five (5) minutes of time lost, there will be a deduction of 2 overs per match or one over per innings. A match starting ten minutes late will be reduced by four overs or two overs per innings (i.e. each team will face only 14 overs) with the last pair of batters in each innings only facing two overs instead of four (or the last two pairs facing three overs each). If a match starts more than ten minutes late, the match will be reduced to 12 overs per side and each batting pair will only face three overs. Each bowler will be restricted to a maximum of three overs. A match starting more than 20 minutes late will be reduced to 8 overs per side with each batting pair facing only two overs each and each bowler restricted to a maximum of two overs.

Under-11 Championship

1. Upon completion of the Under-11 League, the Under-11 Championship will be played.
2. Matches in the Under-11 Championship shall be of 14-overs per innings.
3. The Under-11 Championship will be split into two divisions. Both divisions will play under the same rules except that the Premier Division will use a pink leather cricket ball weighing 142g while the Elite Division will play with the "Incredi-ball" as used in the Under-11 League.

Premier Division

4. Teams will play the other teams in their division once. At the end of this phase, the top four teams from the Premier Division will play in semi-finals and finals to determine the Under-11 Championship Premier Division winner. The first placed team shall play the fourth placed team in one semi-final while the second placed team shall play the third placed team in the other semi-final. The winning semi-finalists shall play each other in the Under-11 Championship final. In the event that a semi-final cannot be played, the higher placed team after the round-robin matches shall progress to the final. In the event that the Under-11 Championship final is washed out, every effort will be made to play the match at a later date. If this cannot be achieved within a reasonable time period then the Premier Division title will be shared between the two finalists.
5. Teams playing in the Premier Division must ensure their players are adequately equipped and skilled to play hard-ball cricket. All batsmen must wear helmets, pads and gloves when batting and wicket-keepers must wear helmets and wicket-keeping gloves at all times. Teams that cannot provide the appropriate equipment for all players should not enter a team in the Premier Division.
6. Each team is required to supply one new match ball per game. Cricket balls must be purchased from the CHK office.

Elite Division

7. Teams may be split into two or more sub-divisions based on their finishing places in the Under-11 League.
8. Teams in each division will play each other in round-robin matches and at the end of this phase the top two teams will play a final to determine the Elite Division Champions.
9. All Under-11 Championship matches played in a standard cricket match format. That is, the batting side shall start on a score of zero and shall accumulate runs in the traditional manner. Batsmen shall not be allowed to continue their innings once they have been dismissed.
10. A batsman must retire upon reaching a score of 20 runs but may return to the crease to bat again when six of his team players are out or retired. Retired batsmen must return to the crease in the same order in which they retired. An innings is over when one of the final pair of batsmen is dismissed.
11. The incoming batsmen must cross on the field of play with the dismissed batsman otherwise the batting side will be penalised and 5 runs deducted from that team's total runs scored.
12. No bowler shall bowl more than four (4) overs per match and all bowlers must use an over-arm action to deliver the ball.
13. The 2018-19 points system is as follows:

Win	14 points + batting and bowling points (maximum of 24 points)
Loss	0 points + batting and bowling points (maximum of 10 points)
Tie	7 points + batting and bowling points (maximum of 17 points)
No Result	12 points for each team
Walk-over	24 points

Bonus Points

- Batting:** One (1) batting point for the team score reaching 60, 70, 80, 90 and 100 or more runs
(maximum of 5 batting points)

Bowling: One (1) bowling point each for 1, 2, 3, 4 and 5 wickets taken or all out (maximum of 5 bowling points)

Under-13 League - Competition Rules

1. These are the competition rules for CHK Under-13 League and should be read in conjunction with the 2018-19 CHK Junior League Playing Conditions.
2. The 2018-19 CHK Under-13 League is open to players born on or after 1st September 2005.
3. The Under-13 League shall be split in two divisions – Premier (Division 1) and Elite (Division 2). Clubs should determine the relative strength of their players and to select their teams to play in each division accordingly.
4. The Under-13 league – Premier Division will consist of 20-overs per side matches played by teams of 11 players. The Under-13 league – Elite Division will consist of 15-overs per side matches played by teams of 11 players. Substitutes will be allowed in case of injury but substitutes cannot bat or bowl.
5. Teams will play each other three times in round-robin matches. After that, there will play-off in matches to determine the division champions.

The first placed team shall play the fourth placed team in one semi-final while the second placed team shall play the third placed team in the other semi-final. The winning semi-finalists shall play each other in the final. In the event that a semi-final cannot be played, the higher placed team after the round-robin matches shall progress to the final. In the event that the final is washed out, every effort will be made to play the match at a later date. If this cannot be achieved within a reasonable time period then the title will be shared between the two finalists.
6. There will be no automatic promotion/relegation between the Premier and Elite divisions at the end of the season.
7. A Kookaburra brand 2-piece 142gm Pink leather cricket ball will be used in all league matches. Teams must provide one new cricket ball for each match and sufficient spare balls for their batting innings (i.e. to be used in case the match ball is lost or becomes damaged during play).
8. The hours of play may be found on the CricHQ or Cricket Hong Kong website.
9. A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batsmen must return to the crease in the same order that they retired.
10. There will be a maximum of 4 overs per bowler in the Premier Division and 3 overs per bowler in the Elite Division.
11. Teams will normally bowl from one end unless otherwise instructed by the umpires to bowl from both ends.
12. In case of a wide delivery, one (1) run will be added to the total of the batting side in case of wide plus any runs scored off byes. The ball will have to be bowled again.
13. In case of a 'no-ball', one (1) run shall be added to the total plus runs scored off the bat. The ball will have to be bowled again. Note the ball may bounce '**twice**' before reaching the popping crease.
14. A 'free hit' will be awarded after a no-ball has been bowled. The facing batsman cannot be dismissed from the free hit delivery unless run-out or is given out for obstructing the field. Players from the fielding side, including the wicket-keeper, cannot change their positions for the free hit unless the batsman facing the free hit is not the same batsman as the one that was facing when the no-ball was bowled.
15. No more than five fielders outside of the 30-yard circle at any time throughout the innings. In the case of no 30-yard circle the umpire shall have sole discretion on fielding positions. No more than two men out behind square on the leg side. A no ball shall be called for any breaches in fielding restrictions.
16. The Under-13 League points system for the 2018-19 season is as follows:

Win	2 points
Loss	0 points
Tie	1 point each
No Result	1 point to each team

17. Each team will provide an umpire of the match, the umpires shall swap between square leg and officiating umpire at the completion of every over. If it is not possible to provide two umpires for each game, the batting team will provide a square leg umpire. The decisions of the Umpires are final.
18. 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.
19. 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.
20. The length of the pitch will be equal to 20 yards

Under-15 League - Competition Rules

1. These rules should be read in conjunction with *CHK Junior League Playing Conditions*.
2. The 2018-19 CHK Under-15 League is open to players born on or after 1st September 2003.
3. The 2018-19 CHK Under-15 League shall involve two separate competitions, firstly a T20 competition as well as a 30-overs per side matches played by teams of 11 players. Substitutes will be allowed in case of injury but substitutes cannot bat or bowl.
4. The Under-15 League shall be made up of a Premier Division and an Elite Division
 - a) Teams will play the other teams once. At the end of this phase, the top four teams will play in semi-finals and finals to determine the Under-15 League Champion. The first placed team shall play the fourth placed team in one semi-final while the second placed team shall play the third placed team in the other semi-final. The winning semi-finalists shall play each other in the Under-15 League final. In the event that a semi-final cannot be played, the higher placed team after the round-robin matches shall progress to the final. In the event that the Under-15 League final is washed out; every effort will be made to play the match at a later date. If this cannot be achieved within a reasonable time period then the league title will be awarded to the team finishing higher at the conclusion of the round robin.
5. A 156gm four-piece Pink leather cricket ball will be used in all league matches.
6. A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batsmen must return to the crease in the same order that they retired.
7. There will be a maximum of 4 overs per bowler in the T20 competition and 6 overs per bowler in the 30-over competition. Bowling limits for young bowlers mean that fast bowlers at aged 13 or under cannot bowl more than 5 overs in a single spell. Once a fast bowler has bowled five successive overs, he/she must take a rest before bowling another over.
8. The hours of play may be found on the CricHQ or Cricket Hong Kong website.
9. Teams will normally bowl from both ends unless otherwise instructed by the umpires to bowl from one end only.
10. In case of a wide delivery, one (1) run will be added to the total of the batting side in case of wide plus any runs scored off byes. The ball will have to be bowled again.
11. In case of a 'no-ball', one (1) run shall be added to the total plus runs scored off the bat. The ball will have to be bowled again.
12. A 'free hit' will be awarded after a no-ball has been bowled. The facing batsman cannot be dismissed from the free hit delivery unless run-out or is given out for obstructing the field. Players from the fielding side, including the wicket-keeper, cannot change their positions for the free hit unless the batsman facing the free hit is not the same batsman as the one that was facing when the no-ball was bowled.
13. No more than five fielders outside of the 30-yard circle at any time throughout the innings. In the case of no 30-yard circle the umpire shall have sole discretion on fielding positions. No more than two men out behind square on the leg side. A no ball shall be called for any breaches in fielding restrictions.

14. The Under-15 League points system for the 2018-19 season is as follows:

Win	2 points
Loss	0 points
Tie	1 point
No Result	1 point to each team

15. The ACU&S will provide an accredited umpire for the U15 League. If it is not possible to provide two umpires for each game, the batting team will provide a square leg umpire. The decisions of the Umpires are final.

16. 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.

17. 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.

Under-17 League - Competition Rules

1. These rules should be read in conjunction with *CHK Junior League Playing Conditions*.
2. The 2018-19 CHK Under-17 League is open to players born on or after 1st September 2001.
3. The 2018-19 CHK Under-17 League shall consist of a T20 competition and a 35-overs per side matches played by teams of 11 players. Substitutes will be allowed in case of injury but substitutes cannot bat or bowl.
4. The Under-17 League shall be made up of two divisions, the Premier and Elite Divisions.
 - a) At the end of the round robin matches, the top two teams in each division will play off in a grand final to determine the Under-17 League Champion.
5. A 156gm four-piece Pink leather cricket ball will be used in all league matches.
6. The hours of play may be found on the CricHQ or Cricket Hong Kong website.
7. There will be a maximum of 4 overs per bowler in the T20 competition and 7 overs per bowler in the 35 over competition.
8. Teams will normally bowl from both ends unless otherwise instructed by the umpires to bowl from one end only.
9. In case of a wide delivery, one (1) run will be added to the total of the batting side in case of wide plus any runs scored off byes. The ball will have to be bowled again.
10. In case of a 'no-ball', one (1) run shall be added to the total plus runs scored off the bat. The ball will have to be bowled again.
11. A 'free hit' will be awarded after a no-ball has been bowled. The facing batsman cannot be dismissed from the free hit delivery unless run-out or is given out for obstructing the field. Players from the fielding side, including the wicket-keeper, cannot change their positions for the free hit unless the batsman facing the free hit is not the same batsman as the one that was facing when the no-ball was bowled.
12. No more than five fielders outside of the 30-yard circle at any time throughout the innings. In the case of no 30-yard circle the umpire shall have sole discretion on fielding positions. No more than two men out behind square on the leg side. A no ball shall be called for any breaches in fielding restrictions.
13. The Under-17 League points system for the 2018-19 season is as follows:

Win	2 points
Loss	0 points
Tie	1 point
No Result	1 point to each team
14. Umpires will be appointed by the ACU&S for all matches. If it is not possible to provide two umpires for each game, teams may be asked to provide a responsible person to act as square leg umpire. The decisions of CHK Umpires are final.
15. 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.
16. 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.

Secondary Schools Leagues Playing Conditions 2017-18

The following are the Playing Conditions of the Cricket Hong Kong (CHK) Secondary Schools Leagues. These should be read in conjunction with the specific rules issued for each competition and the current *CHK Code of Behaviour*.

1. General

Except as specified in the Playing Conditions below and Schools League Competition Rules for each competition, the Laws of Cricket (The Laws of Cricket 2017) shall apply.

2. Fixtures

The latest scheduled fixtures and starting times will be displayed on CHK's website (www.hkcricket.org) or on CricHQ at the following link <https://www.crichq.com/organisations/821/matches/upcoming>

3. Ground, Weather and Light

After being handed over by the Ground Authority, the umpires appointed by CHK shall be sole judges of the fitness of the ground, weather and light for play. If a ground is deemed unfit to play due to adverse weather conditions, the match will not be rescheduled and the match points for the game will be shared between both teams.

4. Disputes

The umpires appointed by CHK shall determine all disputes during a match. If teams do not agree with any ruling made during a game, they can lodge a written complaint to CHK within 3 days of the dispute. A ruling will be given by CHK.

5. Competition Format

- a) **Senior Boys** - The format for CHK Secondary Schools League (Senior Boys) will be a T20 competition played between two pools of teams. The top two teams in each pool will contest the semi-finals with the winners of the semi-finals facing off in a Grand Final. The winner of the Grand Final will be the Secondary Schools League (Senior Boys) champion.
- b) **Junior Boys** - The format for CHK Secondary Schools League (Junior Boys) will be a T20 competition played between two pools of teams. The top two teams in each pool will contest the semi-finals with the winners of the semi-finals facing off in a Grand Final. The winner of the Grand Final will be the Secondary Schools League (Junior Boys) champion.
- c) **School Girls** - The format for CHK Secondary Schools League (School Girls) will be a T20 competition. Teams will play each other once after which the top two teams on the ladder will contest a Grand Final. The winner of the Grand Final will be the Secondary Schools League (School Girls) champion.

6. Scheduling of Matches

All Secondary School League matches will be played on week day afternoons during the season (i.e. between September and April). Every effort will be made to schedule matches such that school events, holidays and examination periods are avoided. Schools are requested to advise CHK, within 21 days of the scheduled match day, if they are unable to play on that date. Efforts will be made to reschedule such games. If a team fails to give sufficient notice of being unavailable for a game or fails to appear for a game then they will forfeit the match and the opposition team will be awarded maximum points.

7. Player Eligibility

All players must be registered students at the school they are representing. If a student leaves the school, he/she can no longer represent that school in the competition. A student cannot play for a different school to the one he/she is attending.

Boys eligible age-wise for the junior boy's competition may play in the senior boys competition.

- a) **Senior Boys** – All players must be under the age of 19 years old as at 31st of August 2018. That is, they must be born on or after the 1st September 1999. Players born before the 1st September 1999 will not be allowed to play, even if they are still attending the school. This restriction is being applied for safety reasons, as many boys much younger than this age will be playing in the same competition.
- b) **Junior Boys** – All players must be under the age of 15 years old as at 31st August 2018. That is, they must be born on or after the 1st September 2003. Players born before 1st September 2003 will not be allowed to play in the Junior Boys competition.
- c) **School Girls** – All players must be under the age of 19 years old as at 31st of August 2018. That is, they must be born on or after the 1st September 1999. Players born before the 1st September 1999 will not be allowed to play, even if they are still attending the school.

8. Team Registration

- a) All schools wishing to participate in CHK Schools League for must submit a Team Registration Form to CHK office prior to the start of the competition. The Team Registration Form must show the team name and the name and contact number of the team supervisor/coach responsible for the team. *The team supervisor/coach must be an adult over 21 years of age.*
- b) Team Nomination Form must include a team list of players that will play for the team. The team list must include the full name, the club they play for in CHK junior leagues, HKSSF registration ID or HKID card or passport number of each player in the team.
- d) *The team registration form must be signed and validated by the school that all the players named in the team are full-time students of that school.*

9. Player Registration

- a) Prior to the first game, schools are required to provide a full list of player details as above and for those who do not represent a club outside of school, complete a player registration form which is to be signed by the parent or guardian, they must also pay the team registration fee to CHK. The Players Nomination Form must include recent photographs of the players and details of their date of birth, together with documentary proof of their age (e.g. copy of HKID card, passport or birth certificate). The form must include the name of the supervisor in charge of each school team and be stamped with an official school chop (only for players who do not represent a club in other CHK Leagues).
- b) The umpires will strictly enforce the age restrictions all secondary school's competitions. Over-age players and players that have not registered will not be allowed to play. Teams that fail to comply with these conditions of play will be sanctioned by CHK – please refer to the Penalties section for details.

10. Transfer of players

If a player changes schools part way through the season, an application for transfer must be submitted in writing to CHK at least 72 hours before the transfer is required to take effect. Please send transfer requests to CHK Cricket Programmes Coordinator via email cricketops@hkcricket.org.

11. Match Balls

Schools are required to purchase cricket balls from CHK for league matches. Each team shall bring one new cricket ball to each game and a number of spare balls to use in case the match ball is lost or goes out of shape. The ball used is a 2pc 156gram Kookaburra.

12. Match Scorecards

- a) The home team's Coach or Representative shall submit the scorecard from the match to CHK office. In the event of a Tie or No Result, by both teams shall submit a scorecard. Scorecards may be scanned and emailed to cricketops@hkcricket.org by no later than noon on the first working day after the match. CricHQ live scoring of matches is encouraged and will reduce the admin burden on schools.
- b) The full name of all players taking part in a match must be entered on the scorecards. Failure to follow these procedures, including submission of incomplete scorecards or late submission of the scorecards may result in the deduction of the league points by CHK.

12. Uniform

Players must wear white cricket clothing the field at all times. Black shoes, jeans or any other inappropriate attire is not permitted. Umpires may ask players to leave the field if they are wearing inappropriate attire.

13. Playing Equipment

Teams must bring their own cricket equipment. Batting helmets must be worn in all matches. Wooden cricket bats must be used in all matches.

14. Adult Supervision

For safety reasons, it is compulsory for teams to be accompanied and supervised by the team supervisor/coach or an adult person over the age of 21 years at all times.

15. 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 the eligibility of players (e.g. by playing an over age, unregistered or ineligible player or a player not from their school) or have not provided adult supervision for their team during matches will be penalised as follows:

First offence – the offending team will lose all points scored in the game in which the offence occurred. The opposition team will be awarded maximum points from the game.

Second offence – the offending team will lose all points scored in the competition so far. The opposition team will be awarded maximum points from the game.

Third offence – the team will be withdrawn from the league.

Secondary Schools League Rules: Senior Boys

1. These rules should be read in conjunction with *the Playing Conditions for CHK Schools Leagues*.
2. CHK Schools League senior boys competitions shall involve 20-overs per side matches played by teams of 11 players. Substitutes will be allowed in case of injury but substitutes cannot bat or bowl.
3. Teams will be split into two Pools. Teams will play all the other teams in their Pool and after that the top two teams from each Pool will play in semi-finals and finals to determine the champion. Semi-final one shall see the first placed team in Pool A playing the second placed team in Pool B while semi-final two shall see the second placed team in Pool A playing the first placed team in Pool B. The winners of the two semi-finals shall contest the Grand Final and the Grand Final winner shall be the Senior Boys Champion.
4. A Kookaburra Red King brand 156g 2-piece red leather cricket ball will be used in all league matches. Both teams must bring one new match ball of the specified brand to the match and give this to the umpire before the start of the game. Each team should also bring at least 6 spare balls to the game in case the match ball is lost or damaged during the innings.
5. The hours of play may vary slightly from venue to venue but the following will be the general rule.

Afternoon matches, the hours of play shall be:

First innings: **1.30-2.50 pm (1 hour 20 minutes)**

Interval: *2.50-3.05 pm (15 minutes)*

Second innings: **3.05-4.25 pm (1 hour 20 minutes)**

6. There will be a maximum of 4 overs per bowler.
7. Teams will normally bowl from both ends. In exceptional circumstances, umpires may decide that teams will bowl from one end only.
8. In case of a Wide delivery, one (1) run will be added to the total of the batting side plus any runs scored. The ball must be bowled again.
9. In case of any No ball called, one (1) run shall be added to the total plus runs scored off the bat. The ball must be bowled again and the batsman shall be awarded a 'free hit' meaning that he cannot be dismissed unless he is run-out or obstructing the field. The fielding team cannot change their fielding positions for the free hit unless the batsman facing the free hit bats with the opposite hand (RHB or LHB).
10. The points system is as follows:

Win	2 points
Loss	0 points
Tie	1 points each
No Result	1 points each
Walk-over	2.5 points
11. Umpires will be appointed by CHK for all matches. If it is not possible to provide two umpires for each game, teams may be asked to provide a responsible person to act as square leg umpire. The decisions of CHK Umpires are final.
12. 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.
13. 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.

Secondary Schools League Rules: Junior Boys

1. These rules should be read in conjunction with the *Playing Conditions for CHK Schools Leagues*.
2. CHK Secondary Schools League (Junior Boys) competition shall involve 20-overs per side matches played by teams of 11 players. Substitutes will be allowed in case of injury but substitutes cannot bat or bowl.
3. Teams will be split into two Pools. Teams will play all the other teams in their Pool and after that the top two teams from each Pool will play in semi-finals and finals to determine the champion. Semi-final one shall see the first placed team in Pool A playing the second placed team in Pool B while semi-final two shall see the second placed team in Pool A playing the first placed team in Pool B. The winners of the two semi-finals shall contest the Grand Final and the Grand Final winner shall be the Secondary Schools League (Junior Boys) champion.
4. A Kookaburra Red King brand 156g 2-piece red leather cricket ball will be used in all league matches. Both teams must bring one new match ball of the specified brand to the match and give this to the umpire before the start of the game. Each team should also bring at least 6 spare balls to the game in case the match ball is lost or damaged during the innings.
5. The hours of play may vary slightly from venue to venue but the following will be the general rule.

Afternoon matches, the hours of play shall be:

First innings: 1.30–2.50 pm (1 hour 20 minutes)

Interval: 2.50-3.05 pm (15 minutes)

Second innings: 3.05-4.25 pm (1 hour 20 minutes)

6. There will be a maximum of **four (4)** overs per bowler.
7. Teams will normally bowl from both ends. In exceptional circumstances, umpires may decide that teams will bowl from one end only (PKVR Reservoir will only use one end).
8. In case of a Wide delivery, one (1) run will be added to the total of the batting side plus any runs scored. The ball must be bowled again.
9. In case of any No ball called, one (1) run shall be added to the total plus runs scored off the bat. A No Ball must be bowled again and the batsman shall be awarded a 'free hit' meaning that he cannot be dismissed unless he is run-out or obstructing the field. The fielding team cannot change their fielding positions for the free hit unless the batsman swap ends during the delivery bowled.
10. The 2018-19 points system is as follows:

Win	2 points
Loss	0 points
Tie	1 points each
No Result	1 points each
Walk-over	2.5 points
11. Umpires will be appointed by CHK for all matches. If it is not possible to provide two umpires for each game, teams may be asked to provide a responsible person to act as square leg umpire. The decisions of CHK Umpires are final.
12. 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.
13. 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.

Secondary Schools League Rules: *Girls*

1. These rules should be read in conjunction with the *Playing Conditions for CHK Schools Leagues*.
2. CHK Secondary Schools League (Girls) competitions shall involve 20-overs per side matches played by teams of 11 players. Substitutes will be allowed in case of injury but substitutes cannot bat or bowl.
3. There will be only one Pool of teams. Teams will play all the other teams once in the Pool and after that the top two teams will play in a grand final to determine the champion.
4. A Kookaburra Red King brand 142g 2-piece red leather cricket ball will be used in all league matches. Both teams must bring one new match ball of the specified brand to the match and give this to the umpire before the start of the game. Each team should also bring at least six spare balls to the game in case the match ball is lost or damaged during the innings.
5. Unless otherwise stated, all matches in the Secondary Schools League (Girls) will be played at the Po Kong Village Road Reservoir ground.

6. The hours of play shall be:

First innings: 2.00-3.20 pm (1 hour 20 minutes)

Interval: 3.20-3.35 (15 minutes)

Second innings: 3.35-4.55 pm (1 hour 20 minutes)

7. There will be a maximum of **four** overs per bowler.
8. Until further notice, for matches at the Po Kong Village Road Reservoir ground, teams will only bowl from the Stadium end of the ground.
9. In case of a Wide delivery, two (2) runs will be added to the total of the batting side plus any runs scored. The ball shall not be re-bowled unless it is the last ball of the innings, in which case the ball shall be re-bowled. The last ball of the innings must be a legitimate delivery.
14. In case of any No ball called, one (1) run shall be added to the total plus runs scored. Note, the ball shall be allowed to bounce **'twice'** before the popping crease.
10. A No Ball must be bowled again and the batsman shall be awarded a 'free hit' meaning that she cannot be dismissed unless she is run-out or obstructing the field. The fielding team cannot change their fielding positions for the free hit unless the batsman cross ends.

11. The points system is as follows:

Win	2 points
Loss	0 points
Tie	1 points each
No Result	1 points each
Walk-over	2.5 points

12. Umpires will be appointed by CHK for all matches. If it is not possible to provide two umpires for each game, teams may be asked to provide a responsible person to act as square leg umpire. The decisions of CHK Umpires are final.
13. 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.
14. 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.