CRICKET TASMANIA PREMIER LEAGUE BY-LAWS & PLAYING CONDITIONS

HANDBOOK 2026/27



CRICKET TASMANIA STAFF

As of September 2026

Executive	
Chief Executive	Dominic Baker
General Manager – Business Services	Bec Wade
General Manager - High Performance	Salliann Beams
General Manager – Partnerships and Infrastructure	Alison Turner
General Manager - Venue & Event Operations	Scott Woodham
General Manager - Community Cricket	Alex King
High Performance – Male Program	
Head Coach – Male Programs	Jeff Vaughan
Tasmanian Tigers Batting Coach	Vacant
Tasmanian Tigers Bowling Coach	Damien Wright
Performance Analyst	Jacob Ellett
Performance Analyst	Alyse Wade
Physical Performance Coach	Diederick Kruger
Physiotherapist	Jack Derrick
Psychologist	Georgia Hansen
Player Development Manager	Brent Williams
High Performance – Female Program	
Head Coach – Female Programs	Jude Coleman
Tasmanian Tigers Batting Coach	Mark McInnes
Tasmanian Tigers Bowling Coach	Kristen Beams
Performance Analyst	Alyse Wade
Performance Analyst	Jacob Ellett
Physical Performance Coach	Kurt Tropiano
Physiotherapist	Alisa Smith
Psychologist	Georgia Hansen
Player Development Manager - Female	Jo Marsh
High Performance - Pathway	
Head of Talent and Development	Greg Hechter
Head of Male Pathway	Andrew Gale
Head of Female Pathway	Natalie Schilov
Pathway Coach – South	Harry Allanby
Pathway Coach – North & North-West	Alistair Taylor
Head of Performance Services	Scott Dickinson
Coach Development	Alistair Addison

High Performance - Operations

Premier Cricket Manager	Sean Stevenson
Premier Cricket and Match Officials Coordinator	Pratik Sawakhande
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PREMIER LEAGUE COMMITTEE

Chair and CT Board Representative(s)

Katrina Gregg (PLC Chair)

Craig Davies (Deputy Chair)

CT Premier League Club Representatives

Travis Prins

Charles Rose

Independent (non-board member)

Brendan Wilson

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GENERAL RULES & BY-LAWS



CRICKET TASMANIA PREMIER LEAGUE RULES

PART 1 – PRELIMINARY

1.0 Authority

(1) These Rules are made by the Board under the authority of article 52 of the Association's Articles of Association.

(2) These Rules are made in conjunction with the Laws of Cricket 2017 Code, 4th Edition 2026 and except to the extent that anything expressed or implied in these Rules is inconsistent with the Laws of Cricket then the Laws of Cricket shall apply.

(3) Any decision under these Rules required to be made by the Association may be made by the Board.

2.0 Scope

(1) These Rules shall apply to the management of all matches under the control of the Association and to any other matches to which the Board directs.

3.0 Interpretation

In these Rules, unless the contrary intention appears –

- **"Association"** means Cricket Tasmania
- **"Automatic Penalty"** has the meaning given to it under respective applicable By-Laws
- **"Board"** means the board of directors of Cricket Tasmania
- **"Premier League Committee" (PLC)** means the committee appointed by the CT Board
- **"CA"** means Cricket Australia
- **"Chief Executive"** means the Chief Executive of the Association, or any person acting in their place or with their authority
- **"Club"** means a Cricket Club admitted to play in the Premier League Competition
- **"Commencement of the Season"** means (a) in relation to administrative matters, the first day of October and (b) in relation to the playing of the Premier League Competition, not later than the fourth Saturday of October
- **"Home Club"** means a Club whose home ground is scheduled for the game
- **"Laws of Cricket"** means the Laws of Cricket 2017 Code, 4th Edition 2026 and any subsequent amendments
- **"Match Officials Manager"** means the person appointed to the position of Match Officials Growth and Development Lead
- **"Official"** means a person appointed by the Board or Club.
- **"Premier League Competition"** means the competition described in Part 5 of these Rules
- **"Representative Match"** means an international, interstate or intrastate match
- **"Representative Team"** means a team selected for a Representative Match
- **"Season"** means a cricket season
- **"Secretary**" means the secretary of the Premier League Committee.

- **“Transfer”** is a request for a player to register to a new club in the Competition Management System (PlayHQ)
- “**Premier League Administrator”** means the person appointed to the position of Premier League Administrator
- **“Premier League Manager”** means the person appointed to the position of Premier League Manager

PART 2 – CLUBS

4.0 Affiliation and Disaffiliation

4.0 Affiliation

(a) The Board may admit any cricket club to play in the Premier League.

(b) When a club is admitted it shall remain in the Premier League from season to season unless or until it is disaffiliated and, it shall be deemed to have agreed to submit to the jurisdiction of the Board in relation to the Premier League Rules, By-Laws and conduct.

(c) A cricket club desiring to be admitted to play in the Premier League shall lodge an application in writing to the Board, which shall include;

(i) a copy of the cricket club's constitution.

(ii) a copy of the cricket club's most recent financial statements.

(iii) a copy of an alphabetical list of names and addresses of all financial members of the cricket club.

(iv) evidence satisfactory to the Board that it is the owner, lessee or otherwise has tenure of a cricket ground of a standard satisfactory to the Board for the purposes of conducting Premier League Competition matches; and

(v) such other information as the Board may request or which the cricket club considers relevant.

(d) The Board may, at its discretion and applying such criteria as it considers appropriate, either accept or refuse an application by a cricket club for admission to the Premier League. The decision of the Board shall be final and binding.

(e) Where a cricket club is admitted playing in the Premier League the club shall be deemed to be affiliated with the Association.

(f) Affiliated Clubs and Colours:

(i) Every Club, upon admission to the Association, shall submit to the Association for approval the colours under which the club intends to play and upon that approval being granted, those colours shall be registered with the Association.

(ii) Registration of the colours shall give the club exclusive rights to such colours in the competition.

(iii) A Club may apply to the Association for approval to a variation of its colours. The Association may approve the application with or without modification or reject it. Upon approval, such variation shall be deemed registered within the meaning of sub-paragraph 4.0(f)(ii).

(iv) The colours and playing uniforms of the following Clubs have been registered with the Association as at the date of these rules

Clarence	**Primary Club Colours**: Maroon and White **Two-Day**: Jumper with Maroon 'V' and bands **Cap:** Maroon with logo **Helmet:** Maroon with club logo
Glenorchy	**Primary Club Colours**: White and Black **Two-Day**: Jumper with black 'V' and coloured bands. **Cap:** Black with logo **Helmet:** Black with club logo
Greater Northern	**Primary Club Colours**: Orange, Dark Grey and Black. **Two-Day**: Cream with Orange trim **Cap:** Black and Orange (Two-Day) and Orange (One-Day) **Helmet:** Black with club logo
Kingborough	**Primary Club Colours**: Black and Gold **Two-Day**: Jumper with black and gold 'V' with bands **Cap:** Black with Gold logo **Helmet:** Gold with Black peak and club logo
Lindisfarne	**Primary Club Colours**: Dark Blue and Light Blue **Two-Day**: Cream with light and dark blue 'V' with bands **Cap:** Dark Blue with light blue club logo **Helmet:** Dark Blue
New Town	**Primary Club Colours**: Myrtle Green and Gold **Two-Day**: Cream with gold 'V' with bands **Cap:** Myrtle Green with Gold club logo **Helmet:** Green with club logo
North Hobart	**Primary Club Colours**: Red and Blue **Two-Day**: Red and blue jumpers with red and blue "V" with bands. **Cap:** Red with blue writing on back and club logo on front **Helmet:** Either solely Red, or red with a Blue peak
SHSB	**Primary Club Colours**: Junior Navy and Sky Blue **Two-Day**: Blue 'V' with logo in middle of jumper and bands at bottom of jumper **Cap:** Baseball style with Junior and Sky-Blue panels with logos **Helmet:** Blue
University of Tasmania	**Primary Club Colours**: Red, White & Black **Two-Day**: Jumpers with red, white, black 'V with bands **Cap:** Black & Red **Helmet:** Black with club logo

4.1 Disaffiliation

(a) The Board may disaffiliate a Club from the Association at any time after the end of a Season and before the Commencement of the next Season if;

(i) a Club fails to pay any annual fees, affiliation fees or other monies owing to the Association and such failure has continued for a period of not less than 14 days after the due date: or

(ii) the Club fails to comply with any reasonable requirement of the Board in relation to these Rules, By-Laws or conduct, or

(iii) the Club ceases to have the qualifications specified in Rule 4.0(c)(iv); or

(iv) The Board, at its sole and absolute discretion, considers it in the best interests of the Premier League Competition or the Association generally that the Club be disaffiliated.

4.2 Each year prior to the Commencement of the Season each Club shall lodge with the Chief Executive Officer of the Association a copy of its annual report and financial statements for the preceding year.

4.3 Clubs must meet all the agreed criteria as set out in the CT Club Charter document, including their obligations under the Payments / Allowances criteria for CT Premier League Clubs.

5.0 Fees

(1) Each Club shall pay an annual affiliation fee.

(2) The affiliation fee and the time for payment shall be fixed from time to time by the Board and shall be notified in writing to the Clubs.

(3) Apart from any other resource the Board has, it may impose a penalty on a Club that fails to pay the annual affiliation fee by the due date.

PART 3 – PREMIER LEAGUE COMMITTEE

6.0 Premier League Committee

(1) There shall be a Premier League Committee comprising:

(a) Two Board members, one appointed as Chair, the other appointed Deputy Chair.

(b) An independent (non-Board) member to be appointed by the Board (to be appointed annually).

(c) Two club representatives nominated by the Clubs (to serve for two seasons with the option of re-appointment if nominated by the Clubs) and approved by the Board.

(d) The Premier League Committee may co-opt any person or organisation that it requires to assist with its decision-making process. Co-opted members do not have voting rights.

(2) The Board shall appoint an officer of the Association to be Secretary of the Premier League Committee.

7.0 Procedure at meetings of the Premier League Committee

(1) Each member of the Premier League Committee shall have one vote.
(2) The chair shall have a casting vote in addition to a deliberative vote.
(3) Three members shall form a quorum at a meeting of the Premier League Committee, one being the Chair or deputy Chair, at least one a CT elected Director and at least one Club representative as appointed by the Board.
(4) A meeting may be convened by the Chair, or by the secretary at the request in writing of any two members of the Premier League Committee.
(5) Subject to the provisions contained in this Rule, the Premier League Committee shall regulate its own proceedings.
(6) The Premier League Committee can request the attendance of club representative(s) at Premier League Committee meetings as deemed necessary. In the event Clubs are requested to attend and fail to do so, the Premier League Committee may deduct $50.00 from the Club/s funding.

8.0 Functions, duties and powers of the Premier League Committee

(1) The Premier League Committee, subject to the overriding control of the Board, shall:
    (a) Manage the Premier League Competition and any other matches and competitions conducted by the Association for Clubs or players.
    (b) Deal with and rule as required in relation to disputes arising out of these Rules, By-Laws and Playing Conditions.
    (c) Deal with and rule as required in relation to withdrawals from representative teams.
    (d) Hear and determine appeals made in relation to any matters arising out of these Rules and By-Laws.
    (e) Make recommendations to the Board in relation to Part 4 of the Rules and By-Laws.
    (f) Carry out any other functions or duties conferred upon it by the Board.
(2) Appoint and oversee the CTPL Hall of Fame Committee. The CTPL Hall of Fame Committee shall be responsible for determining inductees.
(3) The Premier League Committee is authorised to impose penalties for any breach of these Rules/By-Laws as defined throughout the Rules/By-Laws/Playing Conditions or as the Premier League Committee deems appropriate.
(4) Where the Premier League Committee is required to rule on a matter it shall, in the absence of any specific provision contained within these Rules, resolve the matter observing at all times any relevant principles of natural justice.
(5) The Premier League Committee shall regulate its own procedures and will provide its decision in writing to all relevant parties within 48 hours of any hearing.

PART 4 – PLAYERS

9.0 Registration

(1) To be eligible to play in the Cricket Tasmania Premier League (CTPL), a player must be registered with a specific Club in accordance with these rules. The player shall be registered in the prescribed format as determined by the Premier League Committee from time to time. To be registered a player's full name, address and date of birth must be correctly provided through the prescribed format.

(2) If a player is under the age of eighteen (18) at the time of applying for registration, a parent or guardian must sign or approve the registration with the player's registered Club in the required manner.

(3) Once a player is registered with a Club, that registration shall remain effective for that season only and will cease at the conclusion of the CTPL Finals.

(4) Should a Club field an unregistered player, that player's registration must be completed on or before 12noon on the Tuesday following the completion of that match. Failure to do this would render the player ineligible and the player and/or club liable to a penalty as determined by the PLC.

(5) A player wishing to change Clubs during a season must receive a transfer from their club prior to requesting a move and shall proceed in accordance with By-Law 10.

(6) A player who is registered under By-Law 9 or is registered as a player in the Hurricanes Junior League shall be allowed to move from the CTPL to the Hurricanes Junior League with the Club the player is registered with.

(7) If a player is in breach of any of the terms of By-Law 9 the PLC shall impose such a penalty on the player and/or the Club of that player, as the PLC Committee considers appropriate in the circumstances.

(8) The Secretary of the PLC shall maintain a list of "un-financial players". Clubs shall have the option of providing to the PLC secretary the names of players who have outstanding debt in relation to their annual subscription and such players will not be eligible to register with or gain a transfer to another Club until such time as the debt is deemed cleared. Outstanding debts for items other than annual subscriptions cannot be taken into consideration to declare a player 'un-financial'.

(9) Clubs must advise the Secretary of the PLC of such names by no later than the 30th of June in the financial year the debt was incurred.

10.0 Transfer

(1) Applications for player transfers for existing CTPL players shall only be considered up until the end of the day on the 31st of December of that season.

(2) Any registered player requiring a transfer shall apply for a transfer through the Competition Management System (PlayHQ).

(3) The Club shall have fourteen (14) days to reply through PlayHQ to the applicant's request stating their decision to grant or refuse the transfer. At all times, in the event of a refusal, the Club shall provide the reason for such refusal.
(4) If the Club does not respond in writing to the player's application within the time constraints referred to in By-Law 10(3), the applicant shall be deemed transferred in accordance with the players application.
(5) If a Club refuses a player's application for a transfer, the player may appeal to the Premier League Committee. A player may only lodge one appeal per calendar year, notwithstanding that more than one application for transfer may have been refused. In the case of an appeal the following procedures shall be adopted:
   (a) The appeal must be lodged with the Association within thirty days of receipt by the player of the decision being appealed.
   (b) The Association shall give the Club a copy of the notice of appeal and shall refer the appeal to the Premier League Committee for a decision.
   (c) The Association shall notify the player and the Club concerned of their right to attend the meeting of the Premier League Committee at which the appeal is to be dealt with.
(6) Any unfinancial player listed with the Premier League Manager in accordance with 9(8) shall be ineligible for a transfer within the Premier League until the debt has been deemed settled.
(7) If an unregistered player has not been listed by a Club as unfinancial as per 10(6) above, the transfer shall be processed as soon as possible.
(8) An unfinancial player is defined as a player who has not paid their registration subscriptions for the season. Transfers cannot be withheld for any other unpaid debts including but not limited to apparel, social events or hospitality debts.

11.0 Transfer Appeals

(1) In considering an appeal pursuant to this Rule, the PLC shall consider such matters as it considers relevant and appropriate in the circumstances including, but without limiting the generality of its discretion pursuant to this sub-clause and the matters contained in Appendix A to these Rules.
(2) The decision of the PLC shall be final and binding on all parties.

12.0 Eligibility

(1) Player Eligibility – General
   (a) A player may not play in more than one grade in the same round or weekend of the Association roster in all competitions unless playing as a representative replacement player as specified in By-Law 20.1, or as permitted under 12(3)(d) and 12(3)(e).
   (b) During a round in which a Club has a bye, a player will be ineligible for a lower grade match taking place in the same round/weekend when;
      i. They have played more than 65% of their matches (excluding finals) in the grade or grades with a bye; or

ii. They have played more than 65% of their matches (excluding finals) in a grade or grades higher than the grade with the bye.

(c) For the purposes of this By-Law, matches played by a player in an underage competition for the same Club shall be counted as lower grade matches. See By-Law 12(5).

(d) With respect to 12(1)(b), where a Club has a bye in Men's 1st Grade or 2nd Grade before October 31st of that season, Clubs are permitted maximum of two (2) players in a lower grade that have played more than 65% of their matches in a higher grade. Players will only be permitted to play in the grade immediate below the lowest grade that they have previously participated in. For instance, a player cannot play 3rd Grade if they have only participated in 1st grade prior.

(e) Women's 2nd Grade Competition

i. With respect to 12(1)(b), where a Club has a bye in Women's 1st Grade, the Club is permitted a maximum of two (2) players in Women's 2nd Grade who have played more than 65% of their matches in Women's 1st Grade.

ii. Clubs are permitted to play a maximum of three (3) players in Women's 2nd Grade over the age of 18 who have also played Women's 1st Grade on the same round/weekend. Dispensation requests must be granted for these players to participate. Clubs can submit a dispensation request to the Premier League Manager (simply involving the Player's Name, Date of Birth, PlayHQ ID and Player Statistics).

iii. The restrictions in Rules 12(1)(e)(i) and (ii) will not apply to a player who Cricket Tasmania has approved as a 'Development Player'. Requests for approval of Development Players should be submitted to the Premier League Manager and should include the Player's date of birth, Play HQ ID and Statistics. Established 1st Grade players will not be considered for approval as Development Players.

(2) Player Eligibility – Representative

(a) Players selected for Tasmania state or national teams, or Tigers contracted players selected for any BBL or WBBL franchises, who participate in match/es that coincide with Premier League match/es shall be considered to have played in the grade they last played in before the state or national match commenced.

(b) Women's Competitions – Except with the written approval of CT, the maximum number of state contracted players that can be selected within a team in a match with any Club shall be three (3). Homegrown players are excluded from the limit and are defined as players that are participating with the Club (or in the Greater Northern Raiders case, a club in the North or North-West of Tasmania) that they commenced playing with from age fifteen (15) or younger, and have continuously played with, excluding if/when permitted to another club. A player that has not commenced playing cricket prior to age fifteen will be considered home grown if they are playing with the Club that they commenced playing with and have played with continuously since their commencement. Interstate WBBL players are exempt from this limit.

(3) Player Eligibility – Age Restrictions

(a) Players who are under the age of 19 (as at the 31st of August in the year the season begins) are exempt from By-Law 12(1)(b).

(b) Players competing in underage competitions are to be **under** the limited age **on the 31st of August** of that season, other than if By-Law 12(3)(g) is applicable.

(c) Female players participating in male competition shall be automatically permitted three (3) years' dispensation to participate in underage competitions.

(d) Under 18 Boys - An eligible player may participate in CTPL Under 18 Boys in addition to participating in one of Men's 1st, 2nd or 3rd Grade, or Women's 1st, 2nd Grade in the same round or weekend.

(e) In the event a player can participate in part but not all a CTPL Under 18 Boys match due to also participating in a higher-grade match on the same day, the player shall be permitted a replacement player in accordance with By-Law 20.

(f) Players participating in senior Grades (Men's & Women's 1st and 2nd Grade, and Men's 3rd Grade) are to be at least 13 years of age **on the 31st of August** of that season.

(g) Should Clubs wish to play a player in an age restricted competition who is not eligible as per the above, they must submit a written request to the Premier League Committee, outlining exceptional extenuating circumstances and receive approval before participating.

(h) Players participating in an underage grade with dispensation will adopt the maximum bowling restriction of that grade and not their actual age.

(i) In addition to the Laws of Cricket Law 24, replacement players and substitute fielders in underage competitions must meet all other eligibility requirements of By-Law 12.

(j) In addition to Laws of Cricket Law 24, replacement players and substitute fielders in Women's Grades must be female. Females participating in CTPL Men's competitions, must comply with By-Law 12(3)(g) and By-Law 12(3)(i).

(4) Finals Eligibility

(a) Any player who has not played in three (3) roster matches for their Club across Men's & Women's 1st Grade, Men's & Women's 2nd Grade, Men's 3rd Grade and Under 18 Boys competitions during the season is ineligible to play in a semi-final or final match in that season except for competitions defined in By-Laws 12(4)(d), 12(4)(e) & 12(4)(f). Such a player may apply to the Premier League Committee (or its nominee) for dispensation to play due to extenuating circumstances.

(b) For clarity, a player must have been named on the team sheet presented at the toss and play must have commenced (i.e., a ball bowled) for the player to have been considered to have played in the match. A match that is abandoned without a ball bowled will **NOT** count as a match played.

(c) Women's 1st & 2nd Grade competitions are regarded as separate competitions to Men's Premier League Competitions (Men's 1st, 2nd, 3rd Grade and Under 18 Boys).

(d) Men's 1st Grade Twenty20 Finals - A player must have played in at least one (1) Premier League roster match for the Club during the current season to be eligible to participate.

(e) Men's 1st Grade Kookaburra Cup (One-Day) Finals - A player must have played in at least three (3) Premier League roster matches for the Club during the current season to be eligible to participate. Cricket North and Cricket North-West club games count towards eligibility for Greater Northern Raiders players.

(f) Boys Under 18 Twenty20 Finals - A player must have played in at least one (1) Premier League roster match for the club during the current season to be eligible to participate.

(g) A player who has played **more than 65%** of their roster matches in a higher grade may not play in a lower grade Semi-Final. A player who has played **more than 65%** of all their matches, including the Semi-Final, in a higher grade, may not play in a lower grade grand final except in the instance where a player has played in that grades semifinal.

For the purposes of this By-Law, matches played by a player in an underage competition for the same Club shall be counted as lower grade matches. See By-Law 12(5).

Men's 1st, 2nd & 3rd Grade Finals

(h) For Men's 1st, 2nd & 3rd Grade Finals, any club with teams participating in Semi Finals or Grand Finals in consecutive Senior Men's Grades commencing with Men's 1st Grade may at their discretion, select players in any Grade and not be subject to the restrictions of By-Law 12(4)(g).

(i) For Men's 1st, 2nd & 3rd Grade Finals, with respect to By-Law 12(4)(g) if consecutive grades commencing with Men's 1st Grade do not make the Grand Final (after having made the semi-final) By-Law 12(4)(g) applies.

Boys Under 18 One-Day Finals

(j) Any player who has played, (as per in By-Law 12(4)(b)) in five (5) or more matches in the Under 18 Boys competition during a season shall be permitted to play in the One-Day Finals of that respective grade and is not subject to the restriction of By-Law 12(4)(g). Club matches in younger age groups count towards eligibility.

(5) Eligibility Table

Total Matches Played	Permissible number of games played in Higher Grades to be eligible for Lower Grade	Total Matches Played	Permissible number of games played in Higher Grades to be eligible for Lower Grade
1	Ineligible	11	7
2	Ineligible	12	7
3	1	13	8
4	2	14	9

Total Matches Played	Permissible number of games played in Higher Grades to be eligible for Lower Grade	Total Matches Played	Permissible number of games played in Higher Grades to be eligible for Lower Grade
5	3	15	9
6	3	16	10
7	4	17	11
8	5	18	11
9	5	19	12
10	6	20	13

(6) Player Transfer System– Women's Competitions

(a) Clubs may apply for a 'Transfer' for an eligible player registered with another Club in another Grade, subject to the below.

(b) Applications for transfers for registered players are only permitted up until the 31st of January of that season.

(c) Participating with Multiple Women's 2nd Grade Clubs

i. Prior to the 31st of January, a player can compete for multiple clubs within Women's 2nd Grade, but clubs must adhere to By-Law 12(1)(e).

ii. A player may only play one game within Women's 2nd Grade on any given weekend/round

iii. After the 31st of January, a player may only participate with one club within each grade.

(d) The transfer between clubs in Women's 1st and 2nd Grade applies to the entirety of the season. i.e. A player cannot play for multiple 1st Grade Clubs unless in accordance with By-Law 10.

(e) Clubs must communicate and agree to transfers prior to their application

13.0 Playing Ineligible Players

If a Club fields a player who is ineligible under any of the competition Rules & By-Laws the game shall be awarded to the other team who shall receive the same match and bonus points equal to the highest gained in that round. An automatic penalty as per By-Law 34 shall apply to the team forfeiting.

PART 5 – THE PREMIER LEAGUE COMPETITION & OTHER MATCHES

14.0 Structure & Scheduling

(1) The Premier League Committee shall compile and make available to all Clubs a roster for each Season.

(2) The roster shall provide for the competition to be played in such grades as the Board may determine and shall specify the duration and location of all matches, and any special conditions applying to finals.

(3) The roster shall provide for commencement of the competition not later than the third Saturday in October in each season.

(4) The Premier League Committee may at any time make such changes to the roster as it thinks necessary or desirable.

(5) The Premier League Committee is authorised to vary playing times if it considers there are special circumstances.

  (a) Should Daylight Saving Time conclude during the finals, all matches will commence and finish half an hour earlier on Sunday, i.e., 10 a.m. and finish at 5.00 p.m.

(6) In this Part, "roster", includes finals.

Note: Also refer to By-Law 28 – Wet Weather & Cancellations

15.0 Record Keeping

It is the duty of the Association to maintain an up-to-date record of points scored by each Club in the competition, and a ladder showing the relative positions of the teams as the Season progresses.

16.0 Allocation of Points

16.1 Overall Premier League Ladders

Men's 1st , 2nd and 3rd Grade

Two-Day Matches	**Points**
Win outright & first innings lead	10
Win outright & first innings tie	9
Win outright & behind on first innings	8
Win on first innings & no further result	6
Tie outright, both teams	6
Tie on first innings and no further result. A tie occurs when the team batting first has been dismissed or has declared and the team batting second is dismissed at the same score, or, both teams are tied after all innings are completed	4
Draw (including abandonments)	1
Tie on first innings with outright loss	3
Loss outright after first innings lead	4

2nd & 3rd Grade One Day Matches	**Points**
Win	4
Tie	2 Each
No Result (including abandonments)	1 Each
Loss	0

See By-Law 17.2 for Men's 1st Grade, Women's 1st Grade and Under 18 Boys

Standalone One-Day competition ladder points

17.0 Ladder Positions

17.1 Overall Ladders, Finals Qualifications and Finals Fixtures

Men's 1st Grade, Men's 2nd Grade and Men's 3rd Grade Competitions

The ladder shall rank all teams from highest to lowest according to match points scored to date.

Teams that are equal on match points will be separated by quotient and will be calculated thus:

(a) Divide the total number of runs scored by a team by the total number of wickets lost by that team.

(b) Divide the total number of runs scored against a team by the total number of wickets taken by that team.

(c) Divide the former (a) by the latter (b)

(d) The team having the highest quotient shall be considered to have the better performance.

To compute percentages, a batter retired hurt is deemed to be not out, and a team declaring its innings closed or is all out with less than the full quantity of players/dismissals, is deemed to have lost only the number of wickets that have fallen.

If a One Day or Twenty20 match that has commenced is later abandoned with no result, the team score will not be included in quotient calculations, but individual results will be included in all statistics. This would mean team scores in abandoned T20 and One Day matches that have commenced would not count towards net run rate in Standalone ladders or quotient in Overall ladders.

The teams to play in the Premier League finals series in each grade shall be those occupying the top four positions on the ladder at the end of the roster series. Semi-finals matches will be played as follows:

First (1st) v Fourth (4th); and Second (2nd) v Third (3rd)

The two winners of the matches in each grade are to play off in the Grand Final.

17.2 Stand Alone Twenty20 Competitions

CTPL Men's 1st, Men's 2nd, Men's 3rd, Women's 1st Grade, Women's 2nd Grade and Under 18 Boys Twenty20 Competitions

T20 Matches	Points
Win	2
Tie	1 Each
No Result (including abandonments)	1 Each
Loss	0

For abandoned matches due to inadequate pitch and/or ground preparation see By-Law 29 (3)

The competition ladder shall rank all teams from highest to lowest according to match points accumulated. In the event of teams finishing equal on points, the order of the ladder shall be determined by:

(a) The team with the greatest number of wins
(b) The team with the highest net run rate. Refer By-Law 17.4

In a match declared no result (abandoned), net run rate is not applicable.

Semi-Finals

If Semi-Finals are scheduled, they will be determined by the standings at the end of the rostered series.

Where the competition is not contested in "Pools", the Semi-Final matches will be First (1st) v Fourth (4th) & Second (2nd) v Third (3rd). The winner of each semi-final will play in the Grand Final.

Where the competition is contested in "Pools", the Semi-Final matches will be First (1st) in Pool A v Second (2nd) in Pool B and First (1st) in Pool B v Second (2nd) in Pool A.

If Semi-Finals are not scheduled, the Grand Final will be determined by the standings at the end of the rostered series with the Grand Final match to be First (1st) v Second (2nd).

17.3 Standalone One-Day Competitions

CTPL Men's 1st Grade, Women's 1st Grade and Under 18 Boys One-Day Competitions

One Day Matches	Points
Win	4
Tie	2 Each
No Result (including abandonments)	2 Each
Loss	0
Bonus Point(s)	See below

Bonus Point(s) System

The following Bonus Point(s) System will be applied to the Men's and Women's 1st Grade and Under 18 Boys One-Day ladders, and the Men's 1st Grade overall ladder.

(a) The team that wins the match and achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point; i.e., the team shall receive a total of 5 points (4 points for win, 1 bonus point).
(b) The team that wins the match and achieves a run rate of twice that of the opposition shall be awarded an additional 1 bonus point, which is in addition to the bonus point achieved in (a); i.e., the team shall receive a total of 6 points (4 points for win, 1 bonus point and 1 additional bonus point).
(c) A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.

(d) Where matches are shortened and targets revised using the Duckworth/Lewis/Stern system, bonus run rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

The competition ladder shall rank all teams from highest to lowest according to match points accumulated. In the event of teams finishing equal on points, the order of the ladder shall be determined by;

(e) The team with most number of wins
(f) The team with the highest net run rate. Refer By-Law 17.4

In a match declared no result (abandoned), net run rate is not applicable.

If Semi-Finals are scheduled, they will be determined by the standings at the end of the rostered series. The Semi-Final matches will be First (1st) v Fourth (4th) & Second (2nd) v Third (3rd). The winner of each semi-final will play off in the Grand Final.

If Semi-Finals are not scheduled, the Grand Final will be determined by the standings at the end of the rostered series with the Grand Final match to be First (1st) v Second (2nd)

17.4 Net Run Rate

(1) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
(2) In the event of a team being all out in less than its full quota of overs, the calculation of its 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.
(3) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where the result of a match is achieved under Duckworth/Lewis/Stern, for net rate purposes Team 1 will be accredited with Team 2's par score on abandonment. Team 1's overs faced are also adjusted based on the number of overs allocated to Team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

17.5 CTPL Club Championship Award

The CTPL Club Championship will be awarded to the Club that has scored the most match points in respective grades during the roster series.
Each club's total points will be determined by adding match points scored by its teams in Men's 1st Grade, Men's 2nd Grade, Men's 3rd Grade, Under 18 Boys, Women's 1st Grade (if applicable) and Women's 2nd Grade. Noting that not all Clubs have a Women's 1st Grade Team, Club Championship points will be calculated by adding all match points from these grades and dividing them by 6 (for Clubs with a Women's 1st Grade team) and 5 (for Clubs without a Women's 1st Grade team).

18.0 Finals Results & Venues

18.1 Result - Men's 1st Grade, Men's 2nd Grade & Men's 3rd Grade and Under 18 Boys

No Result, Draw or Tie

Should there be no result, a draw or tie, the team finishing highest on the ladder at the end of the roster matches will be declared the winner of the matches concerned, this includes both the Semi-Finals and Grand Finals.

18.2 Stand Alone One-Day Competitions

Men's and Women's 1st Grade Kookaburra Cup

Tie

In the event of a tie in the Semi Final or Grand Final, the team finishing highest on the ladder at the end of the roster matches will be declared the winner.

No Result - Finals

If no result is achieved in the Semi Final, or Grand Final on the scheduled day of play, the match shall be replayed on the reserve date if scheduled. In the event of a no result in the Semi Final or Grand Final (including any Reserve Day/s), the team finishing highest on the ladder at the end of the roster matches will be declared the winner.

18.3 Result - CTPL Twenty20 Competitions (Men's and Women's 1st, 2nd and 3rd Grade and Under 18 Boys)

Tie

If at the end of the match scores are tied, the Super Over procedure as outlined in Appendix B shall apply.

No Result

If no result is achieved in the Final on the scheduled day of play, the match shall be replayed on the reserve date if scheduled. In the event of a no result in the Final (including any Reserve Day/s), the team finishing highest on the ladder at the end of the roster matches will be declared the winner.

18.4 Venues

CTPL Men's & Women's 1st Grade Competitions

The venue shall be approved by the Premier League Committee and/or its nominee. Preference will be given to hosting the final at Ninja Stadium - Bellerive should it be available. The Premier League Committee reserves the right to reschedule a match away from any venue if the Premier League Committee has reasonable cause for concern that the venue will not meet a satisfactory standard.

All Other Grades

The venue shall be approved by the Premier League Committee and/or its nominee. The Premier League Committee reserves the right to reschedule a match away from any venue if the Premier League Committee has reasonable cause for concern that the venue will not meet a satisfactory standard.

19.0 Nomination of Teams & The Toss

(1) The minimum number of players required to constitute a match is eight (8). Should a team not be able to field eight (8) players at any point during the match, they will forfeit the match.

(2) The nomination of teams shall be made in accordance with the Laws of Cricket 1.1, 1.2 & 1.3 plus the requirement for players Under 19, Under 17, Under 15 and Under 13 and replaced and replacement players to be noted on the team sheets prior to the toss being made. (Refer to By-Law 20)

(3) The umpire's copy shall be delivered to the Association following the completion of the match. Umpires who fail to submit team sheets may not be eligible for future appointments until such time the team sheets are submitted.

(4) The toss will take place as per Law 13.4 of the Laws of Cricket

19A.0 Underage Bowling Limits

19A.1 This By-Law applies to fast and medium pace bowlers, as defined by the umpires, in all Cricket Tasmania Premier League matches, including roster matches, semi-finals and Grand Finals, subject to the variations set out below and in the relevant Playing Conditions. A player's age is taken as at the 31st of August in the year the season begins, and these limits apply to the player for the entire season even if the player turns 13, 15, 17 or 19 during that season.

19A.2 The maximum consecutive spell and, in two-day matches, the maximum daily allocation for each age category are as follows:

Age category	Maximum consecutive overs	Maximum daily allocation (two-day matches only)
Under 19	6	18
Under 17	6	16
Under 15	5	12
Under 13	4	8

19A.3 Daily allocations apply in two-day matches only. In one-day and Twenty20 matches the maximum consecutive spell applies and a bowler's total overs are governed by the bowling allocation for that format. The Under 13 category applies uniformly in all grades and formats, in roster matches, semi-finals and Grand Finals. Where a format-

specific bowling limit or per-bowler allocation is lower than the applicable underage bowling limit, the lower format-specific limit applies; in Twenty20 matches the maximum of four overs per bowler remains the practical cap.

19A.4 In the same day's play, the rest between spells must be the same number of overs, from the same end, as the completed spell.

19A.5 A bowler who has bowled a spell of less than the maximum spell permitted for their age may resume bowling before the completion of the necessary break; this is treated as an extension of the same spell and the maximum spell limit for that age still applies. After the extended spell, the normal break between spells applies and the break within the spell is disregarded.

19A.6 If any interval or interruption in play results in an over not being completed, the part of the over bowled after the break counts as one over for the purposes of calculating the bowler's spell and daily limits.

19A.7 If an underage bowler does not bowl for a continuous or aggregated period of 60 minutes or more, whether through a single unscheduled interruption, multiple unscheduled interruptions, or any combination of scheduled and unscheduled breaks, they may commence a new spell despite the same number of overs from the same end not being completed.

19A.8 Where a bowler changes between medium pace (or faster) and slow bowling during a single day's play: (a) if they begin with medium pace or faster, they are subject to this By-Law throughout the day regardless of any later change to slower bowling; and (b) if they begin with slow bowling and later change to medium pace or faster, this By-Law applies from the time of the change, and any overs bowled before the change are not counted in either the daily limit or the current spell.

19A.9 Each bowler subject to this By-Law must ensure the bowler's-end umpire is aware of their identity whenever commencing or resuming bowling. Before the innings, the captains of both teams must inform the scorers which bowlers are subject to this By-Law. Players Under 19, 17, 15 and Under 13 years of age, and replacement players, must be noted on the team sheet prior to the toss. This requirement applies uniformly to all grades and formats, including roster matches, semi-finals and Grand Finals.

19A.10 The captains are responsible for the implementation of this By-Law.

19A.11 If the umpires become aware of a breach, they shall, when the ball is dead, direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who has neither bowled the previous over nor is allowed to bowl the next over.

19A.12 Should a dispute or uncertainty regarding the application of these restrictions occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.

19A.13 Penalties for bowling more than the allocated number of overs are: (a) in roster matches, a penalty of 0.25 match points for every over or part thereof bowled more than the limit for the player's age; and (b) in semi-finals and Grand Finals, a penalty of 50 runs for every over or part thereof bowled more than the limit for the player's age, instead of a deduction of match points.

19B.0 Wide Ball in Limited-Overs Matches

19B.1 This By-Law applies to all Cricket Tasmania Premier League one-day and Twenty20 matches conducted under Parts 11 to 17 (Men's, Women's and Under 18 competitions). For those matches, Law 22.1 and Law 22.4.1 are replaced by clauses 19B.2 to 19B.9.

19B.2 The batter's off and leg side are determined by their stance when the ball first becomes live for that delivery.

19B.3 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions below, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

19B.4 Normal, routine movements by the batter prior to receiving the ball will not, of themselves, be treated as a place where the striker has stood for the purposes of clause 19B.3. However, where in the opinion of the umpire the batter's movement is made in an attempt to deceive the bowler or to access a particular part of the ground, clause 19B.3 is to be applied strictly. For example, where the batter steps back towards the leg side, the leg side wide line will move with the batter, and the off side wide line will remain. Where the batter moves across to the off side to create access for a leg side shot, the off side wide line will move with the batter, and the leg side wide line will remain.

19B.5 A ball that, after pitching, passes above or would have passed above head height of the striker standing upright at the popping crease shall be a Wide. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.

19B.6 A delivery passing the striker on the off side outside the off side wide guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the off side wide guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.

19B.7 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

19B.8 A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

(a) the ball passes between the striker and the stumps;

(b) the striker moves toward the off side and, in the umpire's opinion, the ball would have contacted the striker in a normal batting position; or

(c) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep, switch hit or any type of reverse stroke. In this case the definition of a leg side Wide shall be the ball, without any contact with the striker's bat or person, passing outside the Wide marking 43.18 cm in from the return crease. The interpretation of a Wide to a ball passing the batter on the off side of the stumps, in this case, remains unchanged.

19B.9 The off side wide guideline and the leg side Wide marking are marked in accordance with the applicable appendix: Appendix C for Men's and Under 18 competitions; and Appendix D for Women's competitions.

20.0 Replacement Players

20.1 Representative Players

Should any player eligible for a CTPL match be required by CT or CA for duties elsewhere, that requirement shall take precedence and the Club shall be entitled to replace the player without the consent of the opposition captain in accordance with the below.

(a) Prior to commencement of a Premier League match, a CT representative player, coach or administrative person who is involved with State or National duties, or duties with the with any Big Bash League franchise, and is also selected to play in a Premier League match, may be replaced by any player eligible to play for the Club. The replacement player will assume the role of the replaced player in every respect (except for underage bowling limits which are applicable to everyone based on their age), including the right to;

i. Bat (where the replaced player has not already been dismissed or immediately complete an innings that a replaced player has commenced);

ii. Bowl; or

iii. Wicket Keep.

(b) The replacement player's name shall be noted on the team sheet next to the replaced player prior to the toss notwithstanding By-Law 20.1(d). Should the replaced player return prior to the close of the match; they may resume their place in every respect excepting;

i. the right to bat in an innings in which their replacement has already been dismissed; and

ii. in a limited over match the right to bowl overs in the allocated quota already completed by the replacement player.

(c) A player taking part in a Premier League match that has already commenced before being called for State, National or BBL duties may be replaced by any registered player within their Club.

(d) If a player is returning to their Club from State, National or BBL duties is not listed as a replacement player on the team sheet, the player may only play in a Premier League match subject to approval of the State Coach or their nominee and the Premier League Manager or their nominee.

(e) In the event a player named on the team sheet presented at the toss to participate in a CTPL Two Day match is subsequently injured while undertaking State, BBL or National duties or is withdrawn from the match by CA, Hobart Hurricanes or CT staff due to injury or workload management, the player shall be eligible for a replacement player upon supply of written medical advice to the Premier League Manager confirming the player is unable to participate in the Premier League match. In these circumstances, By-Laws 20.1(a), 20.1(b) and 20.1(c) remain applicable.

(f) In the event a State, National or Hobart Hurricanes contracted player becomes available for day two of a Two-Day match after being unavailable on day one due to injury or workload management (as determined by the CA, Hobart Hurricanes of CT staff), upon supply of written medical advice to the Premier League Manager confirming the player was unavailable day one due to medical reasons, the player is entitled to participate in day two of the match and replace a player named on the team sheet with By-Laws 20.1(b), 20.1(c), 20.1(d), 20.1(h) and 20.1(i) applicable.

(g) The Premier League Committee will consider any emergency application arising from a late change to a representative team, or altered requirements of CA or CT, upon receipt of the application.

(h) It is the responsibility of the Club to advise CT of any representative replacement player and subsequent changes across all grades. It is also the team captain's responsibility to convey that information to the umpires and opposing captain at least 15 minutes prior to the commencement of the day's play.

(i) Each participating player's performance must be recorded separately in accordance with By-Law 37.0(4).

(j) Replacement players are not permitted in Twenty20 matches.

20.2 Independent School Representative Players (SATIS)

(a) Should any player eligible for a CTPL Men's 1st Grade, Men's 2nd Grade or 3rd Grade two day match be required by their school in the SATIS 1st or 2nd XI competition, the Club shall be entitled to replace the player on the corresponding days without the consent of the opposition captain.

(b) As CT do not directly administer the SATIS competition (unlike CT Representative Players highlighted in By-Law 20.1), Clubs must receive permission and approval from the Premier League Manager by 12noon Friday prior to the weekend on which

the Premier League match coincides with the scheduled SATIS 1st or 2nd XI match. Evidence that the player is going to, or has, participated in a SATIS match (i.e., scorecard, team sheet) must also be supplied to CT.

(c) A player ("the original player") taking part in a Premier League match that has already commenced before being required for SATIS 1st or 2nd XI match may be replaced by another player eligible to play for the Club (hereinafter referred to as "the replacement player"). The information on the replacement player should be added to the team sheet/s and also must be mentioned in the umpires' match report.

(d) The replacement player will assume the role of the replaced player in every respect (except for underage bowling limits which are applicable to everyone based on their age), including the right to;

i. Bat (where the replaced player has not already been dismissed, or immediately complete an innings that the replaced player has commenced);

ii. Bowl; and

iii. Wicket Keep.

(e) Each participating player's performance must be recorded separately in accordance with By-Law 37.0(4).

(f) The Player must be registered as per By-Law 9.

20.3 Non-Representative Players (Men's 1st, 2nd & 3rd Grade Two-Day Matches)

(a) Clubs are entitled to the following non-representative replacement players in each of Men's 1st Grade, Men's 2nd Grade or Men's 3rd Grade Two-Day roster matches:

i. Men's 1st Grade – 1

ii. Men's 2nd Grade – 2

iii. Men's 3rd Grade – no limit.

(b) The replacement player will assume the role of the replaced player in every respect (except for underage bowling limits which are applicable to everyone based on their age), including the right to;

i. Bat (where the replaced player has not already been dismissed or immediately complete an innings that the replaced player has commenced);

ii. Bowl; and

iii. Wicket Keep

(c) The replacement player's name must be placed on the team sheet next to the replaced player prior to the toss, and indicate which player is participating in Day 1 and Day 2 respectively in that grade.

(d) No replacement under By-Law 20.3 is permitted to occur after the toss if they have not been named prior.

(e) Each participating player's performance must be recorded separately in accordance with By-Law 37.0(4).

(f) The Player must be registered as per By-Law 9.

(g) By-Law 20.3 is not applicable in Finals matches.

(h) Clubs may elect not to utilise a replacement if the player who was to be replaced on Day 2 becomes available.

20.4 Injury and Illness Replacement Players (Men's 1st, 2nd and 3rd Grade Two-Day Roster Matches)

(a) By-Law 20.4 applies to Men's 1st Grade, Men's 2nd Grade and Men's 3rd Grade Two-Day roster matches only.

(b) By-Law 20.4 does not apply to Finals matches.

(c) Where both By-Law 20.1 and By-Law 20.4 may apply to a replacement, the replacement must be made under By-Law 20.1.

(d) Where a player named on the team sheet for Day 1 of a Two-Day roster match suffers an injury or illness after team nomination and before the start of play on Day 2, the Club may apply to replace that player for Day 2. For the avoidance of doubt, the injury or illness may occur during Day 1 or at any point prior to the start of play on Day 2. It need not be cricket related.

(e) A replacement under By-Law 20.4 is not permitted during a day's play.

(f) The Club must notify CT, through the approved form, as soon as practicable and before the start of play on Day 2.

(g) It is the responsibility of the Club to advise the opposition captain and the umpires of the replacement before the start of play on Day 2.

(h) The replacement player must be registered with the Club and otherwise eligible to participate in the match under CTPL By-Laws (see By-Law 9).

(i) The replacement player must be drawn from a lower grade. Where the affected team has a bye, the eligibility restrictions under By-Law 12.0(1) (b)(c)(d) shall apply.

(j) The replacement player will assume the role of the replaced player in every respect, except for underage bowling limits which are applicable to all players based on their age, including the right to:

i. bat, (where the replaced player has not already been dismissed, or immediately complete an innings that the replaced player has commenced);

ii. bowl; and

iii. wicket keep.

(k) Once replaced under By-Law 20.4, the injured or ill player may take no further part in the match.

(l) A player replaced under By-Law 20.4 is ineligible to participate in any CTPL match for a minimum period of ten (10) days following Day 2 of the match in which the replacement is used. Please refer to Appendix K (7) for protocols relating to concussion.

(m) Each participating player's performance must be recorded separately in accordance with By-Law 37.0(4).

21.0 Runners

21.1 Conditions for Allowing a Runner – This By-Law 21.1 replaces Law 25.5.1 and is applicable in all CTPL matches regardless of format.

The umpires shall allow a runner for a batter who has sustained an injury during the match that affects their ability to run, subject to all of the following conditions being met:

(a) the batter has sustained an injury that affects their ability to run;
(b) the injury occurred during the course of the match, not as a result of a pre-existing condition; and
(c) the batting side has lost its penultimate wicket.

Where more than one batter is injured and requires a runner, additional runners may be allowed. The injured players must be the last available batters in the lineup at the fall of the penultimate wicket.

21.2 Obligations of the Runner

A runner shall:

(a) be a member of the batting side;
(b) be changed only with the consent of the umpires;
(c) wear external protective equipment equivalent to that worn by the batter for whom they run, and shall carry a bat; and
(d) not have any unserved penalty time as described in Law 24.2.7 (Fielder absent or leaving the field of play).

A batter's runner is subject to the Laws and will be regarded as a batter except where there are special provisions for their role as a runner.

21.3 Batter's Liability with a Runner

(a) A batter who has a runner will suffer the penalty for any infringement of the Laws by the runner as if the batter had been responsible. In particular, the batter will be out if the runner is dismissed under either Law 37 (Obstructing the field) or Law 38 (Run out).
(b) When a batter who has a runner is the striker, they remain subject to the Laws and will be liable to the penalties that any infringement demands. In the case of Run out and Stumped, however, the special provisions in By-Laws 21.3 (c) through 21.3(e) apply.
(c) When a batter who has a runner is the striker, the striker's ground is always at the wicket-keeper's end.
(d) If the striker who has a runner is in their ground, and the runner is out of their ground at the wicket-keeper's end when the wicket is fairly put down at that end, the conditions of Law 38 (Run out) shall apply.
(e) If the striker who has a runner is out of their ground and the wicket at the wicket-keeper's end is fairly put down, the striker is liable to be out under Law 38 (Run out) or Law 39 (Stumped). If the runner is also out of their ground at the wicket-keeper's end, only Law 38 (Run out) shall apply.

(f) If a striker who has a runner is dismissed as in By-Law 21.3(e), the umpire shall: disallow all runs to the batting side; return any not out batter to their original end; and award any 5-run Penalty that is applicable.

(g) When a batter who has a runner is not the striker, they:

i. remain subject to Law 37 (Obstructing the field) but are otherwise out of the match;

ii. shall stand where directed by the striker's end umpire so as not to interfere with play; and

iii. will be liable, even though out of the match, to any penalty demanded by the Laws should they commit any act of unfair play.

21.4 Restriction on the Striker's Runner

(a) Once the ball comes into play, the runner for an injured batter who is the striker shall have part of their person or bat grounded behind the popping crease until the ball reaches the striker or passes the popping crease, whichever is the sooner.

(b) If the striker's end umpire considers the runner for an injured striker to be in breach of this restriction, then, if the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. The umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

(c) Where Dead ball is called under By-Law 21.4(b), the bowler's end umpire shall: disallow all runs to the batting side; return any not out batter to their original end; and award any 5-run Penalty that is applicable, except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

22.0 Representative Matches

A player who withdraws from or declares themselves unavailable to play in a Representative Team for a Representative Match is ineligible to play for their Club on the day or days of the representative match (including travelling days) without the permission of the selectors of the Representative Team.

23.0 Competition Management System (PlayHQ)

All CTPL Grades

(a) Team selections must be entered into PlayHQ by 12.00pm Friday prior to the commencement of match

(b) Match scores must be entered within 60mins of conclusion of a day's play.

(c) Player scores (including ensuring that the correct players including replacements and substitutes are selected/edited in PlayHQ) must be entered within 90mins of conclusion of a day's play.

(d) Any Club failing to comply with any part of By-Law 23 may incur a $50 deduction at the discretion of the Premier League Manager.

24.0 Scorers

(1) Clubs must supply a non-playing scorer for all Men's & Women's 1st and 2nd Grade matches. For clubs to be eligible for funding, scorers must score using an electronic scoring program (i.e., NVPlay, PlayHQ). Clubs failing to comply with this rule may incur a $50.00 deduction per breach at the discretion of the Premier League Manager.

(2) Other Grades

All other grades are permitted to be scored by players electronically (i.e., NVPlay, PlayHQ) or in a scorebook.

25.0 Captain's Reports & Post-Match Meetings

(1) Captain's Reports for all Men's & Women's 1st Grade and 2nd Grade, 3rd Grade and Under 18 Boys and all finals matches in these competitions are to be lodged with the CT by 5pm Monday following the completion of the match. The report must be completed by the captain of the team (coach assistance is accepted for CTPL Under 18 Boys matches).

Any Club failing to comply with By-Law 25.0(1) may incur a **$50.00** deduction per breach at the discretion of the Premier League Manager or their nominee.

Post-Match Meetings

(2) It is a requirement for all CTPL grades games that captains and umpires shall meet within 15 minutes of the conclusion of the match for the purpose of providing constructive comments regarding the game. Where a Match Referee and/or Cricket Tasmania delegate has been appointed to the match, they may also attend the meeting. The Code of Behaviour is applicable to post-match meetings and the conduct during these meetings should be in accordance with the code. A facilitator from the home club should be available if required by any of the participants.

(3) At the conclusion of the match, both umpires must acknowledge the correctness of scores and that the outcome of the match is correct. The correctness of scores must then be acknowledged to captains at the conclusion of the match and in the Umpires Report. In the event of the scores not reconciling and that all parties are unable to agree on the result of the match, the umpires shall submit a copy of both scoresheets to CT on the next business day.

(4) Any Club failing to comply with By-Law 25.0(2) may incur a $50.00 deduction at the discretion of the Premier League Manager.

26.0 Code of conduct form for Umpires, Coaches, Captains and Scorers

Each Umpire, Coach, Captain and Scorer appointed within the CTPL acknowledges that with this appointment, they are required to abide by the relevant Code of Conduct (see appendices G, H and I) in addition to the CTPL Code of Behaviour.

27.0 Coaches on Field During Drinks Breaks

During any scheduled drinks break, a coach may enter the field of play solely to address players of their own team. A coach:

(a) must not approach, address, or remonstrate with umpires under any circumstances;

(b) must not delay resumption of play; and

(c) must leave the field immediately upon direction by an umpire.

This By-Law applies across all CTPL grades and formats.

28.0 Wet Weather and Cancellation

(1) No play on first day (Roster Matches Only)

If there is no play on the first day of a match the playing hours for the second day shall be as per PC 3.1 and 10.1 subject to the provisions of PC 5.2 & 12.2 respectively.

However, in the event of all matches in the same grade being washed out on day one, or in the event that less than five completed overs are bowled on day one of one match and all other matches in the same grade are washed out, the matches in that grade will become a one-day match to be played under CTPL One-Day Limited Overs rules on Day Two.

If play occurs in only one match on day one in a grade, and less than five completed overs are bowled in that match, play on day one will be abandoned.

This rule does not preclude a protest being made in accordance with the provisions of By-Law 29(3), but any such protest shall be submitted within 48 hours of the cancellation of the days play.

(2) If a ground which a higher grade is rostered to play is unplayable due to ground conditions as a result of poor weather or extenuating circumstances, and a ground being used in a lower grade match between the same clubs on the same day is available, the higher grade match may be moved to the ground which was to be used for the lower grade match provided it is suitable and following any flow on effect to further lower Grades the/a lower grade match may be cancelled if the decision can be made no later than 5pm two working days prior to the commencement of the match.

29.0 Pitch Preparation and Boundary Markings

(1) Where play is scheduled for more than one day, the pitch where possible shall be prepared according to Law 9 of the Laws of Cricket. Where an interval of one or more days occurs, the curator shall do whatever is necessary to maintain the pitch to the best possible standard.

(2) Captains, umpires and ground staff shall cooperate to ensure that, prior to the start of any day's play, no one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason or causes damage to the pitch in any other way. Prior to the commencement of a day's play, only the captain and coach may walk on the pitch to assess its condition. Spiked footwear is not permitted.

(3) If on any day a match is abandoned or starts late because the pitch is unplayable as a result of the effects of inclement weather or other extraneous circumstances, and those effects are as a direct or indirect result of the Home Club (or any of its employees, contractors or agents) failing to comply with By-Law 30, or otherwise failing to take proper precaution in ordinarily foreseeable circumstances to ensure that the pitch was properly protected against the elements, then the Home Club shall forfeit the match which shall be awarded to the club against which the Home Club was scheduled to play (see By-Law 34).

(4) A Home Club shall not forfeit the match if it is reasonable, having regard to all relevant circumstances that the match would have been or would have likely to have been abandoned in any event.
(5) In the event a match is suspended due to an unsafe pitch, Laws 2.7 and 2.8 shall apply. The match shall not be forfeited by the Home Club, provided all other By-Laws have been fully complied with.
(6) It shall be the responsibility of the umpires of the relevant match to include in their match report a statement of the cause of the abandonment of the match.
(7) It shall be the responsibility of the Premier League Committee at its first meeting after the abandonment of any such match or days play, to consider the umpire's report or any protest lodged by a Club. If the Premier League Committee, after taking into account all relevant matters including this By-Law and By-Law 30 are of the view that the abandonment was caused by the Home Club's failure to act appropriately, the match shall be forfeited and the club against which the Home Club was scheduled to play awarded the match in accordance with By-Law 29(3).
(8) If either club disputes the decision in relation to By-Law 29(7), they may appeal to the Premier League Committee within 48 hours of the scheduled completion of the match and shall thereupon be dealt with in accordance with these rules
(9) Boundary Distances: Boundary identification must be clearly marked to be a minimum of 3 metres in from any sightscreen, fence, bike track, or any other object that could present a risk of injury to players.

For Men's 1st Grade, Men's 2nd Grade, Men's 3rd Grade and Under 18 Boys, the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch to be used. (Refer PCs 48.0, 69.0, and 81.0, for Women's 1st and 2nd Grade Playing Conditions boundary variations).

30.0 Covering Pitches

The pitches for all matches played on turf shall be covered subject to the conditions laid down within this By-Law.

(1) **Cover Measurements**
   (a) Covers shall be a minimum length of 26 metres and a minimum width of 9 metres (refer to By-Law 30(3)(a)) in relation to Home Grounds prior to match day). However, if full covers are available, they must be used to cover the full wicket square. The covering material must be of a type approved by the Premier League Manager.
   (b) The placement of hessian on turf pitches that are to be used for scheduled matches is compulsory and the minimum length shall be 25 metres with a minimum width of 3.6 metres.
   (c) Placement of plastic on top of the hessian is optional, but if used, the minimum size shall be 25 metres in length and 3.6 metres in width.
(2) **Covering prior to Match Day**

(a) All turf pitches shall be covered by no later than 7.00pm in the evening two days prior and 7.00pm the evening immediately prior to any CTPL match. When turf pitches are scheduled, the whole of the square is to be covered. Hessian is to be used as By-Law 30(1)(b).

(b) In addition to By-Law 30(3)(a), for CTPL Finals, pitches shall also be covered by no later than 7.00pm Wednesday night prior to match.

(c) At all other times the club in liaison with the curator shall use the covers and hessian at their discretion to obtain the best possible conditions for play on any match day.

(3) **Labour for Laying and Removing Covers**

(a) Until the scheduled starting time for the match, the home club shall provide the labour for laying and removal of the covers. After this time both sides shall assist with the laying and removal of covers as directed by the umpires.

(b) At the conclusion of any match if the ground is to be used for a match the following day, or if directed to do so by the curator for any reason, the home side shall cover the pitch block irrespective of whether they are also the home club for the following match.

(4) **Removal of Covers on Match Days**

Covers shall be removed no later than 2.5 hours prior to the scheduled start of the play provided it is not raining at that time and must be replaced if rain falls prior to the commencement of the play. In the event rain prevents removal of covers at the prescribed time covers shall be removed at the earliest opportunity having regard to weather conditions. If a ground authority directs a respective club to remove covers earlier than 2.5 hours prior to the scheduled start of play the ground authority's direction must be adhered to, subject to weather conditions and must be re-laid if necessary.

(5) **Umpires Control of Covers**

At all interruptions the umpires shall direct and supervise both sides in the laying and removal of covers, hessian and plastic (if used). The umpires shall make note through the match report process of any failure by either team or individuals to comply with any directions from the umpires in relation to covers.

(6) **Failure to Comply**

It is the responsibility of the home club to comply with the above requirements in respect to covers and to notify the Premier League Manager if a pitch has not been covered or will not be covered as required by no later than 7.00pm on either Thursday, Friday or Saturday nights. Penalty for failure to comply with these rules: First offence $150, Subsequent offence $250 each unless otherwise determined by the PLC as per By-Law 8(3).

General

Without limiting the generality of this rule, it is the responsibility of the Home Club to take such precautions as are necessary

y in all the circumstances to ensure that the pitch upon which a match is to be played has been properly protected against the elements.

31.0 Sightscreens

The batting team is responsible for all sightscreen movements from the first ball of each innings. Movements must be completed without delay to play. This provision applies to all CTPL grades and formats.

If members of the batting side are not in position to move the sightscreen when required by a batter, play shall continue and the batter must face the next delivery without delay.

32.0 Use of Artificial Lights

The following provisions apply to Cricket Tasmania Premier League matches played under lights at venues where the lighting meets the applicable minimum standard for the relevant level of competition.

For Men's 1st Grade and Women's 1st Grade matches, the approved venues are currently Ninja Stadium and UTAS Stadium, Launceston.

For all lower grades, KGV Oval may also be used where its lighting meets the applicable standard for that grade.

If in the opinion of umpires, natural light is deteriorating to an unfit level, they shall authorise the Home Club (provided the Home Club has obtained approval form the ground controller/s in advance of the match) to use the available artificial lighting so that the match can continue in acceptable conditions. If natural light improves, the artificial lights may be turned off.

In the event of a power failure or lights malfunctioning, the provision relating to delay or interruption to play due to bad weather or light shall apply.

33.0 Insufficient players

(a) A Club which cannot field sufficient players for all grades in Men's and Women's competitions in any one round shall forfeit however many matches necessary, commencing with the Boys Under 18's and sequentially thereafter.

(b) The minimum number of players required to constitute a match is eight (8). Should a team not be able to field eight (8) players at any point during the match, they will forfeit the match.

34.0 Forfeiture

When a team forfeits a match, the opposing team shall be awarded points and bonus points equal to the highest number of points gained by any team, in that grade, in that round. The automatic penalty for a forfeiture of matches is first offence per season is $75.00, subsequent offence is $150.00.

35.0 Failure to take the field

Except in a case where the umpires delay the start or resumption of a match because of weather, light or playing conditions, the umpires shall invoke Law 16.3.2 of the Laws of Cricket and award the match to the other team. The team awarded the match shall receive a match point and a bonus point equal to the highest gained in that round. Additionally, an automatic penalty as per By-Law 34 shall apply to the team forfeiting.

36.0 Unfair result

The Premier League Committee may decide, due to some irregularity or incident of unfair play, or where a team attempts to gain points in a match by a manner the Committee considers to be unfair to the other teams or clubs in the same competition, to amend points obtained in a match by either team. Any deductions applied may be greater than those gained in the match in question. Any submission by a Club to the Premier League Committee under By-Law 36 must be submitted within fourteen (14) days of the conclusion of the match.

37.0 Competition Awards

(1) The names of the players in Men's 1st Grade, Men's 2nd Grade, Men's 3rd Grade and Under 18 Boys as well as Women's 1st and 2nd Grade who have gained the best batting and bowling averages and aggregate in roster matches during the season will be awarded the competition averages and aggregate awards.

(2) In Women's 1st Grade, Women's 2nd Grade and under 18 Boys, batting and bowling averages and aggregate awards will be calculated collectively across One-Day and Twenty20 roster matches (excluding finals)

(3) It is a prerequisite that –

(a) Men's Competitions Batting;

i. Men's 1st Grade batters shall have had six innings & scored a minimum 300 runs;

ii. In all other competitions a batter shall have played six innings and scored a minimum of 200 runs;

(b) Women's Competitions Batting;

i. Women's 1st Grade, shall have had six innings and scored a minimum of 200 runs;

ii. Women's 2nd Grade, shall have had six innings and scored a minimum of 100 runs;

(c) Men's Competitions Bowling;

i. Men's 1st Grade players must have bowled minimum 100 overs & taken minimum 20 wickets.

ii. Men's 2nd Grade players must have bowled minimum 90 overs & taken minimum 15 wickets.

iii. Men's 3rd Grade players must have bowled minimum 80 overs & taken minimum 15 wickets.

iv. Under 18 Boys bowlers must have bowled minimum 70 overs & taken minimum 15 wickets.

(d) Women's Competitions Bowling

i. Women's 1st Grade players must have bowled a minimum 40 overs and taken minimum 15 wickets

ii. Women's 2nd Grade players must have bowled a minimum 25 overs and taken minimum 10 wickets

(4) The batting and bowling performances of replaced and replacement players shall be recorded separately and included in the calculations of that individual player's batting and bowling averages in the relevant grade.

37.1 Player of the Year Awards

(1) At the conclusion of roster matches, umpires shall collectively award 3, 2 & 1 votes for the following competitions; Women's 1st & 2nd Grade. Men's 1st, Men's 2nd Grade, Men's 3rd Grade and Under 18 Boys.

(2) The amount of time/number of overs to be completed for votes to be allocated for respective formats is;

- Two-Day Matches - 50 overs completed and/or one innings completed
- One-Day Matches - 15 overs in the match completed
- Twenty20 match - 10 overs in the match completed

(3) Player Reports

(a) Any player that is found guilty of an offence under the CTPL Code of Behaviour shall be ineligible to win any player of year award in the season the offence occurred, unless the offence occurs in a Grand Final and therefore after the announcement of the award recipients in that season.

(b) Any player that is suspended for one-match as a result of receiving three warnings in accordance with By-Laws 55.4 & 58.2 (Code of Behaviour), shall be ineligible to win any player of the year award in the season the third warning was received, unless the offence occurs in a Grand Final and therefore after the announcement of the award recipients in that season (suspension would be applied to the following season).

38.0 Commercial Guidelines and Helmets

38.1 CTPL Commercial and Apparel Guidelines

Each Club, player and team official must comply with the CTPL Commercial and Apparel Guidelines approved and published by Cricket Tasmania for the relevant Season. Non-compliance may be dealt with under these By-Laws, the Guidelines or any applicable Club funding or commercial arrangement, according to the nature of the breach.

38.2 Compulsory Helmets

(1) A player's age for this clause is determined as at 31 August of that season.

(2) It is compulsory that all players Under 18 years of age as of 31 August wear a helmet when batting.

(3) Excluding any position in the slips cordon, a player Under 18 years of age as of 31 August must not field within 10 metres of the batter, regardless of the grade in which the player is participating.

(4) It is compulsory that all players 18 years of age or older as at 31 August wear a helmet when batting against fast or medium-paced bowling. The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of the bowling against what is considered "fast", "medium-paced" or "slow" within the context of that match.

(5) Players 18 years of age and older as at 31 August must always wear a helmet when fielding in a position closer than seven metres from the batter's position on the popping crease on a

middle stump line (such as short leg or silly point), except for any fielding position behind square of the wicket.

(6) At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a helmet. Facemasks are not permitted as a substitute for a helmet.

(7) Helmets must be compliant with British Standard BS 7928:2013.

(8) The match umpires are responsible for ensuring that a helmet is worn as required by this clause and must not allow the match to commence or continue during any period in which a player fails to wear a helmet as required. The umpires are not responsible for ensuring that the helmet being worn is compliant with British Standard BS 7928:2013.

Umpires shall report players who infringe any of By-Law 38 to the Premier League Manager and the player's Club may incur a $50.00 deduction at the discretion of the Premier League Manager per offence. Greater discretion may be used regarding the imposition of fines for players in the 3rd Grade, Under 18's, as well as Women's 2nd Grade competitions.

39.0 Match Referee

In any match where it is considered appropriate, the Premier League Manager or their nominee may appoint a match referee.

40.0 Ground Inspections

In all grades prior to play on all match days Game Day Checklists as part of the Cricket Australia National Club Risk Protection Program must be completed by representatives of both teams in accordance with the instructions provided by Cricket Tasmania.

PART 6 – GENERAL

41.0 Changes to the Rules and By-Laws

The Board, or committee/body or other person(s) delegated by the Board from time to time, may alter, rescind, or replace any of these Rules and By-Laws.

When considering changes to these Rules and By-Laws, the Board, or committee/body or person(s) delegated by the Board, shall always consider the necessity for consultation with affiliated Clubs. Where items/matters dictate the necessity for consultation, the feedback provided shall be taken into consideration prior to making changes.

42.0 Service of Notices

Any notice required to be served under these Rules and By-Laws, except where otherwise specified, may be sent by e-mail, or by ordinary mail, and in the case of ordinary mail shall unless otherwise specified be deemed to have been received, unless the contrary is claimed on the next business day following the day of posting.

(1) Any communication required to be given, lodged, or otherwise received under these Rules and By-Laws shall be deemed to be so given, lodged or received:
   (a) If it is sent by registered or certified mail to the address of the addressee, on the day it is sent.
   (b) If it is sent by facsimile transmission to the facsimile number of the addressee, on the day it is so sent.
   (c) If it is delivered personally to the addressee when it is so delivered.
   (d) If it is sent by email, on the day it is so sent.

(2) Any communication contemplated by By-Law 42(1) may be given, lodged, or received by any other means, but in that event the onus of showing that it was so given, lodged or otherwise received lies with the person giving or sending the communication.

(3) Any communication which is required to be given or sent to a Club shall be deemed to have been given or so sent if it is given or sent in a manner contemplated by By-Law 42(1) to the secretary or president of that Club.

CRICKET TASMANIA PREMIER LEAGUE

TRIBUNAL & CODE OF BEHAVIOUR

This Code of Behaviour replaces Laws of Cricket Law 42 and is intended to protect and enshrine such important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.



PART 7 – PREMIER LEAGUE TRIBUNAL

43.0 The Tribunal

(1) There shall be a Tribunal for the purpose of dealing with reports against players, officials or Clubs.

(2) The Board shall appoint a Tribunal panel consisting of a Chair, a Deputy Chair, and five other panel members, of whom any three shall constitute the Tribunal for the purpose of a hearing.

(3) The Chair shall organise the business of the Tribunal and shall nominate the members who shall constitute the Tribunal for each hearing or each session of hearings, ensuring, as far as practicable, that at least the Chair or Deputy Chair is a member at every hearing.

(4) Where neither the Chair nor the Deputy Chair is included in a particular three-member Tribunal, the members constituting the Tribunal on that occasion shall appoint a Chair from among themselves.

(5) A Chair has a deliberate vote only.

(6) There shall be no appeals process with the decision of the Tribunal final.

44.0 Powers and functions

(1) The Tribunal has jurisdiction to deal with all reports brought under the Code of Behaviour (Part 8) and such other matters as the Board may from time to time refer to the Tribunal.

(2) The Tribunal may of its own motion charge a witness (whether the witness is a party to the proceedings or not) with giving unsatisfactory evidence and, after giving the person so charged an opportunity to be heard, proceed to a finding of guilty or not guilty and impose a penalty, if it thinks fit, in the same manner as with other reports.

45.0 Procedure

(1) On hearing a report, the Tribunal -

(a) Shall make a full and thorough investigation without regard to legal forms and solemnities.

(b) May admit evidence, including video evidence, that is considered relevant notwithstanding that such evidence might not be admissible in a court of law; and

(c) Shall observe the principles of natural justice.

(2) It is the intention of this By-Law that, as far as practicable, proceedings should not be aborted because of technicalities. Accordingly, the failure of an umpire, the Board, or other person presenting a report to comply with a condition or procedure in the Laws of Cricket, the Code of Behaviour or in these Rules and By-Laws shall not prevent the hearing and disposal of the report if the Chair of the Tribunal rules, in their opinion, no substantial miscarriage of justice will occur because of that failure.

(3) A party to proceedings, whether it is the person making the report or the reported person, is entitled to present their own case including calling and examining witnesses and summing up. Parties may have an advocate present who may assist them but can't be involved directly with the case, however, they can make a submission to the tribunal on their behalf before the tribunal considers its penalty.

(4) Subject to these provisions, the Tribunal may regulate its own procedure.

(5) Where a player is reported, their captain, or the captain's nominated deputy, may also be required attend the hearing because of the Laws of Cricket 1.4 and 41.1.

46.0 Attendance at hearings

(1) The Premier League Manager will determine a day and time for hearings to be conducted as soon as possible following the match from which the report arises.

(2) The Premier League Manager or the Tribunal may notify such people as they think appropriate, either orally or in writing, that they are required to attend as witnesses.

(3) Attendance by author/s of the report, players reported, and witnesses is compulsory and any such person who is not present at the specified time may be reported by the Tribunal for failing to attend a hearing and may be dealt with accordingly.

(4) A penalty for non-attendance is in addition to any other penalty arising from a hearing.

47.0 Public comment

It is an offence for an Umpire, a Player or a Club Official.

(a) To comment publicly on a report prior to its determination by the Tribunal;

or

(b) To criticise publicly a decision of the Tribunal.

Part 8 – CODE OF BEHAVIOUR

48.0 Scope and application

48.1 This Code of Behaviour replaces Law 42 of the Laws of Cricket and is intended to protect and enshrine the important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.

48.2 Players and Club Officials acknowledge that it is their personal responsibility to familiarise themselves with all of the requirements of the Code of Behaviour, including what behaviour constitutes an offence under the Code of Behaviour.

48.3 Players and Club Officials, and any other person who is bound in accordance with the Cricket Tasmania By-Laws or who has otherwise agreed to be bound by this Code of Behaviour, agree to submit to the exclusive jurisdiction of the Premier League Tribunal.

49.0 Spirit of Cricket

49.1 The Preamble to the Laws of Cricket sets out the Spirit of Cricket as follows:

> The Spirit of Cricket.
>
> Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
>
> The major responsibility for ensuring fair play rests with the captains, but extends to all players, Match Officials 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 behaviour 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.

50.0 Code of Behaviour Offences

50.1 The behaviour described in Schedule A and Schedule B will amount to an offence under the Code of Behaviour if committed by a person who is bound by the Cricket Tasmania By-Laws and/or who has otherwise agreed to be bound by the Code of Behaviour.

50.2 Guidance notes have been provided in the text boxes beneath the description of a particular offence. Such notes are intended only to provide guidance as to the nature

and examples of certain behaviour that might be prohibited by a particular Article and should not be read as an exhaustive or limiting list of behaviour prohibited by such Article.

50.3 For the purposes of the Code of Behaviour, the phrase "during a Match" should be interpreted broadly to cover all behaviour which takes place at the ground on the day of a Match, which is incidental to, relating to, arising from, subsequent to or in connection with the Match, and not just behaviour which takes place on the field of play. It will therefore include behaviour which takes place off the field of play at the ground on the day of the Match, and it may also include behaviour that is incidental to, or connected to matters which transpired prior to, on the field of play, or after the Match. Examples include behaviour in the changing rooms, during any of the intervals in the Match, behaviour at a location nearby the ground after play has concluded, dissent at an Umpire's decision on social media.

51.0 Reporting

51.1 Any one of the following individuals can Report an alleged offence under the Code of Behaviour by lodging a Report in the manner described in clause 51.2, below (a Report):

(a) An Umpire or Umpires;

(b) A Match Referee, if appointed; or

(c) The Premier League Manager (or their delegate).

51.2 All Reports must be notified to Cricket Tasmania's Premier League Administrator within the timeframes set out in clause 52 and be in the form requested or they may be rejected.

51.3 A Report may be withdrawn at any time before a hearing by the Person Reporting.

51.4 Each Captain or a nominated player must check with at least one Umpire at the end of a Match to ascertain whether any Reports have been made.

52.0 Initial review and notification procedure and provisional action

52.1 All Reports must be lodged with the Premier League Administrator by no later than 10.00am on the next business day after the completion of the Match.

52.2 The Premier League Manager may, in their absolute discretion, accept a Report outside of the time frames set out at clause 52.1 if exceptional circumstances exist.

52.3 All Reports will go through an initial review by the Code of Behaviour Review Committee **(COBRC)** comprising the Premier League Manager, the Premier League Administrator and the Match Officials Manager who will determine whether the Reported Person named in the Report has a case to answer in relation to the matters

identified in the Report and, if so, determine the type and/or level of offence and the penalty to be offered. As part of that review, the COBRC may, in their absolute discretion, seek further evidence as part of the initial review including:

(a) notifying the Reported Person and/or asking further questions of them;

(b) requesting further information from the Person Reporting, other witnesses and/or the relevant Club; and/or

(c) making such other inquiries as appropriate in the circumstances.

52.4 Following the initial review, the COBRC may:

(a) determine that there is no case to answer and take no action against the Reported Person;

(b) for a Level 1 General Offence only, issue a warning to the Reported Person which means that the relevant offence has been proven, however, it is determined no further sanction be applied at this time; or

(c) issue a Notice of Charge against the Reported Person or any other person in accordance with this Code of Behaviour; and/or

(d) refer the matter to a hearing of the Tribunal in accordance with this Code of Behaviour; or

(e) refer the matter to be managed under a different process in accordance with the Cricket Tasmania Constitution and/or By-Laws.

52.5 For the purpose of clause 52.4(e), the matter may be brought back to be managed under this Code of Behaviour if the circumstances of the case require it.

Notice of Charge – Conduct Graded at Levels 1 and 2

52.6 After the initial review by the COBRC is complete, the Premier League Manager or their delegate may issue a notice that will specify that the Reported Person has the following options for conduct classified at Levels 1 or 2 (Notice of Charge):

(a) they may admit the offence charged and accept the proposed sanction specified in the Notice of Charge, provided that the admission is received by the Premier League Manager or their delegate prior to the time specified in the Notice of Charge;

(b) they may admit the offence charged and dispute the proposed sanction specified in the Notice of Charge, in which case the matter will proceed to a hearing in accordance with clause 53; or

(c) they may deny the offence charged, in which case the matter will proceed to a hearing in accordance with clause 53.

52.7 The Reported Person or their Club must respond to the Notice of Charge advising of their decision under clause 52.6 by no later than 24 hours after the Notice of Charge is served.

Notice of Charge – Conduct Graded at Levels 3 or 4

52.8 If the Premier League Manager or their delegate issues a Notice of Charge grading the conduct at Levels 3 or 4 the matter will be referred to the Tribunal for hearing. The Reported Person will be required to attend the hearing.

52.9 Failure of the Reported Person to respond to the Notice of Charge, or attend any hearing, will not prevent the Tribunal from proceeding with the hearing in their absence, provided that the Tribunal has made reasonable enquiries as to why there has been no response. The Tribunal must also be satisfied that the Notice of Charge was properly served and that the Reported Person had adequate notice of the time and place of the hearing.

53.0 Disciplinary Procedures

53.1 A Reported Person cannot attempt to negotiate, bargain or otherwise seek to reduce the imposed sanction in relation to any alleged offence committed under this Code of Behaviour. This clause does not prevent a Reported Person from disputing a proposed sanction through the process provided for in clauses 52.6 and 53.

53.2 The Tribunal will conduct any disciplinary procedure under this Code of Behaviour with as little formality and technicality and as quickly as possible, subject to proper consideration of the Report being permitted.

53.3 Where a Reported Person elects to progress the matter to a hearing or the matter is referred to a hearing in accordance with clause 52.6 (b) or (c), the matter will be heard by the Tribunal.

53.4 Nothing in this Code of Behaviour prevents the Tribunal, after receiving the evidence at a hearing, from deciding on a different offence, or a different level of offence as prescribed in the Code of Behaviour.

53.4A No member of the Committee who has taken part in the review of a Report or the framing of a Notice of Charge in a matter may sit on the Tribunal in the hearing of that same matter.

53.5 The COBRC will provide the Tribunal with:

(a) a copy of the Notice of Charge; and

(b) the prior record of the Reported Person as detailed in the Code of Behaviour Register.

53.6 Subject to clause 54, the Tribunal may determine the procedure at the hearing in their absolute discretion, however, the Tribunal must ensure that the Reported Person is provided a fair and reasonable opportunity to present their case.

53.7 At any time prior to making a decision under the Code, the COBRC may withdraw or amend the Notice of Charge subject at all times to the requirements of procedural fairness to the Reported Person.

53.8 The Tribunal may upgrade or downgrade the Level of the offence reported to them in the Notice of Charge. The minimum penalties outlined in Schedule A for General Offences are guidelines for first offences. The Tribunal has the discretion to impose such penalty as it considers appropriate having regard to the specific circumstances outlined in the Notice of Charge and the other matters outlined in clause 55.3.

54.0 Standard of Proof and Evidence

54.1 Unless otherwise described herein, the standard of proof in all cases brought under the Code of Behaviour is whether the Tribunal is comfortably satisfied, bearing in mind the seriousness of the allegation that is made, that the alleged offence has been committed.

54.2 The Tribunal will not be bound by the rules of evidence. Instead, facts relating to an offence allegedly committed under the Code of Behaviour may be established by any reliable means, including admissions.

54.3 The Tribunal may draw an adverse inference against the Reported Person based on their refusal, without extenuating circumstances, to appear at the hearing and/or to answer any relevant questions.

55.0 Sanctions on Reported Person/s

55.1 Where the Tribunal determines that an offence under the Code of Behaviour has been committed, they must impose a sanction on the Reported Person.

55.2 Sanctions will be imposed using the prescribed penalties set out at Schedule A for General Offences (clause 58.2) and Schedule B for Serious Offences (clause 59.2). These clauses detail minimum penalties for offences. The Tribunal has the discretion to impose sanctions in excess of the minimum penalties (up to life bans) depending on the specific circumstances as outlined in clause 55.3.

55.3 Other than as prescribed in this Part, the Tribunal may take into account any other factors that it deems relevant and appropriate to the mitigation or aggravation of the nature of the offence before determining, in accordance with the relevant Schedule, the appropriate sanction(s). Those factors may include:

(a) The seriousness of the offence;

(b) The harm caused by the offence to the interests of cricket and the CTPL;

(c) The Reported Person's seniority and standing in the game;

(d) Any remorse shown by the Reported Person and the prospect of further offences; and

(e) The prior record of the Reported Person in abiding by this Code of Behaviour.

Interpretative matters when imposing warnings and suspensions

55.4 If a Player receives three (3) warnings under clause 52.4(b) within a 24-month period, the Player will receive an automatic suspension of one (1) Multi-Day Match or One (1) day of Limited Overs Cricket. This suspension will apply to the next match regardless of format. A Player may not challenge the issuing of a warning and any suspension imposed under this clause (55.4) cannot be appealed.

55.5 For the purpose of determining suspension periods for a Reported Person:

(a) The suspension must be served as soon as practicable and cannot be delayed. It will apply to the next match regardless of form. Suspensions will carry across seasons as necessary.

(b) If a Reported Person has refused to accept a penalty included in a Notice of Charge for a Level 1 or 2 Offence and is found guilty as charged by the Tribunal, the Tribunal may impose a higher penalty than specified in the Notice of Charge.

(c) The Tribunal must specify the type of Match or Matches to which the suspension will apply (that is, Multi-Day Matches and/or Days of Limited Overs Cricket, as appropriate). This is unnecessary for longer suspensions which may be expressed in terms of fixed time periods (for example, 1 year).

(d) Where a prescribed penalty provides for a suspension of multiple Matches, then an alternate sanction may be imposed for a fixed period of time measured in weeks equivalent to the relevant number of Match(es) or range of Matches; or any combination of Match(es) or a fixed period of time.

(e) If the CTPL Roster does not align with any suspension received, the Premier League Manager shall have regard to the various formats of upcoming matches to determine and apply the most appropriate penalty.

(f) If the Reported Person is to be involved in a representative match, Cricket Australia's policies will apply.

(g) The imposition of sanctions apply equally to round Matches and finals as the case may be and it shall not be relevant that the next Match in which the Reported Person is eligible to play is a final.

Effect of Sanctions imposed

55.6 During any period of suspension, the Reported Person must not play, coach or otherwise participate or be involved in any capacity in any Matches which take place during the suspension period. If a Club fields a suspended Player, the provisions of By-Law 13 will apply.

Note:

For the avoidance of any doubt, the Reported Person must not be nominated as, or carry out any of the duties or responsibilities of, a substitute fielder; or enter any part of the playing area (which includes the field of play and the area between the boundary and perimeter boards) at any time, including during any scheduled or unscheduled breaks in play.

55.7 For the avoidance of doubt:

(a) the Tribunal has no jurisdiction to adjust, reverse or amend the results of any Match;

(b) the Tribunal may not impose a suspended sentence;

(c) where a Reported Person is found guilty of committing two separate Code of Behaviour offences that do not relate to the same incident or set of circumstances arising during a Match and is sanctioned separately for each offence, then any sanctions should run cumulatively (and not concurrently);

(d) where a Reported Person is found guilty of committing two Code of Behaviour offences in relation to the same incident or set of circumstances arising during a Match and sanctioned separately, then any sanctions imposed should run concurrently (and not cumulatively);

(e) where the Tribunal finds a Reported Person not guilty of the offence allegedly committed under the Code of Behaviour, it remains open to them, in their absolute discretion, to find the Reported Person guilty of an offence of a lower or higher level than that with which they have been charged, provided that a finding of guilt in respect of an offence of a higher level may only be made where the Reported Person has been given notice of, and a reasonable opportunity to be heard in relation to, that offence; and

(f) decisions of the Tribunal cannot be appealed.

56.0 Code of Behaviour Register

56.1 The Premier League Administrator must maintain the Code of Behaviour Register.

56.2 The Code of Behaviour Register must record the outcome of any Notices of Charge and hearings, including any penalty or warning accepted or imposed under the Code of Behaviour. The Code of Behaviour Register is to be available to the COBRC and Tribunal for the purpose of assessing any proposed penalty for a breach of the Code of Behaviour.

56.3 The COBRC and the Tribunal may also have regard to any other publicly available register for the purpose of assessing any proposed penalty for a breach in accordance with the Code.

57.0 Definitions and Interpretation

Defined Terms

57.1 Defined terms not otherwise defined in this Code of Behaviour have been defined in, and have the meaning given to them in, the By-Laws. In this Code of Behaviour, the following words have the corresponding meaning:

Term	Meaning
Club Official	includes a Club coach or administrator
Code of Behaviour Register	means the register required to be maintained by the Premier League Administrator under clause 56 containing all reports of alleged breaches of the Code of Behaviour.
COBRC	means the Code of Behaviour Review Committee established under clause 52.3.
Cricket Participant	means any person involved in a Match or in the CTPL in an official capacity, including a Player, a Club Official, an Umpire, a Match Referee, a scorer, a coach and any member of a Team's support personnel, but does not include a spectator.
Day of Limited Overs Cricket	means a scheduled match day encompassing either a one-day or Twenty20 match. If multiple Twenty20 matches are scheduled on the same day, the day will be considered to be a Day of Limited Overs Cricket.
Tribunal	means the Tribunal convened in accordance with Part 7.
Match	means the game of cricket during or in relation to which the alleged offence was committed that is the subject of the Report.
Match Referee	means a person appointed by Cricket Tasmania and officiating to hear and determine charges brought pursuant to the Code of Behaviour and, for the purpose of this Code of Behaviour, a reference to the Premier League Manager includes a reference to a Match Referee.
Multi-Day Match	means a match of more than one day's scheduled duration.
Notice of Charge	means a notice issued under clause 52.6 or clause 52.8.
Person Reporting	means the person who has made a Report of an alleged breach of the Code of Behaviour.

Term	Meaning
Reported Person	means the person about whose conduct a Report has been made under the Code of Behaviour.
General Offences	means the Offences set out in Articles A.1 to A.14 in Schedule A.
Report	has the meaning given in clause 51.1.
Serious Offences	means the Offences set out in Articles B.1 to B.2 in Schedule B.
Team	means those selected to play for a Club in a Match or competition that is under the jurisdiction of the Code of Behaviour.
Umpire	means a person who officiated in the Match during or in relation to which the alleged offence was committed, whether or not they are an accredited Umpire with the Cricket Tasmania Umpires and Scorers Association.

Interpretation

57.2 In this Code of Behaviour:

(a) references to 'including' or similar words are not words of limitation;

(b) words in the singular include the plural and vice-versa; and

(c) a construction that would promote the purpose or object underlying this Code of Behaviour must be preferred to a construction that would not promote that purpose or object.

58.0 Schedule A – General Offences

58.1 The table below prescribes the behaviour that will amount to a General Offence under the Code of Behaviour if committed by a person who is bound in accordance with the Cricket Tasmania By-Laws and/or who has otherwise agreed to be bound by the Code of Behaviour.

In the tables that follow, a tick (✓) indicates that the Level applies to the Offence; "Not applicable" indicates that it does not.

A.1 Where the facts of the alleged incident are not adequately or clearly covered by an offence under Articles A.2 to A.14, behaviour that is contrary to the Spirit of Cricket or could bring the game of cricket, Cricket Tasmania or the CTPL into disrepute

Note:

Article A.1 is intended to be a 'catch-all' provision to cover all types of behaviour that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out in this Schedule.

The Spirit of Cricket as set out in the Preamble to the Laws of Cricket and in clause 49 of the Code of Behaviour involves respect for your captain, teammates, opponents and the authority of the Umpires.

Where behaviour may be reasonably seen to infringe on the Spirit of Cricket but is not otherwise captured by another offence set out in the Code of Behaviour, this offence may be used to capture such behaviour. The level of this offence will be measured with regard to the seriousness of the behaviour, the repetitive nature of the behaviour, whether a warning was issued by the Umpire during the Match.

Article A.1 could include Players or officials engaging in behaviour which could bring them or the game of cricket into disrepute or be harmful to the interests of cricket. It is intended to include (but is not limited to) serious or repeated criminal conduct, public acts of misconduct, unruly behaviour or sexual misconduct. This behaviour could occur either during a CTPL Match while attending an official cricket function or event or while commenting on social or traditional media. It would include commenting publicly on a report prior to its determination by the Tribunal or criticising publicly a decision of the Tribunal.

Level	Applicability
Level 1	✓
Level 2	✓
Level 3	✓
Level 4	✓

A.2 Using language, actions or gestures which disparage or which could provoke an aggressive reaction from another Player

Note:

Article A.2 includes any language, action or gesture used by a Player and directed towards another Player which has the potential to provoke an aggressive reaction from that other Player, or which could be considered to disparage or demean such Player, regardless of whether such Player feels disparaged or demeaned. Without limitation, Article A.2 includes:

(a) any type of 'send off'; (b) excessive celebration directed at and in close proximity to the Player; (c) verbally abusing the Player; (d) provocative behaviour including pointing or gesturing towards the pavilion or scoreboard.

Nothing in this Article A.2 is intended to stop Players celebrating during the game in an appropriate fashion.

NB - Where the conduct involves offensive, obscene and/or profane language that is directed at a person, Offence A.13 may also apply.

Level	Applicability
Level 1	✓
Level 2	✓ Applies to more serious or aggressive behaviour.
Level 3	Not applicable
Level 4	Not applicable

A.3 Excessive appealing during a Match

Note:

For the purposes of Article A.3, 'excessive' may 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; (c) charging or advancing towards the Umpire in an aggressive manner when appealing; or (d) celebrating or assuming a dismissal before the decision has been given. It is not intended to prevent loud or enthusiastic appealing.

Level	Applicability
Level 1	✓

Level	Applicability
Level 2	✓ Applies in the case of serious, aggressive and materially repetitive cases.
Level 3	Not applicable
Level 4	Not applicable

A.4 Use of an audible obscenity during a Match

Note:

Article A.4 covers the use of words commonly known and understood to be offensive, obscene and/or profane (in any language) which:

(a) can be heard by spectators and/or the viewing public whether by way of any live stream of the relevant Match via Play HQ (or any other form of media) or otherwise and/or (b) whether it can be heard by Players and officials on the field and/or spectators and/or the viewing public, is repetitive and/or is materially offensive, obscene and/or profane. This behaviour may include, for example, swearing in frustration at one's own play or misfortune.

While the use of audible obscenity is not condoned during a Match, and cricketers should be practised at refraining from using audible obscenities during a Match, it is recognised that the use of audible obscenities can be involuntary. Accordingly, there are certain circumstances where a lesser sanction may be imposed, including a warning.

NB - Where offensive, obscene and/or profane language is directed at a person, Offence A.13 may also apply.

Level	Applicability
Level 1	✓
Level 2	✓Applies where materially offensive, obscene, profane and/or repetitive language.
Level 3	Not applicable
Level 4	Not applicable

A.5 Disobeying an Umpire or Match Referee's instruction during a Match

Note:

Article A.5 includes any repeated failure to comply with the instruction or directive of an Umpire or Match Referee during a Match. This behaviour may include challenging or arguing with an Umpire's decision in relation to Law 2.7 and/or Law 2.8, or decisions made pursuant to policy such as the Heat Policy.

NB – where behaviour is persistent and/or more egregious, Offence A.12 may also apply.

Level	Applicability
Level 1	✓
Level 2	✓ Applies for serious and intentional and/or repetitive behaviour.
Level 3	Not applicable
Level 4	Not applicable

A.6 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a Match

Note:

Article A.6 includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets or any deliberate (ie intentional), reckless or negligent (in either case even if accidental) action(s) to fixtures or fittings including but not limited to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.

When assessing the seriousness of the offence, the following factors will be taken into account: (a) the context of the particular situation, including without limitation, whether the action was deliberate, reckless, negligent and/or avoidable; (b) whether any object was damaged; (c) the force at which the object was abused; and (d) whether any person within proximity was injured.

For the avoidance of doubt, the wickets or any other fixtures or fittings do not need to be damaged in order to constitute a breach of Article A.6.

For example, this offence may be committed, without limitation, when a Player swings their bat vigorously in frustration and hits a structure at the ground.

Level	Applicability
Level 1	✓
Level 2	✓ Applies in the case of serious, aggressive and materially repetitive cases.
Level 3	Not applicable
Level 4	Not applicable

A.7 Throwing a ball (or any other item of cricket equipment including, without limitation, a bat, helmet, gloves or water bottle) at or near a Player, official, or any other third person in an inappropriate and/or dangerous manner during a Match.

Article A.7 will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion, or from throwing the ball at the stumps or to a team member when attempting a run out.

Note:

When assessing the seriousness of the offence, the following factors will be taken into account: (a) the context of the particular situation, including without limitation, whether the action was deliberate, reckless, negligent and/or avoidable; (b) whether the ball/object struck the other person; (c) the speed at which the ball/object was thrown; and (d) the distance from which the ball/object was thrown.

Level	Applicability
Level 1	✓
Level 2	✓Applies where the action is more aggressive and involves a higher risk of injury
Level 3	Not applicable
Level 4	Not applicable

A.8 Showing dissent at an Umpire's decision during a Match

Note:

Article A.8 applies to all participants during a Match. Without limitation, Article A.8 may include:

(a) in relation to a batter – excessive, obvious disappointment with an Umpire's decision; an obvious delay in resuming play or leaving the wicket or ground; shaking the head; pointing or looking at the inside edge of the bat when given out LBW; pointing to the pad or rubbing the shoulder when given out caught behind; arguing or entering into a prolonged discussion with the Umpire about their decision or signalling for third umpire review.

(b) in relation to a bowler or fielder – excessive, obvious disappointment with an Umpire's decision; an obvious delay in resuming play; running towards the Umpire, batter or pitch; shaking the head, standing with hands on hips, head in hands; snatching the cap from the Umpire; arguing or entering into a prolonged discussion with the Umpire about their decision; Players approaching &/or congregating around the Umpire.

(c) continuous reference to a decision throughout innings.

(d) words or behaviour following an Umpire's determination of a Playing Condition.

It will 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.

This offence is not intended to punish a Player showing their instinctive disappointment at an Umpire's decision, whether in relation to their dismissal or the declining of an appeal.

When assessing the seriousness of the offence, the following factors (without limitation) should be considered: (a) whether the behaviour contains an element of anger or abuse that is directed at the Umpire or the Umpire's decision; (b) whether there is excessive delay in resuming play or leaving the wicket or ground; (c) whether the Player's behaviour was aggressive or intimidatory; or (d) whether there is persistent reference to the incident over time.

This offence does not prohibit the bowler involved in the decision or a Team Captain from respectfully asking an umpire for a decision or a Club Official from making a formal complaint.

Level	Applicability
Level 1	✓
Level 2	✓ Applies in the case of 'serious' dissent including where an element of anger or abuse is directed at the umpire or where there is excessive delay by a batter in leaving the wicket or play resuming.
Level 3	Not applicable
Level 4	Not applicable

A.9 Changing the condition of the ball in breach of Law 41 of the Laws of Cricket

Note:

Any action(s) likely to alter the condition of the ball which are not specifically permitted under Law 41.3.2 may be regarded as 'unfair'. The following actions will therefore, 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 (see note below); (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 will use their judgement to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, will 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 will not be permitted.

Without limiting this offence, the Team Captain of the offending side may breach Article A.12 in the event that the Player or Club Official involved in the breach are not able to be identified, or where the breach was planned or systematic to the extent that the Team Captain either knew, or ought to have known, that the breach was occurring.

NB: Absent evidence of any other substance, the mere using of sweat or saliva to shine or polish the ball, while potentially contrary to any Playing Condition or Law of Cricket, will not fall within this offence.

This offence is in addition to any on-field sanctions that may be applied by the Umpires under Law 41.3 including the awarding of penalty runs to the batting team and the changing of the match ball.

Level	Applicability
Level 1	Not applicable
Level 2	✓
Level 3	✓ Applies where implements or external objects are used and/or in cases of more serious or repetitive behaviour.
Level 4	Not applicable

A.10 Intimidation or attempted intimidation of an Umpire or Match Referee whether by language or behaviour (including gestures) during a Match

Note:

Article A.10 is intended to cover any form of intimidation of an Umpire or Match Referee. It includes, without limitation: (a) any form of continual verbal or physical harassment; (b) any form of intentional behaviour that would cause the person at whom it is being directed to fear injury or harm; and (c) attempts to impede or block movement.

NB – an expressed threat of physical abuse or contact may be covered in Offence A.11.

NB - Where offensive, obscene and/or profane language are directed at an Umpire or Match Referee, Offence A.13 may also apply.

Level	Applicability
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓ Where the intimidation includes verbal harassment that is continual and serious.
Level 4	✓ Where there is serious physical harassment or intimidation causing fear of injury or harm.

A.11 Threat of physical abuse of another Player, Cricket Participant or any other person during a Match

Note:

Without limitation, a Player, Club Official or any other person subject to the Code of Behaviour will breach Article A.11 if they say anything which would cause a Player, Cricket Participant and/or other person to whom such action was directed to fear harmful or offensive contact, for example and without limitation, (a) threatening to hit or make contact with the relevant individual while at the same time raising a fist, (b) making any direct, implied or inferred threat of physical contact, or (c) threatening to physically harm another Player's, Cricket Participant's or other person's family.

This Article applies to less serious verbal threats. Where more serious threats are present, or threats are made towards Umpires, Article B.1 may apply.

Note:

When assessing the seriousness of the offence, the following factors will be taken into account: (a) the context of the particular situation, including without limitation, (b) the level of aggression displayed.

Level	Applicability
Level 1	Not applicable
Level 2	✓
Level 3	✓
Level 4	✓

A.12 Captain's breach of the Code of Behaviour

Note:

Article A.12 captures the requirements of Laws 1.4 and 41.1 and applies where:

(a) One or more Players in the team engaged in multiple breaches of the Code of Behaviour during a Match; and/or (b) Where one or more Players in the team engage in continuous breaches of the Code of Behaviour throughout a cricket season; and/or (c) The Captain has demonstrated a failure to address the team's behaviour during a Match, including where the Captain has been warned by an Umpire during the Match; and/or (d) Where the Captain has attempted to justify breaches of the Code of Behaviour by Players to Umpires during the Match.

It will be a mitigating factor if the Captain took reasonable steps to address the team's behaviour during a Match in all of the circumstances.

This offence is intended to ensure that the Captain upholds the Spirit of Cricket as prescribed in Laws 1.4 and 41.1 and is not intended to be a loading on top of any other offence that the Captain themselves is found to have engaged in.

Level	Applicability
Level 1	✓
Level 2	✓Applies where the Captain's failures are serious and/or repeated
Level 3	Not applicable
Level 4	Not applicable

A.13 Personal abuse of a Player or Cricket Participant during a Match

Note:

Article A.13 is intended to cover language of a personal, insulting, obscene and/or offensive nature whether directed to any Cricket Participant, or any other person (including a spectator), or about another person during a Match. It is also intended to cover language of a personal, insulting, obscene and/or offensive nature relating to a family member of the Player, Cricket Participant or other person at whom it is directed.

When considering the seriousness of the breach, the following factors (without limitation) will be considered: (a) whether such language was excessive and/or orchestrated; and (b) the person at whom the language was directed (ie whether they were a Player, Cricket Participant or another person).

Level	Applicability
Level 1	Not applicable
Level 2	✓ Applies where language is of a personal, insulting, obscene and/or offensive nature whether directed to any Player, Cricket Participant or any other person (including a spectator) or about another person (other than an Umpire or Match Referee).
Level 3	✓ Applies where language is highly offensive and/or is materially personal, insulting, obscene whether directed to any Player, Cricket Participant or any other person (including a spectator) or about another person, or whether directed at an Umpire or Match Referee.
Level 4	✓ Applies where the Player's or Club Official's language is likely to offend, insult, humiliate, intimidate, threaten, disparage or vilify any Player, Cricket Participant or any other person (including a spectator) on the basis of that person's race, religion, culture, descent, colour, national or ethnic origin, sex, gender, sexual orientation, disability, marital status and/or parental status.

A.14 Inappropriate physical contact during a Match

Note:

Cricket is a non-contact sport and, as such, any form of inappropriate physical contact is prohibited in cricket. Without limitation, Players or others who are subject to the Code of Behaviour will breach Article A.14 if they deliberately, recklessly and/or negligently make contact with another Player, Cricket Participant (including an Umpire or Match Referee) or any other person (including a spectator, member of the public or anyone else).

When assessing the seriousness of the breach, the following factors (without limitation) will be taken into account: (a) the context of the particular situation, including without limitation, whether the contact was deliberate (ie intentional), reckless or negligent, and/or avoidable; (b) the force of the contact; (c) any resulting injury to the person with whom contact was made; or (d) the person with whom contact was made.

This Article applies to less serious instances of physical contact. Where more serious instances occur, or contact is made with Umpires, Article B.2 may apply.

Level	Applicability
Level 1	✓ Applies in the case of relevant conduct towards a Player, Cricket Participant (other than an Umpire or Match Referee) or with any other person (including a spectator), where the inappropriate physical contact is minor including as to intent, force of contact, and no injury caused.
Level 2	✓ Applies in the case of relevant conduct towards a Player, Cricket Participant (other than an Umpire or Match Referee) or with any other person (including a spectator), where the inappropriate physical contact is moderate including as to intent, force of contact, any injury caused.
Level 3	Not applicable
Level 4	Not applicable

58.2 Prescribed penalties for breaches of Articles A.1 to A.14

Level of Offence	Penalty
Any Level of Offence	Any suspension (including a suspension following three (3) warnings in a 24-month period under clause 55.4) will make the Player ineligible for any Player of the year medal unless the offence occurs in a grand final after the announcement of the award recipients for that season.
Level 1	(a) A Warning; (b) A Reprimand; and/or (c) A minimum ban of One (1) Multi-Day Match and/or One (1) day of Limited Overs Cricket.
Level 2	A minimum ban of One (1) Multi-Day Match and/or Two (2) days of Limited Overs Cricket.
Level 3	A minimum ban of Two (2) Multi-Day Matches and/or Four (4) days of Limited Overs Cricket.
Level 4	A minimum ban of Three (3) Multi-Day Matches and/or Six (6) days of Limited Overs Cricket.

59.0 Schedule B – Serious Offences

59.1 The table below prescribes the behaviour that will amount to a Serious Offence under the Code of Behaviour if committed by a person who is bound in accordance with the Cricket Tasmania By-Laws and/or who has otherwise agreed to be bound by the Code of Behaviour.

B.1 Threat of physical abuse of another Player, Club Official, Cricket Participant, or any other person during a Match

Note:

Without limitation, a Player, Club Official or any other person subject to the Code of Behaviour will breach Article B.1 if they do or say anything which would cause a Player, Cricket Participant and/or other person to whom such action was directed to fear harmful or offensive contact, for example and without limitation, (a) threatening to hit or make contact with the relevant individual while at the same time raising a fist, (b) running at an individual causing the individual to fear any contact, (c) making any direct, implied or inferred threat of physical contact, or (d) threatening to physically harm another Player's or Cricket Participant's family.

Level	Applicability
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓ Applies when serious threat is made to another Player, Cricket Participant, Umpire or Match Referee or any other person.
Level 4	✓ Applies to very serious threats of violence or physical abuse and/or when serious threat is made to an Umpire or Match Referee.

B.2 Inappropriate physical contact during a Match

Note:

Cricket is a non-contact sport and, as such, any form of inappropriate physical contact is prohibited in cricket. Without limitation, Players or Club Official will breach Article B.2 if they deliberately, recklessly and/or negligently make contact with another Player, Club Official, Cricket Participant (including an Umpire or Match Referee) or any other person (including a spectator, member of the public or anyone else).

When assessing the seriousness of the breach, the following factors (without limitation) will be taken into account: (a) the context of the particular situation, including without limitation, whether the contact was deliberate (i.e. intentional), reckless or negligent, and/or avoidable; (b) the force of the contact; (c) any resulting injury to the person with whom contact was made; or (d) the person with whom contact was made.

Level	Applicability
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓ Applies in the case of relevant behaviour towards a Player, Cricket Participant (other than an Umpire or Match Referee) or with any other person (including a spectator), where the inappropriate physical contact is serious, or in the case of an Umpire or Match Referee is not viewed as accidental and is minor, involved a minor force of contact, no injury was caused.
Level 4	✓ Applies in the case of relevant behaviour towards a Player, Cricket Participant (including an Umpire or Match Referee) or with any other person (including a spectator) where inappropriate physical contact is very or significantly serious (e.g. shows malicious intent, is significantly forceful, involves an act of violence or assault, cause material injury), or in the case of an Umpire or Match Referee is serious.

59.2 Prescribed penalties for breaches of Articles B.1 to B.2

Level of Offence	Penalty
Level 3	A minimum ban of Four (4) Multi-Day Matches and/or Eight (8) days of Limited Overs cricket.
Level 4	A minimum ban of Five (5) Multi-Day Matches and/or Ten (10) days of Limited Overs Cricket.

TWO-DAY PLAYING CONDITIONS – MEN'S 1ST & 2ND GRADE

SCHEDULED PLAYING TIMES				
Start	**Lunch**	**Tea**	**Stumps**	**Min. Overs Per Day**
10.30am	12.30pm – 1.10pm	3.10pm – 3.30pm	5.30pm	96

PART 9 - CTPL TWO-DAY PLAYING CONDITIONS MEN'S 1ST & 2ND GRADE (ROSTER MATCHES, SEMI-FINALS AND GRAND FINALS)

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

1.0 **Law 1 – The Players**

1.0 **Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2;

(1) Players Under 19, 17, 15 and Under 13 years of age and replacement players must be noted on the team sheets prior to the toss being made (Refer PC 1.1 & PC 7.3).

(2) The umpires' copy of the team sheets shall be delivered to the Association following the completion of the match.

1.1 **Replacement Players for Two-Day Matches**

Refer to By-Law 20 (Replacement Players)

2.0 Law 4 – The Ball

2.1 Law 4.2 Approval and control of balls

The following shall apply in addition to Law 4.2.

(1) New 156g Kookaburra brand red balls shall be used in all matches. The following types of Kookaburra Brand balls must be used in the respective Grades:
- 1st Grade – Turf
- 2nd Grade – Regulation

(2) In the event the bowling team is unable to comply with PC 2.1(1) that team shall forfeit the match.

(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball no more than 40 minutes and no less than 10 minutes prior to the scheduled commencement.

2.2 Law 4.3 New Ball

Law 4.3 shall be replaced with the following. In a team's second innings the team that is bowling may elect not to use a new ball; however, the ball to be used must be of a standard satisfactory to the umpires.

2.3 Law 4.5 Ball lost or becoming unfit for play

The following shall apply in addition to Law 4.5.

Teams must have available a minimum of four replacement balls for the umpires to choose from in the event the match ball is lost during play. Any club failing to comply with this rule may incur a $50.00 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

3.0 Law 11 – Intervals

3.1 Law 11.2 Duration of intervals

Law 11.2 shall be replaced by the following.

Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

Start	Lunch	Tea	Stumps	Min. Overs Per Day
10.30	12.30 – 1.10	3.10 – 3.30	5.30	96

The minimum quota for each day is 96 overs, provided there is no interruption to scheduled playing time.

If a change of innings or any unscheduled break in play occurs during a day's play the umpires shall recalculate the minimum number of overs to be bowled in the day and/or reschedule the hours of play, including extending play in the event an outright result may be able to be achieved, in accordance with PC 5.2.

For semi-finals and Grand Finals: the scheduled hours of play and the minimum of 96 overs per day in PC 3.1 apply. Days of play are: semi-finals (both grades) – Saturday and Sunday;

Men's 1st Grade Grand Final – Friday, Saturday and Sunday (a three-day match).

Men's 2nd Grade Grand Final – Saturday and Sunday;

Should Daylight Saving Time conclude during the finals, all matches will commence and finish half an hour earlier on Sunday, i.e. commence at 10.00am and finish at 5.00pm. Extra time is available in finals as per PC 4.1(6).

3.2 Law 11.4 Changing agreed times of intervals

The following shall apply in addition to Law 11.4:

(1) If on any day play does not commence before 12.00pm, there shall be no adjournment for lunch, and tea shall be taken to provide two even sessions of play.

(2) The umpires may delay the lunch or tea interval by up to 15 minutes (a minimum of 4 overs) at the request of either captain if, in the umpires' opinion, an outright result can be obtained in that time. If extra time is taken, the following session shall be reduced by a maximum of 15 minutes. In the case where nine wickets have fallen, play shall continue for a maximum of 30 minutes regardless of any scheduled interval, in accordance with Law 11.7.

3.3 Law 11.5 Changing of agreed time for lunch interval

Law 11.5 shall be replaced by the following;

If an innings finishes or for any other reason play is not in progress when 30 minutes or less remain prior to the lunch interval, the interval shall be taken immediately.

4.0 **Law 12 – Start of Play, Cessation of Play**

4.0 **Law 12.2 Call of Time**

The following shall apply in addition to Law 12.2;

(1) Play shall continue beyond the scheduled or rescheduled close of play until a minimum of 96 overs have been bowled for the day. On the first scheduled day of a match, play shall not continue after the completion of the over in progress at 6.30pm, except where the umpires permit an additional 30 minutes of play under PC 4.1(6).

(2) The final over of the day shall be completed in full, regardless of whether a wicket falls during that over, provided conditions remain fit for play.

Note: The 3-minute rule no longer applies at the close of play following a change to Law 12.5. It continues to apply at lunch and tea breaks.

(3) The over in progress at the close of play on the final day shall be completed unless either (a) a result has been achieved, or (b) the players have occasion to leave the field. In this case there shall be no resumption of play except in the circumstances of Law 16.9 (Mistakes in Scoring) and the match shall be at an end.

(4) On either day, if there is any disruption to play after the scheduled or rescheduled finish time, time shall be called and any minimum overs not yet bowled for the day will be lost to the game. *For example, if the scheduled finish time of 5.30pm has passed but the minimum overs have not been bowled and rain causes the umpires to stop play at 5.45pm during the 94th over, time will be called and the remaining minimum overs will be lost. Note: It is not possible to make up time under PC 5.2 if the interruption occurs after the scheduled or rescheduled finish time.*

(5) If a change of innings occurs after the scheduled or rescheduled finish time, resulting in ten minutes of playing time lost, the umpires shall reduce the minimum number of overs to be played in the day by two. For example, if the scheduled finish time of 5.30pm has passed but the minimum 96 overs have not been bowled and an innings ends at 5.45pm at the end of the 92nd over, 2 overs are deducted for the innings change and a new innings commences at 5.55pm. Those 2 overs shall be played to their conclusion. On Day 1, no new over may commence after 6.30pm.

For the Men's 1st Grade three-day Grand Final: the restriction on continuing or commencing play after 6.30pm applies on Days 1 and 2, there being three scheduled days of play; it does not apply on the final day.

(6) The umpires may decide to play up to 30 minutes of extra time (a minimum of eight overs) at the end of the first day if requested by either captain and if, in the umpires' opinion, it would bring about an outright result on that day. If the umpires do not believe a result can be achieved, no extra time shall be allowed.

(7) (a) If extra time is played, the whole period shall be played out even if the possibility of finishing the match disappears before the period has expired.

(b) Only the actual amount of extra playing time taken shall be deducted from the total hours of play remaining. The match shall end earlier on the final day by the equivalent amount of time previously extended under this clause.

(c) The additional 30-minute period shall commence from the earlier of:

(i) the scheduled or rescheduled finish time, if the minimum overs have been completed at that time; or

(ii) the time of completion of the last scheduled minimum over.

For example, if the scheduled finish time of 5.30pm on Day 1 has passed but the minimum 96 overs have not been bowled and the umpires agree to a captain's request for an additional 30 minutes commencing at the completion of over 96 at 5.50pm: the 30-minute period commences at 5.50pm; a minimum of 8 overs must be bowled by 6.20pm; and play continues until those 8 overs are completed, even if the possibility of an outright result has disappeared or it is necessary to commence an over after 6.30pm.

For the Men's 1st Grade three-day Grand Final: the extra 30 minutes of play under PC 4.0(6) may be taken at the end of the first or the second day.

4.1 **Law 12.9 Conclusion of Match**

The following shall apply in addition to Law 12.9;

Where both captains agree that no result or no further result can be achieved, play may be terminated no earlier than the tea interval on Day Two.

For semi-finals and Grand Finals: early termination of the match may occur at any time with the agreement of both captains; the requirement that play may be terminated no earlier than the tea interval on Day Two does not apply.

5.0 **Law 13 – Innings**

5.0 **Law 13.1 Number of innings**

Law 13.1 shall be replaced by the following;

A match shall consist of two innings per side subject to the provisions of PC 5.2(2).

5.1 **Delayed or Interrupted Matches**

In the event of time lost due to ground, weather or light conditions, the umpires shall;

(1) Delayed or Interrupted Matches

(a) Extend each of the playing times as written in PC 3.1 to allow 30 minutes extra on either day with no play to be rescheduled 30 minutes after the scheduled cessation time. Any additional time lost on day one can be carried forward to day two to a maximum of one hour. The first 30 minutes (or less) to be added prior to the scheduled start of the days play with a further 30minutes added to the scheduled finish of the day. No play can be rescheduled to finish 30 minutes after the scheduled cessation time on either day or day two can only be rescheduled a maximum of 30 minutes before the scheduled start time. Therefore, for a

10.30am start, should 65 minutes of playing time be lost during day one, play would be rescheduled to finish at 6.00pm on that day, commence at 10.00am on day two and finish at 5.35pm; still leaving 25minutes to accommodate any further time lost on either day. Any time lost that is not made up on that day shall reduce the minimum number of overs to be bowled in the day by one over for each 3.75 minutes or part thereof of playing time lost, OR, allocate one over for each complete 3.75 minutes of playing time left, adding them to the number of overs already completed in the day. The answer that provides the higher number will become the revised minimum number of overs for the day.

(b) If a change of innings occurs resulting in ten minutes playing time lost, the umpires will reduce the number of overs to be played in the day by two (an over for each whole 3.75 minutes lost), OR, if the change of innings occurs during scheduled or rescheduled playing time, calculate how many overs can be played from the re-start of play by allocating one over for each complete 3.75 minutes of playing time left and adding them to the number of overs already completed in the day. The answer that provides for the higher number of overs in the day will become the revised target.

For the Men's 1st Grade three-day Grand Final: in the event of time lost due to ground, weather or light conditions, the umpires shall instead:

(a) Extend the playing times as written in PC 3.1 to allow 30 minutes extra on each day with no play to be rescheduled after 6.00pm. Any additional time lost on day one or two can be carried forward to a maximum of one hour. The first 30 minutes (or less) to be added prior to the scheduled start of the day's play with a further 30 minutes added to the scheduled finish of the day. No play can be rescheduled to finish after 6.00pm on any day and days two and three cannot be rescheduled to commence prior to 10.00am. Therefore, should 65 minutes of playing time be lost during days one or two, play would be rescheduled to finish at 6.00pm on that day, commence at 10.00am on the next day and finish at 5.35pm; still leaving 25 minutes to accommodate any further time lost. Any time lost that is not made up on that day shall reduce the minimum number of overs to be bowled in the day by one over for each 3.75 minutes or part thereof, of playing time lost, OR, allocate one over for each complete 3.75 minutes of playing time left, adding them to the number of overs already completed in the day. The answer that provides the higher number will become the revised minimum number of overs for the day.

(b) If a change of innings occurs resulting in ten minutes playing time lost, the umpires will reduce the number of overs to be played in the day by two (an over for each whole 3.75 minutes lost), OR, if the change of innings occurs during scheduled or rescheduled playing time, calculate how many overs can be played from the re-start of play by allocating one over for each complete 3.75 minutes of playing time left and adding them to the number of overs already completed in the day. The

answer that provides for the higher number of overs in the day will become the revised target.

(2) The day-one abandonment and wet-weather provisions in By-Law 28 (Wet Weather and Cancellation) apply, including the rescheduling of playing hours where there is no play on the first day and the conversion of a washed-out grade to a one-day match to be played under the CTPL One-Day Limited Overs rules on Day Two.

For semi-finals and Grand Finals: PC 5.1(2) does not apply; there is no conversion to a one-day match and, if no result is achieved, the match is determined under By-Law 18.1 (see PC 6.0).

(3) This rule does not preclude a protest being made in accordance with the provisions of By-Law 29(3), but any such protest shall comply with By-Law 29(7).

6.0 **Law 16 – The Result**

6.0 **A Win – Two innings match**

Law 16.1 shall be replaced by the following;

Should an outright result not be achieved, a match will be decided on the first innings.

For semi-finals and Grand Finals: should there be no result, a draw or a tie, the team finishing highest on the ladder at the end of the roster matches will be declared the winner, in accordance with By-Law 18.1.

7.0 **Law 41 – Fair and Unfair Play**

7.0 **Law 41.6 Bowling of dangerous and unfair short, pitched deliveries**

The following shall apply in addition to Law 41.6;

(1) A bowler shall be limited to two short-pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. In accordance with laws of Cricket, If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.

(2) The umpire at the bowlers' end shall advise the bowler and the batter on strike when each fast short, pitched delivery has been bowled.

(3) Should a third such delivery be bowled in an over either umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3.

(4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

7.1 **Law 41.7 Dangerous and Unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.
(3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
(5) The bowler thus taken off shall not be allowed to bowl again in that innings.
(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

7.2 **Law 41.9 Time wasting by the fielding side**

The following shall apply in addition to Law 41.9;

(1) Penalties for slow over rates may apply to any innings of three and a half hours (210 minutes) or more. Table 1 sets out the minimum number of overs required to be bowled at the conclusion of an innings lasting three and a half hours (210 minutes) or more. Failure to bowl the minimum number of overs shall result in a penalty of 0.50 match points being deducted for each over not commenced within the time allocated. The umpires may, however, remove or reduce the penalty if they believe that the failure to bowl the specified number of overs was the result of circumstances beyond the control of the bowling team, and having taken into consideration deductions for drinks breaks (maximum four (4) minute allowance for each drinks break).
(2) Should the umpire(s) find a team has failed to bowl required number of overs as per PC 7.2(1), it must be noted through the match report process and a slow over rate penalty form, which provides the official record of the over rate assessment and any resulting penalty, must be completed and supplied to Cricket Tasmania by 12 noon Monday following the conclusion of the match.
(3) An innings of less than three and a half hours duration (210 minutes) is not subject to penalties for slow over rates. However, the umpires shall enforce Laws 41.9 and 41.10 of the Laws of Cricket pertaining to time wasting in all circumstances.

(4) For determining penalties, the following allowances shall be considered:

(a) Two (2) minutes for every wicket taken which results in the subsequent batter immediately commencing their innings. For the avoidance of doubt no allowance shall be given for the final wicket in an innings or for a wicket that results in an interval or drinks break being taken.

(b) Actual time taken for treatment of an injured player on the field.

(c) Actual time taken for a player leaving the field in the event of serious injury.

(d) Actual time taken to dry a wet ball.

(e) Actual time to find or replace a ball.

(f) 4 minutes for each drinks break.

(g) Actual time lost due to all other circumstances that are beyond the control of the fielding side.

(5) There shall be no allowances given for the movement of sightscreens (refer By-Law 31.0).

For semi-finals and Grand Finals:

(a) The penalty for failing to bowl the minimum number of overs in the allocated time shall be that the batting side is awarded 10 runs for every over not commenced within the required time, instead of a deduction of match points.

(b) The slow over rate penalty form provides the official record of the over rate assessment and any resulting penalty and must be completed and supplied to Cricket Tasmania by 10am on the Monday following the conclusion of the match.

(c) Table 1 sets out the minimum number of overs required to be bowled at the conclusion of an innings lasting three and a half hours (210 minutes) or more.

7.3 **Underage Bowling Limits**

Refer to By-Law 19A – Underage Bowling Limits.

Table 1 – Minimum Over Rates

Applicable to Part 9 – Men's 1st and 2nd Grade roster matches, semi-finals and Grand Finals. (REFER PC 7.3)

Note: When an innings of three and a half hours (210 minutes) or more is concluded, the following table determines the number of overs required to have been bowled to avoid penalties as per PC 7.2. An over commenced shall be considered a whole for the purpose of calculation. Required minutes are calculated as the number of overs multiplied by 3.75 minutes, rounded up to the next whole minute.

Minutes	Overs	Minutes	Overs	Minutes	Overs
210	56	323	86	435	116
214	57	327	87	439	117
218	58	330	88	443	118
222	59	334	89	447	119
225	60	338	90	450	120
229	61	342	91	454	121
233	62	345	92	458	122
237	63	349	93	462	123
240	64	353	94	465	124
244	65	357	95	469	125
248	66	360	96	473	126
252	67	364	97	477	127
255	68	368	98	480	128
259	69	372	99	484	129
263	70	375	100	488	130
267	71	379	101	492	131
270	72	383	102	495	132
274	73	387	103	499	133
278	74	390	104	503	134
282	75	394	105	507	135
285	76	398	106	510	136
289	77	402	107	514	137
293	78	405	108	518	138
297	79	409	109	522	139
300	80	413	110	525	140
304	81	417	111	529	141
308	82	420	112	533	142
312	83	424	113	537	143
315	84	428	114	540	144
319	85	432	115		

Table 2 – Loss of Play in Two-Day Matches

Applicable to Part 9 – Men's 1st and 2nd Grade roster matches, semi-finals and Grand Finals. (REFER PC 5.1)

Note: Where required by the relevant clause, the minimum number of overs is reduced by one over for each 3.75 minutes or part thereof lost. Refer to PC 5.1 for the provisions to make up lost time BEFORE reducing overs. Minutes lost are calculated as the number of overs multiplied by 3.75 minutes.

Minutes Lost	Overs	Minutes Lost	Overs	Minutes Lost	Overs
3.75	1	131.25	35	258.75	69
7.50	2	135.00	36	262.50	70
11.25	3	138.75	37	266.25	71
15.00	4	142.50	38	270.00	72
18.75	5	146.25	39	273.75	73
22.50	6	150.00	40	277.50	74
26.25	7	153.75	41	281.25	75
30.00	8	157.50	42	285.00	76
33.75	9	161.25	43	288.75	77
37.50	10	165.00	44	292.50	78
41.25	11	168.75	45	296.25	79
45.00	12	172.50	46	300.00	80
48.75	13	176.25	47	303.75	81
52.50	14	180.00	48	307.50	82
56.25	15	183.75	49	311.25	83
60.00	16	187.50	50	315.00	84
63.75	17	191.25	51	318.75	85
67.50	18	195.00	52	322.50	86
71.25	19	198.75	53	326.25	87
75.00	20	202.50	54	330.00	88
78.75	21	206.25	55	333.75	89
82.50	22	210.00	56	337.50	90
86.25	23	213.75	57	341.25	91
90.00	24	217.50	58	345.00	92
93.75	25	221.25	59	348.75	93
97.50	26	225.00	60	352.50	94
101.25	27	228.75	61	356.25	95
105.00	28	232.50	62	360.00	96
108.75	29	236.25	63	363.75	97
112.50	30	240.00	64	367.50	98
116.25	31	243.75	65	371.25	99
120.00	32	247.50	66	375.00	100
123.75	33	251.25	67		
127.50	34	255.00	68		

Notes

TWO-DAY PLAYING CONDITIONS – MEN'S 3rd GRADE

SCHEDULED PLAYING TIMES			
Start	**Lunch**	**Stumps**	**Min. Overs Per Day**
10.00am	12.00pm – 12.30pm	2.30pm	64

PART 10 - CTPL TWO-DAY PLAYING CONDITIONS MEN'S 3RD GRADE (ROSTER MATCHES, SEMI-FINALS AND GRAND FINALS)

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

8.0 **Law 1 – The Players**

8.0 **Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2;

(1) Players Under 19, 17, 15 and Under 13 years of age and replacement players must be noted on the team sheets prior to the toss being made (Refer PC 8.1 & 14.3)

(2) The umpires' copy shall be delivered to the Association following the completion of the match.

8.1 **Replacement Players for Two-Day Matches**

Refer to By-Law 20 (Replacement Players)

9.0 Law 4 – The Ball

9.1 Law 4.2 Approval and control of balls

The following shall apply in addition to Law 4.2;

(1) Balls used in all matches shall be new 156g
- Red Kookaburra Regulation Ball,
- Regulation Reject Ball and/or
- Red Club Match Ball

(2) In the event the bowling team is unable to comply with PC 9.1(1) that team shall forfeit the match.

(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball no more than 40 minutes and no less than 10 minutes prior to the scheduled commencement.

9.2 Law 4.3 New Ball

Law 4.3 shall be replaced with the following; In a team's second innings the team that is bowling may elect not to use a new ball; however, the ball to be used must be of a standard satisfactory to the umpires.

9.3 Law 4.5 Ball lost or becoming unfit for play

The following shall apply in addition to Law 4.5;

Teams must have available a minimum of four replacement balls for the umpires to choose from in the event the match ball is lost during play. Any club failing to comply with this rule may incur a $50 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

10.0 Law 11 – Intervals

10.0 **Law 11.2 Duration of intervals**

Law 11.2 shall be replaced by the following;

Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

Start	Lunch	Stumps	Min. Overs Per Day
10.00	12.00pm – 12.30pm	2.30pm	64

Required overs in a day's play and extra time available shall be as described in PC 10.0 & 12.1(1).

If a change of innings or any unscheduled break in play occurs during a day's play the umpires shall recalculate the minimum number of overs to be bowled in the day and / or reschedule the hours of play, including extending play in the event an outright result may be able to be achieved, in accordance with PC 11.0(3).

For semi-finals and Grand Finals: the scheduled hours of play are:

Start 10.30am; Lunch 12.50pm to 1.30pm; Stumps 3.50pm.

A minimum of 75 overs must be bowled in a day's play, and references in this Part to a minimum of 64 overs are read as 75 overs. Days of play are Saturday and Sunday.

Should Daylight Saving Time conclude during the finals, all matches will commence and finish half an hour earlier on the Sunday, i.e. commence at 10.00am and finish at 3.20pm. Extra time is available as per PC 11.0(3) and PC 12.1.

10.1 **Law 11.4 Changing agreed times of intervals**

The following shall apply in addition to Law 11.4;

(1) If on any day play does not commence before 11.00am, the lunch interval should be rescheduled to provide two even sessions of play.

For semi-finals and Grand Finals: the reference to 11.00am in PC 10.1(1) is read as 12.00pm.

(2) The umpires may delay the lunch interval by 15 minutes (a minimum of 4 overs) at the request of either captain if in the umpires' opinion, an outright result can be obtained in that time. If extra time is taken, the following session shall be reduced by a maximum of 15 minutes. In the case where nine wickets have fallen, play shall continue for a maximum of 30 minutes regardless of any scheduled interval, in accordance with Law 11.7.

10.2 **Law 11.5 Changing of agreed time for lunch interval**

Law 11.5 shall be replaced by the following;

If an innings finishes or for any other reason play is not in progress when 30 minutes or less remain prior to the lunch interval, the interval shall be taken immediately.

11.0 **Law 12 – Start of Play; Cessation of Play**

11.0 **Law 12.2 Call of Time**

The following shall apply in addition to Law 12.2;

(1) Play shall continue beyond the scheduled or rescheduled close of play until a minimum of 64 overs have been bowled for the day. Should the minimum required number of overs not be completed by the scheduled cessation time, play shall continue until that number has been achieved.
(2) The final over of the day shall be completed in full, regardless of whether a wicket falls during that over, provided conditions remain fit for play.

Note: The 3-minute rule no longer applies at the close of play following a change to Law 12.5. It continues to apply at the lunch interval.

(3) The umpires may decide to play up to 30 minutes of extra time (a minimum of eight overs) at the end of any day other than the last day, if requested by either captain and if, in the umpires' opinion, it would bring about an outright result on that day. If the umpires do not believe a result can be achieved, no extra time shall be allowed.
    (a) If extra time is played, the whole period shall be played out even if the possibility of finishing the match disappears before the period has expired.
    (b) Only the actual amount of extra playing time taken shall be deducted from the total hours of play remaining. The match shall end earlier on the final day by the equivalent amount of time previously extended under this clause.
    (c) The extra time provided for in this clause is in addition to the additional time allowed for in PC 12.2.

11.1 **Law 12.9 Conclusion of Match**

The following shall apply in addition to Law 12.9;

Where both captains agree that no result or no further result can be achieved, play may be terminated no earlier than the lunch interval on day two.

For semi-finals and Grand Finals: early termination of the match may occur at any time with the agreement of both captains; the requirement that play may be terminated no earlier than the lunch interval on day two does not apply.

12.0 **Law 13 – Innings**

12.0 **Law 13.1 Number of innings**

Law 13.1 shall be replaced by the following;

A match shall consist of two innings per side subject to the provisions of PC 12.1(1).

12.1 **Delayed or Interrupted Matches**

In the event of time lost due to ground, weather or light conditions, the umpires shall;

(1) Delayed or Interrupted Matches

(a) Extend each of the playing times as written in PC 10.0 to allow 30 minutes extra on either day with no play to be rescheduled 30 minutes after the scheduled cessation time. Any additional time lost on day one can be carried forward to day two to a maximum of one hour. The first 30 minutes (or less) to be added prior to the scheduled start of the days play with a further 30minutes added to the scheduled finish of the day. No play can be rescheduled to finish 30 minutes after the scheduled cessation time on either day or day two can only be rescheduled a maximum of 30 minutes before the scheduled start time. Therefore, , should 65 minutes of playing time be lost during day one, play would be rescheduled to finish at 3.00pm on that day, commence at 9.30am on day two and finish at 2.35pm; still leaving 25minutes to accommodate any further time lost on either day. Any time lost that is not made up on that day shall reduce the minimum number of overs to be bowled in the day by one over for each 3.75 minutes or part thereof of playing time lost, OR, allocate one over for each complete 3.75 minutes of playing time left, adding them to the number of overs already completed in the day. The answer that provides the higher number will become the revised minimum number of overs for the day.

For semi-finals and Grand Finals: *for example, where 65 minutes of playing time are lost during day one, play would be rescheduled to finish at 4.20pm on that day, commence at 10.00am on day two and finish at 3.55pm; still leaving 25 minutes to accommodate any further time lost.*

Where Daylight Saving Time concludes on Day 2, the adjusted Sunday hours in PC 10.0 apply. Under the same example, day two would commence at 9.30am and finish at 3.25pm; still leaving 25 minutes to accommodate any further time lost.

(b) If a change of innings occurs wholly within the scheduled playing time resulting in ten minutes playing time lost, the umpires will reduce the number of overs to be played in the day by two (an over for each whole 3.75 minutes lost), OR, calculate how many overs can be played from the re-start of play by allocating one over for each complete 3.75 minutes of playing time left and adding them to the number of overs already completed in the day. The answer that provides for the higher number of overs in the day will become the revised target.

(c) If a change of innings occurs wholly within permitted overtime resulting in ten minutes playing time lost, the umpires will reduce the number minimum of overs to be played in the day by two.

(2) The day-one abandonment and wet-weather provisions in By-Law 28 (Wet Weather and Cancellation) apply. Where a grade is converted to a one-day match under that By-Law, CT will advise umpires and clubs.

For semi-finals and Grand Finals: PC 12.1(2) does not apply; there is no conversion to a one-day match and, if no result is achieved, the match is determined under By-Law 18.1 (see PC 13.0).

This rule does not preclude a protest being made in accordance with the provisions of By-Law 29(3), but any such protest shall comply with By-Law 29(7).

13.0 **Law 16 – The Result**

13.0 **A Win – Two innings match**

Law 16.1 shall be replaced by the following;

Should an outright result not be achieved, a match will be decided on the first innings.

For semi-finals and Grand Finals: should there be no result, a draw or a tie, the team finishing highest on the ladder at the end of the roster matches will be declared the winner, in accordance with By-Law 18.1.

14.0 **Law 41 – Fair and Unfair Play**

14.0 **Law 41.6 Bowling of dangerous and unfair short-pitched deliveries**

The following shall apply in addition to Law 41.6;

(1) A bowler shall be limited to two short-pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the strikers' bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.
(2) The umpire at the bowlers' end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
(3) Should a third such delivery be bowled in an over either umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3.
(4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

14.1 **Law 41.7 Dangerous and Unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.
(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.
(3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when

the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

14.2 **Law 41.9 Time wasting by the fielding side**

The following shall apply in addition to Law 41.9;

(1) Penalties for slow over rates may apply to any innings of three and a half hours (210 minutes) or more. Table 3 sets out the minimum number of overs required to be bowled at the conclusion of an innings lasting three and a half hours (210 minutes) or more. Failure to bowl the minimum number of overs shall result in a penalty of 0.10 match points being deducted for each over not commenced within the time allocated. The umpires may, however, remove or reduce the penalty if they believe that the failure to bowl the specified number of overs was the result of circumstances beyond the control of the bowling team, and having taken into consideration deductions for drinks breaks (4 minutes each)

(2) Should the umpire(s) find a team has failed to bowl required number of overs as per PC 14.2(1), it must be noted through the match report process and a slow over rate penalty form, which provides the official record of the over rate assessment and any resulting penalty, must be completed and supplied to Cricket Tasmania by 12noon Monday following conclusion of the match.

(3) An innings of less than three and a half hours duration (210 minutes) is not subject to penalties for slow over rates. However, the umpires shall enforce Laws 41.9 and 41.10 of the Laws of Cricket pertaining to time wasting in all circumstances.

(4) For determining penalties, the following allowances shall be considered:
   (a) Actual time taken for treatment of an injured player on the field;
   (b) Actual time taken for a player leaving the field in the event of serious injury;
   (c) Actual time taken to dry a wet ball;
   (d) Actual time to find or replace a ball;
   (e) 4 minutes for each drinks break;
   (f) Actual time lost due to all other circumstances that are beyond the control of the fielding side; and
   (g) 2 minutes per wicket falling

(5) There shall be no allowances given for sightscreen changes (refer By-Law 31.0).

For semi-finals and Grand Finals:

(a) The penalty for failing to bowl the minimum number of overs in the allocated time shall be that the batting side is awarded 10 runs for every over not commenced within the required time, instead of a deduction of match points.

(b) The slow over rate penalty form provides the official record of the over rate assessment and any resulting penalty and must be completed and supplied to Cricket Tasmania by 10am on the Monday following the conclusion of the match.

(c) Table 3 sets out the minimum number of overs required to be bowled at the conclusion of an innings lasting three and a half hours (210 minutes) or more.

14.3 **Underage Bowling Limits**

Refer to By-Law 19A – Underage Bowling Limits.

Table 3 – Minimum Over Rates

Applicable to Part 10 – Men's 3rd Grade roster matches, semi-finals and Grand Finals. (REFER PC 14.2)

Note: When an innings of three and a half hours (210 minutes) or more is concluded, the following table determines the number of overs required to have been bowled to avoid penalties as per PC 14.2. An over commenced shall be considered a whole for the purpose of calculation. Required minutes are calculated as the number of overs multiplied by 3.75 minutes, rounded up to the next whole minute.

Minutes	Overs	Minutes	Overs	Minutes	Overs
210	56	323	86	435	116
214	57	327	87	439	117
218	58	330	88	443	118
222	59	334	89	447	119
225	60	338	90	450	120
229	61	342	91	454	121
233	62	345	92	458	122
237	63	349	93	462	123
240	64	353	94	465	124
244	65	357	95	469	125
248	66	360	96	473	126
252	67	364	97	477	127
255	68	368	98	480	128
259	69	372	99	484	129
263	70	375	100	488	130
267	71	379	101	492	131
270	72	383	102	495	132
274	73	387	103	499	133
278	74	390	104	503	134
282	75	394	105	507	135
285	76	398	106	510	136
289	77	402	107	514	137
293	78	405	108	518	138
297	79	409	109	522	139
300	80	413	110	525	140
304	81	417	111	529	141
308	82	420	112	533	142
312	83	424	113	537	143
315	84	428	114	540	144
319	85	432	115		

Table 4 – Loss of Play in Two-Day Matches

Applicable to Part 10 – Men's 3rd Grade roster matches, semi-finals and Grand Finals. (REFER PC 12.2)

Note: Where required by the relevant clause, the minimum number of overs is reduced by one over for each 3.75 minutes or part thereof lost. Refer to PC 12.1 for the provisions to make up lost time BEFORE reducing overs. Minutes lost are calculated as the number of overs multiplied by 3.75 minutes.

Minutes Lost	Overs	Minutes Lost	Overs	Minutes Lost	Overs
3.75	1	131.25	35	258.75	69
7.50	2	135.00	36	262.50	70
11.25	3	138.75	37	266.25	71
15.00	4	142.50	38	270.00	72
18.75	5	146.25	39	273.75	73
22.50	6	150.00	40	277.50	74
26.25	7	153.75	41	281.25	75
30.00	8	157.50	42	285.00	76
33.75	9	161.25	43	288.75	77
37.50	10	165.00	44	292.50	78
41.25	11	168.75	45	296.25	79
45.00	12	172.50	46	300.00	80
48.75	13	176.25	47	303.75	81
52.50	14	180.00	48	307.50	82
56.25	15	183.75	49	311.25	83
60.00	16	187.50	50	315.00	84
63.75	17	191.25	51	318.75	85
67.50	18	195.00	52	322.50	86
71.25	19	198.75	53	326.25	87
75.00	20	202.50	54	330.00	88
78.75	21	206.25	55	333.75	89
82.50	22	210.00	56	337.50	90
86.25	23	213.75	57	341.25	91
90.00	24	217.50	58	345.00	92
93.75	25	221.25	59	348.75	93
97.50	26	225.00	60	352.50	94
101.25	27	228.75	61	356.25	95
105.00	28	232.50	62	360.00	96
108.75	29	236.25	63	363.75	97
112.50	30	240.00	64	367.50	98
116.25	31	243.75	65	371.25	99
120.00	32	247.50	66	375.00	100
123.75	33	251.25	67		
127.50	34	255.00	68		

Notes

ONE DAY PLAYING CONDITIONS – MEN'S 1ST & 2ND GRADE COMPETITIONS

SCHEDULED PLAYING TIMES			
Start	**Lunch**	**Stumps**	**Overs Per Side**
10.30am	1.50pm – 2.20pm	5.40pm	50

PART 11 - CTPL ONE-DAY LIMITED OVERS PLAYING CONDITIONS – MEN'S 1ST & 2ND GRADE

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

15.0 **Law 1 – The Players**

15.0 **Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2;

(1) Players Under 19, 17, 15 and Under 13 years of age and replacement players must be noted on the team sheets prior to the toss being made (Refer PC 15.1 & 18.3)

(2) The umpires' copy shall be delivered to the Association following the completion of the match.

15.1 **Replacement players for One-Day Matches**

Refer to By-Law 20 – Replacement Players

16.0 **Law 4 – The Ball**

16.0 **Law 4.2 Approval and control of balls**

The following shall apply in addition to Law 4.2;

(1) New 156g Kookaburra brand white balls will be used in all matches. The following types of Kookaburra Brand balls must be used in the respective Grade;
- Men's 1st Grade – Turf
- Men's 2nd Grade – Regulation

(2) In the event the bowling team is unable to comply with PC 16.0(1) that team shall forfeit the match.

(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball no more than 40 minutes and no less than 10 minutes prior to the scheduled commencement.

16.1 **Law 4.3 New ball**

Law 4.3 shall be replaced with the following;

Each fielding team shall have one new ball for its innings. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though the replaced ball has not gone out of shape.

Either bowler or batter may raise the matter with the umpires and the umpires' decision as to replacement or otherwise will be final.

16.2 **Law 4.5 Ball lost or becoming unfit for play**

The following shall apply in addition to Law 4.5;

(1) Umpires shall inspect the ball at the second drinks interval and if in their opinion the ball has become significantly discoloured and unfit for play, the ball may be replaced with a ball that has had a similar amount of wear and improved colour.

(2) Teams must have available a minimum of four replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with this rule may incur a $50 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

17.0 **Law 11 – Intervals**

17.0 **Law 11.2 Duration of intervals**

Law 11.2 shall be replaced by the following;

(1) Except as provided in PC 17.0(2), the interval between innings shall be of 30 minutes duration.

(2) Where more than 60 minutes of actual playing time has been lost the interval will be reduced to 20 minutes but no further.

17.1 **Law 11.5 Changing Agreed Time for Lunch Interval**

Law 11.5 shall be replaced by the following;

In the event of the team batting first being dismissed before the scheduled lunch break, the 30-minute lunch break will be taken immediately.

17.2 **Law 11.8 Intervals for drinks**

Law 11.8 shall be replaced by the following;

Two drinks breaks per session shall be permitted, at the conclusion of the 17th and 34th overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. 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.

18.0 **Law 13 – Innings**

18.0 **Law 13.1 Number of innings**

Law 13.1 shall be replaced by the following;

CTPL One Day Limited Overs shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited. Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

Start	Lunch	Stumps	Overs Per Side
10.30am	1.50pm – 2.20pm	5.40pm	50

Should the minimum required number of overs be in accordance with PC 18.0, or the number revised by the umpires not be completed by the scheduled time for stumps, play shall continue until such time as this number has been achieved.

18.1 **Length of Innings**

(1) Uninterrupted Matches

(a) Each team shall bat for the number of overs as outlined in PC 18.0 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 23.2.

(2) **Delayed or Interrupted Matches**

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.

(b) The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes or part thereof per over in the total time available for play in all grades. Refer Table 5 at the conclusion of this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.

(c) Fractions are to be ignored in all calculations re number of overs.

(d) It must be possible to schedule a minimum of 15 overs per side for a result to be achievable. Refer PC 19.0

(3) **Delay or Interruption to the Innings of the Team Batting First**

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 18.1(2)

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 18.0 and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 23.2

(4) **Delay or Interruption to the Innings of the Team Batting Second:**

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 18.1(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 18.0 and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 23.2

(5) **Extra Playing Time**

No extra playing time shall be made available except as provided in PC 18.0.

(6) **For determining penalties, the following allowances shall be considered:**

(a) Actual time taken for treatment of an injured player on the field;

(b) Actual time taken for a player leaving the field in the event of serious injury;

(c) Actual time taken to dry a wet ball;

(d) Actual time to find or replace a ball;

(e) 4 minutes for each drinks break more than two per innings in conditions of extreme heat; and

(f) Actual time lost due to all other circumstances that are beyond the control of the fielding side

(7) **There shall be no allowances given for:**

(a) Wickets falling;

(b) Drinks Intervals; and

(c) Sightscreen movements (refer By-Law 31.0).

18.2 **Number of Overs per Bowler**

(1) No bowler shall bowl more than 10 overs in an innings.

(2) In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

(3) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

(5) As soon as it becomes evident to the umpires that a bowler is bowling in excess of their allocated number of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, the replacement bowler is to count the completion of the over as a whole over in regard to their own allocation.

(6) The scoreboard, if possible, will show the total number of overs bowled and the number of overs bowled by each bowler.

(7) The bowling restrictions for underage players apply for these matches as outlined in By-Law 19A.

18.3 **Underage Bowling Limits**

Refer to By-Law 19A – Underage Bowling Limits.

19.0 **Law 16 – The Result**

19.0 **Law 16.2 – A Win – one innings match**

The following shall apply in addition to Law 16.2;

A result can be achieved only if both teams have had the opportunity to bat for a minimum of 15 overs (roster matches) or 20 overs (finals), unless:

(a) a team is dismissed in less than the minimum overs; or

(b) the team batting second reaches the target or a revised DLS target in less than the minimum overs.

Any match in which one or both teams have not had the opportunity to bat for the minimum overs shall be declared No Result, unless a result has been achieved under (a) or (b) above.

19.1 **Law 16.5 All other matches – Tie or Draw**

Law 16.5.1 shall be replaced by the following;

Matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

19.2 **Delayed or Interrupted Matches Calculation of the Target Score**

(1) Interrupted 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 15 overs and 20 overs in the Final), 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 Duckworth/Lewis/Stern method. The target set will always be a whole number, and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

(2) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 15 overs bowled and 20 overs in the Final) 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 Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

20.0 **Free Hit After a No Ball**

(1) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it except as in 20.0(2) below.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide. Field changes are not permitted for free hit deliveries unless:

(a) There is a change of striker;
(b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach; or
(c) The umpires believe a fielder is placed in a dangerous position for a free hit. In this instance, the umpires will allow the fielder(s) that is / are in a dangerous fielding position for a free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of the wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.
The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(2) In the event a miscount occurs within an over and a no-ball is delivered after the sixth legal delivery within an over, upon confirming with the scorers that there have been six legal deliveries, the umpire shall call and signal a no-ball and call over in accordance with Law 17.5. The subsequent delivery of the next over, will **not** be a free hit.

21.0 **Law 22 – Wide Ball**

Law 22 (Wide ball) applies as varied by By-Law 19B (Wide Ball in Limited-Overs Matches).

22.0 **Law 28 – The Fielder**

22.0 **Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than 5 fielders on the leg side.

22.1 **Other Fielding Restrictions**

In addition to the restriction contained in PC 22.0, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

(1) The fielding restriction areas must be marked in accordance with Appendix C.
(2) During the first 10 FROs, no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive. During the next 30 FROs no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. During the remaining 10 FROs no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
(3) In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table in PC 22.1(7) below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(4) If play is interrupted during an innings and the table in PC 22.1(7) applies, the FROs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. See examples below:

(1) A 50 over inning is interrupted after 18.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase 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 FROs are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

(5) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

(6) In the event of an infringement of any of the above fielding restrictions, either umpire may call and signal No ball.

(7) Fielding Restriction Overs Table;

Innings	FROs	FROs	FROs
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
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
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

Innings	FROs	FROs	FROs
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
50	10	30	10

23.0 **Law 41 – Fair and Unfair Play**

23.0 **Law 41.6 Bowling of dangerous and unfair short-pitched deliveries**

The following shall apply in addition to Law 41.6;

(1) A bowler shall be limited to two short-pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the strikers' bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.

(2) The umpire at the bowlers' end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.

(3) Should a third such delivery be bowled in an over either umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3.

(4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

23.1 **Law 41.7 Dangerous and Unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a high full pitched ball as defined above in PC 23.1(2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and

when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

23.2 **Over-Rate Penalties**

1) The fielding side shall complete the final over of the innings by the scheduled (or rescheduled) cessation time for the innings, calculated in accordance with PC 18.1. In delayed or interrupted matches where there has been a reduction of overs pursuant to PC 18.1(2), the fielding side shall be given one over's leeway.

(2) Where this requirement is not met, PC 22.1(2) shall be varied from the next delivery after the cessation time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area referred to in PC 22.1(1).

(3) PC 23.2 shall not apply where:

(a) a side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or rescheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) the scheduled cessation time for the innings prior to the start of the innings, and of any rescheduled cessation time following any subsequent interruption to play; and

(b) any time allowances pursuant to PC 18.1(6) as and when they arise.

Men's 1st and 2nd Grade

Table 5 – Loss of Play in Limited Overs Matches

For time lost PRIOR to play and DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE OR PART 8 minutes lost

Minutes Lost	Over Lost	Minutes Lost	Over Lost	Minutes Lost	Over Lost	Minutes Lost	Over Lost
8	1	80	10	152	19	224	28
16	2	88	11	160	20	232	29
24	3	96	12	168	21	240	30
32	4	104	13	176	22	248	31
40	5	112	14	184	23	256	32
48	6	120	15	192	24	264	33
56	7	128	16	200	25	272	34
64	8	136	17	208	26	280	35
72	9	144	18	216	27		

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 4 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	40	10	76	19	112	28
8	2	44	11	80	20	116	29
12	3	48	12	84	21	120	30
16	4	52	13	88	22	124	31
20	5	56	14	92	23	128	32
24	6	60	15	96	24	132	33
28	7	64	16	100	25	136	34
32	8	68	17	104	26	140	35
36	9	72	18	108	27		

Refer to PC 17.0 for provision to make up lost time PRIOR TO reducing overs.

Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations	Overs	Bowling Limitations	Overs	Bowling Limitations
50	5 x 10	38	3 x 8 & 2 x 7	26	1 x 6 & 4 x 5
49	4 x 10 & 1 x 9	37	2 x 8 & 3 x 7	25	5 x 5
48	3 x 10 & 2 x 9	36	1 x 8 & 4 x 7	24	4 x 5 & 1 x 4
47	2 x 10 & 3 x 9	35	5 x 7	23	3 x 5 & 2 x 4
46	1 x 10 & 4 x 9	34	4 x 7 & 1 x 6	22	2 x 5 & 3 x 4
45	5 x 9	33	3 x 7 & 2 x 6	21	1 x 5 & 4 x 4
44	4 x 9 & 1 x 8	32	2 x 7 & 3 x 6	20	5 x 4
43	3 x 9 & 2 x 8	31	1 x 7 & 4 x 6	19	4 x 4 & 1 x 3
42	2 x 9 & 3 x 8	30	5 x 6	18	3 x 4 & 2 x 3
41	1 x 9 & 4 x 8	29	4 x 6 & 1 x 5	17	2 x 4 & 3 x 3
40	5 x 8	28	3 x 6 & 2 x 5	16	1 x 4 & 4 x 3
39	4 x 8 & 1 x 7	27	2 x 6 & 3 x 5	15	5 x 3

Notes

ONE DAY PLAYING CONDITIONS – MEN'S 3RD GRADE COMPETITIONS

SCHEDULED PLAYING TIMES			
Start	**Lunch**	**Stumps**	**Overs Per Side**
10.00am	12.40pm – 1.10pm	3.50pm	40

PART 12 - CTPL ONE-DAY LIMITED OVERS PLAYING CONDITIONS – MEN'S 3RD GRADE

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

24.0 **Law 1 – The Players**

24.0 **Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2;

(1) Players Under 19, 17, 15 and Under 13 years of age and replacement players must be noted on the team sheets prior to the toss being made (Refer PC 24.1 & PC 27.3)

(2) The umpires' copy shall be delivered to the Association following the completion of the match.

24.1 **Replacement players for One-Day Matches**

Refer to By-Law 20 (Replacement Players)

25.0 **Law 4 – The Ball**

25.0 **Law 4.2 Approval and control of balls**

The following shall apply in addition to Law 4.2;

(1) Balls used in all matches shall be new 156g Kookaburra White Regulation, Regulation Reject or Club Match balls.

(2) In the event the bowling team is unable to comply with PC 25.0(1) that team shall forfeit the match.

(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball no more than 40 minutes and no less than 10 minutes prior to the scheduled commencement.

25.1 **Law 4.3 New ball**

Law 4.3 shall be replaced with the following;

(1) Each fielding team shall have one new ball for its innings. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though the replaced ball has not gone out of shape.

(2) Either bowler or batter may raise the matter with the umpires and the umpires' decision as to replacement or otherwise will be final.

25.2 **Law 4.5 Ball lost or becoming unfit for play**

The following shall apply in addition to Law 4.5;

(1) Umpires shall inspect the ball at the drinks interval and if in their opinion the ball has become significantly discoloured and unfit for play, the ball may be replaced with a ball that has had a similar amount of wear and improved colour.

(2) Teams must have available a minimum of four replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with this rule may incur a $50 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

26.0 **Law 11 – Intervals**

26.0 **Law 11.2 Duration of intervals**

Law 11.2 shall be replaced by the following;

(1) Except as provided in PC 26.0(2) the interval between innings shall in all cases be of 30 minutes' duration.
(2) Where more than 60 minutes of actual playing time has been lost the interval will be reduced to 20 minutes but no further.

26.1 **Law 11.5 Changing Agreed Time for Lunch Interval**

Law 11.5 shall be replaced by the following;

In the event of the team batting first being dismissed before the scheduled lunch break, the 30-minute lunch break will be taken immediately.

26.2 **Law 11.8 Intervals for drinks**

Law 11.8 shall be replaced by the following;

One drinks break per session shall be permitted, at the conclusion of the 20th over. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. 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.

27.0 **Law 13 – Innings**

27.0 **Number of innings**

Law 13.1 shall be replaced by the following;

CTPL One Day Limited Overs matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited. Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

Start	Lunch	Stumps	Overs per Side
10.00am	12.40pm – 1.10pm	3.50pm	40

Should the minimum required 40 overs, or the number revised by the umpires not be completed by the scheduled time for stumps, play shall continue until such time as this number has been achieved.

27.1 **Length of Innings**

(1) Uninterrupted Matches

(a) Each team shall bat for the number of overs as outlined in PC 27.0 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 32.2.

(2) Delayed or Interrupted Matches

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.

(b) The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes or part thereof per over in the total time available for play in all grades. Refer Table 6 after this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.

(c) Fractions are to be ignored in all calculations re number of overs. It must be possible to schedule a minimum of 15 over per side for a result to be achievable. Refer PC 28.0

(3) **Delay or Interruption to the Innings of the Team Batting First**

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 27.1(2)

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 27.0 and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalties for slow over rate will be as per PC 32.2.

(4) **Delay or Interruption to the Innings of the Team Batting Second:**

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 27.1(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 27.0 and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalties for slow over rate will be as per PC 32.2.

(5) **Extra Playing Time**

No extra playing time shall be made available except as provided in PC 27.0.

(6) **For determining penalties, the following allowances shall be considered:**

(a) Actual time taken for treatment of an injured player on the field;

(b) Actual time taken for a player leaving the field in the event of serious injury;

(c) Actual time taken to dry a wet ball;

(d) Actual time to find or replace a ball;

(e) 4 minutes for each drinks break more than two per innings in conditions of extreme heat; and

(f) Actual time lost due to all other circumstances that are beyond the control of the fielding side

(7) **There shall be no allowances given for:**

(a) Wickets falling;

(b) Drinks Intervals; and

(c) Sightscreen changes (refer By-Law 31.0).

27.2 **Number of Overs per Bowler**

(1) No bowler shall bowl more than 8 overs in an innings.

(2) In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

(3) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

(5) As soon as it becomes evident to the umpires that a bowler is bowling in excess of their allocated number of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, the replacement bowler is to count the completion of the over as a whole over in regard to their own allocation.

(6) The scoreboard, if possible, will show the total number of overs bowled and the number of overs bowled by each bowler.

(7) The bowling restrictions for underage players apply for these matches as outlined in By-Law 19A.

27.3 **Underage Bowling Limits**

Refer to By-Law 19A – Underage Bowling Limits.

28.0 **Law 16 – The Result**

28.0 **Law 16.2 – A Win – one innings match**

The following shall apply in addition to Law 16.2;

A result can be achieved only if both teams have had the opportunity to bat for a minimum of 15 overs unless:

(a) a team is dismissed in less than the minimum overs; or

(b) the team batting second reaches the target or a revised DLS target in less than the minimum overs.

Any match in which one or both teams have not had the opportunity to bat for the minimum overs shall be declared No Result, unless a result has been achieved under (a) or (b) above.

28.1 **Law 16.5 All other matches – Tie or Draw**

Law 16.5.1 shall be replaced by the following;

Matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

28.2 **Delayed or Interrupted Matches**

(1) Interrupted 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 15 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 Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

(2) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 15 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 Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

29.0 **Free Hit After a No Ball**

(1) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it except as in PC 29.0(2) below. For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide. Field changes are not permitted for free hit deliveries unless:

(a) There is a change of striker;

(b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach; or

(c) The umpires believe a fielder is placed in a dangerous position for a free hit. In this instance, the umpires will allow the fielder(s) that is / are in a dangerous fielding position for a free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of the wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(2) In the event a miscount occurs within an over and a no-ball is delivered after the sixth legal delivery within an over, upon confirming with the scorers that there have been six legal deliveries, the umpire shall call and signal a no-ball and call over in accordance with Law 17.5. The subsequent delivery of the next over, will **not** be a free hit.

30.0 **Law 22 – Wide Ball**

Law 22 (Wide ball) applies as varied by By-Law 19B (Wide Ball in Limited-Overs Matches).

31.0 **Law 28 – The Fielder**

31.0 **Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than 5 fielders on the leg side.

31.1 **Other Fielding Restrictions**

In addition to the restriction contained in PC 31.0, further fielding restrictions shall apply to certain overs in each innings. If the fielding team is unable to start the final over of the innings within the stipulated time, they would be penalised by bringing a fielder in the 30-yard circle, until the stipulated quota of overs are completed. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

(1) The fielding restriction areas must be marked in accordance with Appendix C.
(2) During the first 12 FROs, no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 1 to 12 inclusive. During the next 28 FROs no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 13 to 40 inclusive.
(3) In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table in PC 31.1(6) below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
(4) If play is interrupted during an innings and the table in PC 31.1(6) applies, the FROs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
(5) At the completion of the first 12 Fielding Restriction Overs, the umpire shall signal the commencement of the second phase to the scorers by rotating their arm in a large circle.

(6) In the event of an infringement of any of the above fielding restrictions, either umpire may call and signal No ball.

(7) Fielding Restriction Overs Table;

Total Overs in Innings	Total Number of Overs to be bowled in accordance with Fielding Restrictions in PC 31.1
15-18	5
19-21	6
22-25	7
26-28	8
29-31	9
32-35	10
36-38	11
39-40	12

32.0 **Law 41 – Fair and Unfair Play**

32.0 **Law 41.6 Bowling of dangerous and unfair short pitched deliveries**

The following shall apply in addition to Law 41.6;

(1) A bowler shall be limited to two short-pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.

(2) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast-short-pitched delivery has been bowled.

(3) Should a third such delivery be bowled in an over either umpire shall call and signal a no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3

(4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be invoked as applicable.

32.1 **Law 41.7 Dangerous and Unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in

the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

32.2 **Over-Rate Penalties**

1) The fielding side shall complete the final over of the innings by the scheduled (or rescheduled) cessation time for the innings, calculated in accordance with PC 27.1. In delayed or interrupted matches where there has been a reduction of overs pursuant to PC 27.1(2), the fielding side shall be given one over's leeway.

(2) Where this requirement is not met, PC 31.1(2) shall be varied from the next delivery after the cessation time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area referred to in PC 31.1(1).

(3) PC 32.2(2) shall not apply where:

(a) a side's innings is reduced to less than 20 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or rescheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) the scheduled cessation time for the innings prior to the start of the innings, and of any rescheduled cessation time following any subsequent interruption to play; and

(b) any time allowances pursuant to PC 27.1(6) as and when they arise.

Table 6 – Loss of Play in Limited Overs Matches

For time lost PRIOR to play and DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE OR PART 8 minutes lost:

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	80	10	152	19
16	2	88	11	160	20
24	3	96	12	168	21
32	4	104	13	176	22
40	5	112	14	184	23
48	6	120	15	192	24
56	7	128	16	200	25
64	8	136	17		
72	9	144	18		

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 4 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	40	10	76	19
8	2	44	11	80	20
12	3	48	12	84	21
16	4	52	13	88	22
20	5	56	14	92	23
24	6	60	15	96	24
28	7	64	16	100	25
32	8	68	17		
36	9	72	18		

Refer to PC 26.0 for provision to make up lost time PRIOR TO reducing overs.

Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limits	Overs	Bowling Limits	Overs	Bowling Limits
40	5 x 8	31	1 x 7 & 4 x 6	22	2 x 5 & 3 x 4
39	4 x 8 & 1 x 7	30	5 x 6	21	1 x 5 & 4 x 4
38	3 x 8 & 2 x 7	29	4 x 6 & 1 x 5	20	5 x 4
37	2 x 8 & 3 x 7	28	3 x 6 & 2 x 5	19	4 x 4 & 1 x 3
36	1 x 8 & 4 x 7	27	2 x 6 & 3 x 5	18	3 x 4 & 2 x 3
35	5 x 7	26	1 x 6 & 4 x 5	17	2 x 4 & 3 x 3
34	4 x 7 & 1 x 6	25	5 x 5	16	1 x 4 & 4 x 3
33	3 x 7 & 2 x 6	24	4 x 5 & 1 x 4	15	5 x 3
32	2 x 7 & 3 x 6	23	3 x 5 & 2 x 4		

Notes

ONE DAY PLAYING CONDITIONS – UNDER 18 BOYS COMPETITIONS

SCHEDULED PLAYING TIMES			
Start	**Lunch**	**Stumps**	**Overs Per Side**
10.00am	1.10pm – 1.40pm	4.50pm	50

PART 13 - CTPL ONE-DAY LIMITED OVERS PLAYING CONDITIONS – UNDER 18 BOYS

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

33.0 **Law 1 – The Players**

33.0 **Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2;

(1) Players Under 19, 17, 15 and Under 13 years of age and replacement players must be noted on the team sheets prior to the toss being made (Refer PC 33.1 & PC 36.3)

(2) The umpires' copy shall be delivered to the Association following the completion of the match.

33.1 **Replacement players for One-Day Matches**

Refer to By-Law 20 (Replacement Players)

34.0 **Law 4 – The Ball**

34.0 **Law 4.2 Approval and control of balls**

The following shall apply in addition to Law 4.2;

(1) Balls used in all matches shall be new 156g white Regulation,

Regulation Reject or Club Match Kookaburra brand balls

(2) In the event the bowling team is unable to comply with PC 34.0(1) that team shall forfeit the match.

(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball no more than 40 minutes and no less than 10 minutes prior to the scheduled commencement.

34.1 **Law 4.3 New ball**

Law 4.3 shall be replaced with the following;

Each fielding team shall have one new ball for its innings. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though the replaced ball has not gone out of shape.

Either bowler or batter may raise the matter with the umpires and the umpires' decision as to replacement or otherwise will be final.

34.2 **Law 4.5 Ball lost or becoming unfit for play**

The following shall apply in addition to Law 4.5;

Umpires shall inspect the ball at the drinks interval and if in their opinion the ball has become significantly discoloured and unfit for play, the ball may be replaced with a ball that has had a similar amount of wear and improved colour.

Teams must have available a minimum of four replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with this rule may incur a $50 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

35.0 **Law 11 – Intervals**

35.0 **Law 11.2 Duration of intervals**

Law 11.2 shall be replaced by the following;

(1) Except as provided in PC 35.0(2) the interval between innings shall in all cases be of 30 minutes' duration.
(2) Where more than 60 minutes of actual playing time has been lost the interval will be reduced to 20 minutes but no further.

35.1 **Law 11.5 Changing Agreed Time for Lunch Interval**

Law 11.5 shall be replaced by the following;

In the event of the team batting first being dismissed before the scheduled lunch break, the 30-minute lunch break will be taken immediately.

35.2 **Law 11.8 Intervals for drinks**

Law 11.8 shall be replaced by the following;

Two drinks breaks per session shall be permitted, at the conclusion of the 17th and 34th overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. 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.

36.0 **Law 13 – Innings**

36.0 **Law 13.1 Number of innings**

Law 13.1 shall be replaced by the following;

CTPL One Day Limited Overs matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited. Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

Start	Lunch	Stumps	Overs per Side
10.00am	1.10pm – 1.40pm	4.50pm	50

Should the minimum required number of overs in accordance with PC 36.0, or the number revised by the umpires not be completed by the scheduled time for stumps, play shall continue until such time as this number has been achieved.

36.1 **Length of Innings**

(1) Uninterrupted Matches

(a) Each team shall bat for the number of overs as outlined in PC 36.0 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, a penalty will be applied as per PC 41.2.

(2) Delayed or Interrupted Matches

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.

(b) The calculation of the number of overs to be bowled shall be based on an average rate of 3.80 minutes or part thereof per over in the total time available for play in all grades. Refer Table 7 after this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.

(c) Fractions are to be ignored in all calculations re number of overs. It must be possible to schedule a minimum of 15 over per side for a result to be achievable. Refer PC 37.0

(3) **Delay or Interruption to the Innings of the Team Batting First**

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 36.1(2)

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 36.0 and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalties for slow over rate will be as per PC 41.2.

(4) **Delay or Interruption to the Innings of the Team Batting Second:**

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 36.1(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 36.0.

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalties for slow over rate will be as per PC 41.2.

(5) **Extra Playing Time**

No extra playing time shall be made available except as provided in PC 35.0(2)

(6) **For determining penalties, the following allowances shall be considered:**

(a) Actual time taken for treatment of an injured player on the field;

(b) Actual time taken for a player leaving the field in the event of serious injury;

(c) Actual time taken to dry a wet ball;

(d) Actual time to find or replace a ball;

(e) 4 minutes for each drinks break more than two per innings in conditions of extreme heat; and

(f) Actual time lost due to all other circumstances that are beyond the control of the fielding side

(7) **There shall be no allowances given for:**

(a) Wickets falling;

(b) Drinks Intervals; and

(c) Sightscreen changes (refer By-Law 31.0).

36.2 **Number of Overs per Bowler**

(1) No bowler shall bowl more than 10 overs in an innings.

(2) In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

(3) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

(5) As soon as it becomes evident to the umpires that a bowler is bowling in excess of their allocated number of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, the replacement bowler

is to count the completion of the over as a whole over in regard to their own allocation.

(6) The scoreboard, if possible, will show the total number of overs bowled and the number of overs bowled by each bowler.

(7) The bowling restrictions for underage players apply for these matches as outlined in By-Law 19A.

36.3 **Underage Bowling Limits**

Refer to By-Law 19A – Underage Bowling Limits.

37.0 **Law 16 – The Result**

37.0 **Law 16.2 – A Win – one innings match**

The following shall apply in addition to Law 16.2;

A result can be achieved only if both teams have had the opportunity to bat for a minimum of 15 overs (roster matches) or 20 overs (finals) unless:

(a) a team is dismissed in less than the minimum overs; or

(b) the team batting second reaches the target or a revised DLS target in less than the minimum overs.

Any match in which one or both teams have not had the opportunity to bat for the minimum overs shall be declared No Result, unless a result has been achieved under (a) or (b) above.

37.1 **Law 16.5 All other matches – Tie or Draw**

Law 16.5.1 shall be replaced by the following;

Matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

37.2 **Delayed or Interrupted Matches Calculation of the Target Score**

(1) Interrupted 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 15 overs and 20 overs in the Final), 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 Duckworth/Lewis/Stern method. The target set will always be a whole number, and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

(2) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 15 overs bowled and 20 overs in the Final) 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

Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

38.0 **Free Hit After a No Ball**

(1) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing it except as in PC 38.0(2) below.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide. Field changes are not permitted for free hit deliveries unless:

(a) There is a change of striker;

(b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach; or

(c) The umpires believe a fielder is placed in a dangerous position for a free hit. In this instance, the umpires will allow the fielder(s) that is / are in a dangerous fielding position for a free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of the wicketkeeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(2) In the event a miscount occurs within an over and a no-ball is delivered after the sixth legal delivery within an over, upon confirming with the scorers that there have been six legal deliveries, the umpire shall call and signal a no-ball and call over in accordance with Law 17.5. The subsequent delivery of the next over, will **not** be a free hit.

39.0 **Law 22 – Wide Ball**

Law 22 (Wide ball) applies as varied by By-Law 19B (Wide Ball in Limited-Overs Matches).

40.0 **Law 28 – The Fielder**

40.0 **Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than 5 fielders on the leg side.

40.1 **Other Fielding Restrictions**

In addition to the restriction contained in PC 40.0, further fielding restrictions shall apply to certain overs in each innings.

If the fielding team is unable to start the final over of the innings within the stipulated time, they would be penalised by bringing an additional fielder in the 30-yard circle, which means the fielding team can field a maximum of four fielders outside the 30-yard circle until the stipulated quota of overs are completed.

The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

(1) The fielding restriction areas must be marked in accordance with Appendix C.

(2) During the first 10 FROs, no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive. During the next 30 FROs no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. During the remaining 10 FROs no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

(3) In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table in PC 40.1(7) below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(4) If play is interrupted during an innings and the table in PC 40.1(7) applies, the FROs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. See examples below:

i. A 50 over inning is interrupted after 18.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

ii. A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new FROs are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

(5) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

(6) In the event of an infringement of any of the above fielding restrictions, either umpire may call and signal No ball.

(7) Fielding Restriction Overs Table;

Innings	FROs	FROs	FROs
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
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

Innings	FROs	FROs	FROs
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
50	10	30	10

41.0 **Law 41 – Fair and Unfair Play**

41.0 **Law 41.6 Bowling of dangerous and unfair short-pitched deliveries**

The following shall apply in addition to Law 41.6;

(1) A bowler shall be limited to two short-pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.

(2) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast-short-pitched delivery has been bowled.

(3) Should a third such delivery be bowled in an over either umpire shall call and signal a no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3

(4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be invoked as applicable.

41.1 **Law 41.7 Dangerous and Unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

41.2 **Over-Rate Penalties**

1) The fielding side shall complete the final over of the innings by the scheduled (or rescheduled) cessation time for the innings, calculated in accordance with PC 36.1. In delayed or interrupted matches where there has been a reduction of overs pursuant to PC 36.1(2), the fielding side shall be given one over's leeway.

(2) Where this requirement is not met, PC 40.1(2) shall be varied from the next delivery after the cessation time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area referred to in PC 40.1(1).

(3) PC 41.2(2) shall not apply where:

(a) a side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or rescheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) the scheduled cessation time for the innings prior to the start of the innings, and of any rescheduled cessation time following any subsequent interruption to play; and

(b) any time allowances pursuant to PC 36.2 (6) as and when they arise.

Under 18 Boys

Table 7 – Loss of Play in Limited Overs Matches

For time lost PRIOR to play and DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE OR PART 7.60 minutes lost

Minutes Lost	**Overs Lost**	**Minutes Lost**	**Overs Lost**	**Minutes Lost**	**Overs Lost**	**Minutes Lost**	**Overs Lost**
7.60	1	76.00	10	144.40	19	212.80	28
15.20	2	83.60	11	152.00	20	220.40	29
22.80	3	91.20	12	159.60	21	228.00	30
30.40	4	98.80	13	167.20	22	235.60	31
38.00	5	106.40	14	174.80	23	243.20	32
45.60	6	114.00	15	182.40	24	250.80	33
53.20	7	121.60	16	190.00	25	258.40	34
60.80	8	129.20	17	197.60	26	266.00	35
68.40	9	136.80	18	205.20	27		

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.80 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
3.80	1	38.00	10	72.20	19	106.40	28
7.60	2	41.80	11	76.00	20	110.20	29
11.40	3	45.60	12	79.80	21	114.00	30
15.20	4	49.40	13	83.60	22	117.80	31
19.00	5	53.20	14	87.40	23	121.60	32
22.80	6	57.00	15	91.20	24	125.40	33
26.60	7	60.80	16	95.00	25	129.20	34
30.40	8	64.60	17	98.80	26	133.00	35
34.20	9	68.40	18	102.60	27		

Refer to PC 35.0(2) for provision to make up lost time PRIOR TO reducing overs.

Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations	Overs	Bowling Limitations	Overs	Bowling Limitations
50	5 x 10	38	3 x 8 & 2 x 7	26	1 x 6 & 4 x 5
49	4 x 10 & 1 x 9	37	2 x 8 & 3 x 7	25	5 x 5
48	3 x 10 & 2 x 9	36	1 x 8 & 4 x 7	24	4 x 5 & 1 x 4
47	2 x 10 & 3 x 9	35	5 x 7	23	3 x 5 & 2 x 4
46	1 x 10 & 4 x 9	34	4 x 7 & 1 x 6	22	2 x 5 & 3 x 4
45	5 x 9	33	3 x 7 & 2 x 6	21	1 x 5 & 4 x 4
44	4 x 9 & 1 x 8	32	2 x 7 & 3 x 6	20	5 x 4
43	3 x 9 & 2 x 8	31	1 x 7 & 4 x 6	19	4 x 4 & 1 x 3
42	2 x 9 & 3 x 8	30	5 x 6	18	3 x 4 & 2 x 3
41	1 x 9 & 4 x 8	29	4 x 6 & 1 x 5	17	2 x 4 & 3 x 3
40	5 x 8	28	3 x 6 & 2 x 5	16	1 x 4 & 4 x 3
39	4 x 8 & 1 x 7	27	2 x 6 & 3 x 5	15	5 x 3

Notes

ONE DAY PLAYING CONDITIONS WOMEN'S 1ST GRADE

SCHEDULED PLAYING TIMES			
Start	**Lunch**	**Stumps**	**Overs Per Side**
10.30am	1.40pm– 2.20pm	5.30pm	50

PART 14 - CTPL ONE DAY LIMITED OVERS PLAYING CONDITIONS - WOMEN'S 1ST GRADE

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

42.0 **Law 1 – The Players**

42.0 **Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2;

(1) Players Under 19, 17, 15 and Under 13 years of age and replacement players are to be noted on the team sheets prior to the toss being made (Refer PC 43 & 46.4).

(2) The umpires' copy shall be delivered to the Association following the completion of the match.

43.0 Replacement players for One-Day Matches

Refer to By-Law 20 (Replacement Players)

44.0 Law 4 – The Ball

44.1 Law 4.2 Approval and control of balls

The following shall apply in addition to Law 4.2;

(1) New 142g four-piece Kookaburra White Turf brand balls shall be used in all matches.

(2) In the event the bowling team is unable to comply with PC 44.1(1) that team shall forfeit the match.

(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball no more than 40 minutes and no less than 10 minutes prior to the scheduled commencement.

44.2 Law 4.3 New ball

Law 4.3 shall be replaced with the following;

Each fielding team shall have one new ball for its innings. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though the replaced ball has not gone out of shape.

Either bowler or batter may raise the matter with the umpires and the umpires' decision as to replacement or otherwise will be final.

44.3 Law 4.5 Ball lost or becoming unfit for play

The following shall apply in addition to Law 4.5;

Umpires shall inspect the ball at the drinks interval and if in their opinion the ball has become significantly discoloured and unfit for play, the ball may be replaced with a ball that has had a similar amount of wear and improved colour.

Teams must have available a minimum of four replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with this rule may incur a $50.00 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

45.0 Law 11 – Intervals

45.1 Law 11.2 Duration of intervals

Law 11.2 shall be replaced by the following;

(1) Except as provided in PC 45.1(2) the interval between innings shall in all cases be of 30 minutes' duration.

(2) Where more than 60 minutes of actual playing time has been lost the interval will be reduced to 20 minutes but no further.

45.2 Law 11.5 Changing Agreed Time for Lunch Interval

Law 11.5 shall be replaced by the following;

In the event of the team batting first being dismissed before the scheduled lunch break, the 40-minute lunch break will be taken immediately.

45.3 Law 11.8 Intervals for drinks

Law 11.8 shall be replaced by the following;

Two drinks breaks per session shall be permitted, at the conclusion of the 17th and 34th overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. 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.

46.0 Law 13 – Innings

46.1 Law 13.1 Number of innings

Law 13.1 shall be replaced by the following;

CTPL One Day Limited Overs matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited. Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

Start	Lunch	Stumps	Overs Per Side
10.30am	1.40pm– 2.20pm	5.30pm	50

46.2 Length of Innings

(1) Uninterrupted Matches

(a) Each team shall bat for the number of overs as outlined in PC 46.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 52.3.

(2) **Delayed or Interrupted Matches**

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.

(b) The Duckworth/Lewis/Stern system will be used to calculate the revised target score. The target score will always be a whole number and the target score to win will be that number plus one run.

(c) The calculation of the number of overs to be bowled shall be based on an average rate of 3.80 minutes or part thereof per over in the total time available for play in all grades. Refer Table 8 at the conclusion of this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.

(d) Fractions are to be ignored in all calculations re number of overs. It must be possible to schedule a minimum of 15 over per side (roster matches) and 20 overs per side (finals) for a result to be achievable. Refer PC 47.1.

(3) **Delay or Interruption to the Innings of the Team Batting First**

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 46.2(2).

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 46.2(1)(b) and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalties for slow over rate will be as per PC 52.3

(4) **Delay or Interruption to the Innings of the Team Batting Second:**

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 46.2(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 46.2(1)(b) and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalties for slow over rate will be as per PC 52.3

(5) **Extra Playing Time**

Other than where permitted in accordance with PC 45.1, no extra playing time shall be made available.

(6) **For determining penalties, the following allowances shall be considered:**

(a) Actual time taken for treatment of an injured player on the field;

(b) Actual time taken for a player leaving the field in the event of serious injury;

(c) Actual time taken to dry a wet ball;

(d) Actual time to find or replace a ball;

(e) 4 minutes for each drinks break more than two per innings in conditions of extreme heat; and

(f) Actual time lost due to all other circumstances that are beyond the control of the fielding side.

(7) **There shall be no allowances given for:**

(a) Wickets falling;

(b) Drinks Intervals; and

(c) Sightscreen changes (refer By-Law 31.0).

46.3 Number of Overs per Bowler

(1) No bowler shall bowl more than 10 overs in an innings.

(2) In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

(3) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

(5) As soon as it becomes evident to the umpires that a bowler is bowling in excess of her allocated number of overs (at any time during the course of such an over), they will instruct the captain to immediately replace the bowler, note that the appropriate penalty is to be applied and that the replacement bowler is to count the completion of the over as a whole over in regard to her own allocation.

(6) The scoreboard, if possible, will show the total number of overs bowled and the number of overs bowled by each bowler.

(7) The bowling restrictions for underage players apply for these matches as outlined in By-Law 19A.

46.4 Underage Bowling Limits

Refer to By-Law 19A – Underage Bowling Limits.

47.0 Law 16 – The Result

47.1 Law 16.2 – A Win – one innings match

The following shall apply in addition to Law 16.2;

A result can be achieved only if both teams have had the opportunity to bat for a minimum of 15 overs (roster matches) or 20 overs (finals), unless:

(a) a team is dismissed in less than the minimum overs; or

(b) the team batting second reaches the target or a revised DLS target in less than the minimum overs.

Any match in which one or both teams have not had the opportunity to bat for the minimum overs shall be declared No Result, unless a result has been achieved under (a) or (b) above.

47.2 Law 16.5 All other matches – Tie

Law 16.5.1 shall be replaced by the following;

Matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie, and no account shall be taken of the number of wickets which have fallen.

47.3 Delayed or Interrupted Matches Calculation of the Target Score

(1) Interrupted 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 15 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 Duckworth/Lewis/Stern method. The target set will always be a whole number, and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

(2) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 15 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 Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

48.0 Law 19 – Boundaries

48.1 Law 19.1 The boundary of the field of play

The following shall apply in addition to Law 19.1;

The boundaries shall be set as large as possible providing that no boundary exceeds 62m. Distance shall be measured from the centre of the pitch to be used.

48.2 Law 19.2 Defining the Boundary

The following shall apply in addition to Law 19.2; Cones may be used to mark the boundary.

49.0 Free Hit after a No Ball

(1) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing it.

(2) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide. Field changes are not permitted for free hit deliveries unless:

(a) There is a change of striker;

(b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach; or

(c) The umpires believe a fielder is placed in a dangerous position for a free hit. In this instance, the umpires will allow the fielder(s) that is / are in a dangerous fielding position for a free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of the wicketkeeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(3) In the event a miscount occurs within an over and a no-ball is delivered after the sixth legal delivery within an over, upon confirming with the scorers that there have been six legal deliveries, the umpire shall call and signal a no-ball and call over in accordance with Law 17.5. The subsequent delivery of the next over, will not be a free hit.

50.0 Law 22 – Wide Ball

Law 22 (Wide ball) applies as varied by By-Law 19B (Wide Ball in Limited-Overs Matches).

51.0 Law 28 – The Fielder

51.1 Law 28.4 Limitation of on side fielders

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than 5 fielders on the leg side.

51.2 Other Fielding Restrictions

In addition to the restriction contained in PC 51.1, further fielding restrictions shall apply to certain overs in each innings.

If the fielding team is unable to start the final over of the innings within the stipulated time, they will be penalised by bringing an additional fielder in the 30-yard circle, which means the fielding team can have 1 less fielder outside the 30-yard circle until the stipulated quota of overs are completed.

The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

(1) The fielding restriction areas must be marked in accordance with Appendix D.

(2) During the Fielding Restriction Overs no more than two (2) fielders at the instant of delivery shall be permitted outside the fielding restriction area outlined in PC 51.2(1) above.

(3) During the non-Fielding Restriction Overs, no more than four (4) fielders at the instant of delivery shall be permitted outside the fielding restriction area outlined in PC 51.2(1) above.

(4) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

(5) In the event of an infringement of any of the above fielding restrictions, either umpire may call and signal No ball.

(6) If play is interrupted during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table below. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.

(7) If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

(8) If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

(9) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

(10) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the tables below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(11) Each block of Powerplay Overs must commence at the start of an over.

Total Overs Per Team	Powerplay 1 Overs	Non-Power Play Overs	Max Overs Per Bowler
15	3	12	3
16	3	13	4
17	3	14	4
18	3	15	4
19	4	15	4
20	4	16	4
21	4	17	5
22	4	18	5
23	4	19	5
24	4	20	5
25	5	20	5
26	5	21	6
27	5	22	6
28	5	23	6
29	6	23	6
30	6	24	6
31	6	25	7
32	7	25	7
33	7	26	7
34	7	27	7
35	7	28	7
36	7	29	8
37	7	30	8
38	7	31	8
39	8	31	8
40	8	32	8
41	8	33	9
42	9	33	9
43	9	34	9
44	9	35	9
45	9	36	9
46	9	37	10
47	9	38	10
48	10	38	10
49	10	39	10
50	10	40	10

52.0 Law 41 – Fair and Unfair Play

52.1 Law 41.6 Dangerous and Unfair Short pitch Bowling

The following shall apply in addition to Law 41.6; A bowler shall be limited to two short-pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the strikers' bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.

(1) The umpire at the bowlers' end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
(2) Should a third such delivery be bowled in an over either umpire shall call and signal a no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3
(3) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 42.7 shall be invoked as applicable.

52.2 Law 41.7 Dangerous and Unfair non-pitching deliveries

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.
(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.
(3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
(5) The bowler thus taken off shall not be allowed to bowl again in that innings.
(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence the match report.

52.3 Over-Rate Penalties

(1) The fielding side shall complete the final over of the innings by the scheduled (or rescheduled) cessation time for the innings, calculated in accordance with PC 46.2. In delayed or interrupted matches where there has been a reduction of overs pursuant to PC 46.2(2), the fielding side shall be given one over's leeway.

(2) Where this requirement is not met, PC 51.2(3) shall be varied from the next delivery after the cessation time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area referred to in PC 51.2(1).

(3) PC 52.3 shall not apply where:

A side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or

A side's innings is completed prior to the scheduled (or rescheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) the scheduled cessation time for the innings prior to the start of the innings, and of any rescheduled cessation time following any subsequent interruption to play; and

(b) any time allowances pursuant to PC 46.2.(6) as and when they arise.

Table 8 – Loss of Play in Women's Limited Overs Matches

For time lost PRIOR to play and DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE OR PART 7.60 minutes lost

Minutes Lost	**Overs Lost**	**Minutes Lost**	**Overs Lost**	**Minutes Lost**	**Overs Lost**	**Minutes Lost**	**Overs Lost**
7.60	1	76.00	10	144.40	19	212.80	28
15.20	2	83.60	11	152.00	20	220.40	29
22.80	3	91.20	12	159.60	21	228.00	30
30.40	4	98.80	13	167.20	22	235.60	31
38.00	5	106.40	14	174.80	23	243.20	32
45.60	6	114.00	15	182.40	24	250.80	33
53.20	7	121.60	16	190.00	25	258.40	34
60.80	8	129.20	17	197.60	26	266.00	35
68.40	9	136.80	18	205.20	27		

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.80 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
3.80	1	38.00	10	72.20	19	106.40	28
7.60	2	41.80	11	76.00	20	110.20	29
11.40	3	45.60	12	79.80	21	114.00	30
15.20	4	49.40	13	83.60	22	117.80	31
19.00	5	53.20	14	87.40	23	121.60	32
22.80	6	57.00	15	91.20	24	125.40	33
26.60	7	60.80	16	95.00	25	129.20	34
30.40	8	64.60	17	98.80	26	133.00	35
34.20	9	68.40	18	102.60	27		

Refer to PC 45.1(2) for provision to make up lost time PRIOR TO reducing overs.

Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations	Overs	Bowling Limitations	Overs	Bowling Limitations
50	5 x 10	38	3 x 8 & 2 x 7	26	1 x 6 & 4 x 5
49	4 x 10 & 1 x 9	37	2 x 8 & 3 x 7	25	5 x 5
48	3 x 10 & 2 x 9	36	1 x 8 & 4 x 7	24	4 x 5 & 1 x 4
47	2 x 10 & 3 x 9	35	5 x 7	23	3 x 5 & 2 x 4
46	1 x 10 & 4 x 9	34	4 x 7 & 1 x 6	22	2 x 5 & 3 x 4
45	5 x 9	33	3 x 7 & 2 x 6	21	1 x 5 & 4 x 4
44	4 x 9 & 1 x 8	32	2 x 7 & 3 x 6	20	5 x 4
43	3 x 9 & 2 x 8	31	1 x 7 & 4 x 6	19	4 x 4 & 1 x 3
42	2 x 9 & 3 x 8	30	5 x 6	18	3 x 4 & 2 x 3
41	1 x 9 & 4 x 8	29	4 x 6 & 1 x 5	17	2 x 4 & 3 x 3
40	5 x 8	28	3 x 6 & 2 x 5	16	1 x 4 & 4 x 3
39	4 x 8 & 1 x 7	27	2 x 6 & 3 x 5	15	5 x 3

Notes

TWENTY20 PLAYING CONDITIONS – MEN'S 1ST GRADE – UNDER 18 BOYS

PART – 15 TWENTY20 PLAYING CONDITIONS – MEN'S 1st, 2nd & 3rd GRADE & U/18 BOYS

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

53.0 Law 1 – The Players

53.1 Law 1.2 Nomination of players

The following shall apply in addition to Law 1.2;

(1) Team sheets must be provided to the umpires prior to the toss for innings. Players Under 19, 17, 15 and Under 13 years of age are to be noted on the team sheet.

(2) The umpires' copy shall be delivered to the Association following the completion of the match.

(3) Replacement players are not permitted in Twenty20 matches.

54.0 Law 4 – The Ball

54.1 Law 4.2 Approval and control of balls

The following shall apply in addition to Law 4.2;

(1) New Kookaburra white balls will be used in all matches.

The following types of Kookaburra brand balls must be used in the respective Grade;

- Men's 1st Grade – Turf
- Men's 2nd Grade – Regulation
- Men's 3rd Grade & U/18's – Regulation, Regulation Reject and/or Club Match

(2) In the event the bowling team is unable to comply with PC 54.1(1), that team shall forfeit the match.

(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball prior to the scheduled commencement.

54.2 Law 4.5 Ball lost or becoming unfit for play

The following shall apply in addition to Law 4.5;

Teams must have available a minimum of four replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with this PC may incur a $50.00 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

55.0 Law 11 – Intervals

55.1 Law 11.2 Duration of intervals

Law 11.2 shall be replaced by the following;

(1) The CTPL roster shall indicate the start time of all Twenty20 matches. From the start time, there will be two sessions of 1 hour and 20 minutes each separated by a mandatory 10-minute interval between innings.

(2) 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.

55.2 Law 11.8 Intervals for drinks

Law 11.8 shall be replaced by the following;

No drinks intervals shall be 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.

55.3 Extra Playing Time

No extra time shall be permitted to make up for any time lost.

(1) For determining penalties, the following allowances shall be considered:
   (a) Actual time taken for treatment of an injured player on the field;
   (b) Actual time taken for a player leaving the field in the event of serious injury;
   (c) Actual time taken to dry a wet ball;
   (d) Actual time to find or replace a ball;
   (e) Actual time lost due to all other circumstances that are beyond the control of the fielding side excluding PC 55.3(2); and
   (f) One minute per wicket, to a maximum of 4 minutes, for wickets taken in overs 18, 19 and 20, or from the last three overs of a reduced match. For the avoidance of doubt, no allowance shall be given for a wicket that falls on the last ball of a scheduled or rescheduled innings, or for the last wicket of an innings.

(2) There shall be no allowances given for:
   (a) Wickets falling in overs 1-17, or in a reduced over match, the wickets falling in all but the last 3 overs as per PC 55.3(1)(f); and
   (b) Sightscreen changes (refer By-Law 31.0).

56.0 Law 13 – Innings

56.1 Law 13.1 Number of innings

Law 13.1 shall be replaced by the following;

Matches will consist of one innings per side, each innings being limited to 20 overs.

A minimum of 5 overs per team shall constitute a match, except when a team is dismissed in less than 5 overs, or a result is achieved.

56.2 Length of Innings

(1) Uninterrupted Matches

(a) Each team shall bat for the number of overs as outlined in PC 56.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled. Should this occur in the first innings of the match the interval

shall not be extended, and the team batting second shall commence at the scheduled time except as in PC 55.1

(c) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, a penalty will be applied as per PC 63.3

(2) **Delayed or Interrupted Matches**

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.

(b) The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes or part thereof per over in the total time available for play in all grades. Refer to Table 9 at conclusion of this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.

(c) Fractions are to be ignored in all calculations re number of overs.

(d) It must be possible to schedule a minimum of 5 overs per side for a result to be achievable. Refer PC 57.1

(3) **Delay or Interruption to the Innings of the Team Batting First**

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 56.2(2)

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 56.2(1)(b) and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 63.3

(4) **Delay or Interruption to the Innings of the Team Batting Second:**

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 56.2(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 56.2(1)(b) and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 63.3

57.0 Law 16 – The Result

57.1 Law 16.1 – A Win – one innings match

The following shall apply in addition to Law 16.2;

A result can be achieved only if both teams have had the opportunity to bat for a minimum of 5 overs, unless:

(a) a team is dismissed in less than 5 overs; or

(b) the team batting second reaches the target or a revised DLS target in less than 5 overs.

Any match in which one or both teams have not had the opportunity to bat for the minimum overs shall be declared No Result, unless a result has been achieved under (a) or (b) above.

57.2 Delayed or Interrupted Matches Calculation of the Target Score

(1) Interrupted 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 must be revised to a lesser number than originally allotted, 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 Duckworth/Lewis/Stern method. The target set will always be a whole number.

(2) 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 Duckworth/Lewis/Stern method (refer Duckworth/Lewis/ Stern Regulations). If the score is equal to the par score, the match is a Tie (refer to PC 57.3). Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

57.3 Law 16 – All other matches – Tie or Draw

Law 16.5.1 shall be replaced by Appendix B (Super Over)

58.0 Law 19 – Boundaries

Law 19.1 The boundary of the field of play

The following shall apply in addition to Law 19.1

The aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch to be used.

59.0 Free Hit After a No Ball

(1) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no Ball or wide), then the next delivery will become a free hit for whichever batter is facing it.

(2) For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless:

(a) There is a change of striker;

(b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach; or

(c) The umpires believe a fielder is placed in a dangerous position for a free hit. In this instance, the umpires will allow the fielder(s) that is / are in a dangerous fielding position for a free hit to move back in a straight line from their original

position to (approximately) 15m from the batter. In the case of the wicketkeeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(3) In the event a miscount occurs within an over and a no-ball is delivered after the sixth legal delivery within an over, upon confirming with the scorers that there have been six legal deliveries, the umpire shall call and signal a no-ball and call over in accordance with Law 17.5. The subsequent delivery of the next over, will not be a free hit.

60.0 Law 22 – Wide Ball

Law 22 (Wide ball) applies as varied by By-Law 19B (Wide Ball in Limited-Overs Matches).

61.0 Law 28 – The Fielder

61.1 Law 28.4 Limitation of on side fielders

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than 5 fielders on the leg side.

61.2 Restrictions on Place of Fielders

The fielding restriction areas must be marked in accordance with Appendix C.

(1) During the first four overs of each innings, a maximum of two fielders shall be permitted outside the fielding restriction area; and

(2) A block of 2 consecutive floating Fielding Restriction overs (for an uninterrupted match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of 2 fielders shall be permitted outside the fielding restriction area.

(3) In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of 2 fielders shall be permitted outside the fielding restriction area.

(4) During the non-fielding Restriction Overs: a maximum of 5 fielders shall be permitted outside the fielding restriction area.

61.3 Nomination of Powerplay

(1) With respect to PC 61.2, A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.

(2) Once a batter has nominated the floating overs the decision cannot be reversed.

(3) Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an

uninterrupted match) or at the latest over available in an interrupted match. Refer PC 61.4(5)

(4) At the completion of the fixed power play and at the commencement of the floating power play, the umpire shall signal to the scorers by rotating their arm in a large circle.

61.4 Fielding Restriction Overs

(1) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with PC 61.4(5). For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(2) 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 have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

(3) If play is interrupted not during the Fielding Restriction Overs, then on resumption, it is necessary to determine how many Fielding Restriction Overs is derived from the table in PC 61.4(5). Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the floating Fielding Restriction Overs. The decision of the batting side of when to take the remaining Fielding Restriction Overs is made as per PC 61.3.

(4) In the event of an infringement of any of the above fielding restrictions, either umpire may call and signal No ball.

(5) Fielding Restriction Over Table:

Overs	Floating	Floating	# of Fixed PP	# of Floating PP
20	10	11-19	4	2
19	9	10-18	4	2
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	3	1
12	6	7-11	3	1
11	5	6-10	2	1
10	5	6-9	2	1
9	5	6-9	2	1
8			2	0

Overs	Floating	Floating	# of Fixed PP	# of Floating PP
7			2	0
6			2	0
5			2	0

62.0 Law 40 – Timed Out

Law 40.1 Out Timed Out

Law 40.1 shall apply except that;

The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls and is expected to jog to the wicket.

63.0 Law 41 – Unfair Play

63.1 Law 41.6 Bowling of dangerous and unfair short pitched deliveries

The following shall apply in addition to Law 41.6;

(1) A bowler shall be limited to one short-pitched delivery per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery as the one allowable per over.

(2) The umpire at the bowler's end shall advise the bowler and the batter on strike when the fast-short-pitched delivery has been bowled.

(3) Should a second such delivery be bowled in an over either umpire shall call and signal a no ball when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3. If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

63.2 Law 41.7 Dangerous and Unfair non-pitching deliveries

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

63.3 Over-Rate Penalties

(1) The fielding side must complete their 20 overs within 1 hour 20 minutes playing time (excluding allowances as per PC 55.3). In delayed or interrupted matches where there has been a reduction of overs pursuant to PC 56.2(2), the fielding side shall be given one over's leeway.

(2) Where this requirement is not met PC 61.2 shall be varied from the next delivery after the cut off time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area referred to in PC 61.2.

(3) Should the overs in which the over-rate penalty is applied coincide with the Floating Powerplay, a maximum of two fielders shall be permitted outside the 30 yard circle.

(a) PC 63.3 shall not apply where: a side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) A side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) the scheduled cessation time for the innings prior to the start of the innings, and of any re scheduled cessation time following any subsequent interruption to play; and

(b) any time allowances pursuant to PC 55.3 as and when they arise.

Table 9 – Loss of Play in Twenty20 Match

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 8 minutes lost. For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 8 minutes lost	
Minutes Lost	Overs Lost
8	1
16	2
24	3
32	4
40	5
48	6
56	7
64	8
72	9
80	10
88	11
96	12
104	13
112	14
120	15

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 4 minutes lost.	
Minutes Lost	Overs Lost
4	1
8	2
12	3
16	4
20	5
24	6
28	7
32	8
36	9
40	10
44	11
48	12
52	13
56	14
60	15

Twenty20 Matches Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations (Bowlers x Overs)	Overs	Bowling Limitations (Bowlers x Overs)
20	5 x 4	14	4 x 3 & 1 x 2
19	4 x 4 & 1 x 3	13	3 x 3 & 2 x 2
18	3 x 4 & 2 x 3	12	2 x 3 & 3 x 2
17	2 x 4 & 3 x 3	11	1 x 3 & 4 x 2
16	1 x 4 & 4 x 3	10	5 x 2
15	5 x 3	9	4 x 2 & 1 x1
		8	3 x 2 & 2 x 1
		7	2 x 2 & 3 x 1
		6	1 x 2 & 4 x 1
		5	5 x1

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

Notes

TWENTY20 PLAYING CONDITIONS – WOMEN'S 1ST GRADE

PART 16 - CTPL TWENTY20 PLAYING CONDITIONS - WOMEN'S 1ST GRADE

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

64.0 Law 1 – The Players

64.1 Law 1.2 Nomination of players

The following shall apply in addition to Law 1.2;

Team sheets must be provided to the umpires prior to the toss for innings. Players Under 19, 17, 15 and Under 13 years of age are to be noted on the team sheet.
The umpires' copy shall be delivered to the Association following the completion of the match.
Replacement players are not permitted in Twenty20 matches.

65.0 Law 4 – The Ball

65.1 Law 4.2 Approval and control of balls

The following shall apply in addition to Law 4.2;
New 142g four-piece white turf Kookaburra brand balls will be used in all matches.
In the event the bowling team is unable to comply with PC 65.1(1), that team shall forfeit the match.
For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball prior to the scheduled commencement.

65.2 Law 4.5 Ball lost or becoming unfit for play

The following shall apply in addition to Law 4.5;
Teams must have available a minimum of four replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with the rule may incur a $50.00 deduction per breach at the discretion of the Premier League Manager. Umpires are to include such information in their match report.

66.0 Law 11 – Intervals

66.1 Law 11.2 Duration of intervals

Law 11.2 shall be replaced by the following;

(1) The CTPL roster shall indicate the start time of all Twenty20 matches. From the start time, there will be two sessions of 1 hour and 15 minutes each separated by a mandatory 10-minute interval between innings.
(2) 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.

66.2 Law 11.8 Intervals for drinks

Law 11.8 shall be replaced by the following;

No drinks intervals shall be 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.

66.3 Extra Playing Time

No extra time shall be permitted to make up for any time lost.

(1) For determining penalties, the following allowances shall be considered:

(a) Actual time taken for treatment of an injured player on the field;
(b) Actual time taken for a player leaving the field in the event of serious injury;
(c) Actual time taken to dry a wet ball;
(d) Actual time to find or replace a ball;
(e) Actual time lost due to all other circumstances that are beyond the control of the fielding side excluding PC 66.3(2); and
(f) One minute per wicket, to a maximum of 4 minutes, for wickets taken in overs 18, 19 and 20, or from the last three overs of a reduced match. For the avoidance of doubt, no allowance shall be given for a wicket that falls on the last ball of a scheduled or rescheduled innings, or for the last wicket of an innings.

(2) There shall be no allowances given for:

(a) Wickets falling in overs 1-17, or in a reduced over match, the wickets falling in all but the last 3 overs as per PC 66.3(1)(f); and
(b) Sightscreen changes (refer By-Law 31.0).

67.0 **Law 13 – Innings**

67.0 **Law 13.1 Number of innings**

Law 13.1 shall be replaced by the following;

Matches will consist of one innings per side; each innings being limited to 20 overs.

A minimum of 5 overs per team shall constitute a match, except when a team is dismissed in less than 5 overs, or a result is achieved.

67.1 **Length of Innings**

(1) Uninterrupted Matches

(a) Each team shall bat for the number of overs as outlined in PC 67.0 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
(b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled. Should this occur in the first innings of the match the interval shall not be extended, and the team batting second shall commence at the scheduled time except as in PC 66.1

(c) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 74.2.

(2) Delayed or Interrupted Matches

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.

(b) The calculation of the number of overs to be bowled shall be based on an average rate of 3.75 minutes or part thereof per over in the total time available for play in all grades. Refer to Table 10 at the conclusion of this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.

(c) Fractions are to be ignored in all calculations re number of overs.

(d) It must be possible to schedule a minimum of 5 over per side for a result to be achievable. Refer PC 67.0

(3) Delay or Interruption to the Innings of the Team Batting First

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 67.1(2)

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 67.1(1)(b) and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 74.2.

(4) Delay or Interruption to the Innings of the Team Batting Second:

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 67.1(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 67.1(1)(b) and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 74.2.

68.0 **Law 16 – The Result**

68.0 **Law 16.2 – A Win**

The following shall apply in addition to Law 16.2;

A result can be achieved only if both teams have had the opportunity to bat for a minimum of 5 overs, unless:

(a) a team is dismissed in less than 5 overs; or

(b) the team batting second reaches the target or a revised DLS target in less than 5 overs.

Any match in which one or both teams have not had the opportunity to bat for the minimum overs shall be declared No Result, unless a result has been achieved under (a) or (b) above.

If due to a suspension in play the number of overs in the first and/or second innings is reduced, the Duckworth**/**Lewis/Stern system will be used to calculate the revised target score.

68.1 **Delayed or Interrupted Matches Calculation of the Target Score**

(1) Interrupted 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 must be revised to a lesser number than originally allotted, 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 Duckworth/Lewis/Stern method. The target set will always be a whole number.

(2) 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 Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie (refer to PC 68.3). Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

68.3 Law 16 – All other matches – Tie or Draw

Law 16.5.1 shall be replaced by Appendix B Super Over.

69.0 **Law 19 – Boundaries**

69.0 **Law 19.1 The boundary of the field of play**

The following shall apply in addition to Law 19.1;

The boundaries shall be set as large as possible providing that no boundary exceeds 62m. Distance shall be measured from the centre of the pitch to be used.

69.1 **Law 19.2 Defining the boundary**

The following shall apply in addition to Law 19.2;

Cones and boundary flags may be used to mark the boundary.

70.0 **Free Hit After a No Ball**

(1) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide. Field changes are not permitted for free hit deliveries unless:

(a) There is a change of striker;
(b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach; or
(c) The umpires believe a fielder is placed in a dangerous position for a free hit. In this instance, the umpires will allow the fielder(s) that is / are in a dangerous fielding position for a free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of the wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(2) In the event a miscount occurs within an over and a no-ball is delivered after the sixth legal delivery within an over, upon confirming with the scorers that there have been six legal deliveries, the umpire shall call and signal a no-ball and call over in accordance with Law 17.5. The subsequent delivery of the next over will not be a free hit.

71.0 **Law 22 – Wide Ball**

Law 22 (Wide ball) applies as varied by By-Law 19B (Wide Ball in Limited-Overs Matches).

72.0 **Law 28 – The Fielder**

72.0 **Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4;

If the fielding team is unable to start the final over of the innings within the stipulated time, they would be penalised by bringing an additional fielder in the 30-yard circle, which means the fielding team can field a maximum of four fielders outside the 30-yard circle until the stipulated quota of overs are completed.

At the instant of delivery, there may not be more than five fielders on the leg side.

72.1 **Restrictions on Place of Fielders**

The fielding restriction areas must be marked in accordance with Appendix D.

(1) During the first four overs of each innings, a maximum of two fielders shall be permitted outside the fielding restriction area; and
(2) A block of 2 consecutive floating Fielding Restriction overs (for an uninterrupted match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of 2 fielders shall be permitted outside the fielding restriction area.

(3) In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of 2 fielders shall be permitted outside the fielding restriction area.

(4) During the Non-Fielding Restriction Overs: a maximum of 4 fielders shall be permitted outside the fielding restriction area.

72.2 **Nomination of Powerplay**

(1) With respect to PC 72.1, A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over

(2) Once a batter has nominated the floating overs the decision cannot be reversed.

(3) Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted match) or at the latest over available in an interrupted match. Refer PC 72.3(5)

(4) At the completion of the fixed power play and at the commencement of the floating power play, the umpire shall signal to the scorers by rotating their arm in a large circle.

72.3 **Fielding Restriction Overs**

(1) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with PC 72.3(5). For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(2) 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 have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

(3) If play is interrupted not during the Fielding Restriction Overs, then on resumption, it is necessary to determine how many Fielding Restriction Overs is derived from the table in PC 72.3(5). Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the floating Fielding Restriction Overs. The decision of the batting side of when to take the remaining Fielding Restriction Overs is made as per PC 72.2

(4) In the event of an infringement of any of the above fielding restrictions, either umpire may call and signal No ball.

(5) Fielding Restriction Over Table:

Overs	Floating	Floating	# of Fixed	# of Floating PP
20	10	11-19	4	2
19	9	10-18	4	2

Overs	Floating	Floating	# of Fixed	# of Floating PP
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	3	1
12	6	7-11	3	1
11	5	6-10	2	1
10	5	6-9	2	1
9	5	6-9	2	1
8			2	0
7			2	0
6			2	0
5			2	0

73.0 **Law 40 – Timed Out**

73.0 **Law 40.1 Out Timed Out**

Law 40.1.1 shall be replaced by the following;

The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls and is expected to jog to the wicket.

74.0 **Law 41 – Unfair Play**

74.0 **Law 41.6 Bowling of dangerous and unfair short pitched deliveries**

The following shall apply in addition to Law 41.6;

(1) A bowler shall be limited to one short-pitched delivery per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery the one allowable per over.

(2) The umpire at the bowler's end shall advise the bowler and the batter on strike when the fast short-pitched delivery has been bowled.

(3) Should a second such delivery be bowled in an over either umpire shall call and signal a no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3

(4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

74.1 **Law 41.7 Bowling of dangerous and unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a high full pitched ball as defined in (2) above, the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

74.2 **Over-Rate Penalties**

(1) The fielding side must complete their 20 overs within 1 hour 15 minutes playing time (excluding allowances as per PC 66.3). In delayed or interrupted matches where there has been a reduction of overs pursuant to PC 67.1(2), the fielding side shall be given one over's leeway.

(2) Where this requirement is not met, PC 72.1(4) shall be varied from the next delivery after the cut off time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area referred to in PC 72.1.

(3) Should the overs in which the over-rate penalty is applied coincide with the Floating Powerplay, a maximum of two fielders shall be permitted outside the 25.15 yard circle.

(4) PC 74.2 shall not apply where:

(a) A side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(5) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and
(b) any time allowances pursuant to PC 66.3 as and when they arise.

Table 10 – Loss of Play in Twenty20 Matches

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 7.5 minutes lost. For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 7.5 minutes lost	
Minutes Lost	Overs Lost
7.5	1
15	2
22.5	3
30	4
37.5	5
45	6
52.5	7
60	8
67.5	9
75	10
82.5	11
90	12
97.5	13
105	14
112.5	15

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.75 minutes lost.	
Minutes Lost	Overs Lost
3.75	1
7.5	2
11.25	3
15	4
18.75	5
22.5	6
26.25	7
30	8
33.75	9
37.5	10
41.25	11
45	12
48.75	13
52.5	14
56.25	15

Twenty20 Matches Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations (Bowlers x Overs)	Overs	Bowling Limitations (Bowlers x Overs)
20	5 x 4	14	4 x 3 & 1 x 2
19	4 x 4 & 1 x 3	13	3 x 3 & 2 x 2
18	3 x 4 & 2 x 3	12	2 x 3 & 3 x 2
17	2 x 4 & 3 x 3	11	1 x 3 & 4 x 2
16	1 x 4 & 4 x 3	10	5 x 2
15	5 x 3	9	4 x 2 & 1 x1
		8	3 x 2 & 2 x 1
		7	2 x 2 & 3 x 1
		6	1 x 2 & 4 x 1
		5	5 x1

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, she will be allowed to finish the incomplete over.

Notes

TWENTY20 PLAYING CONDITIONS – WOMEN'S 2ND GRADE

PART 17 – CTPL TWENTY20 PLAYING CONDITIONS – WOMEN'S 2ND GRADE

Except as outlined below, Laws of Cricket 2017 Code, 4th Edition 2026 shall apply

75.0 **Law 1 – The Players**

75.0 **Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2;

(1) Team sheets must be provided to the umpires prior to the toss for innings. Players Under 19, 17, 15 and Under 13 years of age are to be noted on the team sheet.
(2) The umpires' copy shall be delivered to the Association following the completion of the match.
(3) Replacement players are not permitted in Twenty20 matches.

76.0 **Law 4 – The Ball**

76.0 **Law 4.2 Approval and control of balls**

The following shall apply in addition to Law 4.2;

(1) New four-piece 142g white regulation, regulation reject, or club match brand Kookaburra balls will be used in all matches.
(2) In the event the bowling team is unable to comply with PC 76.0(1), that team shall forfeit the match.
(3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball prior to the scheduled commencement.

76.1 **Law 4.5 Ball lost or becoming unfit for play**

The following shall apply in addition to Law 4.5;

Teams must have available a minimum of four replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with the rule may incur a $50.00 deduction per breach at the discretion of the

Premier League Manager. Umpires are to include such information in their match report.

77.0 **Law 11 – Intervals**

77.0 **Law 11.2 Duration of intervals**

Law 11.2 shall be replaced by the following;

(1) The start time of matches will be determined by the CTPL Roster. There will be two sessions of 1 hour & 15 minutes each separated by a mandatory 10-minute interval between innings.
(2) 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.

77.1 **Law 11.8 Intervals for drinks**

Law 11.8 shall be replaced by the following;

No drinks intervals shall be 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.

77.2 **Extra Playing Time**

No extra time shall be permitted to make up for any time lost.

(1) **For determining penalties, the following allowances shall be considered:**

(a) Actual time taken for treatment of an injured player on the field;

(b) Actual time taken for a player leaving the field in the event of serious injury;

(c) Actual time taken to dry a wet ball;

(d) Actual time to find or replace a ball;

(e) Actual time lost due to all other circumstances that are beyond the control of the fielding side excluding PC 77.2(2); and

(f) One minute per wicket, to a maximum of 4 minutes, for wickets taken in overs 18, 19 and 20, or from the last three overs of a reduced match. For the avoidance of doubt, no allowance shall be given for a wicket that falls on the last ball of a scheduled or rescheduled innings, or for the last wicket of an innings.

(2) **There shall be no allowances given for:**

(a) Wickets falling in overs 1-17, or in a reduced over match, the wickets falling in all but the last 3 overs as per PC 77.2(1)(f); and

(b) Sightscreen changes (refer By-Law 31.0).

78.0 **Law 13 – Innings**

78.0 **Law 13.1 Number of innings**

Law 13.1 shall be replaced by the following;

Matches will consist of one innings per side, each innings being limited to 20 overs.

A minimum of 5 overs per team shall constitute a match, except when a team is dismissed in less than 5 overs, or a result is achieved.

78.1 **Length of Innings**

(1) Uninterrupted Matches

(a) Each team shall bat for the number of overs as outlined in PC 78.0 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled. Should this occur in the first innings of the match the interval shall not be extended, and the team batting second shall commence at the scheduled time except as in PC 77.0.

(c) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 86.2

(2) Delayed or Interrupted Matches

(a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.

(b) The calculation of the number of overs to be bowled shall be based on an average rate of 3.75 minutes or part thereof per over in the total time available for play in all grades. Refer to Table 11 at conclusion of this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.

(c) Fractions are to be ignored in all calculations re number of overs.

(d) It must be possible to schedule a minimum of 5 over per side for a result to be achievable. Refer PC 78.0.

(3) Delay or Interruption to the Innings of the Team Batting First

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 78.1(1)(b).

(b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 78.2(1)(b) and,

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 86.2.

(4) Delay or Interruption to the Innings of the Team Batting Second:

(a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 78.1(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 78.1(1)(b)

(c) Unless determined otherwise by the umpires or Referee (if appointed), penalty for slow over rate will be as per PC 86.2.

79.0 **Law 16 – The Result**

79.0 **Law 16.2 – A Win**

The following shall apply in addition to Law 16.2;

A result can be achieved only if both teams have had the opportunity to bat for a minimum of 5 overs, unless:

(a) a team is dismissed in less than 5 overs; or

(b) the team batting second reaches the target or a revised DLS target in less than 5 overs.

Any match in which one or both teams have not had the opportunity to bat for the minimum overs shall be declared No Result, unless a result has been achieved under (a) or (b) above.

If due to a suspension in play the number of overs in the first and/or second innings is reduced, the Duckworth**/**Lewis/Stern system will be used to calculate the revised target score.

79.1 **Delayed or Interrupted Matches Calculation of the Target Score**

(1) Interrupted 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 must be revised to a lesser number than originally allotted, 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 Duckworth/Lewis/Stern method. The target set will always be a whole number.

(2) 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 Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie (refer to PC 79.2). Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

79.2 **Law 16 – All other matches – Tie or Draw**

Law 16.5.1 shall be replaced by Appendix B Super Over.

80.0 **Law 17 – The Over**

80.0 **Law 17.1 Number of balls**

Law 17.1 shall be replaced by the following;

(1) In the interest of time, a maximum eight deliveries per over shall be bowled regardless of the number of Wides or no balls bowled in an over, apart from the final two overs of any innings and except for PC 80.0(2).

(2) If the final ball of an over restricted in length in accordance with PC 80.0(1) is a no-ball, subsequent deliveries shall be permitted for PC 82.0(1) to be applied.

81.0 **Law 19 – Boundaries**

81.0 **Law 19.1 The boundary of the field of play**

The following shall apply in addition to Law 19.1;

The boundaries shall be set as large as possible providing that no boundary

exceeds 62m. Distance shall be measured from the centre of the pitch to be used.

82.0 **Free Hit After a No Ball**

The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide. Field changes are not permitted for free hit deliveries unless:

(a) There is a change of striker;
(b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach; or
(c) The umpires believe a fielder is placed in a dangerous position for a free hit. In this instance, the umpires will allow the fielder(s) that is / are in a dangerous fielding position for a free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of the wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

83.0 **Law 22 – Wide Ball**

Law 22 (Wide ball) applies as varied by By-Law 19B (Wide Ball in Limited-Overs Matches).

84.0 **Law 28 – The Fielder**

84.0 **Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than five fielders on the leg side.

84.1 **Restrictions on Place of Fielders**

The fielding restriction areas must be marked in accordance with Appendix D.

(1) During the first four overs of each innings, a maximum of two fielders shall be permitted outside the fielding restriction area; and
(2) A block of 2 consecutive floating Fielding Restriction overs (for an uninterrupted match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of 2 fielders shall be permitted outside the fielding restriction area.
(3) In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of 2 fielders shall be permitted outside the fielding restriction area.
(4) During the Non-Fielding Restriction Overs: a maximum of 4 fielders shall be permitted outside the fielding restriction area.

84.2 **Nomination of Powerplay**

(1) With respect to PC 84.1(2), a batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
(2) Once a batter has nominated the floating overs the decision cannot be reversed.
(3) Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted match) or at the latest over available in an interrupted match. Refer PC 84.3(5)
(4) At the completion of the fixed power play and at the commencement of the floating power play, the umpire shall signal to the scorers by rotating their arm in a large circle.

84.3 **Fielding Restriction Overs**

(1) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with PC 84.3(5). For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
(2) 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 have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
(3) If play is interrupted not during the Fielding Restriction Overs, then on resumption, it is necessary to determine how many Fielding Restriction Overs is derived from the table in PC 84.3(5). Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the floating Fielding Restriction Overs. The decision of the batting side of when to take the remaining Fielding Restriction Overs is made as per PC 84.2.
(4) In the event of an infringement of any of the above fielding restrictions, either umpire may call and signal No ball.
(5) Fielding Restriction Over Table

Overs	Floating	Floating	# of Fixed	# of Floating PP
20	10	11-19	4	2
19	9	10-18	4	2
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	3	1
12	6	7-11	3	1
11	5	6-10	2	1
10	5	6-9	2	1

Overs	Floating	Floating	# of Fixed	# of Floating PP
9	5	6-9	2	1
8			2	0
7			2	0
6			2	0
5			2	0

85.0 **Law 40 – Timed Out**

85.0 **Law 40.1 Out Timed Out**

Law 40.1 shall apply except that;

The incoming batter must be in position to take guard or for her partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls and is expected to jog to the wicket.

86.0 **Law 41 – Fair and Unfair Play**

86.0 **Law 41.6 Dangerous and Unfair Short pitch Bowling**

The following shall apply in addition to Law 41.6

(1) A bowler shall be limited to one short-pitched delivery per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery the one allowable per over.

(2) The umpire at the bowler's end shall advise the bowler and the batter on strike when the fast short-pitched delivery has been bowled.

(3) Should a second such delivery be bowled in an over either umpire shall call and signal a no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3

(4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

86.1 **Law 41.7 Dangerous and Unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a high full pitched ball as defined above in PC 86.2(2), the umpire at the bowler's end shall, in the first instance, call and signal No

ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(4) Should there be any further instance of a high full pitched ball as defined above in (2) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the match report.

86.2 **Over-Rate Penalties**

(1) The fielding side must complete their 20 overs within 1 hour 15 minutes playing time (excluding allowances as per PC 77.2). In delayed or interrupted matches where there has been a reduction of overs pursuant to PC 78.1(2), the fielding side shall be given one over's leeway.

(2) Where this requirement is not met, PC 84.1 shall be varied from the next delivery after the cut off time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area referred to in PC 84.1.

(3) Should the overs in which the over-rate penalty is applied coincide with the Floating Powerplay, a maximum of two fielders shall be permitted outside the 25.15 yard circle.

(4) PC 86.2 shall not apply where:

(a) A side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(5) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

(a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and

(b) any time allowances pursuant to PC 77.3 as and when they arise.

Table 11 – Loss of Play in Women's 2nd Grade Twenty20 Matches

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 7.5 minutes lost. For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 7.5 minutes lost	
Minutes Lost	Overs Lost
7.5	1
15	2
22.5	3
30	4
37.5	5
45	6
52.5	7
60	8
67.5	9
75	10
82.5	11
90	12
97.5	13
105	14
112.5	15

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.75 minutes lost.	
Minutes Lost	Overs Lost
3.75	1
7.5	2
11.25	3
15	4
18.75	5
22.5	6
26.25	7
30	8
33.75	9
37.5	10
41.25	11
45	12
48.75	13
52.5	14
56.25	15

Twenty20 Matches Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations (Bowlers x Overs)	Overs	Bowling Limitations (Bowlers x Overs)
20	5 x 4	14	4 x 3 & 1 x 2
19	4 x 4 & 1 x 3	13	3 x 3 & 2 x 2
18	3 x 4 & 2 x 3	12	2 x 3 & 3 x 2
17	2 x 4 & 3 x 3	11	1 x 3 & 4 x 2
16	1 x 4 & 4 x 3	10	5 x 2
15	5 x 3	9	4 x 2 & 1 x1
		8	3 x 2 & 2 x 1
		7	2 x 2 & 3 x 1
		6	1 x 2 & 4 x 1
		5	5 x1

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, she will be allowed to finish the incomplete over.

Notes

APPENDICES

Appendix “A” - Guidelines for Consideration in hearing transfer appeals

(1) The main principle to be applied is one of fairness to both the player and the Club from which he/she requires to be transferred.

(2) Fairness, considered from the player’s point of view, means a consideration of what the player considers is best for them, however the player must also take into consideration that they have registered with the club for all practical purposes to play for that club for that season and a transfer will only be granted in special circumstances, being circumstances which are considered by the Premier League Committee to be unusual, exceptional or atypical.

(3) Fairness to the Club’s point of view, means that the player has agreed to play for that club for the season upon signing a registration form with the club for that season only, and the club has an expectation that the player will play the entire season for that club.

(4) If a doubt exists, then the benefit of that doubt should be given to the club.

Appendix “B” - The Super Over

(1) In all T20 roster and finals matches in which the scores are equal (i.e., either the number of runs scored or because of Duckworth Lewis Stern calculation), the result shall be determined through a tiebreaker called the ‘Super Over’. The “Super Over” involves each team facing one 6-Ball over. The following procedure will apply:

(a) Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

(b) 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned. (See (2) below)

(c) The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match Referee.

(d) The umpires shall stand at the same end as they stood during the match.

(e) In both innings of the Super Over, the fielding side shall choose which end to bowl from.

(f) Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.

(g) Any penalty time being served in the main match shall be carried forward to the Super Over.

(h) Each team’s over is played with the same fielding restrictions as apply for the last over in the match.

(i) The team batting second in the match will bat first in the Super Over.

(j) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the second innings of the match shall be used for both Super Overs.

(k) The Super Over will end on whichever of the following occurs first:
(i) the fall of 2 wickets; or
(ii) the completion of 6 legitimate deliveries.

(l) In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, (n) below immediately applies. Otherwise, the team whose batters hit highest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.

(m) If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.

(n) 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, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from a Wide ball, a No ball or penalty runs.

Runs 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 one run, so Team 1 is the winner

(2) **Super Over Not Possible**

(a) In roster matches, if the minimum number of overs have been bowled to constitute a match (5 overs per team) and circumstances make a Super Over impossible, the match shall be declared a Tie.

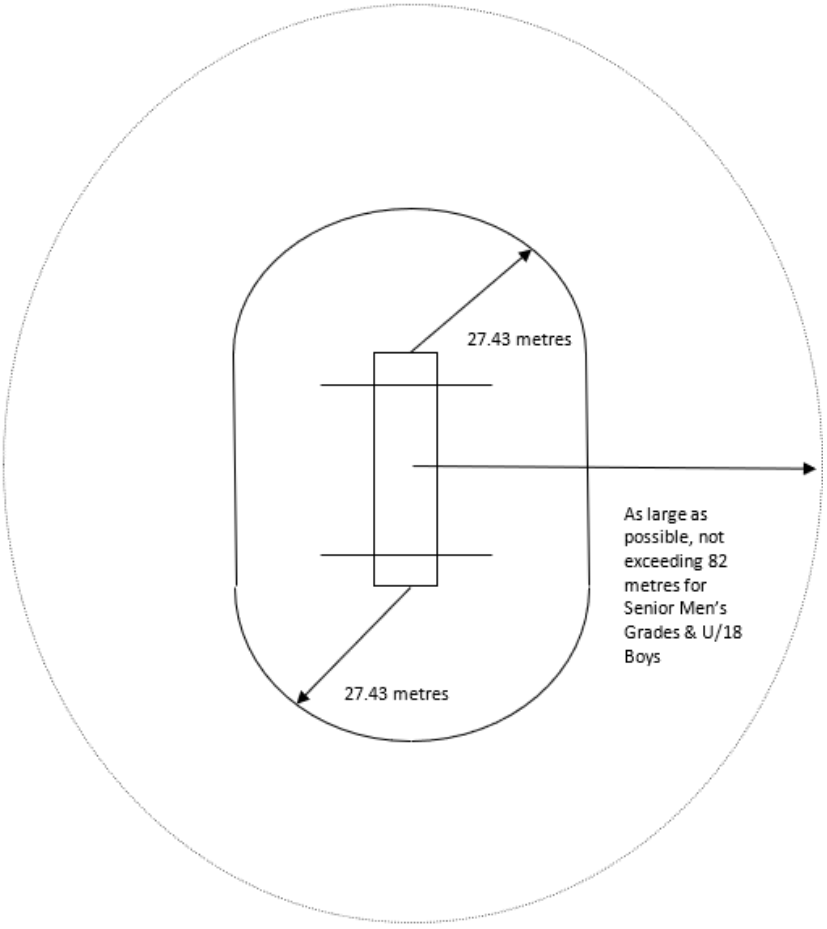
(b) If circumstances make a Super Over impossible in a Semi-Final the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.

(c) If circumstances make a Super Over impossible in the Grand Finals the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.

Appendix “C” - CTPL Senior Men’s & U/18 Boys One-Day & Twenty20 Ground Markings

The following fielding restrictions shall apply:

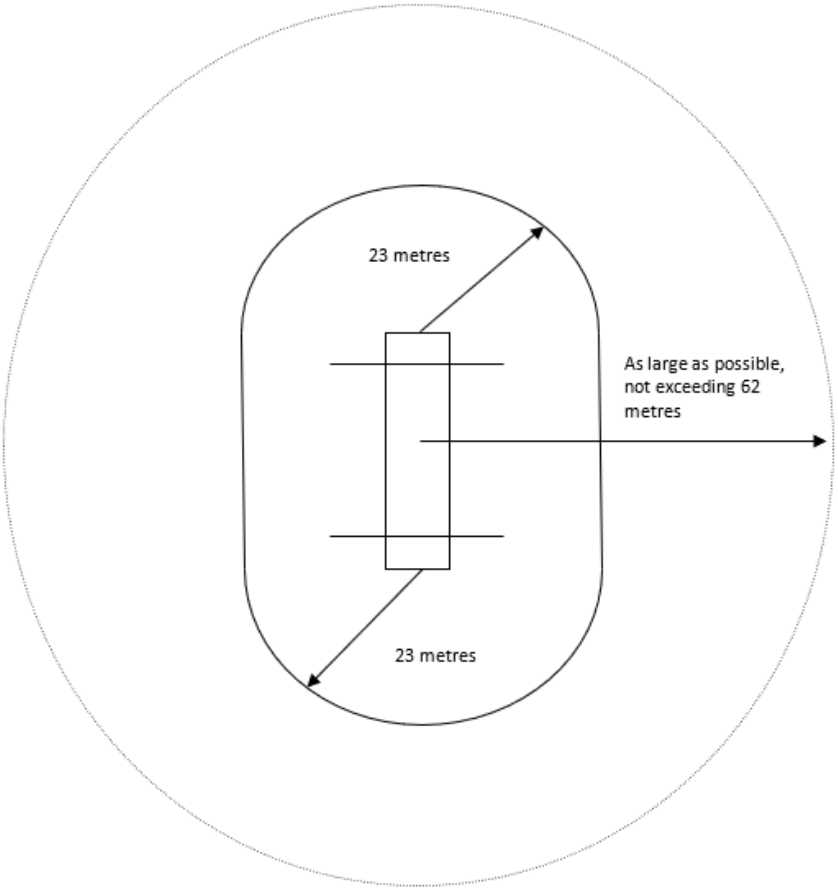
Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5-yard (4.57 metres) intervals, each ‘dot’ to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.



Appendix “D” - CTPL Women’s 1st & 2nd Grade Ground Markings

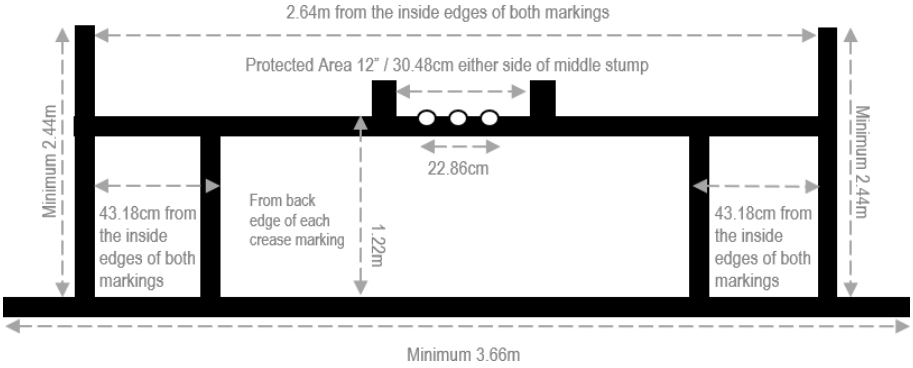
The following fielding restrictions shall apply:

Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 25.15 yards (23 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5-yard (4.57 metres) intervals, each ‘dot’ to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

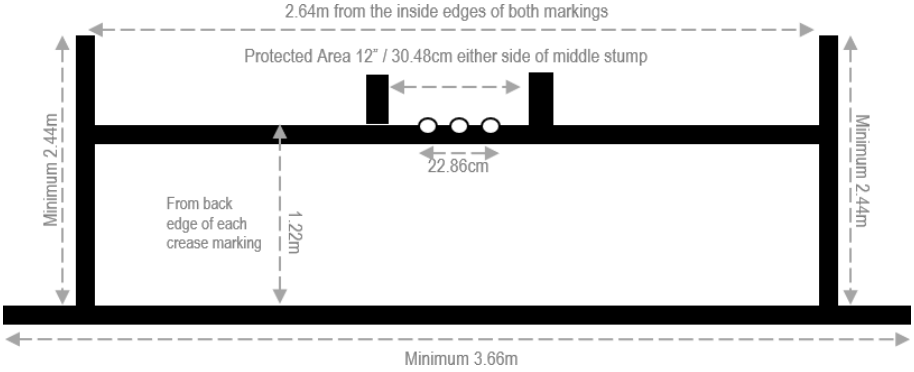


Appendix “E” - Crease Markings

(a) One Day and Twenty20 Matches



(b) Two-Day Matches



Appendix “F” - The Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it is expected to be played not only within the Laws, but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws, which place the responsibility for the team’s conduct firmly on the captain. Responsibility of Captains

The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Players Conduct

In the event of any Player failing to comply with the instructions of an Umpire, criticising decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the Player’s Captain and instruct the latter to take action.

2. Fair and Unfair Play

According to the Laws the Umpires are the sole judges of Fair & Unfair Play. The Umpires may intervene at any time, and it is the responsibility of the captains to act where required.

3 The Umpires are authorised to intervene in cases of:

- Time Wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the Ball
- Any other action that they consider to be unfair

4 The spirit of the Game involves RESPECT for:

- Your opponents.
- Your own captain and team.
- The role of the Umpires.
- The game’s traditional values.

5. It is against the Spirit of the Game:

- To question an Umpire’s decision by word or gesture
- To direct abusive language towards an opponent or Umpire
- Indulge in cheating or in sharp practice, e.g.
  (a) Appeal, knowing that the Batter is not out.
  (b) Advance towards an Umpire in an aggressive manner when appealing.
  (c) Seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under guise of enthusiasm and motivation of one’s own side.

6 Violence

There is no place for any act of violence on the field of play.

7 Players

Captains and Umpires together set the tone for the conduct of a cricket match & every player is expected to make an important contribution to this.

Spirit of Cricket (cont.)

The Laws of Cricket hold captains responsible for always ensuring that, the game is conducted within both the Spirit of the Game, and the Laws. In fact, the Spirit of the Game is as much a part of the Laws as any other Law of Cricket. To determine the Spirit of Cricket, umpires vote on three aspects (0 – 4 points) in every match with the results then being averaged out by the total number of games played by the club. The three criteria are Respect for Opponent, Respect for the Role of the Umpire and Respect for the Game: a mark of 6 indicating the match was played in good spirits.

11-12 points: Indicates the team epitomised the true Spirit of the Game. Even ahead of own team's fortunes, players conducted themselves in exemplary manner. Examples include but are not limited to: calling opposition batter back on a doubtful decision, fielders advising the umpires that they did not catch the ball, batter walking without waiting for umpires' decisions when fielder claims a catch, no sledging, no dissent at umpires' decisions and in no way did a players actions contravene Law 41 of the Laws of Cricket – Fair and Unfair Pay.

8-10 points: Indicated team played with excellent spirit for entire match. Examples include but are not limited to: players acknowledged the achievements & performances of the opposing team members, appeals only made when the fielding side genuinely believed the batter was out, communication with umpires was not demeaning in any way. Team went above and beyond what is required of them regarding covers and assisting the opposition.

6-7 points: Indicates that the match was played in good spirit for its entirety. Generally, no disrespect or spite displayed by any players or directed at the umpires. Team did what is expected and required of them as per By-Laws and Playing Conditions. Communication with the umpires was respectable.

3-5 points: Uncompromising with no major incidents. Some players were spoken to by the umpires for the use of crude language or sledging of opponents; captains took action to rectify. Team did not offer or provide any assistance to the opposition and showed minor disrespect toward venue. Some mild dissent shown at an umpire's decision. Captain showed disregard for the over rate and directions of the umpires. Team had player/s yellow carded and showed minimal positive attributes as described above.

1-2 points: Team created an antagonistic atmosphere with unacceptable behaviour requiring the umpires to intervene on more than one occasion. Captain unable to control his/her team; no respect shown for the opposing team, umpires or the game's traditional values. Actions include but are not limited to advancing the umpire when appealing, appealing when batter is

clearly not out, continual obscenity apparent to spectators and disrespect for clubs' persons and volunteers.

Suspension

If a player is found guilty of breaching the Code of Conduct during a match or suspended by CT for a third yellow card within the space of 24 months, CT will deduct 2 points from his/her club's total score.

Promotion of Spirit of Cricket

In addition, CT will throughout the season publish Spirit of Cricket updates and reward players who have shown exemplary behaviour.

Lord Taverners Spirit of Cricket Award

Commencing in 2003/2004, Lords Taverners (TAS) and Cricket Tasmania has presented awards to the CTPL club that, during the season, officiating umpires judge to have best upheld the Spirit of Cricket as described on the previous page. Just like the Club Championship, each team's performance contributes to its club's overall performance.

Appendix “G” - CTPL Umpire’s Code of Conduct

The Laws of Cricket determine umpires the sole judges of fair and unfair play and charge them with ensuring play is conducted within the Spirit of the Game.

Further to the Code of Behaviour.

- I shall endeavour to officiate in all matches with complete impartiality respecting and abiding by the Laws and rules which govern them, in the true spirit of sportsmanship.
- I understand that an integral component of my role is that I need to maintain a standard of behaviour and conduct that best serves the interest of the game and its participating players.
- I will respect the rights, dignity and worth of all players, coaches and others present at each match regardless of race, religion, gender, ethnic background, special ability/disability or sexual orientation, preference or identity
- I will officiate at matches in a positive and constructive manner seeking to maximise the enjoyment of players whilst upholding the Laws and the Spirit of the game.
- I will learn and understand the Laws, rules and By-Laws applicable to matches and endeavour to remain abreast of issues and events which have the potential to influence how the game is played.
- I will ensure when at all possible, to make decisions about the safety of players, so as not to detract from their enjoyment of the game.
- While acknowledging the important role ascribed to captains in The Laws of Cricket, I will recognise each player as an individual and treat all players equally.
- As an official I will at appropriate times endeavour to be approachable by players, coaches, parents and others involved in a game.
- I will be punctual, properly prepared, motivated and suitably always attired.
- I accept the process of reporting inappropriate behaviour as an essential part of upholding the Laws of Cricket.

Appendix “H” - CTPL Coach’s Code of Conduct

Whilst the Laws of Cricket are silent about coaches, it is understood they have considerable responsibilities as well as an important role to play in ensuring the game is played fairly and in accordance with the Laws and Spirit of the Game.

Further to the Code of Behaviour.

- As a coach and mentor, I will instruct players to conduct themselves in a manner consistent with the Laws of Cricket, Spirit of the Game and CTPL By-Laws and Playing Conditions without exception.
- I will respect the rights, dignity and worth of all individuals within the context of my involvement as a club coach, including refraining from any discriminatory practices based on race, religion, gender, ethnic background, special ability/disability or sexual orientation, preference or identity
- I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- I will be reasonable in the demands I make on time commitments of the players in my care, having due consideration for their health and wellbeing.
- I will be always supportive and refrain from any form of personal abuse or unnecessary physical contact with players in my care.
- I will have due consideration for varying maturity and ability levels of my players when designing practice schedules, practice activities and involvement in competition to ensure maximising participation and enjoyment of all players under my care.
- I will promote and monitor safety always and in recognising the significance of injury and sickness, I will seek and follow the physician’s advice concerning injured and ill players returning to training / playing.
- I will endeavour to keep informed regarding sound principles of coaching and skill development and of factors relating to the welfare of my players.
- I will ensure that developing players are involved in a positive environment were skill learning and development as priorities are not overshadowed by a desire to win.
- I reject the use of performance enhancing substances in sport and will abide by the guidelines set forth in Cricket Australia’s Drug Policy

Appendix “I” - CTPL Captain’s Code of Conduct

The Laws of Cricket place a significant responsibility on captains to ensure that play is conducted within the Spirit of the Game as well as within the Laws.

Further to the Code of Behaviour.

- In accepting my appointment as Captain, I hereby commit to perform the role to the best of my ability.
- I understand that as Captain I am responsible for the conduct of my team and that it is my responsibility to ensure that every player maintain a standard of behaviour and conduct consistent with the Spirit of Cricket explained in the Preamble to The Laws of Cricket 2017 (4th Edition) 2026 Code.
- I recognise that failing to understand my responsibilities provide me with no defence and therefore will endeavour to keep myself informed regarding the Laws of Cricket and any CT playing conditions which affect matches in which I am involved.
- I will lead by example and urge players to demonstrate respect for our opponents, the umpires, ourselves and the game.
- I will not condone or engage in sledging or any other conduct that constitutes personal abuse.
- I will respect the rights, dignity and worth of all players in my team and as a leader, encourage and support members of the team so that they can enjoy their cricket and play to the best of their ability.
- As a leader, I will conduct myself and make decisions having regard for equity, safety and the enjoyment and dignity of players in the team.
- I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- I will provide positive and constructive feedback as required and in a time frame that is reasonably requested of me.

Appendix “J” - Cricket Tasmania Management of Ground, Weather and Light

The below guidelines are not a change to playing conditions, yet have been provided so that umpires, players and coaches know what to expect in the case of Ground, Weather or Light issues (GWL)

Underpinning the below guidelines is always the premise that umpires will look to maximise play. The overriding stipulation however is the safety of participants is paramount, and if in the umpire’s opinion the conditions are dangerous or unreasonable for the batters, fielders or umpires, then play will not continue refer Laws 2.7 & 2.8.

Once the Toss has occurred, the preparation and maintenance of the pitch and outfield is in the umpires’ control. This will however be managed in close consultation with the ground staff where applicable.

- At all times during a match, the umpires will seek to apply a consistent approach to GWL judgement with any interaction with ground staff explained to captains.
- Once the decision has been made to place covers on the pitch, this will be done with a minimum of delay (if required mid-over then it will be done immediately)
- When the covers are on, umpires will diligently monitor the prevailing conditions. It can be expected that an inspection of the conditions will occur at least once every 15 minutes to assess any improvement/deterioration. For briefer interruptions, the umpires may not even leave the field of play.
- Once a break in the weather is identified, every effort should be made to accelerate the resumption of play in conjunction with ground staff when possible.
- When assessing the fitness for play, the umpires should check and be satisfied that:
    - The bowler’s run-ups specifically at the take-off point and through the crease, provide a reasonable foothold
    - The outfield is free from any potholes, significant undulations, or excessively wet or damaged areas that would deny the fielders the power of free movement. Note that areas with small puddles or small waterlogged areas where fielders might slip should not be considered dangerous or unreasonable. It will be expected that fielders can field around these areas and that they don’t necessarily have to enter the affected area.
    - The pitch and wicket block will allow the batter to play their shots and run between wickets
    - If it is actively drizzling or raining the above three criteria are always satisfied and that there will be no significant damage to the pitch with the compounding effect of the rainfall.

- When a restart time is decided upon, umpires will advise both captains as soon as possible to enable team preparations. If conditions are improving but not yet adequate to resume play, umpires will try to provide the captains with an indication of when a resumption of play is likely to further assist participating teams. The assumption is that players will be ready to resume play immediately once the ground is ready.
- The scorers will be notified of the resumption time, and where applicable the revised number of overs as soon as possible.
- When Duckworth/Lewis/Stern is in use, the D/L/S operator will be required to produce new par-score sheets following any reduction in overs, which must be checked with the umpires or match referee prior to being circulated to teams and stakeholders
- The umpire's/match officials will communicate all information to the captains, who are subsequently responsible for relaying the information to their team.
- The umpires may instruct the ground staff to use any available equipment that they believe will assist in preparing the ground for play. This includes the use of matting which can be applied on the wicket block and outfield to improve the suitability for play to continue.

Lightning/Thunderstorm

Should thunderstorms be prevalent on match day umpires shall apply the 40/30 rule. Play shall cease immediately, if a lightning flash is followed by thunder less than 40 seconds later. Immediately following the suspension of play, persons may enter the field of play to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than or equal to 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended. Play shall not resume until 30 minutes after the last audible thunder.

Excessive Heat

The Premier League Manager and/or delegate shall have the discretionary power to cancel all play in all matches in any grade on a particular day when excessively hot weather either in the lead up to or during match is anticipated to significantly impact the health and wellbeing of players competing in a match. For a scheduled Two-Day match, this may be either the first or the second day.

The Premier League Manager and/or delegate shall have the discretionary power to vary the start time and/or number of overs to be bowled in a particular match, or all matches in a particular grade.

Participating in hot conditions will affect different individuals to different extents and differing ways. Factors which can influence the effect on different individuals include:

- Individuals level of fitness and general health
- The preparation of the individual has undertaken in the lead-up to the match
- Whether, or how many the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating.
- Age of the individual

- The measures the participant takes to ensure proper re-hydration during and after participating.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of Clubs and the individual themselves. To ensure participant safety, clubs should:

- Monitor participants and ensure that individuals at particular risk do not take part in conditions in which they are at undue risk
- Place no pressure on any participant to refrain from withdrawing from any match, or day of a match, or part of a day, for health reasons.
- Ensure participants have every opportunity under the Laws and By-Laws to re-hydrate during and after participation

Guidelines for Umpires

- The By-Laws provide for drinks to be taken more than twice per session in excessive hot weather conditions. The number of drinks breaks in a session may be increased, provided, only that the periods of play between drinks, or between interval and drinks, are no less than 35 minutes.

No player is forced by Cricket Tasmania to participate in any match, and Clubs shall place no pressure on any participant if he/she considers withdrawing from any part of a match for health reasons.

Smoke

These guidelines have been adapted from the CA and ICC guidelines used for elite cricket, the AIS guidelines and government recommendations as a starting point. Modifications address the need to take a more conservative approach to community cricket, particularly given the lack of professional medical support available at this level. The risk of health issues due to poor air quality is related to:

- Concentration of pollutants in the air (air quality measures)
- Exposure

1. how long you are exposed to the pollutants
2. how much you are breathing in (e.g., exercising v stationary)

- Individual risk factors like

1. Asthma or other respiratory condition
2. Pregnancy
3. Older or very young people
4. Cardiovascular disease

Are cricket players at risk?

While poor air quality can affect anyone's health and trigger medical conditions, those exercising are particularly at risk because of the increase in air entering the airways and triggering respiratory and cardiovascular conditions like asthma, bronchitis etc. At moderate exercise intensity, 10 times more air enters the airways (e.g., bowling, running between wickets, chasing in the field) than when stationary. During vigorous intensity it is 20 times more.

Therefore, for athletes performing extended and/or higher intensity exercise, the risk of airway irritation is higher at lower levels of pollution because the increase in the amount of air entering the airways increases their exposure to pollutants.

Consecutive days of exposure to polluted air can have a cumulative effect, lowering an athlete's threshold for symptoms which is relevant for games (or training) held over consecutive days.

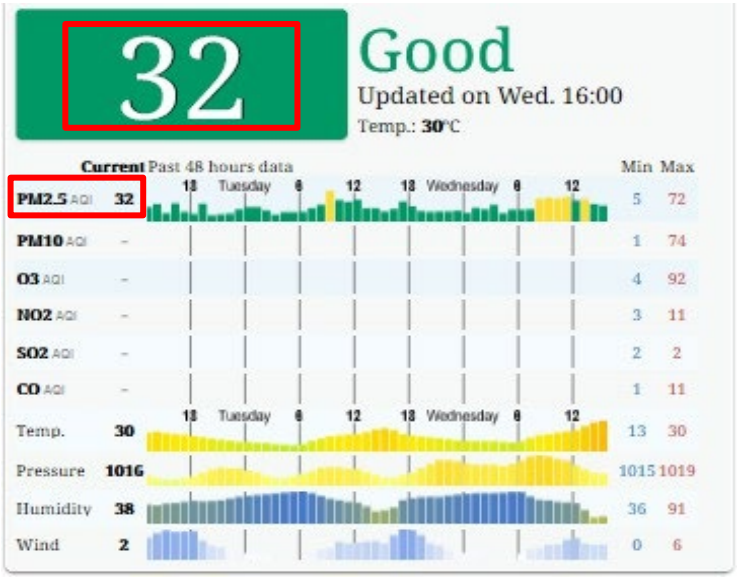
Air Quality Measurements

When assessing air quality measures, CA recommends one source of information across all states and locations, which can be found at: **www.aqicn.org.** This website is also utilised by the ICC's Pollution guidelines.

It is important to note that (a) there are limited measuring stations across Australia, and (b) not all measuring stations provide daily updates. It is therefore recommended that you observe the reading of the closest station to your location that has published a reading captured on the day of observation. It is also why the air quality measure should be considered in conjunction with other factors outlined below as the playing/training facility may be some distance from a measuring station with up-to-date data.

The AQICN website provides air quality readings for all measuring stations across Australia by collecting the data from each state's EPA output and converting it into an AQI index from 0 – 500 for various types of pollutants (e.g., PM2.5AQI, PM10AQI). It provides a 12-hour rolling average with a weighting to the most recent hours (in some places this is a 1-hour rolling average which is preferable).

The PM2.5 reading is the reading we are concerned about – see below snapshot of the AQICN website.



Cricket Australia Air Quality Guidelines

The table below has been adapted after review of the AIS guidelines, various state EPA recommendations and consultation with government health bodies. It has been developed to be used as a guide on how to interpret the impact of air quality measures on community (including Premier Cricket) cricket.

Deciding to play or train for cricket:

Noting how quickly weather conditions can change and smoke pollution can become significantly worse or significantly improve in the space of hours, the decision to play or train should ideally be considered in the same way as other weather events (rain, poor light) and be made on the day.

However, this needs to be balanced against the health risks, potential inconsistent application of approach where there are no official umpires, and in many cases the lack of a "real time" measure of air quality. This may require competition organisers to implement a blanket cancellation of matches prior to game day.

Player and officials' safety are Australian Cricket's number one priority, and a conservative approach should be taken when deciding if it is safe to play or train.

VERY GOOD (0-33)	Enjoy activities
GOOD (34 -66)	Enjoy activities
FAIR (67-99)	Enjoy activities, however, ensure asthmatic athletes have medical review prior to performing high intensity extended training outdoors.
VERY POOR (100-149)	Asthmatics or symptomatic non-asthmatics should not compete or train outdoors. Minimise asymptomatic athlete exposure as much as possible.
HAZARDOUS (150+)	Outdoor training should be rescheduled indoors, and exposure should be minimised for everyone. **Serious consideration should be given to delaying or cancelling matches/play.**

Irrespective of specific air quality conditions on the day, competition organisers are advised to make all players and officials aware of the heightened risk to health when participating in smoke polluted conditions. Prior communication ensuring those groups that are at greater risk (identified above) are encouraged to seek advice from their medical practitioner and take all preventative strategies recommended (e.g., use preventer medications for those with asthma).

Taking into consideration the air quality table above, Cricket Australia recommends the following considerations when deciding to play or train for cricket when air quality is a potential issue:

i. General air quality at the ground / training facility
   - **If the air quality measure is over 150, we advise serious consideration is given to suspending play/training**. Acknowledging that measuring stations are situated sporadically throughout Australia, and the use of the 12-hour rolling average may over or underestimate the actual air quality at the time of judgement, it is imperative that cricket organisers, coaches and match officials incorporate other assessments below in conjunction with the PM2.5 measure.

ii. Visibility ('bad light') & smell
   - Where visibility is poor, air quality will be poor.
   - Assessment of visibility will be like bad light considerations.
   - Smell or taste of smoke is also an indicator of poor air quality.

iii. Player feedback
   - Match officials / coaches / captains should monitor players and officials for signs of feeling unwell and seek regular feedback.
   - Those with known respiratory conditions are coping and have the support they need including medications.

Other Considerations

Matches:

Any delay due to smoke pollution should be treated like a rain delay regarding making up time.

Training:

Where smoke pollution is an issue, other measures to limit health risks include:

1. Take training indoors,
2. Reduce the length of exposure outside,
3. Reduce the intensity of training,
4. Delay or reschedule training sessions.

Appendix “K” - Concussion and Head Impact Guidelines

(Adapted by Cricket Tasmania. These Guidelines draw on resources endorsed by Australian Cricket.)

1. Overview

1.1 A conservative approach that prioritises the safety and wellbeing of everyone involved in cricket is recommended in the prevention and management of concussion and head trauma in CTPL competitions, matches and training.

1.2 Repeated head trauma and concussion is a growing concern. While most concussions recover quickly, some can lead to complications including prolonged symptoms, increased susceptibility to further injury and chronic traumatic encephalopathy (CTE).

1.3 Clear and consistent information on concussion recognition and management is important for everyone involved, from administrators, officials and coaches to parents/guardians and players.

1.4 These Guidelines draw on resources endorsed by Australian Cricket, namely: (a) the 2023 Amsterdam Consensus Statement on Concussion in Sport; (b) the 2024 AIS Concussion and Brain Health Position Statement; and (c) the 2024 International Cricket Council Concussion Guidelines. The aim is to be consistent with those resources where appropriate.

1.5 Clubs should enforce these Guidelines for Participants taking part in CTPL training, matches and competitions.

1.6 These Guidelines assist in the management of concussion and do not replace the need to seek medical assessment. If in doubt, sit them out.

2. Background

2.1 A concussion is a brain injury resulting in a disturbance in brain function following an impact to the head, neck or body, from a direct or indirect blow. A person does not need to have lost consciousness to have suffered a concussion.

2.2 Concussion can affect individuals physically (nausea, sensitivity to noise, balance problems, dizziness, blurred vision), cognitively ("don't feel right", difficulty remembering or concentrating, drowsiness), emotionally (irritability, sadness, change in personality), and through fatigue and sleep disturbance.

2.3 Concussion is often an evolving injury, with symptoms changing over hours or days and variable recovery times between individuals.

3. Protective Equipment

3.1 Cricket Australia strongly recommends the use of neck protectors and British Standard BS 7928:2013 helmets. (The compulsory helmet requirements are set out in By-Law 38.)

3.2 Players should wear:

(a) properly fitted British Standard BS 7928:2013 compliant helmets; and

(b) neck protectors that provide additional protection for the vulnerable upper neck (occipital) area of the batter or close-in fielder, when batting, when fielding within seven metres of the bat (except off-side slips and gully fielders), and when wicket-keeping up to the stumps (regardless of age).

3.3 Umpires should wear properly fitted BS 7928:2013 compliant helmets in higher-risk situations (umpiring T20 formats, or where attacking batting is being played).

3.4 Helmets should be replaced immediately following a significant impact (a blow to the helmet) in accordance with the manufacturer's recommendations.

4. Managing head impacts and concussion

4.1 A conservative approach to the removal of players is recommended. Continuing to play following a concussion can increase risks and lead to a longer recovery. The key steps are to Recognise, Remove, Record and Refer.

5. Recognising and removing

5.1 Participants should be proactive in reporting any concussion symptoms to a coach, club official, medical professional and/or family member, and should look out for one another.

5.2 If a Participant receives a blow to the head or upper neck (whether or not wearing protective equipment) or collides with another person or a fixture (for example a boundary fence), a concussion should be suspected.

5.3 To check orientation, ask some or all of the following (modified Maddocks) questions:

(a) What happened?

(b) What day/month is it?

(c) What venue are we at today?

(d) What is the current innings score (on match day)?

(e) Who was the opposition at your last match (during the season)?

(f) Who bowled to you (if the blow was from batting at training)?

5.4 If the Participant cannot answer satisfactorily, they should be immediately removed from the field of play or training, treated as "concussion likely", and must undertake an assessment from a qualified medical practitioner as soon as possible.

5.5 If any of the signs or symptoms listed below are present, the Participant is considered as having concussion, should not return to play, and should be referred to a medical doctor for assessment:

Headache	Sensitivity to light	Sadness
"Pressure in head"	Sensitivity to noise	Nervous or anxious
Balance problems	Fatigue or low energy	Difficulty concentrating
Nausea or vomiting	"Don't feel right"	Difficulty remembering
Drowsiness	Neck pain	Feeling slowed down
Dizziness	More emotional	Feeling "in a fog"
Blurred vision	More irritable	

5.6 Concussion is an evolving condition; signs and symptoms can change or be delayed, and it may take up to 48 hours to confirm or exclude a diagnosis. Parents/caregivers, household members, coaches and healthcare practitioners should be alert to unusual behaviour.

6. Recording and referring

6.1 Where a Club has appointed a Concussion Officer, that person is responsible for recording instances of head impact and concussion, ensuring the concussion protocol is enacted and coordinating concussion-related matters. A Concussion Officer is not expected to diagnose or treat concussion, or to determine when a Participant may return to play.

6.2 It is recommended that all cases of concussion or suspected concussion (and other head traumas) be documented on an injury report. As a minimum, the injury report should record the date, the time, the venue of the incident, how the incident occurred (for example batting or fielding), and any symptoms reported or signs observed.

6.3 A Participant with suspected or confirmed concussion should NOT:

(a) be left alone initially (for the first three hours; if symptoms worsen, seek immediate medical attention);

(b) be sent home alone (they need a responsible adult);

(c) drink alcohol; or

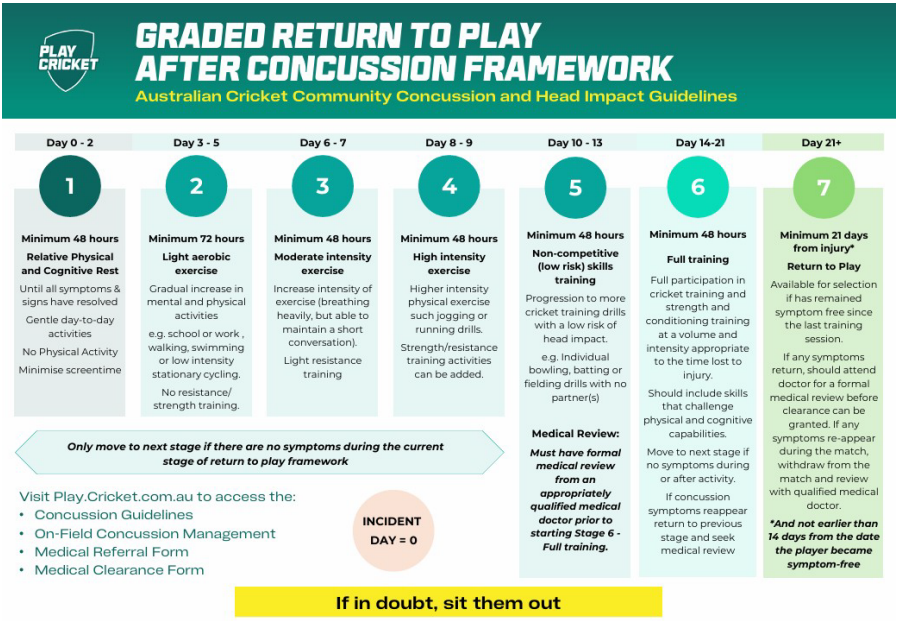
(d) drive a vehicle until cleared to do so by a healthcare professional.

7. Return to cricket

7.1 A Participant should not return to cricket on the same day if concussion is suspected, likely or confirmed.

7.2 If a concussion is diagnosed, the final determination on return (including training) should be made by an independent qualified medical doctor. It is recommended that a Medical Clearance Form be completed and retained by the Club. Wherever possible, medical clearance should not be provided by anyone with a close personal relationship with the Participant (for example spouse/partner, family members, teammates or close friends), consistent with s4.15 of the Medical Board of Australia's Good medical practice code.

7.3 The Australian Cricket Graded Return to Play after Concussion Framework (GRTP) should be used as a guide. Key considerations are: (a) at least 14 days symptom-free (at rest) before return to full training; and (b) a minimum period of 21 days from the incident until return to play. Progression from lower to higher intensity or risk activities requires a minimum 24-to-48-hour period to monitor for the return or exacerbation of symptoms.



8. Junior considerations

8.1 Managing concussion in juniors requires a more conservative approach. A Participant is a junior if aged 18 years or younger.

8.2 Recovery is slower in adolescents, so return to school and study should be guided by medical advice.

8.3 A junior Participant should not return to play for a minimum of 21 days from the time of injury, including remaining asymptomatic for a minimum of 14 days before return to play.

8.4 Some concussions require longer than 21 days to fully recover after symptoms depart. As with adults, progression between activity levels requires a minimum 24-to-48-hour monitoring period.

9. Multiple concussions

9.1 Participants who experience multiple concussions, or who have a history of multiple concussions, are at risk of prolonged symptoms and recovery. The AIS Concussion and Brain Health Position Statement (2024) describes multiple concussions as a minimum of two concussions within a three-month period, or a minimum of three within a twelve-month period.

9.2 It is recommended that those who suffer multiple concussions are:

(a) assessed by a medical practitioner with specific training and expertise in concussion before returning to cricket;

(b) 28 days symptom-free before return to full training; and

(c) managed more conservatively, and do not return to full training or play while symptomatic.

10. Definitions

10.1 In this Appendix, "Participant" means a player registered with, or participating in the activities of, a CTPL Club, and an umpire or other match official involved in CTPL matches.

Appendix “L” - Cricket Tasmania Doubtful Bowling Action Procedure 2017

Introduction

1.1. The aim of these procedures is to ensure that all bowlers playing in Cricket Tasmania competitions have actions that comply with Law 21.2 and the ICC Illegal Bowling Action Procedures.

1.2. This procedure details the process for dealing with players bowling with a doubtful action.

1.3. Nothing contained herein shall override an umpire’s responsibility and discretion to apply Law 21.

2.1. Cricket Tasmania

2.1.1. Cricket Tasmania umpires have a duty to ensure the game is played within both the Laws and the Spirit of the game. Umpires must police Law 21.2 “Fair Delivery – The Arm”, read in conjunction with Law 21.3 “Definition of fair delivery – the arm”, by notifying Cricket Tasmania if they observe any bowler in a match situation who, in their opinion, possesses an action that may contravene these, Laws.

2.2. Cricket Tasmania has instructed umpires as follows:

2.2.1. There are three categories of delivery:

a) Fair Delivery;

b) Illegal Delivery (Blatant Throw); and

c) Doubtful Delivery

*2.2.2. **Illegal Delivery:** If an umpire believes a bowler has bowled a delivery that is clearly illegal (i.e., deliberately and blatantly thrown), the umpire shall apply Law 21.3 during the match and cite the bowler on the Doubtful Bowling Action Form after the match and include comment in their Match Report.*

2.2.3. ***Doubtful Delivery:** If an umpire believes a bowler has bowled with an action that may be illegal, the umpire should not “call” the bowler, but note the bowler’s name on the Doubtful Bowling Action Form and include comment in their Match Report.*

2.2.4. ***Cite*;** If an umpire has called a bowler for an action that *is illegal* during the match, the umpire should *Cite* that bowler on the Doubtful Bowling Action Report Form.

2.2.5. ***Note*;** If an umpire is suspicious that a bowler has bowled a ball with an action that *may be illegal*, the umpire should *Note* that bowler on the Doubtful Bowling Action Report Form.

2.2.6. Umpires, in deciding whether to call or report a player under these regulations, should use the naked eye viewing the action live.

2.2.7. At the conclusion of a match where umpires have called an illegal delivery or identified a doubtful delivery, they shall complete the Doubtful Bowling Action Report detailing their concerns about the bowling action of the Player, including whether those concerns relate to the Player's bowling action generally or whether they relate to one or more specific types of delivery. They shall also make comment in their Match Report. Following receipt of the doubtful bowling action report, CT will follow the below procedure;

(3) Reporting Procedure

If a player is cited or noted by the umpires officiating in a match the following procedure will apply:

3.1. Phase 1 (First Noting)

3.1.1. CT will contact the club President, Secretary and/or Coach **and provide a copy of the umpires' report. The club is encouraged to investigate the matter and undertake any remedial work the club sees fit to ensure that the player's action is compliant with Law 21. During this time the player is permitted to continue bowling in matches.**

3.2. Phase 2 (Second Noting or First Citing)

3.2.1. Should a player be noted a second time or cited, CT will contact the club President, Secretary and/or Coach **and provide a copy of the umpires' report.**

3.2.2. CT will arrange for the player to be viewed by a CT Staff member including the taking of footage. This will occur as soon as possible after the player has been noted in an umpire report and preferably in a match.

3.2.3. If no match footage has been obtained within 30 days of the receipt of the umpires' report, the player will be required to arrange a time to be viewed and cease bowling until such time that the footage has been analysed as per Analysis procedure detailed below.

3.2.4. Should the analysis determine that the players action is illegal, they shall be permitted to continue bowling whilst undergoing remedial action for a period of six (6) weeks or until the end of the current season, whichever occurs sooner. Any umpire report noting or citing the player for a suspect or illegal action during this period will not result in progression to phase 3.

3.2.5. CT shall supply copies of footage and summary of analysis. CT Coaching Staff may be available to assist the club in remedial action.

3.3. Phase 3 (Further Noting or Citing)

3.3.1. Should a player be noted or cited in the umpire report as per 2.2.2 above after the six-week correctional period as per 3.2, CT will contact the club President, Secretary and/or Coach and provide a copy of the umpires' report.

3.3.2. The player will be required to immediately cease bowling in CT competitions and undergo further analysis as per the process detailed below at Ninja Stadium – Bellerive.

3.3.3. Should the analysis determine that the players action is illegal, they shall be suspended from bowling for a period of eight (8) weeks or until the end of the current season, whichever occurs sooner. Umpires will be notified of players suspended from bowling.

3.3.4. Upon returning from eight (8) week suspension, should a player receive a further noting or citing in an umpires' report having already progressed through Phase 1, 2 & 3 above, 3.3.2 shall apply again. Should the analysis determine that a players' action remains illegal, they shall be suspended from bowling for a period of six (6) months. The six-month suspension will only consider months in which CT competitions are scheduled. Umpires will be notified of payers suspended from bowling.

3.4. Phase 4 (Subsequent Noting or Noting)

3.4.1. If having returned from a 6-month suspension, a player is cited or noted, the player will be required to submit for analysis.

3.4.2. Should the results of that reassessment deem the action illegal the player will be required to have the action proven legal through assessment before being allowed to bowl again in CT competitions.

3.5. Action by the Umpires

3.5.1. At no stage throughout the above, is an umpire precluded from applying Law 21.3 and calling a bowler at any time provided the umpire is in no doubt that an action delivers an illegal delivery, as defined in 2.2.

3.5.2. Umpires will continue to complete reports on doubtful and/or illegal actions throughout the above process.

3.6. Action by Cricket Tasmania

3.6.1. At each phase throughout the above process, CT will communicate with the players' club.

3.6.2. CT will maintain a register of noted and cited bowlers and as required disclose this information to umpires.

3.7. Duration of Reporting Procedure

3.7.1. Phase 1, 2 & 3 in the reporting procedure will be active for a period of 24 months. The 24-month period will recommence each time a player progresses through Phase 1, 2 or 3.

3.7.2. If during Phase 1, 2 or 3 in the reporting procedure a period more than 24 months passes before the player is noted or cited again, they shall recommence the reporting procedure from Phase 2 regardless of whether it is a noting or citing.

3.7.3. Once a player has progressed to Phase 4, they will not be allowed to bowl until he/she has their action deemed legal regardless of how much time has passed.

(4) Analysis

If a Player is cited or noted in accordance with paragraph 3.2, 3.3 & 3.4 above, they shall be required to submit to an Analysis of their bowling action carried out as follows:

4.1. The Analysis shall be carried out by a panel comprising of; of Cricket Tasmania Match Officials department (or their nominee); representative of Cricket Tasmania High Performance Sports Science department. The concerning player's attendance is optional.

4.2. The Panel will consider the following:

4.2.1. The video evidence referred to in paragraphs 3.2, 3.3 & 3.4 above.

4.2.2. The Doubtful Bowling Action Report.

4.2.3. The Assessment together with any image-based evidence accompanying such assessment.

4.2.4. Any further evidence that the Player and/or their representative wishes to present in the Player's defence. This may include a written report, a verbal submission, any expert evidence and image-based evidence.

4.2.5. Any written or video evidence that the Player's club team wishes to be considered on behalf of the Player.

4.3. The panel shall decide whether the Player has an Illegal Bowling Action, setting out the reasons why the decision has been reached, including a summary of the evidence on which the decision was based.

4.4. Within 14 days of the date of the Analysis, the Panel shall provide Cricket Tasmania with a written report (the Assessment). Where the Assessment concludes that the Player employed an Illegal Bowling Action during the Analysis, it should indicate whether the Player employed an Illegal Bowling Action generally or in respect of specific type(s) of delivery only.

4.5. Where the Assessment concludes that the Player did not employ an Illegal Bowling Action during the Analysis, it should, where relevant, indicate whether, the Player's bowling action during the Analysis was materially different to their action in the match in respect of which he was reported (whether generally or in respect of the specific type(s) of delivery (if any) identified in the Doubtful Bowling Action Report). The Assessment should also include any notes of concerns or complaints of the Player.

4.5.1. Note: Cricket Tasmania Doubtful Bowling Action Analysis Protocols contains reference to a level of acceptable elbow extension of 15 degrees. Should the Assessment conclude that the Player's action exhibits a degree of elbow extension higher than the acceptable level; the action of the Player shall be deemed to be an Illegal Bowling Action. It should be noted that for the action to be classified as a legal action, the degree of elbow extension recorded for each, and every delivery shall be within the level of acceptable elbow extension.

4.6. In circumstances where the Assessment concludes that the Player employed an Illegal Bowling Action during the Analysis in respect of a specific type of delivery

only, the Player will be allowed to continue bowling but subject to the warning (Warning) that should he continue to bowl any of the specific type(s) of delivery for which he has been found to have an Illegal Bowling Action, he will run the risk of being noted a second time. In these circumstances a further

report resulting in an Analysis concluding that the Player has employed an Illegal Bowling Action will result in the immediate suspension of the Player from bowling and such suspension shall be considered.

4.6.1. Note: This is intended to cover the circumstances where a bowler employs a different technique to deliver a specific type of delivery e.g., propelling the ball out of the back of the hand to produce a "googly" or "doosra". It is not intended to cover the situation where the same basic technique is used to produce a different type of delivery e.g., more effort to produce a bouncer or a "yorker".

4.7. Subject to the provisions of paragraph 4.5 above, throughout the period up to the date of assessment analysis report, the Player shall be permitted to continue bowling. At any time throughout this period the Player is subject to being called on the field by the umpire(s) in accordance with Law 21.2 and the consequences of such Law must apply. During this period a further Doubtful Bowling Action Report will however have no consequence.

4.8. The findings of CT analysis or reanalysis will be final. Any player/club disputing the results of analysis at any stage of the process will be required to, at their own cost, undertake further testing at the National Cricket Centre in Brisbane.

(5) Re-assessment of players' action

5.1. Subject to the provisions below, a Player who has been suspended from bowling under these regulations, may apply to Cricket Tasmania for a re-assessment of their bowling action, provided that this application is not made earlier than 30 days prior to the suspension being concluded.

5.2. Such re-assessment shall be carried out in the same manner as the Analysis detailed earlier, with the addition of the comparison between the re-assessed action and the player's previously analysed action to determine the extent of the improvement to their action.

5.3. In the event of such re-assessment concluding that the player has remedied their action and that their action is no longer an Illegal Bowling Action, the Player's suspension shall be lifted, and they shall be permitted to resume bowling.

5.4. In the event of such re-assessment concluding that the player has not remedied their action the panel will determine an appropriate period before an additional re-assessment can occur. For the avoidance of doubt, the panel will prescribe a period between 30 days minimum and up to 90 days' maximum after the date of the first re-assessment before the Player can apply to Cricket Tasmania for a second re-assessment of their bowling action.

5.5. The Assessment resulting from the re-assessment will stand in the place of the original Assessment.

(6) Analysis of Bowling Action

6.1. Movements

6.1.1. Flexion - This movement takes place about a transverse axis and is a description of the movement that occurs when you move your arm forward. It is described as the approximation (moving closer together) of two ventral surfaces of the body e.g., flexing the elbow joint. There are several situations where this rule doesn't seem to apply e.g., at the ankle where the terms dorsi and plantar flexion are used to avoid confusion.

6.1.2. Extension - This movement is the opposite of flexion; it also takes place about a transverse axis and occurs when you approximate two dorsal surfaces e.g., straightening the elbow.

6.1.3. Hyperextension - An abnormal movement beyond the normal limit of extension, such as more than the 180 degrees of extension of the knee or elbow joints.

6.1.4. Abduction and Adduction - These movements take place about an antero-posterior axis and occur when the arm is taken sideways away from the body (abduction) and returned from such a position to the side of the body (adduction).

6.2. Acceptable Level of Elbow Extension

6.2.1. This should be set at a maximum of 15 degrees “Elbow extension” for all bowlers and types of deliveries. This specifically refers to extension of the forearm relative to the upper arm to the straight position. Elbow hyperextension or adduction is not included in the 15-degree tolerance threshold. It should be noted that for the action to be classified as a legal action, the degree of “elbow extension” recorded for each delivery should be within the 15-degree limit.

Figure 1a: Arm Horizontal – YES



Figure 1b: Arm Horizontal – NO



(7) Video Footage

7.1. Where possible the video footage of the entire analysis shall be presented on a master tape. (If possible, rear, frontal and lateral views of the action shall be provided.)

7.2. If possible, the master tape shall be converted to 50Hz / 60Hz (standard television footage is recorded at 25Hz) to enable more accurate evaluation of the player's bowling action.

7.3. Descriptive analysis during the footage should compare the actions of the bowler e.g., positioning of feet, angle of run up, position of the torso, velocity of arm, velocity of delivery (95% of match speed etc.). These comparisons should be clearly presented in the report.

Notes

Cricket Tasmania Premier League

