

# **Cricket Hong Kong**

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



**ACO**  
**CRICKET**  
HONG KONG  
香港板球

**2019 - 2020**

**Official Handbook**

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

# CHK & CHK, ACO Contacts & Links

## CHK

Office 2504-8102

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

## CBC Secretary

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

## CHK Domestic League

Office 2504-8123

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

Twitter @CricketHK

## CHK, ACO

Email (The Secretary) [hongkong.aco@gmail.com](mailto:hongkong.aco@gmail.com)

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

## Other Useful Links

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

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

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

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

## Ground Contacts

**Kowloon Cricket Club:** **9076 7911**  
Matt Stiller (Dir. of Cricket) [cridirector@kcc.org.hk](mailto:cridirector@kcc.org.hk)  
*F&B Contact: by Tuesday before the match*  
*(F&B Coordinator Teresa/Dorothy)*  
3473-7125/169 or [fnb@kcc.org.hk](mailto:fnb@kcc.org.hk)

**Hong Kong Cricket Club:** **9525 0777**  
David Varley (Capt. of Cricket) [varleyvarls@hotmail.com](mailto:varleyvarls@hotmail.com)  
*F&B Contact: beginning of the week before the game*  
9469-9494 (Samson Lam).

**Po Kong Village Road Park:** **2320 6140**  
*PKVR Park - LCSD*

**Ting Kwong Road Recreation Ground** **2711 1532**  
*TKRRG - LCSD*

**Police Training College:** **9369 7191**  
Amarjeet Singh (Dir of Cricket - Operation Breakthrough)

**Gin Drinkers Bay, PKVR Reservoir Ground  
and General Ground Enquiries** **6305 5592**  
Horace Leung (CHK Facilities Manager)

**AP Cricket Ground - Kam Tin** **6147 8600**  
Ankur Vasishta (Ground Manager)

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# Preamble – The Spirit of Cricket

## Laws of Cricket (2017 Code)

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

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

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

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

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

# Code of Behaviour

## for Players and Player Support Personnel

### INTRODUCTION/PREAMBLE

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

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

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

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

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

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

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

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

Throughout the Code of Behaviour:

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

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

## **ARTICLE 1           SCOPE AND APPLICATION**

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

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

## **2.2 Level 2 Offences:**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- 2.2.4 Inappropriate 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 2.2.11 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 2.2.11 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 polices 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.

Reference: <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. <sup>[1]</sup><sub>[SEP]</sub>

## CoB Appendix 3: Suspensions

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

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

# APPENDIX 1: Lost Time Calculation Sheets

## APPENDIX 1- 1A

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

### **Time**

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

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

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

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

(i.e. restart less time of stoppage)

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

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

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

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

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

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

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

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

plus one up to maximum overs

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

### **Rescheduled Playing Hours**

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

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

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

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

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

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

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

## APPENDIX 1 - 1B

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

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

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

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

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

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

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

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

## APPENDIX 1- 2A

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

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

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

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

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

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

Start time

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

Scheduled cessation time [  $C + B$  ]

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

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

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

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

## APPENDIX 1 - 2B

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

#### **Time**

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

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

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

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

Length of interruption [D – B] \_\_\_\_\_ (E)  
Additional time available: (Any unused provision  
for earlier than scheduled start of second innings) \_\_\_\_\_ (F)  
Total playing time lost [E – F] \_\_\_\_\_ (G)

### **Overs**

Maximum overs at start of innings \_\_\_\_\_ (H)  
Overs lost [ G / 3.75 ] (rounded down) \_\_\_\_\_ (I)  
Adjusted maximum length of innings [ H – I ] \_\_\_\_\_ (J)  
Rescheduled length of innings [ J 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		
Last Over Start Time	B		
<b>Gross Playing Time</b> ( <i>minutes</i> )	<b>C=B-A</b>		
Intervals	D1		
Intervals ( <i>incl. 4 min x drinks</i> )	D2		
Time lost for Interruptions	E		
<b>Sub-Total</b>	<b>F=D+E</b>		
Time Allowances			
<b>Sub-Total</b>	<b>G</b>		
<b>Total Allowances</b>	<b>H=F+G</b>		
<b>Actual Playing Time</b>	<b>I=C-H</b>		
<b>Required Over rate</b>	<b>K</b>		
<b>Required Overs</b> ( <i>round down</i> )	<b>L=I/K</b>		
<b>Overs Bowled</b> ( <i>round up</i> )	<b>M</b>		
<b>Over/Under</b> ( <i>report to CHK</i> )	<b>N=M-L</b>		

# 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 2019-20 season, they are:

CHK High Performance Manager (Mr Mark Farmer), National Coach (Mr Trent Johnston), 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:*

- b) 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.
- c) 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).
- d) The Suspect Bowling Committee will then arrange a test using a slow-motion camera at the most convenient time to all parties

(an effort to be made within 14 days of receiving the written request).

## **7. Illegal Action**

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

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

## **8. Appeal**

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

### **a) Legal**

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

### **b) Illegal**

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

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

# APPENDIX 4: CHK Clothing Policy

This policy applies to all CHK Domestic Cricket Leagues

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

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

## 1. SHIRTS

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

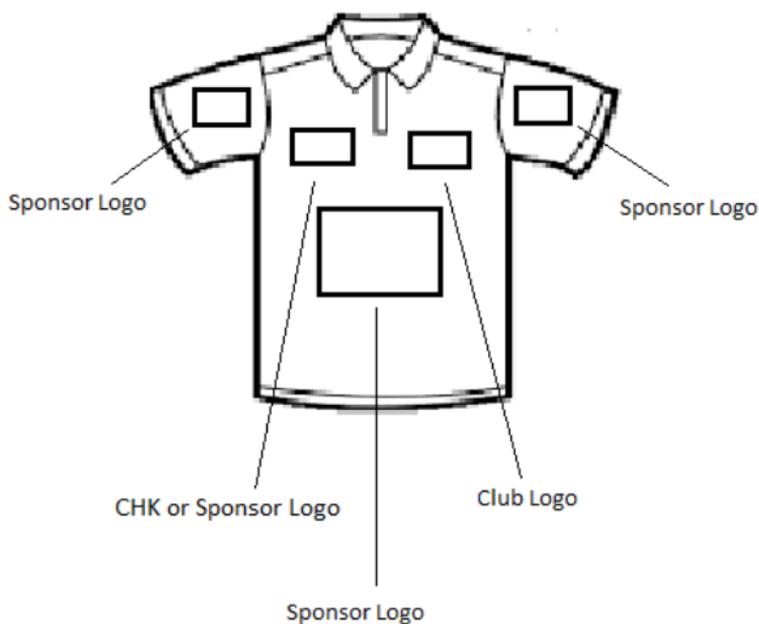
## 2. CRICKET SHOES

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

White shoes must be worn when playing in white clothing

Coloured shoes may be worn when playing in coloured clothing

## FRONT



**BACK**

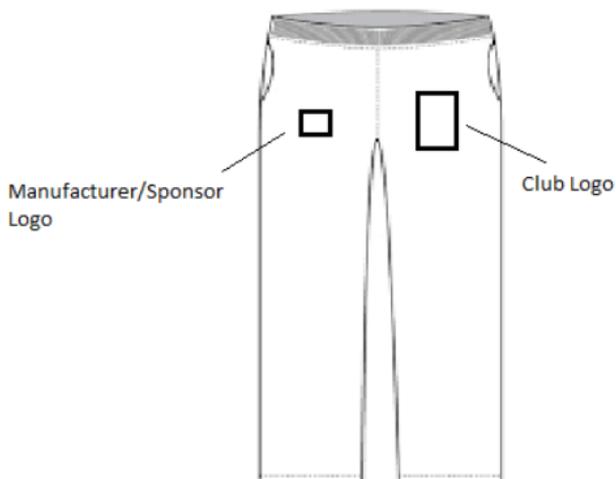
### 3. HELMETS

In all formats of the game:

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

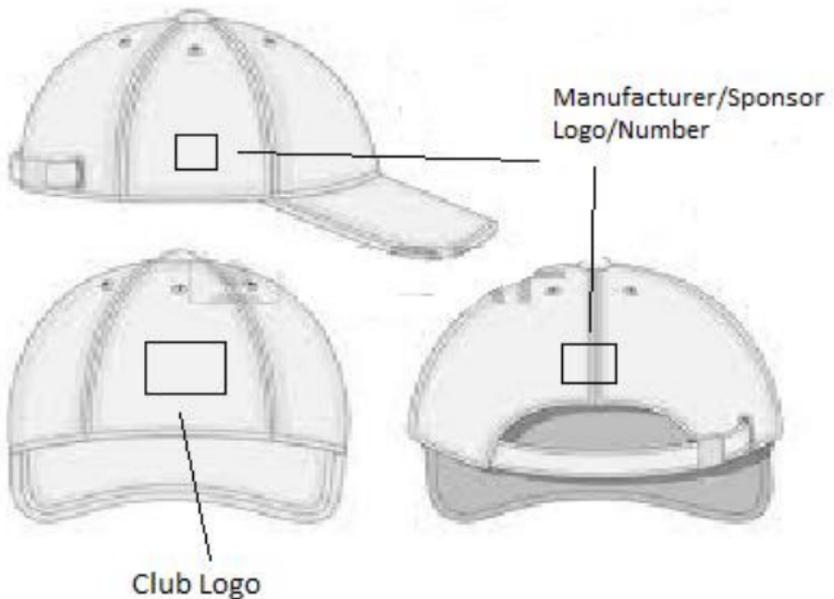
### 4. TROUSERS

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



## 5. CAPS/HATS

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



# CHK Playing Conditions 2019-20

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

## 1. General

Except as specified below or by the relevant Competition Rules, the Laws of Cricket (2017) shall apply.

## 2. Captain's Meetings

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

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

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

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

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

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

Law 42 of The Laws of cricket 2017 Code shall be applied only in Premier League and Sunday Elite matches in the 2019-20 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 2019-20 season.

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

## **4. Umpires and Scorers**

- a) The Cricket Hong Kong Association of Cricket Officials (CHK, ACO) will appoint umpires for the:
  - i. Premier League (T20, OD and 2-Day)
  - ii. Sunday Elite Competitions (League and T20 Cup)
  - iii. Women's Competitions (T20 League, T10 Cup)
  - iv. Under-15 and Under-17 Leagues
  - v. Under-11 and Under-13 Leagues' semi-finals and final
- b) Cricket Hong Kong will appoint umpires for the:
  - i. Challenge League.
  - ii. Women's Development League
- c) In the Saturday Championship, Neutral Team Umpires will be used, with the appointments being handles by the CHK, ACO – see

below for more details.

- d) In the U11 and U13 leagues, teams shall provide umpires and scorers for all group-stage matches.
- e) At all other times, the appointment of umpires is the responsibility of the batting side.
- f) Any unofficial, non-playing umpire(s) may only stand with prior approval of both captains.

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

- g) 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 CHK, ACO and are expected to have attended at least one approved training seminar.
- h) 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.
- i) 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.
- j) In the event of inclement weather, it shall be the responsibility of the two nominated umpires to liaise with the two captains and the ground authority involved in the fixture.

### **Scorers**

- k) All teams across all leagues are to provide a scorer for their games.

- l) All games, unless otherwise specified, must be live scored on CricHQ.
- m) 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.
- n) The scorecard must be uploaded onto the CricHQ system by both teams no later than 9am on the second working day after the match.
- o) Any team that either
  - i. does not provide a scorer,
  - ii. fails to score the match on the CricHQ application,
  - iii. fails to upload the scorecard within the specific timewill be subject to a point deduction. The exact details of the point deductions can be found in each competition's playing conditions.

## **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 CHK Management for final adjudication. Disputes, with all relevant details, shall be submitted to the Cricket Operations Manager by email within 24 hours of the end of the match.
- c) Rulings given by the CHK Management on any disputes brought before them shall be final.

## **6. Payment of CHK Fees**

- a) All teams participating in CHK's domestic leagues must pay the CHK Fees prior to the start of the season. CHK fees for each competition are set by the CHK Board of Directors.
- b) Teams that can provide access to a cricket ground, for the purpose of playing league matches, may receive a full or partial waiver of the Fees.
- c) Before the start of the season, the CHK Office will issue invoices to clubs for all CHK Fees due, and these must be settled in full on or before the due date.
- d) Should the required CHK Fees not be paid in full prior to the due date, the team will be suspended from further competition matches until all fees have been settled in full. Consideration will be given to removing the team from competition.

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

- a) All Teams taking part in CHK's leagues are required to register their squad with CHK before the commencement of their first game.
- b) Teams can register new players as the season progresses, provided that player is eligible to compete in competition the team is taking part in (as per the competition's rules), and that the CHK Cricket Operations Manager has been informed.
- c) The CHK Operations Manager must be informed of a new addition to a team before the player has played a game. This can be done no later than before the toss of the first game the player will be taking part in for that team.
- d) Clubs are responsible for creating new player profiles and adding profiles to teams. Refer to Playing Condition 26.2

- e) Each team may field only one person who does not have the legal right to reside in Hong Kong per game. That is, every other player taking part in the game for that team must have a HKID, or be able to provide supporting documentation that they can live in HK;

### **Registering Junior Players**

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

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

organised by \_\_\_\_\_(enter Club name) and/or Cricket Hong Kong, both in Hong Kong and abroad.

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

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

### **Fielding Ineligible Players**

- l) It is the team’s responsibility to ensure that all players in their team are eligible for the competition they are participating in.
- m) Playing an ineligible player is considered as serious breach of CHK rules by a team. Should a team play with an ineligible player they will forfeit the game with maximum points for the match awarded to the opposition. If both teams field ineligible players the match is void and neither team shall earn match points. For clarity, the

playing of ineligible players includes, but is not limited to, the following:

- i. Playing an unregistered player (playing a player that does not have a profile on CricHQ and/or that CHK has not been informed about);
  - 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 CHK Management 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;
  - vi. Playing an over-age player in Junior Cricket
- n) Teams that forfeit matches in this manner will be reported to the CHK Management, and could be liable to further sanctions. Refer to Playing Condition 29.
- o) Male U17 players and Women may play for any senior men's team in the Saturday Championship and Sunday Elite competitions (see Rule 9)
- p) Female players of any age may play in any men's competition including U17 and U19 Leagues.
- q) Girls are allowed to play in age-group leagues if aged no more than two years above the age limit for boys. E.g. a girl born on or after 1<sup>st</sup> September 2006 may play in the Under-11 league; a girl born on or after 1<sup>st</sup> September 2004 may play in the Under-13 league etc.

## **8. Transfer of Players**

- a) A player shall not, without the prior permission of the CHK Management, play for more than one team in the same competition, unless covered under Rule 9.
- b) Women's players may only play for one club during the season in all forms of women's cricket unless with prior CHK permission. That is, a player cannot transfer clubs or play for different clubs in different women's competitions.
- c) In exceptional circumstances, applications for transfer may be submitted in writing to CHK (Attn: Cricket Operations Manager) at least 72 hours before the transfer is to take effect. This must be 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 CHK Management, who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.

## **9. Under-17s and Women representing multiple teams**

Any male cricketer who, on 1st September 2019, is below the age of 17 years, and has registered with CHK

OR

Any female cricketer

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

## **10. Fixtures**

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

## **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 CHK Management 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. In the absence of the ground authority, the decision rests with the nominated CHK staff present at the ground. If no CHK staff is present, then it lies with the umpires appointed by CHK or CHK, ACO and in their absence, the team captains.
- b) After the toss has taken place, subject to c), the appointed umpires or, in their absence, the captains shall be the sole judges as to whether conditions are fit for play. If both captains cannot agree, both teams shall remain at the ground for one hour after the scheduled start time at which time the home captain shall decide whether or not play is to commence.
- c) The ground's authority has the right to intercede in a game and

stop play if they reasonably consider continuance or resumption of play would likely lead to significant/unreasonable damage to any part of the ground or facilities. Where qualified umpires have been officially appointed such action should be subject to consultation and agreement with the umpires, who should take potential damage to the ground and pitch into consideration.

- d) **Application of Law 2.8.3** – If the conditions during a rain stoppage improve and the rain reduces to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both umpires agree that the current drizzle and ground conditions as a result, given c), plus allowing for further possible deterioration, would not have caused a stoppage then play shall resume immediately.
- e) If any league match is adversely affected by weather or ground conditions to the extent that a result cannot be achieved, the match shall be abandoned and the points for that game shall be shared equally between the teams (assuming the minimum number of overs to constitute a match has not been bowled).
- f) Where one Umpire is of the opinion it is unsafe or unsuitable for play to continue the game will be stopped and players asked to leave the ground.
- g) If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler starts his run-up until the striker receives the ball. If the fielder moves before the striker receives the ball, the umpire shall call and signal Dead Ball if he considers the striker has been distracted by the action. If the umpire considers the movement was a deliberate attempt to distract the batsman the umpire will take action under Law 42.4 (Deliberate attempt to distract striker).
- h) Play shall cease immediately, in the event that a lightning flash is

followed by thunder within 30 seconds. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.

- e) Games will be abandoned when there is a BLACK RAINSTORM WARNING and/or TYPHOON SIGNAL No. 8 or above.

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

- a) Unless otherwise specified, the toss shall be conducted in the presence of an umpire and a representative of both teams not earlier than 30 minutes nor later than 15 minutes prior to the scheduled start of play.
- b) Each team must provide a team list to the umpire/s at or prior to the toss. If no umpire is present, the team captains, or their representatives, should toss the coin at the designated time and exchange their respective team lists.
- c) In the event that a team does not have a representative available for the toss as outlined in a), the incident must be reported to the Cricket Operations Manager. The offending team will be liable to having the result of the game in question overturned to a forfeit.
- d) A side shall be of no less than seven players, or as specified, at the scheduled start of play. In the event of any team being unable to raise a side at the scheduled time for start of play, a walkover may be awarded to the opposition, together with full points for a win, for Premier League 2-Day matches, outright points.
- e) For Women's Cricket the team list must identify players with less than two seasons of cricket experience.
- f) For Senior Cricket, players under the age of 18 at September 1<sup>st</sup> 2019 must be marked along with age.
- g) If neither team has the required seven players, or as specified, at

the scheduled start of play, the match shall be cancelled by the umpires and no match points shall be awarded to either team. The match will not be rescheduled.

- h) If players from both teams are late to arrive, the start of play can be postponed, with an appropriate reduction of overs (as outlined in the competition rules). The incident must be reported to the CHK Management.

## **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) CHK Management will decide which balls are to be used for CHK competitions. Non-approved balls are not to be used. Breaches of this rule shall be dealt with by CHK Management who may impose penalties, including the deduction of points.

## **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**

- a) All teams are expected to bowl at the average minimum over rate specified for each League in the Competition Rules.
- b) Appendix 2 of the Competition Rules provides a worksheet for such calculations.
- c) Failure to bowl the minimum over rate in an innings accounting for allowances will result in a 5 run penalty per over they are slow for the batting team and a first and final warning for the captain of the fielding team, a further indiscretion by the captain in future matches will result in a one match suspension. Cases of this are to be reported to the CHK Operations Manager.
- d) For clarity, in the example whereby the team bowling second are found guilty of bowling with a slow over rate and the match cannot be completed due to ground, light, or other factors, the umpires shall instruct the scorers to add 5 penalty runs 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.
- e) Unless otherwise specified, over rates will be exclusive of drinks breaks.

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

- a) This rule applies in all CHK Leagues, unless specified otherwise.
- b) 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.

- c) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball (e.g. run out), even if the delivery for the free hit is called a Wide ball.
- d) Field changes (including a wicketkeeper standing up/back) are not permitted for free hit deliveries unless there is a change of striker.
- e) The bowler's end umpire will signal a free hit (after the normal No ball signal) by raising one arm and moving it in a circular motion above his head.

## **18. Wide ball**

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

### **22.1 Judging a Wide**

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

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

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

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

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

## **22.4 Delivery not a Wide**

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

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

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

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

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

### **Height Consideration**

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

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

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

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

- a) In 50-over and 2-Day competitions, a bowler shall be limited to TWO fast, short-pitched deliveries per over. In all other competitions, a bowler shall be limited to ONE fast, short-pitched delivery per over.
- b) A fast, short-pitched delivery is defined as a ball that passes, *or would have passed*, above the shoulder height of the striker standing upright at the popping crease.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast, short-pitched delivery has been bowled.
- d) In addition, and subject to (f) below, a ball that passes above head height of the batsman standing upright at the popping crease and prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called "Wide". Refer above, this replaces Law 21.10.
- e) To avoid doubt, any fast, short-pitched delivery that is called "Wide" under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- f) In the event of a bowler bowling more than the allowed number of fast, short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A different signal shall be used to signify a fast, short-pitched delivery. The umpire shall call and signal No Ball then tap his head with the other hand.
- g) In the event of a bowler bowling more than the allowed number of fast, short-pitched balls in an over, the umpire, after the call of No Ball, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being No Balled in the

innings for bowling more than the allowed number of fast, short-pitched deliveries in an over, the umpire shall caution the bowler and advise him that this is his final warning for the innings.

- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and, when the ball is dead, direct the fielding captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side. The matter is to be reported to the DOC.
- l) Irrespective of the above Law 41.6 Bowling of dangerous and unfair short pitched deliveries maybe applied in regard, for instance in incidents of repetition and consideration of a batsman's skill, which the umpires may apply at any time.

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

Law 41.7 is to be applied

## **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 League Two-day	120 minutes
Premier League One-day	120 minutes
Premier League T20	40 minutes
Sunday Elite League	120 minutes
Sunday Elite T20 Cup	40 minutes
Saturday Championship	70 minutes
Women's T20 League	35 minutes
Women's T10 League	20 minutes

Note, under Law 24.2.3 the maximum is 90 minutes

## **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
U10-U11	3	6
U12-U13	4	8
U14-U15	5	12
U16-U17	6	16
U18-U19	8	20

*Age is determined as at 1<sup>st</sup> September 2019*

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.

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

*Age is determined as at 1<sup>st</sup> September 2019*

- 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 2019, 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**

This section is to be read in conjunction with Appendix 4

### ***25.1 Wearing of Spikes***

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

Players should not wear spikes when playing on Synthetic pitches across any CHK league, as to avoid causing damage to the pitch. Appointed umpires and/or the ground authority can request any player found to wearing spikes to remove them.

### ***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, club trainings, or any other activities. 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 CHK management before being worn during competitions. This recognizes the potential for branding or logos to be of significant scale to conflict with requirements in c) and d); or with CHK contractual obligations.

## **White Clothing and Uniforms**

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

## **Coloured Clothing and Uniforms**

- e) In competitions played using white cricket balls, all teams are required to wear coloured uniforms. The amount of white, cream and/or very light colouring on the uniform fabric and on any logos displayed on the uniform shall be kept to a minimum. Coloured clothing must be consistent throughout the team.

## **Base Layer Clothing**

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

## **Reserve Players clothing**

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

## **Penalties for Breaching Clothing Policy**

- h) Umpires will closely monitor team uniform and equipment during a game, and may require immediate adjustment, where necessary.
- i) If a player, or players, is thought to have breached of the Clothing Policy, an umpire will report them under the code of conduct

(section 2.1.1) to the Secretary of the CBC. If found in violation, this will result in a first and final warning for the offending player, a second offence will result in an automatic one match suspension. Subsequent breaches will result in additional automatic one match suspensions. These will be published on the CHK website and roll over from year to year.

### ***25.4 Equipment***

- a) Teams must provide their own cricket equipment.
- b) All players under the age of 18, as at 1st September 2019, shall wear a helmet with grille when batting and close fielding. See Playing Condition 24.3
- c) Helmets shall be one plain colour; preferably same as predominant team colour. The colour of the helmet shall be uniform to all members of the same team. Refer to Appendix 4, paragraph 3.
- d) Wooden cricket bats must be used in all CHK competitions

## **26. CHK Administrative Requirements**

### ***26.1 Umpires' Assessment Form***

- a) For all Premier League and Sunday Elite matches (across all competitions), both captains are required to submit an Umpires' Assessment Form to CHK by 9am on the second working day following the match. Failure to do so can lead to a point penalty as outlined in each competition's playing conditions.
- b) Reports can be submitted either by filling out the paper form in writing and emailing a scanned copy it to [umpirerpts@hkcricket.org](mailto:umpirerpts@hkcricket.org), or by filling out the Umpires'

Assessment Google Form.

- c) The Umpires' Assessment Form PDF file and the Umpires' Assessment Google Form link will be made available to all club representatives at the start of the season.
- d) Captains in other CHK Leagues may submit reports as well, but it is not mandatory for them to do so.

## **26.2 CricHQ**

- a) All games, unless otherwise specified, must be live scored on CricHQ. Refer to Playing Condition 4, k) through o).
- b) All clubs participating in CHK's Leagues are required to maintain their own club's page on the CricHQ system. CricHQ data-entry tasks include:
  - i. Maintaining the Team Profiles for each team registered under the club in active CHK competitions, and ensuring that the squads on CricHQ align with those provided to CHK.
  - ii. Maintaining the personal player profiles of their players, and ensuring that all the data entered (including, but not limited to, full name, date of birth, gender, HKID/Passport number, contact details and guardians contact details) are accurate and kept up to date.
  - iii. Creating new team and player profiles where necessary.
- c) CHK must be informed before any new player profile is created, in order to ensure that this player has been registered with CHK, and to prevent the creation of duplicate player profiles. Refer to Playing Condition 7.
- d) CHK must be informed before a player profile is either transferred between clubs, merged with another profile, or added to a new team. Refer to Playing Condition 7.
- e) Training on the use of the CricHQ system will be provided by CHK.

- f) Admin Access to a Club's page will be provided by CHK to the club representatives and anyone nominated by them. Clubs are free to give admin access to their own pages to other individuals at their discretion

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

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

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

- a) It is compulsory for all Junior-League teams to be accompanied and supervised by at least **two** adults over the age of 21 years at all times.
- b) Any team that fails to have the requisite adult supervisors present for the duration of the match shall forfeit their game, and shall be

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

## 29. Penalties

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

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

- a) Player Registration and Eligibility (Playing Conditions 7 and 8)
- b) Well-being of Junior cricketers (Playing Conditions 24 and 28)
- c) Punctuality (Playing Condition 13)

They will be penalised as follows:

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

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

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

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

# 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 all CHK league 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 and Premier League – 50 over match

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

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

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

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

### **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](mailto: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.

### **All Other CHK Leagues**

- l) Both teams should make their own F&B arrangements.
- 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:** For all CHK leagues, Water is provided during matches at both KCC and HKCC. Water fountains are available at Tin Kwong Road Recreational Ground (Mission Road) and at Po Kong Village Road Park and Reservoir grounds.

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

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

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

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

- 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.

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

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

- a) Both captains, the scorers and umpires must agree on the score entered into the CricHQ application at the completion of the game.
- b) If there are any disputes the facts must be recorded in the notes section of CricHQ and a decision will be made by CHK on the final result. In the event no decision can be reached the points will be shared (1 per team).
- c) Once agreed the scorecard must be uploaded onto the CricHQ database by both teams, this must be done by 9am on the second working day. Refer to Playing Condition 4, k) through o)

#### **5. Inclement Weather**

- a) A WhatsApp group will be created by CHK at the start of the season to keep all team and ACO (CHK) representatives up to date with the conditions at various grounds.
- b) CHK will inform teams if games are called off. Teams are expected to show up to the ground in time for their games unless instructed otherwise.
- c) Refer to Playing Condition 12 for further instructions.

# 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**

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

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

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

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

#### **5. Clothing**

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

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

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

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

## **7. Innings**

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

## **8. Intervals**

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

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

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

## **Intervals for Drinks**

- e) A drink break of no more than five minutes shall be offered at the end of every hour's play (one drinks interval per session). Drinks shall be taken on the field at all times.
- f) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be kept to a minimum and the time noted by the umpires and taken into consideration in the calculation of playing time.
- g) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

## **9. Loss of Time**

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

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

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

- e) Where time is lost beyond time recoverable, the minimum overs to be bowled in a day's play shall be reduced at a rate of one over for each period of 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 CHK Plating Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

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

## **12. The Result**

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

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

### 13. Points

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

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

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

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

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

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 One Day***

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

## **1. Competition Format**

- a) CHK Premier One Day League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 50-overs per innings.
- c) Teams will score points in each match (see point 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**

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

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

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

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

***Periods of Play and Intervals***

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

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

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

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

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

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

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

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

## **5. The Ball**

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

## **6. Length of Innings**

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

two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.

- iv. Delays caused by the batting side, e.g. changes of equipment.

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

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 14 and CHK Playing Conditions Rule 16 for penalties for slow over rates.

## **7. Lunch Interval**

- a) An interval of 40 minutes is allowed for the Lunch Interval.
- b) Should there be a delay or interruption of play then the lunch interval maybe reduced to a minimum of 30 minutes.
- c) If the innings of the side batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the side batting second will commence correspondingly earlier providing that this does not

lead to an interval occurring more than 30 minutes prior to the scheduled time.

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

## **8. Drinks Intervals**

- a) Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.
- e) when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a batsman is dismissed or retires, or the players have occasion to leave the field, whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus

interrupted it shall be completed on the resumption of play.

## 9. Delayed or Interrupted Matches

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

### **Illustration:**

*Due to ground, light, or weather conditions playing time is reduced by 42 minutes, after allowance for a reduced lunch (15 minutes) The game will be reduced by a total of 10 overs (42 minutes divided by 8.4 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 45 overs. The playing lost is divided across both innings, i.e. 5 x 4.2 minutes = 21 minutes (rounded down) deducted from each innings (original playing time of 3 hours*

*30 minutes, minus 21 minutes = new playing time of 3 hours 9 minutes). Therefore, the revised hours of play will be 10.57 to 2.06 pm and 2.36 to 5.45 pm.*

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

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

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

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

A Free Hit after a No Ball is applied to all No Balls. Refer to Playing Condition 17 for outline on this rule

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

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

## 13. Fielding Restrictions

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

### Powerplays

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

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

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

***Illustrations:***

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

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

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

## **14. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 30 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 16).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 30 overs or more duration. In innings of less than 30 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 15. The Result

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

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

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

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

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

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

## 16. Points

Points for matches will be awarded as follows:

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

## 17. League Champion

The Premier League One Day 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.*

## **Premier League T20**

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

### **1. Competition Format**

- a) CHK Premier T20 League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match (see point 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**

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

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

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

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

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

<b>First Innings</b>	<b>1330-1455 (1 hour 25 minutes)</b>
<i>Interval</i>	<i>1455-1510 (15 minutes)</i>
<b>Second Innings</b>	<b>1510-1635 (1 hour 25 minutes)</b>

***Playing time per innings:*** 85 minutes plus the over in progress at the scheduled time

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

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

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

### **Interval between Innings**

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

### **Intervals for Drinks**

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

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

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

## **5. The Ball**

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

## **6. Length of Innings**

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

iii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.

iv. Delays caused by the batting side, e.g. changes of equipment.

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

h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate

i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.

k) See Rule 13 and CHK Playing Conditions Rule 16 for penalties for slow over rates.

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

a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.

- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1650 at TKRRG) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8.5 minutes lost, being 4.25 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

***Illustration:***

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

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than

that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

## 8. Number of overs per bowler

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

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

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

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

as each bowler's limit is concerned.

## 9. Free Hit after a No ball

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

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

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

## 11. Timed out

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

## 12. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- e) 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.
- f) 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.

- g) 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.
- h) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

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

- i) 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.
- j) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called.

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

- b) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 25 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.
- c) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see Rule 16).
- d) 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.
- e) 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.
- f) This is the only penalty for a slow over rate.

## 14. The Result

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

d) 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.

### e) 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.

### f) Prematurely Terminated Matches

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

## 15. Tied Matches – Super Over

- a) If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match there shall be a Super Over to determine the winner.
  - a) The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
  - b) The umpires shall stand at the same end as that in which they finished the match.
  - c) The fielding side shall choose from which end to bowl.
  - d) Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
  - e) Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
  - f) The team batting second in the match will bat first in the Super Over.
  - g) The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
  - h) The loss of two wickets in the over ends the team's one over innings.
  - i) In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
  - j) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
  - k) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring

delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

**Illustration:**

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

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

## 16. Points

Points for matches will be awarded as follows:

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

## 17. League Champion

The Premier League T20 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:

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

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

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

## ***Sunday Elite League***

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

### **1. Competition Format**

- a) The Sunday Elite shall be contested by twelve teams participating in two divisions.
- b) Teams shall play each other twice in round-robin matches of 50-overs per innings giving a total number of 10 matches per team.
- c) 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.
- d) 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 with CHK before playing their first Sunday Elite match. Playing an unregistered player constitutes playing an ineligible player.
- b) Each team may field only one non-Hong Kong Resident Permit Holder per game. Inclusion of more than one non-Hong Kong Resident Permit Holder constitutes playing an ineligible player.
- c) Players may only represent one club for the duration of the Sunday Elite season

### 3. Hours of Play and Intervals

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

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

#### *Periods of Play and Intervals*

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

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

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

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

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

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

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

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

- a) Two drinks breaks per session shall be permitted, each 1 hour minutes apart.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.
- e) An allowance of 4 minutes will be allowed for drinks in overrate calculations

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

- a) To constitute a match, both teams are to have the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1650 at TKRRG, and 1710 at PKVR Park) and are to take this into account in their revised overs calculations.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7.80 minutes lost, being 3.90 minutes per over (i.e. one over deducted from each innings). In the event that

a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see CHK Premier League One Day Playing Conditions **10b and 13f**. This calculation must not cause the match to finish earlier than the original cessation time.

**Illustration:**

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

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

## **6. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 16).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 30 overs or more duration. In innings of less than 30 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 7. The Result

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

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

b) **Interrupted or Prematurely Terminated Matches**

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

c) **Prematurely Terminated Matches**

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

## 8. Points

Points for matches will be awarded as follows:

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

## 9. League Champion

The Sunday Elite 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:

- 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 T20 Cup***

These are the competition rules of the CHK Sunday Elite T20 Cup, played across 3 Sundays in April. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

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

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

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

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

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

Each Group will play a single-stage round-robin, with all three games taking place on a single day at a single venue. The winner of each group will then proceed to the Finals Day. The Finals Day will be scheduled as follows:

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

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

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

### **2. Player Eligibility**

The same eligibility rules as the Sunday Elite League apply. Players must represent the same team in the T20 Cup as they did in the

League, unless they have received consent from CHK Management prior to the competition.

### 3. Hours of Play and Intervals

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

<b>Game 1</b>	
<b>First Innings</b>	<b>0830-0945 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>0945-1000 (15 minutes)</i>
<b>Second Innings</b>	<b>1000-1115 (1 hour 15 minutes)</b>
<b>Game 2</b>	
<b>First Innings</b>	<b>1130-1245 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1245-1300 (15 minutes)</i>
<b>Second Innings</b>	<b>1300-1415 (1 hour 15 minutes)</b>
<b>Game 3</b>	
<b>First Innings</b>	<b>1430-1545 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1545-1600 (15 minutes)</i>
<b>Second Innings</b>	<b>1600-1715 (1 hour 15 minutes)</b>

*Playing time per innings: 75 minutes.*

*Required over rate: 3.75 minutes per over.*

*TKRRG games will commence 30 minutes earlier.*

This schedule is to be adhered to as closely as possible. The appointed umpires can choose to alter the schedule to allow for bad

light, delays in play, or other extenuating circumstances. However, all changes must be communicated to the CHK Operations Manager.

#### 4. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should begin reducing overs immediately, with focus on finishing the match within original cessation time.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see CHK Premier League T20 Playing Conditions **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

***Illustration:***

*Due to ground, light, or weather conditions, the start of the game is delayed by 50 minutes. No allowance is made for a delayed start, and the innings break is reduced to 10 minutes. Therefore, the game will be reduced by a total of 12 overs (45 minutes divided by*

*7.5 minutes = 6 x 2 overs), six overs deducted from each innings. Each side will now bowl 14 overs. The playing lost is divided across both innings, i.e. 6 x 3.75 minutes = 22 minutes deducted from each innings (rounded down). Original playing time of 1 hour 15 minutes, minus 22 minutes = new playing time of 53 minutes. Therefore, the revised hours of play will be 9.20 to 10.13 am and 10.23 to 11.16 am.*

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

## **5. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see 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.

## 6. Tied Matches – Super Over

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

## 7. Points

Points for matches will be awarded as follows:

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

## 8. Group and Cup Champions

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

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

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

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

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

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

# ***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**

- a) The CHK Saturday Championship shall be contested between twenty teams participating in two Divisions of ten teams.
- b) 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 year's standings.
- c) Teams who finished in 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> will play their four additional games against each other and teams who finished 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup> and 10<sup>th</sup> 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 with CHK before playing their first match. Playing an unregistered player will constitute playing an ineligible player.
- b) There is no restriction on the number of Sunday Elite players appearing in Saturday Championship teams as long as a team's squad has met the criteria stipulated by CHK.
- c) Each team may field no more than one non-Hong Kong Resident Permit Holder per game. Inclusion of more than one non-Hong Kong Resident Permit Holder in a team will constitute playing an ineligible player in the game.

- d) Players that are above the age of 19, and that have played 2 or more Premier League Games (combined across all formats) in either the 2018-19 or the 2019-20 seasons, are not eligible to play in the Saturday Championship. Fielding such a player will constitute playing an ineligible player.
- e) A team can apply for an exemption for a player that has taken part in Premier League cricket in the 2018-19 season, but has no intention of playing Premier League in 2019-20. This has to be made in writing to the CHK management, and is subject to CHK approval.
- f) If a player, having received the exemption outlined in e), plays in a Premier League game during the season, the result of every Saturday Championship game he took part in during the season until that point will be overturned to a forfeit loss for his team.
- g) Players who are part of the 2019-20 Men's HK National Squad are not eligible to play in the Saturday Championship. Fielding a 2019-20 Men's National Squad player will constitute playing an ineligible player.

### 3. Hours of Play

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

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

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

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

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

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

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

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

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

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

CHK approved Kookaburra four-piece 156g leather cricket balls shall be used; one per innings. Each team is to provide a new ball for its bowling innings together with sufficient spare balls. Pink is the preferred colour for the 2019-20 season, but teams are allowed to use Red balls to use up existing stock. Both teams must use the same colour ball for the match.

## 6. Length of Innings

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

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

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

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

- i) See CHK Playing Condition Rule 16 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.75 minutes per over, if the number of overs to be bowled is less than 35 – see Rule 7 below.

## **7. Drinks Intervals**

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

## 8. Delayed or Interrupted Matches

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

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

*Please see the following example for clarification:*

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

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

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

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

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

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

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

## **12. Fielding Restrictions**

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

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

### 13. The Result

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

### 14. Points

Points for matches will be awarded as follows:

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

### 15A. Divisional Champions

After completion of the 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 results between the two teams will decide the higher placed team.
- d) If teams are still equal then the title will be shared.

## **15B. Promotion & Relegation**

- a) After completion of all 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 9<sup>th</sup> in Division 1 in the following season. The team that finishes second in Division 2 shall be ranked 10<sup>th</sup> 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 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 CHK ACO or as agreed by both captains before the toss.
  - g) When only one umpire is appointed for a Saturday Championship match, the umpire at his/her absolute discretion may stand at both ends during the match, following consultation with both captains. In such cases, the batting team captain shall nominate the square-leg umpire for the duration of the innings.
  - 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 CHK ACO.

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

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

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

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

## **1. Competition Format**

- a) CHK Women's T20 League shall be contested by eight 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 14 matches.
- d) The team that tops the league table after the round-robin stage will proceed directly to the final.
- e) The teams placed 2nd and 3rd after the round-robin stage will play each other in an 'Eliminator' game, with the winner proceeding to the final
- f) The winner of the final shall be crowned League champions.

## **2. Player Eligibility**

- a) Only female players may take part in this competition.
- b) A player may only register for a single club throughout the season across all the Women's competitions
- c) Refer to Playing Condition 7 for rules regarding Player Registration
- d) Refer to Playing Condition 8 for rules regarding Player Transfer

### 3. Hours of Play and Intervals

There may be up to three games played in a day at PKVR Reservoir Ground. The periods of play and intervals for Women's T20 League games at PKVR Reservoir are as follows:

<b>Game 1</b>	
<b>First Innings</b>	<b>0830-0945 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>0945-1000 (15 minutes)</i>
<b>Second Innings</b>	<b>1000-1115 (1 hour 15 minutes)</b>
<b>Game 2</b>	
<b>First Innings</b>	<b>1130-1245 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1245-1300 (15 minutes)</i>
<b>Second Innings</b>	<b>1300-1415 (1 hour 15 minutes)</b>
<b>Game 3</b>	
<b>First Innings</b>	<b>1430-1545 (1 hour 15 minutes)</b>
<i>Interval</i>	<i>1545-1600 (15 minutes)</i>
<b>Second Innings</b>	<b>1600-1715 (1 hour 15 minutes)</b>

*Playing time per innings: 75 minutes.*

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

At all other grounds, the hours of play will be as specified by CHK.

### 4. The Toss & Team Nomination

- The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- Team nomination forms must be provided to umpires prior to the toss being conducted.

- i. Juniors along with age as registered with CHK should be marked on the team list.
- ii. Players that have played less than two seasons of cricket are to be marked on the team list.

## **5. The Ball**

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

## **6. Length of Innings**

Refer to CHK Premier League T20 Playing Condition 6.

## **7. Number of overs per Bowler**

Refer to CHK Premier League T20 Playing Condition 8.

## **8. Legitimate Balls per Over**

- a) An over shall consist of six balls. No Balls and Wides shall not count as one of the over, and are to be re-bowled subject to b)
- b) For players that have played less than two seasons of cricket:
  - 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. All applicable 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

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

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 35 minutes.

## 10. Restrictions on the Placement of Fielders

- e) At the instant of delivery there shall be no more than five fielders on the leg side.
- f) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- g) Please see Playing Condition 26 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground
- h) For the first six overs of each innings only **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- i) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- j) 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.

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

- k) 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.
- l) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

## **11. Delayed or Interrupted Matches**

Refer to CHK Sunday Elite T20 Cup Playing Condition 4

## **12. Over Rate Penalties**

Refer to CHK Sunday Elite T20 Cup Playing Condition 5

## **13. Tied Matches – Super Over**

See CHK Premier League T20 Playing Condition 15.

## 14. Runs Behind the Wicket at PKVR Reservoir Ground

See CHK Playing Condition 27.

## 15. Points

Points for matches will be awarded as follows:

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

## 16. Champions

The League Champion shall be the team that wins the Final.

The highest ranked team after the league stage shall immediately proceed to the final, with the second and third ranked teams playing an Eliminator match, the winner of which will proceed to the final.

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

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds, with the higher-ranked team proceeding to the eliminator/final.

*\***Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*

# ***Women's T10 Cup***

These are the competition rules of CHK Women's T10 Cup. This competition will follow the same rules as the *Women's T20 League*, except for as specified as below. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

## **1. Competition Format**

- a) CHK Women's T10 Cup shall be contested by eight teams participating in a single group.
- b) Teams shall play each other once in round-robin matches of 10-overs per innings.
- c) Teams will score points in each match. Each team will play 7 matches.
- d) The top 4 teams after the round-robin stage will proceed to the semi-finals, with 1<sup>st</sup> place facing 4<sup>th</sup>, and 2<sup>nd</sup> place facing 3<sup>rd</sup>.
- e) The winner of the semi-finals will face each other in the final on the same day, the winner of which shall be crowned T10 Cup champions

## **2. Player Eligibility**

- a) Same eligibility rules as the Women's T20 League apply.
- b) A player may only register for a single club throughout the season across all the Women's competitions

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

There may be up to five games played in a day at PKVR Reservoir Ground.

The periods of play and intervals for Women's T10 Cup games at PKVR Reservoir are as follows:

<b>Game 1</b>	
<b>First Innings</b>	<b>0800-0840 (40 minutes)</b>
<i>Interval</i>	<i>0840-0850 (10 minutes)</i>
<b>Second Innings</b>	<b>0850-0930 (40 minutes)</b>
<b>Game 2</b>	
<b>First Innings</b>	<b>0950-1030 (40 minutes)</b>
<i>Interval</i>	<i>1030-1040 (10 minutes)</i>
<b>Second Innings</b>	<b>1040-1120 (40 minutes)</b>
<b>Game 3</b>	
<b>First Innings</b>	<b>1140-1220 (40 minutes)</b>
<i>Interval</i>	<i>1220-1230 (10 minutes)</i>
<b>Second Innings</b>	<b>1230-1310 (40 minutes)</b>
<b>Game 4</b>	
<b>First Innings</b>	<b>1330-1410 (40 minutes)</b>
<i>Interval</i>	<i>1410-1420 (10 minutes)</i>
<b>Second Innings</b>	<b>1420-1500 (40 minutes)</b>
<b>Game 5</b>	
<b>First Innings</b>	<b>1520-1600 (40 minutes)</b>
<i>Interval</i>	<i>1600-1610 (10 minutes)</i>
<b>Second Innings</b>	<b>1610-1650 (40 minutes)</b>

*Playing time per innings: 40 minutes.*

*Required over rate: 4 minutes per over.*

At all other grounds, the hours of play will be as specified by CHK.

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

- a) The Toss shall be conducted no earlier than 20 minutes nor later than 10 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted.
  - ii. Juniors along with age as registered with CHK should be marked on the team list.
  - iii. Players that have played less than two seasons of cricket are to be marked on the team list.

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

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T10 Cup matches.

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

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 10 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 12 (Over Rate Penalties) shall apply.

- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
  - e) If the side batting first is dismissed in less than 10 overs, the side batting second shall be entitled to bat for 10 overs
  - f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
  - g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
    - i. Injury to players of either side.
    - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
    - iii. Delays caused by the batting side, e.g. changes of equipment.
- Note:** *In instances of inclement weather, Rule 11 shall apply, NOT the provisions for allowances.*
- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
  - i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
  - j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready

to start play at the scheduled time.

- k) See Rule 11 and CHK Playing Conditions Rule 16 for penalties for slow over rates.

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

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

## **8. Legitimate Balls per Over**

Refer to CHK Women's T20 League Playing Condition 6

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

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 20 minutes.

## **10. Restrictions on the Placement of Fielders**

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

- c) Please see Playing Condition 26 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground
- d) At the instant of delivery, during any point of the innings, there may not be more than four (4) fielders permitted outside this fielding restriction area. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- e) To further clarify – there shall be no powerplays.
- f) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

## **11. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should begin reducing overs immediately, with focus on finishing the match within original cessation time.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced. See rule **7b**. This calculation must not cause the match to finish earlier than the original cessation time.

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

## **12. Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 10 overs within 40 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see 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) This is the only penalty for a slow over rate.

### **13. Tied Matches – Super Over**

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

### **14. Points**

Points for matches will be awarded as follows:

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

### **15. Champions**

The T10 Cup Champion shall be the team that wins the Final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 4<sup>th</sup>, and 2<sup>nd</sup> playing 3<sup>rd</sup>.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals.

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.

- 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 final league positions from 2018-19 shall be used to determine who proceeds, with the higher-ranked team proceeding to the eliminator/final.

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

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

# ***Women's Development League***

The below playing conditions are to be read in conjunction with the 2019-20 CHK Playing Conditions and the MCC Laws of Cricket.

## **1. Competition Format**

- a) **Phase 1** – The teams will initially be split into two groups of 4, and each group will play a single round-robin stage.
- b) **Phase 2** – The top 2 teams in each group will be put into the Cup group, and the bottom 2 into the Plate group. The Cup and Plate groups will then each play a single round-robin stage.
- c) Points from Phase 1 will not carry forward to Phase 2.
- d) The team on top of the Cup group after Phase 2 will be crowned the WDL Champions.

## **2. Player Eligibility**

- a) Only female players may take part in this competition.
- b) Any player who has been selected for the 2019-20 WPL, or that has ever been selected to represent their country, is ineligible to take part.
- c) Players should represent the same club that they represented in the Women's T20 League and T10 Cup, if applicable
- d) Exceptions to these rules can be made by the CHK Management

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

Each game will last for 130 minutes – 60 minutes per innings, with a 10-minute interval.

There will be 6 WDL games played on a single day, with two games played simultaneously at PKVR Reservoir Ground.

A detailed schedule for each day of the WDL will be released by CHK.

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

- a) The Toss shall be conducted no later than 15 minutes before the start of each game, and can be conducted off the field by appointed Umpires / CHK Staff.
- b) Team lists must be provided by each team prior to the toss being conducted.
- c) Juniors along with age as registered with CHK should be marked on the team list.

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

Games will be played with a White 142g 4-piece Kookaburra Balls. A new ball will not be required for each innings. However, it is required that the ball used be of reasonable condition. Each team will provide balls for their own fielding innings.

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

Teams will play 16 overs a side pairs format.

Each game will last for 130 minutes – 60 minutes per innings, with a 10-minute interval.

#### **7. Number of Players**

Each team must have a minimum of 6 players and a maximum of 8.

## **8. Wides, No Balls and Balls per Over**

- a) Wides will be enforced as per the MCC Laws. Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) will not be strictly enforced.
- b) Deliveries that bounce more than twice before crossing the popping crease will be considered a no-ball.
- c) Wides and No Balls will be worth 3 runs each and will not be re-bowled until the final over of the innings.
- d) The final over must consist of 6 legal deliveries.

## **9. LBWs**

LBWs will not be in effect.

## **10. Free-Hits**

Free-Hits will not apply after a no-ball.

## **11. Batting**

- a) Each pair must bat for 4 completed overs.
- b) Loss of a wicket means the batting side lose 5 runs.
- c) The non-striker must face the next delivery after the fall of a wicket. This does not apply for run-outs.
- d) In the event of only having 6 or 7 players, the fielding side chooses who gets to bat a second time before the start of the innings, and this player(s) can only bat again in the final pair.
- e) If a batter faces 3 consecutive dot balls (not including wides or no-balls) they must swap with the non-striker, unless the 3rd dot ball is the final ball of the over.
- f) Each team starts their innings with 100 runs.

## 12. Fielding

- a) Every member of the fielding side (apart from the designated wicketkeeper) must bowl at least 1 over, and can bowl a maximum of 3 overs each.
- b) In the event of the fielding side only having 6 players, the batting side gets to choose which player bowls a 4th over before the start of the innings.
- c) There may be no more than 4 fielders on the legside and no more than 2 behind square on the legside.
- d) If, over the course of the innings, due to whatever reason, the fielding side is required to have a player (or players) bowl more than 3 overs, the batting side will get to pick which player bowls it.

## 13. CHK Clothing Policy

The CHK Clothing Policy will **not** be strictly enforced, but teams are encouraged to wear consistent kit (of a similar colour) adhering to the policy throughout the competition.

## 14. Adverse Weather Arrangements

In case of delays or weather interruptions, the schedule should be altered and/or the number of overs reduced in order to play the games. If this is not possible, all efforts will be made to reschedule the fixtures to a later date. If that isn't possible, the fixtures will be considered abandoned and points will be shared.

## 15. Scoring

Refer to CHK Playing Condition 4k

## 16. Points

Points for matches will be awarded as follows:

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

In cases where teams are equal on points, Net Run Rate (as calculated by CricHQ) will be used to determine who sits higher on the points table.

## 17. League Champions

The team on top of the Cup group after Phase 2 will be crowned the WDL Champions.

# **Challenge League**

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

## **1. Player Eligibility**

- a) All players must be registered with CHK before playing their first Challenge League game. Playing an unregistered player will constitute playing an ineligible player.
- b) The following players are NOT eligible to play in CHK Challenge League:
  - i) Any player who has played any Sunday Elite or Premier League Game in the 2018-19 or 2019-20 seasons.
  - ii) No more than one player in the XI that has played three or more games in the CHK Saturday Championship in either the 2018-19 or 2019-20 seasons.
  - iii) CHK Playing Condition 9 (Under-17s and Women representing multiple teams) will not apply. However, players under the age of 17 as of 1<sup>st</sup> September 2019 (apart from Premier League or National Team players) will be exempt from Rules i) and ii) above. They will be limited to representing just one team in the Challenge League for the entire season.
- c) It will be the responsibility of the respective captains to ensure that they do not field an ineligible player.
- d) Any breach of the above rules will automatically lead to the match being forfeited and awarded to the opposition with all points. There is no appeal on this matter.
- e) A player may not play for more than one team in the competition

- and no transfer of players is allowed during the season.
- f) A team can apply for an exemption for a player that has taken part in Saturday/Sunday/Premier League cricket in the 2018-19 season, but who has no intention of playing in these leagues in 2019-20. This has to be made in writing to the CHK management, and is subject to CHK approval.
  - g) If a player, having received the exemption outlined in f), plays in a Saturday/Sunday/Premier league game during the season, the result of every Challenge League game that he has taken part in until that point will be overturned to a forfeit loss for his team.

## **2. Competition Format**

- a) The Challenge League will consist of three divisions of eight teams each. All matches will be T20 format.
- b) Teams will play each other once in a single stage round robin, for a total of 7 games each team.
- c) Teams will score points from each match
- d) The top two teams in each division after the round robin stage will compete in a Final to determine that division's champion
- e) The champions of Division 3 and Division 2 will be promoted up, with the last placed teams in Division 2 and Division 1 being relegated down.
- f) The champion of Division 1 will be awarded the *Rahuman Farcy Trophy*.

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

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

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

#### **4. Number of Players**

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

#### **5. Length of Innings**

Refer to CHK Premier League T20 Playing Condition 6.

#### **6. Delayed or Interrupted Matches**

Overs should be reduced at the rate of 1 per innings for every 8 minutes of playing time lost. Games should complete as per the scheduled competition time. Refer to CHK Premier League T20 Playing Condition 7.

#### **7. Number of overs per Bowler**

Refer to CHK Premier League T20 Playing Condition 8.

## **8. Fielding Restrictions**

- a) There may be no more than **five** fielders fielding at the boundary at any stage in the innings. Whether or not a fielder is considered to be on the boundary is at the Umpire's discretion. If an inner circle is prepared at the ground, there may be no more than five fielders outside of it.
- b) No more than eleven players may field at any one time. Substitutes are allowed only in the case of injury or in other acceptable circumstances at the umpires' discretion or, in his absence, the opposing captain. Teams must inform the umpires and the opposition captain before bringing on substitutes.

## **9. Match Balls**

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

## **10. Batsman Retirement**

A batsman must retire upon his score reaching 50 runs, but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

## **11. Umpires**

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

## 12. Scoring

- a) It is mandatory for each team to upload a full scorecard to CricHQ by 9 AM on the second working day after the match.
- b) Failure to do so will lead to a **0.5-point penalty**.
- c) It is preferred, but not mandatory, that each team live score the game using the CricHQ app.

## 13. Tied Matches – Super Over

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

## 14. Results & Points

Competition Points shall be allocated as follows:

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

## 15. League Champions

- a) The Champion of each Division shall be the team that wins that division's Final.
- b) The two highest ranked teams after the league stage shall proceed to the final.
- c) If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the Final:
  - i) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
  - ii) If the NRR is equal then the team with the most wins in the

- competition finishes higher.
- iii) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
  - iv) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the final.
- d) The Division 1 Champion will be awarded the *Rahuman Farcy Trophy*. The Division 2 and 3 Champions will also be awarded trophies.
- e) The champions of Division 3 and Division 2 will be promoted up, with the last placed teams in Division 2 and Division 1 being relegated down.

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

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

## **16. Clothing & Uniforms**

Either white or coloured clothing is acceptable, provided the colour Yellow is not used, and that the entire team is wearing the same uniform. If teams do not have uniforms, then whites are recommended. Players wearing shorts or not wearing sport shoes will not be allowed to play. Umpires can remove them from the field.

Refer to Appendix 4: CHK Clothing Policy

## **17. Postponement of Matches**

Refer to CHK Playing Conditions 11.

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

Refer to CHK Playing Conditions 12.

## **19. Slow Over Rate**

- a) If, without good cause, the side bowling first fails to complete 20 overs within 80 minutes, then the innings shall be extended until 20 overs are completed, and the second innings will be restricted to the number of overs completed at the 80 minute point in the first innings. There will be no adjustment made to the target in the second innings. The over in progress at the scheduled time shall count as a completed over.
- b) If the team fielding second fails to bowl the required number of overs, without good cause, in 80 minutes, and the game has to conclude due to lack of time, then the result will be decided by DLS as per the CricHQ App.
- c) Only the umpire or in his absence the batting captain can interpret Good Cause.
- d) Teams that repeatedly have a slow over-rate may be liable to further penalties from the CHK Management.

# ***Challenge Cup***

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

## **1. Competition Format**

- a) The 24 participating teams will be divided into 8 groups of three teams each, based on the 2018-19 Challenge League results
- b) Each group will play a single stage of round robin games.
- c) Each group will play all of their games on a single day at a single venue. This means two games in a day for each team during the group stage.
- d) Winner of each group will proceed to the Quarter Finals stages.
- e) All four Quarter Finals will take place on the weekend right after the last group stage games.
- f) The Semi Finals and Finals will take place the weekend immediately after the Quarter Finals, with all three games being played on the same day at the same venue.
- g) The winner of the final will be declared the Challenge Cup Champions
- h) Groups and Schedule will be announced by CHK Management

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

When three T20s are to be played in a single day, the schedule will be as follows:

<b>Game 1</b>	
<b>First Innings</b>	<b>0800-0920 (1 hour 20 minutes)</b>
<i>Interval</i>	<i>0920-0930 (10 minutes)</i>
<b>Second Innings</b>	<b>0930-10:50 (1 hour 20 minutes)</b>
<b>Game 2</b>	
<b>First Innings</b>	<b>1115-1235 (1 hour 20 minutes)</b>
<i>Interval</i>	<i>1235-1245 (10 minutes)</i>
<b>Second Innings</b>	<b>1245-1405 (1 hour 20 minutes)</b>
<b>Game 3</b>	
<b>First Innings</b>	<b>1430-1550 (1 hour 20 minutes)</b>
<i>Interval</i>	<i>1550-1600 (10 minutes)</i>
<b>Second Innings</b>	<b>16:00-17:20 (1 hour 20 minutes)</b>

Games at AP Cricket Ground - Kam Tin will start 30 minutes later.

### **3. Tied Matches – Super Over**

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

### **4. Results & Points**

Competition Points shall be allocated as follows:

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

## 5. Cup Champions

- a) The winner of the final will be declared Challenge Cup Champions
- b) The highest ranked teams from each group shall proceed to the Quarter Finals
- c) If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the Quarter Finals:
  - i) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
  - ii) If the NRR is equal then the team with the most wins in the competition finishes higher.
  - iii) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
  - iv) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the Quarter Finals

*\*Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*

## ***Under-17 T20 League***

These are the competition rules of the CHK Under-17 T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-17 T20 League will consist of two divisions (Premier and Elite) of 5 teams each. All matches will be T20 format.
- b) Teams will play each other twice in a two-stage round robin.
- c) Teams will score points in each match. Each team will play 8 matches.
- d) The two teams that top the league table after the round-robin stage in each division will proceed to the Final.
- e) The winner of each Final shall be crowned league champions for that division.
- f) There is no automatic promotion/relegation between divisions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2002 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 7p)

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

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

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

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

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

### **5. The Ball**

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

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

Refer to CHK Premier League T20 Playing Condition 6.

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

Overs should be reduced at the rate of 1 per innings for every 8 minutes of playing time lost. Games should complete as per the

scheduled competition time. Refer to CHK Premier League T20 Playing Condition 7.

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

Refer to CHK Premier League T20 Playing Condition 8.

## **9. Fielding Restrictions**

Refer to CHK Premier League T20 Playing Condition 12.

## **10. Tied Matches – Super Over**

See CHK Premier League T20 Playing Condition 15.

## **11. Points**

Points for matches will be awarded as follows:

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

## **12. League Champions**

The champions for each division in the U17 T20 League will be the side that wins that division's final.

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

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.

- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the Finals

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

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

## ***Under-17 35-Over League***

These are the competition rules of the CHK Under-17 35-Over League. This competition will follow the same rules as the *CHK Sunday Elite League*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-17 35-Over League will consist of two divisions (Premier and Elite) of 5 teams each. All matches will be 35-over format.
- b) Teams will play each other once in a single stage round robin.
- c) Teams will score points in each match. Each team will play 4 matches.
- d) The two teams that top the league table after the round-robin stage in each division will proceed to the Final.
- e) The winner of each Final shall be crowned league champions for that division.
- f) There is no automatic promotion/relegation between divisions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2002 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 7p)

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

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last for 4 hours and 40 minutes. There will be 2 hours 15 minutes per innings (3.75 minutes/over) with a 10-minute break between innings.

One drinks break will be taken in each innings after 1 hour of play. This is included in the 2 hours 15 minutes.

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

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

### **5. The Ball**

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

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

- a) Each side shall bat for 35 overs unless all out earlier or the match is restricted through delay or interruption.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress

at the scheduled time shall count as a completed over for over rate calculations. Rule 14 (Over Rate Penalties) shall apply.

- d) After the first innings the interval shall not be extended and the next innings shall commence at the scheduled time.
  - 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, NOT the provisions for allowances.*
- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
  - i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
  - j) Late commencement of the game will not normally be considered

an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.

See Rule 13 and CHK Playing Conditions Rule 16 for penalties for slow over rates.

## **7. Drinks Intervals**

- a) One drinks break per innings shall be permitted after 1 hour of play.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

## **8. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 15 minutes
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable

reason, the total number of overs in the match shall be reduced by two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **9b and 12f**. This calculation must not cause the match to finish earlier than the original cessation time.

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

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

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

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

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

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

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

## 12. Fielding Restrictions

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

### Powerplays

- c) There are three phases of Powerplay:
  - iv. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 7 inclusive.
  - v. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 8 to 28 inclusive.
  - vi. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 29 to 35 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of

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

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

<b>Duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5

29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7

### 13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 35 overs within 2 hours 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 16).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The

umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of 15 overs or more duration. In innings of less than 15 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 14. Points

Points for matches will be awarded as follows:

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

## 15. League Champions

The champions for each division in the U17 35-Over League will be the side that wins that division's final.

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

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the Finals

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

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

## ***Under-15 T20 League***

These are the competition rules of the CHK Under-15 T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

### **1. Competition Format**

- a) The Under-15 T20 League will consist of two divisions (Premier and Elite) of 7 teams each. All matches will be T20 format.
- b) Teams will play each other once in a single-stage round robin.
- c) Teams will score points in each match. Each team will play 7 matches.
- d) The four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1<sup>st</sup> will play 4<sup>th</sup> and 2<sup>nd</sup> will play 3<sup>rd</sup>.
- e) The winners will proceed to the final. The winner of the final shall be crowned League champions for the division.
- f) There is no automatic promotion/relegation between divisions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2004 are eligible to take part.
- b) Girls born on or after 1<sup>st</sup> September 2002 are eligible to take part (see CHK Playing Condition 7q)
- c) The above does not apply to the CHK Women's National team

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

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

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

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

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

### **5. The Ball**

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares. The CHK Women's National Team shall bowl with a 142g ball.

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

Refer to CHK Premier League T20 Playing Condition 6.

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

Overs should be reduced at the rate of 1 per innings for every 8 minutes of playing time lost. Games should complete as per the

scheduled competition time. Refer to CHK Premier League T20 Playing Condition 7.

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

Refer to CHK Premier League T20 Playing Condition 8.

## **9. Fielding Restrictions**

Refer to CHK Premier League T20 Playing Condition 12. The radius of the semi-circles shall be 25.15 yards instead of 30.

## **10. Tied Matches – Super Over**

See CHK Premier League T20 Playing Condition 15.

## **11. Batsman Retirement**

A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

## **12. Points**

Points for matches will be awarded as follows:

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

## **13. League Champions**

The champions for each division in the U15 T20 League will be the side that win's that division's final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 4<sup>th</sup>, and 2<sup>nd</sup> playing 3<sup>rd</sup>.

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

- a) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the Semi Finals

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

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

## ***Under-15 30-Over League***

These are the competition rules of the CHK Under-15 30-Over League. This competition will follow the same rules as the *Premier League One Day*, except for as specified as below. These rules should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

### **1. Competition Format**

- a) The Under-15 30-over League will consist of two divisions (Premier and Elite) of 7 teams each. All matches will be 30-over format.
- b) Teams will play each other once in a single-stage round robin.
- c) Teams will score points in each match. Each team will play 7 matches.
- d) The four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1<sup>st</sup> will play 4<sup>th</sup> and 2<sup>nd</sup> will play 3<sup>rd</sup>.
- e) The winners will proceed to the final. The winner of the final shall be crowned League champions for the division.
- f) There is no automatic promotion/relegation between divisions

### **2. Player Eligibility**

- a) Only players born on or after 1<sup>st</sup> September 2002 are eligible to take part.
- b) Girls born on or after 1<sup>st</sup> September 2002 are eligible to take part (see CHK *Playing Condition 7q*)
- c) The above does not apply to the CHK Women's National team

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

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last for 4 hours. There will be 1 hour 55 minutes per innings (3.75 minutes/over) with a 10-minute break between innings.

One drinks break will be taken in each innings after 15 overs of play. This is included in the 1 hour 55 minutes.

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

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

### **5. The Ball**

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares. The CHK Women's National Team shall bowl with a 142g ball.

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

- a) Each side shall bat for 30 overs unless all out earlier or the match is restricted through delay or interruption.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress

at the scheduled time shall count as a completed over for over rate calculations. Rule 14 (Over Rate Penalties) shall apply.

- d) After the first innings the interval shall not be extended and the next innings shall commence at the scheduled time.
  - e) If the side batting first is dismissed in less than 30 overs, the side batting second shall be entitled to bat for 30 overs
  - f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
  - g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
    - i) Injury to players of either side.
    - ii) Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
    - iii) Delays caused by the batting side, e.g. changes of equipment.
- Note:** In instances of inclement weather, **Rule 8** shall apply, *NOT* the provisions for allowances.
- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
  - i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
  - j) Late commencement of the game will not normally be considered

an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.

See Rule 13 and CHK Playing Conditions Rule 16 for penalties for slow over rates.

## **7. Drinks Intervals**

- a) One drinks break per innings shall be permitted after 15 overs or 1 hour of play, whichever comes first.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

## **8. Delayed or Interrupted Matches**

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 15 minutes
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable

reason, the total number of overs in the match shall be reduced by two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **9b and 12f**. This calculation must not cause the match to finish earlier than the original cessation time.

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

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

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

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

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

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

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

## 12. Fielding Restrictions

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

### Powerplays

- c) There are three phases of Powerplay:
  - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 6 inclusive.
  - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 7 to 24 inclusive.
  - iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 25 to 30 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of

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

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

<b>Duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5

29	6	17	6
30	6	18	6

### 13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 30 overs within 1 hour 55 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 16).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 15 overs or more duration. In innings of less than 15 overs duration, umpires shall

apply the penalty run Laws for time wasting especially strictly.

e) This is the only penalty for a slow over rate.

## 14. Points

Points for matches will be awarded as follows:

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

## 15. League Champions

The champions for each division in the U15 30-Over League will be the side that wins that division's final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 4<sup>th</sup>, and 2<sup>nd</sup> playing 3<sup>rd</sup>.

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

- Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the Semi Finals

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

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

## **Under-13 Competition Rules – General**

These are the general competition rules for the CHK Under-13 Leagues, and should be read in conjunction with the playing conditions for each competition, and the 2019-20 CHK Playing Conditions.

1. The 2019-20 CHK Under-13 League is open to players born on or after 1st September 2006.
2. Girls born on or after 1<sup>st</sup> September 2004 are eligible to take part (see CHK Playing Condition 7q)
3. The Under-13 League is split in two divisions – Premier (Division 1) and Elite (Division 2). Clubs should determine the relative strength of their players and to select their teams to play in each division accordingly.
4. The Premier Division will consist of 20-overs per side matches played by teams of 11 players. The Elite Division will consist of two rounds – one round of 10-a-side 15-overs Pairs cricket, and one round of 11-a-side 15-overs ‘Proper’ cricket.
5. There will be no automatic promotion/relegation between the Premier and Elite divisions at the end of the season.
6. A Kookaburra brand 2-piece 142gm Pink leather cricket ball will be used in all league matches. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.
7. Teams will normally bowl from one end unless otherwise instructed by the umpires to bowl from both ends.
8. For group stage games, each team will provide an umpire for the match. The umpires shall swap between square leg and officiating umpire at the completion of every over. If it is not possible to provide two umpires for each game, the batting team will provide

a square leg umpire. The decisions of the Umpires are final.

9. The length of the pitch will be equal to 20 yards.
10. The Toss must be conducted no more than 10 minutes before the start of the game, and must be conducted in front of adult representatives from both teams.
11. It is not mandatory to submit a written team list before the toss. However, the playing 11 must be selected on the CricHQ scoring App before the game gets underway.
12. Refer to CHK Playing Condition 28 regarding Adult Supervision requirements

# Under-13 League – Premier Division T20

These are the competition rules of the CHK Under-13 League – Premier Division T20. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with the CHK Under-13 *Competition Rules – General*, *CHK Playing Conditions* and *CHK Code of Behaviour*.

## 1. Competition Format

- a) The Under-13 Premier Division consists of 7 teams.
- b) Teams will play each other twice in a two-stage round robin.
- c) Teams will score points in each match. Each team will play 12 matches.
- d) The four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1<sup>st</sup> will play 4<sup>th</sup> and 2<sup>nd</sup> will play 3<sup>rd</sup>.
- e) The winners will proceed to the final. The winner of the final shall be crowned League champions for the division.
- f) There is no automatic promotion/relegation between divisions

## 2. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings. This includes one drinks break at the 10 over interval in each innings.

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

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

### **4. Length of Innings**

Refer to CHK Premier League T20 Playing Condition 6.

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

Overs should be reduced at the rate of 1 per innings for every 8 minutes of playing time lost. Games should complete as per the scheduled competition time. Refer to CHK Premier League T20 Playing Condition 7.

### **6. Number of overs per Bowler**

Refer to CHK Premier League T20 Playing Condition 8.

### **7. Fielding Restrictions**

A six-over powerplay at the start of the innings will be in effect. Refer to CHK Premier League T20 Playing Condition 12. The radius of the semi-circles shall be 25.15 yards instead of 30.

At KGV and DB Plaza, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

### **8. Tied Matches – Super Over**

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

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

See CHK Playing Condition 27.

## **10. Over Rate Penalties**

Over Rate Penalties do not apply to the Under-13 Leagues. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.

## **11. Batsman Retirement**

A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

## **12. Points**

Points for matches will be awarded as follows:

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

## **13. League Champions**

The champions for the U13 League Premier Division will be the side that wins the final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 4<sup>th</sup>, and 2<sup>nd</sup> playing 3<sup>rd</sup>.

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

- e) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- f) If the NRR is equal then the team with the most wins in the competition finishes higher.
- g) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- h) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the Semi Finals

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

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

## Under-13 League – Elite Division Pairs

These are the competition rules of the CHK Under-13 League – Elite Division Pairs. These rules should be read in conjunction with the CHK Under-13 *Competition Rules – General*, CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. The 2019-20 Under-13 League Elite Division consists of 9 teams.
2. Each team will play the other once in a single-stage round robin during the Pairs competition.
3. Teams will be 10 players a side.
4. There will be no Under-13 League Elite Division Pairs champion awarded.
5. 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.
6. Each team shall bat with five (5) pairs of batsmen and each pair shall bat for three (3) overs each for a total of fifteen (15) 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 less than 10 players, the bowling team shall select which players get to bat again.
7. 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 three over spell.
8. The batsmen at the crease shall change ends when a wicket falls (except for a runout, or the last ball of an over).
9. Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than three (3) overs per

match and all bowlers must use an over-arm action to deliver the ball.

10. Wides and No-balls will only be re-bowled for the final over of the innings, and shall be worth 3 runs each.
11. There will be no fielding restrictions applied.
12. Each game should last no longer than 2 hours. Each innings should last 55 minutes, with a 10-minute interval.
13. No slow over-rate penalty will apply. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.
14. 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.
15. The points system for the 2019-20 CHK Under-13 League Elite Division Pairs 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)

# Under-13 League – Elite Division 15-Over

These are the competition rules of the CHK Under-13 League – Elite Division 15-over. These rules should be read in conjunction with the CHK Under-13 *Competition Rules – General*, CHK *Playing Conditions* and CHK *Code of Behaviour*.

## 1. Competition Format

- a) The Under-13 Elite Division consists of 9 teams.
- b) Teams will play each other once in a single-stage round robin of 11-a-side, 15-over matches
- c) Teams will score points in each match. Each team will play 8 matches.
- d) The four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1<sup>st</sup> will play 4<sup>th</sup> and 2<sup>nd</sup> will play 3<sup>rd</sup>.
- e) The winners will proceed to the final. The winner of the final shall be crowned League champions for the division.
- f) There is no automatic promotion/relegation between divisions

## 2. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 130 minutes – 55 minutes per innings (3.67 minutes/over) with a 10-minute break between innings. There will be no drinks break during an innings.

### **3. Wides and No Balls**

Wides and No-balls will only be re-bowled for the final over of the innings, and shall be worth 3 runs each.

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

A Free Hit after a No Ball is applied to all No Balls. However, if the final ball of an over is a No Ball, the free hit will not carry over to the next over. Refer Conditions of Play Rule 17 for more on this rule.

### **5. Length of Innings**

Games shall last for 15 overs each innings, with at least 7 overs each innings required to constitute

### **6. Delayed or Interrupted Matches**

Every effort should be made to play a complete game. Teams are able to play on at KGV until 6 PM.

Should it be necessary to reduce the number of overs in each innings, they should be reduced at the rate of 1 over lost per innings for every 7 minutes lost in playing time.

In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

### **7. Number of overs per Bowler**

Bowlers may bowl no more than 3 overs each. This is to be reduced if the number of overs available during the innings is reduced due to delays/inclement weather/other issues

## **8. Fielding Restrictions**

At any point during the innings there may be:

- a) No more than 5 fielders may field outside the inner circle.
- b) No more than 5 fielders on the legside.
- c) No more than 2 fielders behind square on the legside.

At KGV, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

## **9. Tied Matches – Super Over**

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

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

See CHK Playing Condition 27.

## **11. Over Rate Penalties**

Over Rate Penalties do not apply to the Under-13 Leagues. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.

## **12. Batsman Retirement**

A batsman must retire upon his score reaching 50 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

## 13. Points

Points for matches will be awarded as follows:

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

## 14. League Champions

The champions for the U13 League Elite Division 15 Over will be the side that win's the final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1<sup>st</sup> playing 4<sup>th</sup>, and 2<sup>nd</sup> playing 3<sup>rd</sup>.

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

- i) Net Run Rate (NRR)\*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- j) If the NRR is equal then the team with the most wins in the competition finishes higher.
- k) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- l) If teams are still equal then the final league positions from 2018-19 shall be used to determine who proceeds to the Semi Finals

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

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

## ***Under-11 Competitions Rules – General***

1. These rules should be read in conjunction with *CHK Junior League Playing Conditions*.
2. The 2019-20 CHK Under-11 competitions are open to players born on or after 1st September 2008.
3. Girls born on or after 1<sup>st</sup> September 2006 are eligible to take part (see CHK Playing Condition 7q)
4. For the 2019-20 season CHK's Under-11 program shall comprise two competitions:
  - a. Under-11 League (pairs cricket)
  - b. Under-11 Championship
5. The Under-11 League will feature games of 16 overs per innings (pairs cricket) while the Under-11 Championship will feature games of 15 overs per innings ('proper' cricket)
6. A pink Kookaburra 135g leather ball will be used in the Premier Division (Pool 1), while a soft 'incrediball' will be used in the Elite Division (Pools 2 and 3). Teams shall provide their own Kookaburra balls, purchased from the CHK office, and CHK will provide Incrediballs.
7. 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.
8. Clubs should determine the relative strength of their players and to select their teams to play in each division/pool accordingly.
9. Players that participate in the Under-11 League are eligible to play

- in the Under-11 Championship and do not need to register again.
10. A player may transfer to a different team for the Under-11 Championship to the one that they played for in the Under-11 League, but they must play for only one team in each competition (i.e. a player cannot play for multiple teams).
  11. 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.
  12. Up to four sessions of matches may be played on each match day, with two matches per session. All matches should be completed within 1 hour and 40 minutes of the start time. The start time for matches will be as follows:
    - a. First session of matches will start at 8 am.
    - b. Second session of matches will start at 9.40 am.
    - c. Third session of matches will start at 11:20 am.
    - d. Fourth session of matches will start at 1:00 pm.
  13. Over Rate Penalties do not apply to the Under-11 Competitions. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.
  14. 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.
  15. 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.
  16. 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.

17. Wooden bats must be used and the use of abdominal protectors is encouraged.
18. All matches shall be played using the shortened length (18-yards) wicket. At the PKVR Reservoir ground, teams bowl from one end only. The non-striking batsman shall run from the 18-yard crease line.
19. Bowlers can choose to deliver the ball from the 22-yard bowling crease.
20. 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.
21. 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.
22. The person bowling the last over of the innings is required to bowl six legitimate deliveries (i.e. extras must be re-bowled).
23. 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.
24. 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.
25. 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.

26. CHK will appoint a Ground Manager each week to manage the Under-11 matches on that day. The Ground Manager's duties will include but not be limited to:
- a) Informing teams which pitch they will be play their games.
  - b) Checking that all teams have adult supervision.
  - c) Providing umpires with the match balls for Under-11 League and Under-11 Championship (Elite Division) matches.
  - d) Coordinating with teams on the appointment of umpires.
  - e) Requesting teams to nominate the scorer/s for each match.
  - f) Facilitating the timely start and finish of games.
  - g) Handling any disputes that might arise and reporting back to CHK on any incidents.
  - h) Assisting with the tidying of the ground and equipment at the end of the day's play.

## ***Under-11 League (Pairs)***

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

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

### ***Bonus Points***

**Batting:** One (1) batting point for the team score reaching 155, 170, 185, 200 and 215 or more runs (maximum of 5 batting points)

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

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.

### ***Illustration***

A match starting ten minutes late will be reduced by four overs or two overs per innings (i.e. each team will face only 14 overs) with the last pair of batters in each innings only facing two overs instead of four (or the last two pairs facing three overs each).

If a match starts more than ten minutes late, the match will be reduced to 12 overs per side and each batting pair will only face three overs. Each bowler will be restricted to a maximum of three overs.

A match starting more than 20 minutes late will be reduced to 8 overs per side with each batting pair facing only two overs each and each bowler restricted to a maximum of two overs.

12. In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

## ***Under-11 Championship***

1. Upon completion of the Under-11 League, the Under-11 Championship will be played.
2. Matches in the Under-11 Championship shall be of 15-overs per innings.
3. Teams that have registered for the competition will be split into multiple pools.
4. Teams will play the other teams in their pool once. At the end of this phase, the top four teams from each pool will play in semi-finals and finals to determine the Under-11 Champion in each Pool.
5. 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.
6. 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.
7. 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.
8. 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.

9. 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.
10. No bowler shall bowl more than three (3) overs per match and all bowlers must use an over-arm action to deliver the ball.
11. The 2019-20 points system is as follows:

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

### ***Bonus Points***

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

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

12. In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

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