

HIGHLANDS DISTRICT CRICKET ASSOCIATION

TINA MACPHERSON CUP

SEASON 2025/2026



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Introduction

The HDCA reserves the right to decide which course of action to take when there is a disagreement over the wording or understanding of these Rules.

All matches shall be played in accordance with the 'MCC LAWS OF CRICKET', except as modified here after, and to the Rules considered applicable to the competitions within the Association.

Where HDCA is mentioned in these rules as a point of contact it means the Association's Director of Women's Cricket or a person or persons nominated by that Director prior to the start of each season.

Storage of equipment during play

At the conclusion of the previous over, the new bowler may give their equipment, to the umpire (hat, sunglasses, vest etc.).

Wicketkeeper/Fielders Helmet

No change from the normal playing conditions and laws of cricket around the storage of equipment on the field. However, everyone is responsible for the carrying of their own equipment to and from the normal storage position.

PART A – MATCH PLAY RULES

1.0 – Administration

These Match Play Rules are to be used for all “Tina Macpherson Cup” matches played by Highlands District Cricket Association (HDCA).

2.0 – Match Playing Conditions

2.1 Fitness of Light, Weather, Pitches and Grounds

2.1.1 These shall be determined by the official umpire(s) where in attendance, or by the acting unofficial umpires at the time. In the event of disagreement between the acting unofficial umpires, the situation existing at the time shall continue. i.e., if play is in progress, it continues, if the players are off the field, they stay off. Where lightning is occurring, play shall cease immediately if a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.

If one of the acting unofficial umpires or team captains considers the safety of the players is at considerable risk by continuing to play, then play must be stopped until conditions are considered safe. Where this occurs and play is abandoned both team captains and acting unofficial umpires must submit an incident report to the HDCA in terms of Match Play Rule 25 for a ruling on the result of the game.

2.1.2 Where Official Umpires are appointed, they shall be the sole arbiters.

3.0 – Sightcreens

Where a sightscreen or any part of its structure is located within the field of play, it shall be roped off or have a line marked around the section located within the field of play, which shall be the boundary. In case of a moveable sightscreen located wholly within the field of play, the movable range of the sightscreen shall be roped or marked off.

4.0 – Home Team

The team mentioned first on the draw (including finals series) shall be the home team and is responsible for the boundary markers.

5.0 – Unfit Pitch or Ground Prior to Commencement of Play

5.1.1 Should a ground be deemed unplayable on the day before play, it is the home club's responsibility to contact the HDCA Director of Women's Cricket.

If a ground should be closed by council that decision shall stand.

5.1.2 Should the home club deem a ground unplayable on support of their view, the HDCA Director of Women's Cricket or their nominee will then provide a final decision. It will then be the clubs' responsibility to inform the players. The morning of the day's

play, the representative of the club concerned will contact the HDCA Director of Women's Cricket by 11am and provide photographic evidence.

5.1.3 The start of play may be delayed until 5pm if the ground is unplayable or weather conditions do not permit play to start. If the day's play hasn't started by 5pm, the day's play will be abandoned.

5.1.4 If the match isn't transferred by 3pm on the day of the match, both teams will be required to be present at the ground listed in the Competition draw in time for the scheduled starting time.

5.1.5 Should the match be transferred, the Umpire shall set the rescheduled starting time for the match, considering the distance to be travelled to the assigned venue. If no Umpire is present, an agreement will be made between the captains/coaches involved.

6.0 – Drinks Break

There will be no drinks break during T20 matches unless extreme heat conditions exist. A drinks break may be taken when the fielding team changes the wicket keeper or at the discretion of the umpires. Note coaches are encouraged to keep players on the field to avoid delays.

7.0 – Fielding Restrictions

7.1 Players cannot field within 10 metres of the batter except for regulation slips, gully and wicketkeeper.

7.2 Failure to comply with these rules will result in the delivery being called a no ball by either umpire.

8.0 – Wide Ball

8.1 For all matches current laws define a wide as a ball that is not sufficiently within the reach of the batter for her to play a normal cricket stroke.

8.2 Any ball that pitches on the synthetic surface and then passes the batter outside the confines of the synthetic surface on the offside shall be called a Wide ball.

8.3 Wides shall be re-bowled up to a maximum of 2 per over, except in the final over of each innings when all Wides shall be re-bowled. For clarity, this means there is a maximum of 8 deliveries bowled per over, except for the last over where there needs to be 6 legal deliveries bowled.

9.0 – No-Ball

9.1 A ball being bowled and pitching outside or on the side edges of the synthetic, which includes any ball that deviates in an unnatural way, shall be called a No-Ball by the Umpire.

9.2 Any delivery which, after pitching, passes or would have passed over the head height of the striker standing upright at the crease is to be called a No-Ball.

9.3 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called a No-Ball.

9.4 Any such full pitch ball above waist height, that the umpire deems to be dangerous, shall mean the bowler is given a first and final caution. Should the same bowler deliver a second waist high full toss that the umpire deems to be dangerous, that bowler shall be suspended from the attack for the remaining balance of that innings. Any incomplete over shall be completed by another bowler (subject to a bowler not exceeding their permitted over allowance – a partial over shall count as a full over for the sake of this restriction).

9.5 Any delivery that bounces more than once (or rolls along the ground) before it reaches the popping crease (the crease at which the striker generally takes stance) shall be called a No-Ball.

9.6 The bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and

- behind the popping crease.

9.7 No-Balls shall be re-bowled up to a maximum of 2 per over, except in the final over of each innings when all No-Balls shall be re-bowled. For clarity, this means there is a maximum of 8 deliveries bowled per over, except for the last over where there needs to be 6 legal deliveries bowled.

10.0 – Scoring of Wides and No-Balls

10.1 Wides and No-Balls shall be debited against the bowler and cause 1 run to be credited to the batting team IN ADDITION to any other runs scored.

10.2 Additional runs scored from a No-Ball because of the batter striking the ball shall be credited to the batter, and also debited against the bowler.

10.3 Byes and Leg Byes off a No-Ball will be credited as such, rather than as No-Ball extras, and shall not be debited against the bowler.

So, for example, if a No-Ball goes for 4 Leg Byes it will be recorded as one No-Ball and 4 Leg Byes. (Similarly, with Byes)

10.4 Byes scored from a Wide ball shall be scored as Wides. For example, if a Wide ball goes to the boundary, it shall be scored as 5 Wides and be debited against the bowler.

11.0 – Voluntary Retirement

Any player that retires voluntarily shall be classed as out. The player shall not be allowed to recommence her innings and will be recorded as 'Retired-Out' in the

scorebook, and on the Play HQ website. The exception to this rule is if a player 'Retires Hurt' when the MCC Laws of Cricket are applied.

12.0 – Boundaries

Boundaries shall be a maximum of 45 metres from the centre of the pitch, in a circle (like a 1-day international game). The boundary shall be marked out using a tape measure prior to the start of play using appropriate boundary markers.

13.0 – CONDUCT OF MATCHES

Tina Macpherson Cup will essentially be played as **9 a side 20 over 1-day game**.

13.1 – Playing Hours

20 overs per side

Games will be played on Wednesdays.

The coin toss will take place at **4.35pm**.

Play shall commence at **4.45pm** and continue until **7.15pm** or completion of the match.

1st innings 4.45pm to 5.55pm / 2nd innings 6.05pm-7.15pm

13.2 – Teams

The minimum number of players to form a team is 7. **Teams can match numbers up to 11 players per side, however this must be agreed prior to the toss and names recorded on team sheets.**

Note: Teams can take up the option to change wicket keepers after 10 overs.

(See section 20.1 – substitutes and player matching)

13.3 – Termination of Play

The drawing of stumps shall be at the completion of the match, unless play is terminated by the umpire due to extraordinary circumstances, (I.e., bad light, rain etc.) or as detailed in Rule 2.1.1. When no Official Umpire is present, play may be terminated with an agreement between captains/coaches.

13.4 – Number of Overs Refer also to clause 13.1.

13.4.1 Each Innings shall be limited to a maximum of **20 overs**. However, the innings of the team batting first must conclude at **5.55pm**, regardless of the number of overs bowled. If an over is commenced just prior to **5.55pm** then that over will be completed.

13.4.2 The innings of the team batting second shall commence at **6.05pm** or 10 minutes after the conclusion of the team batting first if they have been dismissed. They shall be entitled to receive the same number of overs as the team batting first, or 20 overs if the team batting first has been dismissed, regardless of the finishing time.

13.4.3 Half of the overs for the innings will be bowled from one end with the remaining overs bowled from the other end. In an interrupted match of 20 overs, the first 10 overs will be bowled

from one end before swapping ends.

13.5.0 – Interruption to Play During the First Batting Team’s Innings OR Before Play Has Commenced

13.5.1 The Umpires may reduce the match quota of overs (max. 20) in the case of interruptions to play for rain, unsafe pitch, bad light, lost balls, injury to a player or late start to a session, based on actual time lost. All such deductions shall be calculated at the rate of one over every 3.5 minutes of time lost. Fractions shall be ignored in the re-calculated quota.

Example: (20 over match) A rain squall brings a break in play at 5pm. Once the rain has subsided the Umpires decide that play will resume at 5.20pm. Therefore, the time lost (20 minutes) is divided by 3.5 which gives a reduction of 5 overs, which, ignoring the fraction, reduces the match quota by 2 overs (in this case to 18 overs per side). The quota may be reduced as many times as required for lost time due to wholly acceptable reasons as detailed above.

13.5.2 If an interruption to play occurs during the first team’s batting innings, then the match quota of overs will be reduced, and the overall overs left in the match shall be calculated and the first batting team shall be limited to half those overs, regardless of how many they have received at that point.

Using the example above: 5 overs were lost due to a rain squall. That makes the overall number of available overs left for the match to be $40 - 5 = 35$ overs. Ignoring fractions, the first batting team is now entitled to 18 overs, and the second team’s innings will be limited to the same.

13.5.3 In the case of overs lost, it will be necessary to specify a new cessation time of the first innings, taking into account the scheduled time of drawing stumps. Where it is practicable, consideration should be given to reducing the break between innings.

13.6 – Interruption to Play During the Second Team’s Batting Innings

13.6.1 The Umpires may reduce the match quota of overs (max 20 overs) in the case of interruptions to play for rain, unsafe pitch, bad light, lost balls, injury to a player or late start to a session, on the basis of actual time lost. All such deductions shall be calculated at the rate of one over every 3.5 minutes of time lost for a 20 over match. Fractions shall be ignored in the re-calculated quota.

Example: (20 over match) A rain squall brings a break in play at 6pm. Once the rain has subsided the Umpires decide that play will resume at 6.30pm. Therefore, the time lost (30 minutes) is divided by 3.5 which gives a reduction of 8.5 overs, which, ignoring the fraction (if relevant), reduces the match total quota by 8 overs per side (in this case to 12 overs per side). The quota may be reduced as many times as required for lost time due to wholly acceptable reasons as detailed above.

13.6.2 If an interruption to play occurs during the second team’s batting innings, then and using the formula above, the overall overs left in the match shall be calculated. This may cause the second batting team to receive less overs than the first team was entitled to. In this case, the match will be decided on run rates (unless the second batting team is dismissed).

Using the example above: 8 overs were lost due to a rain squall. That makes the overall number of available overs left for the innings to be $20 - 8 = 12$ overs.

13.6.3 After the scheduled drawing of stumps (7.15pm) play cannot be resumed if the players are off the ground due to an interruption to play.

13.7 – Bowling Restrictions

13.7.1 A player may either bat or bowl in the first 2 but cannot do both.

i.e. a player batting 1 and 2 cannot bowl until at least 2 other bowlers have completed 2 overs, nor can a bowler who bowls 1 or 2, bat above number 3.

13.7.2 The maximum number of overs per bowler is **2 overs per spell and 4 overs per game**. This rule will still apply if the match overs are reduced for any reason (rain etc.).

13.7.3 No bowler is permitted to bowl a 3rd over until such time as 5 players have bowled 2 overs each.

13.7.4 Where a bowler/s in the opinion of both captains is being caused discomfort by continuing to bowl or is incapable of bowling, then that player will not be required to bowl or continue to bowl. In such cases the overs attributable to this bowler/s will be bowled by a player/s agreeable to both captains. In these circumstances, no player shall bowl more than 4 overs total.

13.7.5 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only as so far as each bowler's limits are concerned.

13.8 – Batting Restrictions

A player may either bat or bowl in the first 2 but cannot do both. i.e.: a player batting 1 or 2 cannot bowl until at least 2 other bowlers have completed 2 overs, nor can a bowler who bowls 1 or 2 bats above number 3.

13.8.1 Red arm band – A Red Armband Player is defined as any participant who is either under the age of 16 or playing in their first-ever season of cricket. These players wear a red armband during matches to indicate their status and benefit from modified rules that encourage development and enjoyment. Specifically, Red Armband Players cannot be dismissed Leg Before Wicket (LBW), allowing them to focus on batting technique without the pressure of complex dismissal rules. Additionally, bowlers must avoid delivering high-speed balls to these players, prioritising control and safety over pace. While it is not compulsory for players to wear a red arm band, it is strongly encouraged and should be communicated clearly by umpires and team captains before play begins to ensure consistency and player welfare across all matches.

13.9 – Bowling & Batting Restrictions When Teams Do Not Have a Full Team (9 Players)

13.9.1 When a team has less than 9 players, the compulsory retirement rule 13.10.1 still applies.

13.10 – Compulsory Retirement

13.10.1 Compulsory retirement occurs after the batter has received **30 balls**. (regardless of how many players on the pitch)

Example: Even if a team has 7 or 8 players, the compulsory retirement rule still applies: Once all players have faced 30 balls, the players may still come back in (in the order in which they retired) until all players are out.

All balls, regardless of wides and no balls, will be included in the batter's ball count.

13.10.2 Compulsory Retirement is not a dismissal – the scorebook should indicate “Retired – Not Out”.

13.11 – Result of Match

Matches are played to a first innings result only.

13.11.1 In a match when both teams have the opportunity to receive the same number of overs, then the team with the higher score is declared the winner.

13.11.2 If the second batting team does not have the chance to receive the same number of overs as the team who batted first, then the winner will be determined on run rates (unless the second batting team is dismissed).

13.11.3 A match will be considered drawn if the team batting second does not have the time to receive at least 5 overs, and they haven't been dismissed or reached the winning score.

13.11.4 To have a result, **both teams** must have the opportunity to bat for a minimum of **5 overs** in 20 over matches.

13.12 – Run rate.

13.12.1 If the team batting first was not dismissed when their innings closed, then the run-rate shall be calculated on the number of overs it had received.

13.12.2 The team batting second will have its run-rate calculated based on the actual number of overs it has faced.

13.12.3 The team with the highest Run-Rate will be declared the winner, subject to Rule 13.11.4.

13.13 – Pitch

13.13.1 Tina Macpherson Cup Cricket will be played on a pitch **20.12 m** in length.

13.13.2 The creases should be marked with chalk or tape.

MCC Laws of Cricket

14.0 – Law 1: The Players

14.1 Toss should be made in the presence of one or both umpires. Before the toss for innings, the captain/coach shall nominate their players, and give to the other

captain/coach a Team Sheet, and no alterations may be made without the consent of the opposing captain/coach. The team sheet will include the date, opposition and all players taking part for your team. The captain winning the toss must notify the other captain of his decision to bat or field immediately.

14.2 Any player playing in a match that isn't listed on the Team Sheet shall be deemed ineligible and that player's team shall forfeit all points earned in that match. The opposition team will earn maximum points for the round in that grade.

15.0 – Law 2: The Umpires

15.1 Before the toss for innings, two umpires (one official and one non-official square leg umpire provided by the batting side) shall be appointed, to control the game as required by the Laws, with absolute impartiality.

15.2 If Official Umpires are unavailable, the captains/coaches should agree on the appointment of Non-Official Umpires, who may from time to time be changed as circumstances dictate.

15.3 During a match where there no Official Umpire present, the non-official umpire(s), will have the same rights and responsibilities as an appointed Umpire.

15.4 No Umpire is permitted to carry a batter's or fielder's helmet during the course of the match. In the case of a batter, they must wear or carry their helmet at all times, or have it removed from the ground. In the case of a fielder's helmet, the helmet must be placed behind the wicketkeeper when not in use. The removal of helmets from the ground shall be limited to only the necessary occasions, not as a method of wasting time.

15.5 All persons acting as the Square Leg Umpire will assist the other Umpire by counting the number of legal balls bowled and signaling the other Umpire when 4 legal balls have been bowled.

All persons acting as square leg umpire will be required to wear the provided high vis vest.

15.6 All persons acting as the Square Leg Umpire will not stand more than 20 metres from the wicket and will stand at either square leg or point, provided they do not impede the fielding side. It is not necessary to change sides for left and right-handed batters.

16.0 – Law 3: The Scorers

16.1 Each club shall use Play HQ E-scoring using the tablet supplied by the HDCA (or other device if required). The tablets shall be made available for inspection when required. One team to score on a tablet, the other to score on paper as a backup. Any Club or team failing to do so, or failing to keep proper record of each match, and this includes keeping of the oppositions score, shall be liable to a penalty as prescribed in the HDCA Member Regulations.

16.2 Any dispute, caused by a discrepancy on the tablet and in the scorebooks, that cannot be rectified, shall be decided by the HDCA.

16.3 Scorebooks and tablets must be sighted by the captain of each team to confirm the result, and scorers can then “submit” their result to Play HQ unless there is a protest or dispute.

17.0 – Law 4: The Ball

17.1 Within this Association, any pink 142g “Kookaburra Crown” ball may be used in Tina Macpherson Cup Cricket competition matches.

17.2 In the event of a ball during play, being lost or, in the opinion of the Umpires, becoming unfit for play through normal use, the Umpire shall allow it to be replaced by one that in their opinion has had a similar amount of wear. If a ball is to be replaced, the Umpires shall inform the batters. The replacement ball shall be of a make and quality approved by the HDCA.

17.3 It is not necessary that a new ball be used for each innings or match.

17.4 Teams are not allowed to use any other balls than the balls prescribed in rule 17.1. Any team not using the prescribed balls will be deemed to forfeit the match and the penalties from HDCA Member Regulations Annexure C will apply.

18.0 – Law 8: The Stumps

18.1 Each team will provide 1 set of spring back stumps to be used during the game. This will reduce time lost during play.

19.0 – Law 12: Start of Play

19.1 A penalty of 15 runs is automatically imposed on any team which does not have a minimum of seven nominated players in attendance ready to commence play at the scheduled time. Should the team still not have a minimum of seven nominated players ready to commence after a further 15 minutes then a forfeit shall be awarded to the opposing team.

19.2 A penalty of 15 runs is automatically imposed on the home team if the field of play has not been set up (stumps, boundary markers, etc.) ready to commence play at the scheduled time. Should the Home team still not have the field of play ready to commence after a further 15 minutes then a forfeit shall be awarded to the opposing team. Extenuating circumstances shall be taken into account before enforcing this Law.

20.0 – Law 24: Substitute Players

A substitute player is defined as any excess player after player matching has occurred.

I.e. if both teams are fielding 9v9, and one team has 10 players, then teams may nominate a non-bowler and a non-batter. Any players after 11 players will be considered substitute player and are only allowed to field.

20.1 – Matching requirements in the 9-a-side competition

- Players on the pitch should be matched to 9-a-side. If both teams have more than 9 players they can field equal numbers to a maximum of 11 players **eg: 9 v 9, 10 v 10, 11 v 11.**
- A team with less than 7 players – that team forfeits the game.
- Team A has either 7, 8, or 9 players; Team B (the opposition team) can field 9 players.
- If Team A has 9 players and Team B has 9+ players, only 9 fielders can be on the field at one time and the extra players can be interchanged as fielders. This can only occur at the end of an over with minimal disruption to play.
- A team can bowl any 9 of their players if they have more than 9 and their opposition has 9.
- When player matching – teams must match the same number of batters per team.

E.g.: If Team A has 9 players, Team B has 11 players – only 9 players of Team B can be nominated as batters and bowlers for the game. This does not have to be the same 9. A team may have 2 non-bowlers and 2 non-batters. This must be done prior to the start of the match.

21.0 – Law 36: Leg Before Wicket

21.1 – Out LBW

The striker is out LBW in the circumstances set out below:

- a) The bowler delivers a ball, not being a No Ball and
- b) the ball, if it is not intercepted full pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket and
- c) the ball not having previously touched his bat, the striker intercepts the ball, either full pitch or after pitching, with any part of his person and
- d) the point of impact, even if above the level of the bails either
 - (i) is between wicket and wicket or
 - (ii) is either between wicket and wicket or outside the line of the off stump, if the striker has made no genuine attempt to play the ball with his bat and
- e) but for the interception, the ball would have hit the wicket.

Exception – batters displaying a red arm band shall not be able to be dismissed LBW.

21.2 – Interception of the ball

- a) In assessing points (c), (d) and (e) in 21.1 above, only the first interception is to be considered.

In assessing point (e) in 21.1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

21.3 – Off side of Wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

22.0 – Protests and Disputes

22.0 Any protest or dispute must be preceded by the Official Umpires or Captains/Coaches declining to sign the scorebook.

22.1 Protests and Disputes (as opposed to matters relating to behaviour and conduct) shall be lodged in accordance with the HDCA Member Regulations and Rule 12.0 of the Competition Rules (below).

PART B – COMPETITION RULES

23.0 – Competition Structure

Women's Cricket games will be played in the Highlands with the following structure:

Tina Macpherson Cup (13yo to open age – female only)

Essentially 9-a-side 20 over matches played on Wednesday afternoons.

24.0 – Code of Conduct / Judiciary Hearings

Please refer to HDCA Code of Conduct for Judiciary hearings and process located on the HDCA website.

25.0 – Complaints

Please refer to HDCA Members Regulations on how to make a complaint around player behaviours.

26.0 – Safety Equipment

26.1 All players, while batting, MUST wear protective equipment including batting pads, and batting gloves. Batting helmets, arm, thigh and female protectors are highly recommended for all players. Batting helmets are only compulsory for players under the age of 18.

26.2 All players, while wicket keeping, MUST wear protective equipment, including pads, wicket keeping gloves. It is highly recommended that wicket keepers wear a properly fitted helmet and female protector (regardless of where they are standing). Helmets are only compulsory for players under the age of 18.

27.0 – Competition

27.1 The HDCA shall fix the commencement and conclusion dates of the competition season each season.

27.2 Team nominations for Tina Macpherson Cup are not restricted to the number of registered players. However, players must play a minimum of 6 matches to qualify for the finals.

28.0 – Competition Draw

The HDCA appointed Competition Coordinator will be responsible for the Competition Draw. They will determine the Draw as soon as possible after the Team Nominations are made.

29.0 – Competition Points

29.1 If the draw does not allow for every team to have the same number of byes, then those teams receiving an extra bye shall receive maximum points obtained for the round in that Division.

29.2 – Points

Result/Outcome	Points
Win	10
Loss	2
Draw- Washout	6
Tie	6
Forfeit Win	Maximum points by a team in round
Forfeit Loss	0
Bye	0

30.0 – Forfeitures

A team forfeiting a match shall be penalised as per HDCA Member Regulations Annexure C. For the sake of clarity, a forfeit shall be defined as a side who cannot supply the minimum number of players required to have a match by the agreed commencement time.

31.0 – Return of Match Results/Match Disputes

31.1 On the completion of each Competition match both captains are to ensure all details in the score book and tablet are entered and correct (including who took the catches). If it is agreed that this is so they are then required to sign the opposition scorebook.

Once the scorebook is signed and the e-score is agreed, the result is official, and no further action can be taken. If there is a dispute DO NOT sign the scorebook.

31.2 All disputes must be through the club Secretary and lodged with the Association Competition Coordinator no later than 8.00 pm Thursday following the completion of the match.

31.3 It is the responsibility of both teams to enter the match results into the Play HQ Website by no later than 8.00 pm on the Friday following the completion of the match.

31.4.1 The team first entering the results are required to:

- a. select their team and **update**.

- b. enter all the details for BOTH teams in the Enter Results section. ie. toss won by, Batted 1st, innings commenced for both teams and all details of both teams scores, match result. If the match is in dispute enter as so near the bottom right of this page
- c. enter both your batting and bowling figures and **save**.

31.4.2 The team entering 2nd is required to:

- a. select their team and **update**.
- b. **confirm** result.
- c. enter both your batting and bowling figures.
- d. complete all details for BOTH teams in the Enter Players Scores section. This includes entering who took the catches, batsman's score, bowling figures. Note you need to click opposition dismissals to enter their results. If the match is in dispute enter as so near the bottom of this page, then click save.

31.5 a) Team/s who fail to complete their required sections on time will be deducted 2 competition points. Refer to Annexure C of the Member Regulations.

b) Team/s participating in the final's series are also required to complete their required sections on time. Refer to Annexure C of the Member Regulations.

32.0 – Minor Premiership

32.1 At the conclusion of the last round the teams shall be placed in order according to their competition points. In the event of two or more teams being equal, their positions shall be determined by averages on the HDCA Website, Ladder. If equal it will be decided by the team who has recorded more points when playing against each other. If that is equal the averages rule when they played each other will decide their positions. The leading team shall be declared Minor Premiers.

32.2 – Averages

To work out the averages, we do the following:

A = batting average for - divide total runs scored by total wickets lost

B = batting average against - divide total runs against by total wickets taken

Average = divide A by B

The team with the higher average shall be deemed to have the better performance. The average will be taken to 3 decimal places.

33.0 – Finals Series

For all finals, the team finishing higher on the competition points table shall be considered the Home Team and must provide stumps, bails and boundary markers as required.

34.0 – Player Qualifications for Finals Matches

All players must have played a minimum of 6 matches to qualify for finals. Regular season matches that are washed out or abandoned shall count as a qualifying game provided the team list has been entered onto the Play HQ HDCA website.

35.0 – Finals Competition Results

In the event that a semifinal or grand final is not played, or there is no winner, the team ranked higher on the competition points table will be declared the winner of the match.

36.0 – Finals Draw

36.1 The finals format will be determined by how many teams are participating in the competition.

36.2 If the competition has 5 teams or less, the 2 highest teams on the competition points table will play in the Grand Final (there will be no semifinals).

36.3 If the competition has 6 or more teams, it will be the regular finals draw, as per below.

The leading four teams in the Tina Macpherson Cup shall play Semi-final matches and the winner of the Semi-finals shall play in the Grand Final. The winner of the Grand Final will be declared Premiers.

Semi-Finals draw: 1 v 4 and 2 v 3

36.4 All grounds for Finals Series matches shall be played on the best available grounds as decided by the HDCA.

37.0 – Trophies

37.1 The Premiership winning team will be presented with the Tina Macpherson Cup for winning the competition. A runners-up trophy will also be awarded.

37.2 A \$300 charge will apply if the trophy is not returned to the association before the start of the next cricket season.

37.3 Batting, bowling and all-rounder awards will be based on the regular series averages (excluding finals) and recipients presented with the trophy for winning their respective categories in the competition.

37.4 The MVP trophy will be awarded to the most valuable player during the Grand Final match.

38.0 – Penalties

All instances must be reported to the HDCA Director of Women's Cricket for investigation. Any playing condition that is breached will impose a 5-point deduction to the offending team.