

NSW COMBINED CATHOLIC COLLEGES



NICHOLAS DOWNIE TROPHY

Updated October 2020

1. COMPETITION ADMINISTRATION

- (1) The Nicholas Downie Trophy Cricket Competition is for Catholic Schools in NSW. The winner and runner up go on to participate in the NSW Champion Schools Championship conducted by the NSW Schools Cricket Association.
- (2) The Competition shall be played in accordance with the Laws of Cricket 2017 Code (2nd Edition 2019), except that in the event of an inconsistency, the rules herein shall prevail.
- (3) The competition draw for round matches (including deadline dates), Quarter Finals, Semi-Finals and the Grand Final will be determined by the Competition Convenor. Within the draw, all round 4 matches must be completed by the end of Term 4.
- (4) The competition is played in a knock out format comprising of a number of rounds leading into a scenario where only two undefeated teams remain, who then contest the Grand Final. The two teams defeated in the Semi Final play off against each other to determine 3rd place in the competition.
- (5) Extensions of time for matches must be referred to the Competition Convenor. Any extension not approved by the Competition Convenor will result in a forfeit.
- (6) Extensions of time due to a match unable to be played due to poor weather, or for matches that commenced but finished in a no result (draw) also due to poor weather, must be referred to the Competition Convenor. Further, all matches up to but not including the Semi Finals and Grand Final unable to play due to the application of the competitions excessive heat policy listed in Playing Condition 10 should, wherever possible, be automatically approved for a time extension to play on a future date. Any other time extension applications that are not approved by the competition coordinator shall be deemed a forfeit by both teams.

2. PRE AND POST MATCH RESPONSIBILITIES

- (1) Matches are to be played on turf pitch venues. The availability of turf pitches takes precedence over the home side advantage. In other instances the match is to be played on a ground acceptable to both teams.

- (2) With the agreement of both schools, round games may be played on a synthetic pitch if a turf venue is not available. Team officials should be mindful of the need for appropriate footwear when negotiating this possibility. Playing Condition 2.1 above takes precedence over this clause.
- (3) Matches are to be played mid-week unless both schools agree to a Sunday game.
- (4) The team which provides the ground is the home team. It is the responsibility of the home team to provide a ground and bear the cost associated with the provision of the ground.
- (5) All matches must be played by the due date indicated on the draw. The only exception will be where a game has to be abandoned due to rain. In which case the extension must be applied for to the competition convenor within 24 hours of the abandonment.
- (6) The team on top in the draw is the Home team unless the second team has had fewer home games. If this is the case, the second team becomes the home team. Teams that have a bye in round one (1) or two (2) are deemed to have played a home match.
- (7) It is the responsibility of the home team to initiate contact with their opposition regarding possible playing dates. As much notice as possible should be given by the home team.
- (8) The home team is required to provide three possible dates within the fortnight between rounds in the draw. In return the away team must provide three options. Common ground on a date must be reached and the match played by the due date or a forfeit will be awarded against both teams. If the away team fails to notify the convenor about lack of action by home team both may be forfeited.
- (9) With the agreement of both schools, where matches are drawn between schools that are separated by large distances, the game may be played at a suitable venue close to halfway.(as a guide for when this applies:- at least a three hour drive one way)
- (10) If Team A (Home team) cannot provide a turf venue by the due date and Team B (opposing team) can provide a turf venue then the right to host the match transfers to Team B.
- (11) Contact must be made by the home team prior to the two weeks preceding the due date for the round.
- (12) Year twelve (12) students are not eligible to play in fourth term matches.
- (13) It is the responsibility of the winning team to contact CSNSW Sport to advise the result of the game within 24 hours of the match concluding. If a match result is not lodged on time the Convenor may award a forfeit in the next round.

3. MATCH DISPUTES

- (1) In the event of any match being unable to be decided by the deadline date the matter will be resolved by the Competition Convenor.
- (2) Any dispute over the result of a played match is to be provided in writing (email) within 24 hours of the matches completion to the CSNSW Sport who will refer the dispute to the NSWCCC Cricket Convenor and NSWCCC Executive to determine the dispute. The NSWCCC Cricket Convenor will form a disputes committee which will include CSNSW Sport and the Competition Convenor. Any determination made by the committee regarding any disputed match shall be considered as final with no right of appeal.

4. CRICKET BALLS / REQUIRED MATCH AND GROUND EQUIPMENT

- (1) For matches on turf - Each school must provide a four (4) piece, 156g men's cricket ball. Two (2) piece, men's cricket balls may be used if both teams agree to this prior to the start of the match. For matches on Synthetic pitches two (2) piece men's cricket balls must be used.
- (2) The host school is responsible for supplying two sets of stumps for the match.
- (3) The host school is responsible for bringing to the game an adequate supply of wicket hats or small boundary markers in case the match venue needs a boundary established. As a guide, a minimum of twenty-four (24) boundary markers are deemed appropriate.
- (4) For matches played on synthetic surfaces the host school must provide a large broom.
- (5) For all matches played on a neutral venue BOTH teams must bring all equipment as outlined in paragraph 4.2, 4.3 and 4.4 above.

5. UMPIRES AND SCORERS

- (1) For all matches other than the Semi Final and Grand Final the home team is responsible for providing two qualified umpires for the game who shall also arbitrate on any disputes arising from discrepancies in the score books. The Competition Convenor shall be responsible for the allocation of umpires to the Semi Final and Grand Final (see Playing Condition 8.2). Appointed umpires must be supplied a copy of these Playing Conditions in advance of match day. Where two umpires have been arranged, the home team must also advise each umpire the name and contact details of the other umpire they are to officiate with. It is also incumbent upon each umpire to make contact with each other pre match to ensure the same uniform shirt is worn by each umpire.
- (2) In the event of only one official umpire being able to be sourced for a game that umpire shall adjudicate at both bowlers ends and the duties of square leg umpire shall be filled by a school representative. School students shall not be permitted to act as square leg umpire.
- (3) The cost of the umpires match payments is to be shared equally by both teams. The scheduled umpire match fee for this season is \$140 each where two (2) umpires are allotted to the game. If only one official umpire is allotted to the game the match fee is \$180 for that sole umpire. Payment to the umpire must be in cash (or cheque) paid on the day. In the event of a match being cut short by weather, the full umpire match fee is remains payable as soon as the first ball of the game is bowled. To avoid possible awkwardness if a match was to end controversially, it is best practice for umpire match payments to be finalised either before play starts, or at the change of innings at the very latest.
- (4) If the the umpires arrive at the ground and play does not take place for ground fitness or weather related matters then each umpire must be paid a reduced match fee of \$80 each to cover for time and travel.
- (5) If the match is washed out and the host school fails to make contact with the allotted umpires, causing the umpires to unnecessarily travel to the match venue, then the host school will be liable to a \$80 payment to each of the umpires in question which will be organised via the Competition Convenor.
- (6) Scorers MUST be competent and experienced. Scorers from both teams are to sit together and players are asked to stay away from the scorers. Scorers must be alert and ensure that all signals from the umpire are acknowledged in a timely fashion. Persons who are not scoring shall NOT attempt to acknowledge an umpires signal.

6. THE CONDUCT OF THE GAME

(1) Match Times / Scheduling

Play is scheduled from **10.00am to 5.15pm** with a change of innings (lunch) break of 35 minutes. Each innings is limited to a maximum of 50 overs a side. When bowling, each team has 3 hours and 20 minutes (200 minutes) to complete its quota of overs at the rate of 15 overs per hour (or one over every four minutes). Each team has to have had the opportunity to bat for a minimum of 20 overs to constitute a match.

(2) The Toss / Team Sheets

The toss will occur no later than 15 minutes before the scheduled starting time. Each team captain will supply the umpires a completed team list including notations as to the age bracket of each player to comply with the restrictions detailed in Playing Condition 6.7. The team sheet shall also nominate which player within the 12 shall not be batting.

(3) Number of Players Per Match

All matches shall be conducted with 12 nominated players under what is often referred to as the "Play 12, Bat 11" rule. Under this Playing Condition the following protocols shall apply -

- (i) One of the 12 players is not allowed to bat. The "non batter" in the squad of 12 must be disclosed at the toss, and notarised on the supplied team sheet.
- (ii) The player not allowed to bat shall also not be allowed to act as a runner for an injured striker.
- (iii) Any or all of the 12 players are allowed to bowl.
- (iv) Fielding rotations amongst the 12 nominated players can occur at anytime provided it happens at the end of an over or at the fall of a wicket. Umpires must be notified each time a fielding rotation takes place. Any player coming on to the field to perform a fielding rotation must be one of the 12 nominated players for that game, and if required, is allowed to bowl immediately.
- (v) Players in each squad who are not part of the nominated 12 for each match are not permitted to participate in the match as a substitute fielder provided that in the event that a player from the nominated 12 be injured and not be able to take his place in the field, the replacement fielder must in the first instance be one of the 12 nominated players. A substitute fielder (from outside of the nominated 12) shall only be allowed to field, if 2 or more of the 12 nominated players become ill or injured and become unable to field. **To clarify** - The use of a 13th (or subsequent) man as a substitute fielder shall only be allowed if a team has injuries that reduces the originally nominated 12, to less than 11 fielders.
- (vi) Further to the above, the umpires have sole discretion to allow a substitute fielder for reasons other than illness or injury, also referred to as "wholly acceptable reasons" as per 24.1 in the Laws of Cricket.

(4) The Lunch (Change of Innings) Interval

- (a) The change of innings interval shall be 35 minutes duration for any match that starts as a scheduled 35 to 50 overs fixture.
- (b) The change of innings interval shall be 20 minutes duration for matches that start as a scheduled fixture of less than 35 overs - Refer to Late Start Table on Page 13.
- (c) The above times for the Change of Innings Interval are fixed and shall not be reduced. The potential for player and umpire fatigue (particularly on hot days) must be taken into account for all games. Sufficient recovery periods form part of a matches safety and well being protocols.
- (d) If the first innings of the match goes over the scheduled time for it to be completed (eg, 200 minutes for the full 50 overs – or one over for every four minutes in a reduced over game) then the duration of the lunch break is unaffected and the extra time that it took to complete the innings will be used against the extra time allowance as described in Playing Condition 6.6 below
- (e) If the team batting in the first innings of the match is bowled out in less than 20 overs, then the scheduled lunch break will not occur - instead, a 10 minute innings break takes place and the game will be played out to its completion.

(5) Drinks Breaks

On days played under normal weather conditions, two drinks breaks will occur which are scheduled at the end of the 17th and 34th over of the innings. For matches that are reduced to less than 50 overs a side (eg, a delayed start due to rain) the scheduling of the drinks breaks must be agreed upon between the umpires and the two captains prior to play. On extremely hot days additional drinks breaks should be scheduled as required.

(6) Extension Of Play

The nominal scheduled finish time of 5.15pm can be extended by up to an additional 45 minutes (to 6.00pm) if time is lost in any these scenarios –

- (a) Late starts due to ground fitness or weather related issues.
- (b) Late starts due to the visiting team not arriving in time (this is a grace period for teams that may have to travel long distances to get to the match venue or encounter traffic congestion)
- (c) Time lost during the game due to play being suspended for rain, lightning, or the application of the excessive heat policy as detailed in Playing Condition 10
- (d) Time lost due to the first innings of the game going over its allotted time to complete the required number of overs.

(7) Bowling Restrictions

- (a) In a full 50 over match no player shall bowl more than ten (10) overs. In a reduced over match no player shall bowl more than 20% of the total number of overs in that innings. A person who finishes an over for an injured bowler shall have that part over count as a full over for the purposes of this playing condition.

- (b) The Cricket NSW safety rules apply to all players in as far as how many overs they can bowl without a rest period. The team captain in all matches must indicate on their declared team sheet for each match those team members who are 18,17,16,15,14, and 13 (or less) years of age on 31st August prior to the season in question. The application of these safety measures are listed below.
- (c) No medium pace or faster bowler (broadly defined by when a wicket keeper is standing back from the stumps) shall be permitted to bowl more than the number of overs in a spell, and the number of overs in a day's play as set out in the table below.

Age at 31st August	Maximum Overs in a Spell	Maximum Overs in a Day
Age 18	8	10 *
Age 17	8	10 *
Age 16	6	10 *
Age 15	6	10 *
Age 14	5	10 *
Age 13 or less	4	8

* 10 is the maximum number of overs for a 50 over a side match

- (d) The rest period after a spell has been completed shall be 30 minutes before a new spell can be started.
- (e) A player who has bowled fewer than the maximum number of overs set out in the above table may resume bowling prior to the completion of the 30 minute rest period but this will be considered an extension of the same spell and the limit of overs in total in the spell will still apply. Following completion of a spell, the normal 30 minute break between spells will apply. The break within spells is disregarded.
- (f) For the purpose of calculating a bowler's minimum 30 minute rest period as defined above, any interruption to play due to weather or any other interval shall count as part of the required 30 minute rest period.

(8) **Loss of Scheduled Playing Time**

(1) Summary - If for any reason there has been a loss of scheduled playing time, the quota of overs is UNAFFECTED for the first 45 minutes of playing time lost. **Furthermore**, If the first innings of the match finishes ahead of schedule all unused time in that innings must be used on top of the 45 minutes before overs are reduced after loss of playing time.

Example - In a regular uninterrupted 50 over game the scheduled time for the first innings is 10.00am to 1.20pm - If the first innings concludes at 1.00pm then the "unused" 20 minutes must be added on to the 45 minutes of make up time as described above in the event of an interruption to the game after the team batting first has concluded its innings. The goal of re-scheduling a match after any interruption shall be to schedule the right number of overs at the rate of one over for every four (4) minutes that remain so that the game's rescheduled finish time is 6.00pm (where all make up time is being utilised).

(2) Once all available "make-up" time as described above has been exhausted, overs to be bowled are calculated as follows -

NOTE: Calculations required in (b) and (c) below that result in a part over shall see the number of overs remaining rounded up.

- (a) **Lost Time Pre Match** - For matches that do not commence on time the number of overs per side and the match day scheduling is determined by the late start table which is located at Appendix "A" within these Playing Conditions - On Page 13.
- (b) **Lost Time During First Innings** - For any time lost during the innings of the team batting first overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute time period of schedule playing time LOST provided that a MINIMUM of twenty (20) overs is achievable for each side.
- (c) **Lost Time After First Innings** - Where time is lost after the end of the first innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes) that remain up to the re-scheduled finish time and then dividing by four with any fraction of an over to be rounded up, provided always that a MINIMUM of twenty (20) overs can be achieved in the time remaining by the team batting second.
- (d) If less than twenty (20) overs are completed by each team, then the match shall be declared a draw **provided** that a result has not previously been achieved.
To Clarify - If the team batting second uses less than twenty (20) overs to pass the target score (or a revised target score) where they were allocated the opportunity to bat at least twenty (20) overs, then this shall constitute a match.
 - (i) Should the game not be able to be commenced by **3.00pm**, then the match shall be abandoned as a DRAW
 - (ii) If the team batting second cannot commence its innings by **4.40pm**, then the match shall be abandoned as a DRAW
- (e) Where a match is drawn due to abandonment, or where insufficient overs have been bowled to constitute a match, then the game must be replayed at a time and place in consultation with the Competition Convenor (Refer Playing Condition 1.6)

(9) **Determining the Match Result**

(a) **Tied Scores**

In the event of a tied score a count back system will be implemented as follows -

- (i) The team losing the least wickets will be declared the winner

Note - If a team is bowled out but played with less than 11 players this team shall be deemed to have lost 10 wickets. Furthermore, where a team is bowled out with a player or players having retired hurt and not being able to resume then this shall also be deemed to be an innings where 10 wickets have been lost.

- (ii) If wickets lost are equal then the second tie breaker shall be the team that conceded the most number of no balls and wides in their bowling innings. For clarity,

a wide ball where additional wides are run by the batsman shall count for the total number of wides conceded on that delivery.

(iii) If the tie breaker in item (ii) above cannot declare a winner then the third tie breaker shall be the team that hits the most number of sixes in their batting innings. If total sixes are equal then boundary fours shall be the next tie breaker.

(iv) If the tie breaker in item (iii) above cannot declare a winner then the next tie breaker shall be the team that has the highest individual batting score in the match.

(v) If the tie breaker in item (iv) above cannot declare a winner then the winner will be decided by the toss of a coin in the presence of the umpire/s.

(b) Result in a Reduced Overs Match (Unequal Overs)

Any match (EXCEPT Semi Finals and the Grand Final) in which both teams have had the opportunity to bat for at least 20 overs, but have not had the opportunity to bat for the same number of overs, then the result of the match will be determined on run rate. The following guidelines are applicable to a run rate determined result -

(i) A team's run rate is calculated by dividing its total score by its total number of overs received.

(ii) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.

(iii) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.

(iv) Where the team batting second is allotted a revised target score and passes that score inside its allotted overs the match is at an end despite there being overs remaining - **For Example** - Team A batting first scores 6/200 off 50 overs. Team B batting second has a rain delay and on resumption has their overs reduced from 50 to 40. The revised target score is therefore 161. As soon as 161 is scored the match is over and no further play is required even though there are overs not yet bowled.

(v) **Semi Final and Grand Final** matches shall **not** be determined by run rate. Instead the run rate method shall be replaced by the Duckworth Lewis method and it is the role of the competition co-ordinator to ensure appropriate computer software is made available at these match venues.

(10)

Lightning - Suspension of Play Protocols

(a) Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later and shall not resume until 30 minutes after the last lightning flash. It is required that no person shall remain on, nor enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play, the umpires shall report to the organising committee all such breaches as a code of conduct matter.

(b) Umpires must also be proactive where a storm is approaching and not wait until the arrival of nearby lightning strikes that would result in suspension of play leaving the pitch uncovered if rain was to fall. An early suspension of play allowing covers to be laid ahead of possible lightning episodes is deemed best practice to ensure that play can be maximised.

(11) Runners For Injured Strikers

The restriction that currently exists at other varying levels of cricket that sees an injured player unable to bat with a runner does NOT apply in this competition. Where a runner is used, that person can only be part of the nominated 12, cannot be the player in the 12 that will not bat, and must be somebody that has already been dismissed. In the event of an opening batsman needing a runner from the start of the innings the runner must be somebody who will bat lower than number seven in the order, and the runner must be immediately replaced by the first dismissed batsman if the first wicket to fall is the non injured batsman.

(12) Non Appointed Umpires Standing at Square Leg

(a) If there is only one official umpire available at anytime then the role of Square Leg umpire will be filled by a school representative (Refer Playing Condition 5.2). If in the opinion of the officially appointed umpire, a decision is made by the square leg umpire (who was not appointed to the match) is so undeniably incorrect, then the officially appointed umpire will call and signal "Dead Ball". The two umpires will then consult with each other. The appointed umpire shall supply additional feedback in relation to his observation of the issue at hand, and will also supply relevant feedback in relation to certain Laws of the Game or Playing Conditions that the square leg umpire may not have known about. The overall goal of the consultation is to ensure that the correct decision is then finally arrived at. If after consultation the square leg umpire does not wish to change his decision, then that decision shall stand. The appointed umpire is encouraged to request an immediate replacement Square Leg umpire if the continuing presence of that person acting as Square Leg Umpire has potential to cause conflict or ill feeling between the two sides.

(b) In the event of a school representative having to perform the role of Square Leg Umpire, such a person shall not be allowed to call or signal No Ball for high full tosses or short pitched deliveries. This remains solely within the jurisdiction of the umpire at the bowlers end.

(13) Completion of a Match

A team batting second shall not bat on, after it has passed the total of the team batting first.

(14) Code Of Conduct

(a) Players will conduct themselves in a manner that upholds the values of the game as per the "Spirit Of Cricket" guidelines contained within the Laws of the Game. Umpires will report to the Committee any breaches of these values and any such reported player will be dealt with at the discretion of the Committee which may contain any form of penalty that the Committee may deem appropriate. There is no right of appeal to any penalty imposed on a player by the Committee.

(b) In the 2017 code of the Laws of Cricket, Law 42 gives umpires the power to temporarily remove or to permanently send off a player off for serious misconduct issues. Law 42 in its entirety shall not apply in this competition. Misconduct issues must be reported as per (a) above.

7. WIDES AND NO BALLS

(1) Wides

The wide Law shall be interpreted as per the Laws of Cricket. As a guide, a ball passing wide of, or close to the return crease shall be used as the umpires guide when determining a wide ball. This means that the harsher interpretation of wides that is seen in Limited Over cricket mainly in first class matches shown on television, shall not apply in this competition.

(2) No Balls: The Laws of Cricket shall apply except for the following circumstances –

- (a) **High Bouncers (i)** - A bowler may deliver no more than one bouncer per over. Any delivery that bounces above the shoulder of the batsman in his normal stance fits this description. Once a player delivers his one allowable bouncer per over the umpire at the non strikers end shall inform the bowler and the batsman on strike that his limit has been reached. Any further bouncers in the same over shall be called no ball and the bowler issued with a first warning which carries through for the rest of the innings. A second such breach will be called no ball and a second and final warning issued to the bowler. Any further such breach will be called no ball and the bowler will be removed from the attack for the rest of the innings.
- (b) **High Bouncers (ii)** - Any bouncer that passes clearly over the head of the batsman in an over shall in the first instance be called a wide. It shall count as the first and only allowable bouncer in the over. Further bouncers over the head in the same over shall be called no ball and be dealt with in the same way as a second and subsequent bouncer in an over as per protocol in Playing Condition 7.2(a) above.
- (c) **High Full Tosses (i)** - Any delivery, of any speed, that is full pitch above the waist of the batsman shall be called no ball by the non strikers end umpire only. A warning process is in place that is only applicable to a waist high full pitch delivery that in the opinion of the umpire was dangerous, and had potential to cause injury to the batsman. Where the umpire believes that such a high pitch delivery was dangerous and could cause injury, an official warning will be issued after the call of No Ball. If another such delivery is bowled in the innings by the same player the umpire will issue a Second and Final warning after the ball is called No Ball. Another breach in the innings by the same player will be called and signalled No Ball and then when the ball is dead the bowler will be removed from the attack for the rest of the innings.
- (d) **High Full Tosses (ii)** - As a guide, an official warning should only be given against a bowler if the umpire answers YES to ALL of these questions -
- * Was the ball delivered full pitch above the waist of the striker.
 - * Was the delivered ball directed at the body of the striker.
 - * Whether or not the ball is struck by the batsman, If the delivered ball had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

- (e) **Delivered Ball Missing the Pitch** - Any delivered ball that does not land on the cut surface of a turf pitch shall be called No Ball. If a game is played on a synthetic surface any delivered ball that misses, or hits the edge of the synthetic pitch shall also be called No Ball.
- (f) **Excessive Leg Side Fielders** - No more than five (5) players shall be allowed to be on the leg side of the field at point of delivery. A breach of this condition shall see either umpire call and signal No Ball
- (g) **Free Hits After No Balls** - Free hits do NOT apply to this competition.

8. COMPETITION FORMAT - SEMI FINALS AND GRAND FINAL

- (1) The management and scheduling of the Semi Final and Grand Final playing days lies with CSNSW Sport and the Competition Convenor.
- (2) The appointment of umpires for the Semi Finals, the 3rd vs 4th playoff match, and the Grand Final is the responsibility of the Competition Convenor. The competing teams do not have to cover the umpire match payments for these games. This will be covered by CSNSW Sport.
- (3) To assist with teams that may have to travel long distances to compete in the Semi and Grand Finals, the scheduling of both these rounds should occur on consecutive days. A third reserve day must also be factored into the match scheduling in case of poor weather.
- (4) The venue for the Semi Finals and the Grand Final (and 3rd place play off) shall be at a location that ideally has two grounds side by side, or at worst, at two venues that are within a short distance of each other. Back up venues with synthetic pitches should also be arranged in the event of poor weather not allowing matches to proceed on turf pitches.
- (5) The winner of the two semi finals will play each other in the Grand Final on the following day. The two teams that lose their semi final shall play off for 3rd place on the following day.
- (6) In the event of poor weather CSNSW Sport & the Competition Convenor have discretion to rearrange or relocate the scheduling of the Semi Final and Grand Final playing days, with the main aim of playing matches that will determine a winner. This may also include rescheduling the playing dates to a future time if weather conditions cannot allow matches to be played.
- (7) In the event that weather and scheduling cannot determine a winner in the two Semi Finals the two teams that proceed to the Grand Final will be determined by the two teams with the highest quotient across all games played that season prior to the Semi Final.
The Quotient formula is as follows -
$$\text{(Runs scored divided by wickets lost) divided by (Runs conceded divided by wickets taken)}$$
- (8) In the event that weather and scheduling cannot determine a winner in the Grand Final then joint winners shall be declared.
- (9) For all matches in the Finals series where the two teams are competing on a neutral venue the provisions of Playing Condition 4.2, 4.3 and 4.4 shall apply in regards to both teams supplying correct equipment to facilitate the match.

9. PLAYERS PROTECTIVE EQUIPMENT

(1) WHEN BATTING - All players at all times must wear a helmet when batting in addition to leg pads, batting gloves and a box/protector.

(2) WHEN FIELDING - Any player wishing to field within 10 meters of the batsman on strike either in front of the wicket, or behind square leg, must wear a helmet and a box/protector.

(3) WHEN WICKET KEEPING - Any player wishing to wicket keep up to the stumps must at all times wear a helmet and a box/protector.

10. EXCESSIVE HEAT POLICY

(1) PREAMBLE

The Competition Committee has a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not put the health and well being of participants at risk.

Youth aged players and mature aged match umpires are much more at risk to heat illness or heat stroke in temperatures that are considered extreme. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.

(2) EXCESSIVE HEAT POLICY - TEMPERATURE THRESHOLD

Where a temperature threshold is stated, the following measurement shall apply.

The effective temperature from the match venues GPS suburb location measured in Celsius from the Bureau of Meteorology (BOM) smart phone app shall be used.

(3) EXCESSIVE HEAT POLICY - SMARTPHONE APP

Bureau of Meteorology (BOM) shall be the official app for sourcing temperature data. The app will supply the temperature based on the GPS location of any smart phone. Smartphone location settings must be enabled.

(4) EXCESSIVE HEAT POLICY - CESSATION OF PLAY

- **Level 1** – The umpires shall schedule additional drinks breaks in the event that the effective temperature exceeds 33 degrees Celsius.
- **Level 2** – Play shall cease immediately in the event that the BOM temperature, at the location, exceeds 38 degrees Celsius.
- **Resumption of play** – Play shall resume if the temperature at that location drops to 38 degrees or less.

(5) EXCESSIVE HEAT POLICY - LOSS OF PLAYING TIME DUE TO EXCESSIVE HEAT

Playing Condition 6.6 "Extension Of Play" applies to any situation where play is suspended under this heat policy. To Clarify, only 45 minutes of extra time can be added onto a game where play is suspended due to excessive heat. Once 45 minutes of lost time has occurred under this policy then overs will start to be deducted from the game in the event that play can resume. The 45 minute threshold can be extended where additional time is recouped with the first innings of the match finishing ahead of schedule (Refer Playing Condition 6.8.1)

(6) EXCESSIVE HEAT POLICY - CANCELLATION OF AN ENTIRE DAY'S PLAY

The match shall not proceed in the event that the forecast temperature, at 6:00pm on the day before scheduled play, is more than 38 degrees. Both teams shall immediately apply for a time extension as per Playing Condition 1.6

APPENDIX 1 - Late Start Table

The below table should be used in the event of a match starting late.

The table is only valid for a late start. Once play commences, if there is a weather related delay the overs remaining should be manually recalculated as per Playing Condition 6.8.2(b) and 6.8.2(c)

Over Reductions For Late Starts Scheduled 10.00am Start in Daylight Saving Hours

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
10.00 - 1.20	35	1.55 - 5.15	200	50	0
10.15 - 1.35	35	2.10 - 5.30	200	50	0
10.30 - 1.50	35	2.25 - 5.45	200	50	0
10.45 - 2.05	35	2.40 - 6.00	200	50	0
11.00 - 2.12	35	2.47 - 6.00	192	48	15
11.15 - 2.20	35	2.55 - 6.00	185	47	30
11.30 - 2.28	35	3.03 - 6.00	178	45	45
11.45 - 2.35	35	3.10 - 6.00	170	43	60
12.00 - 2.42	35	3.17 - 6.00	162	41	75
12.15 - 2.50	35	3.25 - 6.00	155	39	90
12.30 - 2.58	35	3.33 - 6.00	148	37	105
12.45 - 3.05	35	3.40 - 6.00	140	35	120
1.00 - 3.20	20	3.40 - 6.00	140	35	120
1.15 - 3.28	20	3.48 - 6.00	132	33	135
1.30 - 3.35	20	3.55 - 6.00	125	31	150
1.45 - 3.43	20	4.03 - 6.00	118	30	165
2.00 - 3.50	20	4.10 - 6.00	110	28	180
2.15 - 3.57	20	4.17 - 6.00	102	26	195
2.30 - 4.05	20	4.25 - 6.00	95	24	210
2.45 - 4.13	20	4.33 - 6.00	88	22	225
3.00 - 4.20	20	4.40 - 6.00	80	20	240
3.01pm --->	NO PLAY TO TAKE PLACE & MATCH TO BE ABANDONED AS A DRAW				