

HIGHLANDS DISTRICT CRICKET ASSOCIATION

TINA MACPHERSON CUP

SEASON 2026/2027



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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.

Over rates / time allowance for innings

Given the social distancing requirements, changes to ball management and storage of equipment, umpires are to consider more discretion and time allowances for the fielding team to complete their allotted overs. This is not an excuse for the fielding team to slow the over rate down, however, umpires are to be more vigilant in applying discretion where appropriate.

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 40 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 sight screen 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 sight screen located wholly within the field of play, the movable range of the sight screen 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 setting out the boundary markers and one set of stumps. The away team will be responsible for providing the second set of stumps.

5.0 – Unfit Pitch or Ground Prior to Commencement of Play

5.1.1 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.

5.1.2 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.

5.1.3 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. In line with 5.1.2, the match may be delayed until 5pm. If the day's play hasn't started by 5pm, the day's play will be abandoned.

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 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 4 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 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.

13.9.2 Where a team has less than the minimum required players (7) within 2 minutes of the dismissal or retirement of the final present player, all remaining batters will be considered timed out. For clarity, in this instance a retired batter may not return, and the batting sides innings will be declared closed.

Example: At the start of team As batting innings, only 5 players are present with a further 4 players on approach. The captains agree prior to the match to play 9 Vs 9. Both batting openers retire. The wickets of batters 3 and 4 are taken before their remaining players arrive. At this stage, all remaining batters are declared timed out, their retired batters may not return and their batting innings is considered closed.

13.10 – Compulsory Retirement

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

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

Notes: Where a team has less than 7 players present see 13.9.2.

Where 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.

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 – Tied Matches

13.12.1 The result of a match shall be considered a tie when both innings have been completed and each team's score is equal.

13.12.2 In the event of a regular season match resulting in a tie, that result shall stand and the competition points table shall be updated in accordance with 29.2.

13.12.3 In the event that a finals match results in a tie, the umpire(s) will make a determination as to the suitability of conducting a super over (see appendix A). The umpire(s) will make this determination with respect to player safety regarding light and pitch condition etc.

13.12.4 In the event that a super over is unplayable or a single super over results in a tie, the winner shall be determined by run rate. See clauses 13.12.5 and 13.2.6

13.12.5 Rate-Rate shall be calculated by dividing the number of runs scored in an innings by the number of overs faced in that innings. For the sake of clarity, a partial over shall be converted to a decimal fraction (ie 14 overs and 3 balls converts to 14.5 overs).

13.12.6 In the event that the match duration has been reduced;

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

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

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

13.12.7 In the event that Run-Rate is equal, the higher placed team heading into the finals match will be declared the winner.

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 his 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. Penalties shall be imposed per Member Regulation Annexure C.

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.

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 and these scores shall be made available for inspection when required. One team shall score on a device, the other shall score on paper as a backup. Any Club or team failing to do so, or failing to keep proper record of each match, 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 Teams may commence play with less than the minimum seven (7) players.

For a batting side who have less than the minimum at the commencement of a match - See 13.9.2. A fielding side may complete their entire innings with less than the minimum seven (7) players. If a player arrives, they may enter the field at the completion of an over, and will not be required to serve any time in the field prior to being permitted to bowl.

For the sake of clarity, captain's shall declare the number of players they intend to play with prior to the commencement of the match. If both sides are expecting to have nine (9) players attend, then this shall stand for the duration of the match.

19.2 A penalty of 15 runs is automatically imposed on the home team if the field of play has not been set up (their set of 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 condition.

19.3 A penalty of 15 runs is automatically imposed on the away team if their set of stumps has not been set up ready to commence play at the scheduled time. Should the away team still not have their set of stumps 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 (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 3 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 fined 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. The club will be notified of the deduction by the HDCA registrar no later than 8.00 pm Friday following the deduction.

If team/s still fail to enter their required sections by 8.00 pm Monday following the match, team/s will have a further 8 points deducted. The club will be notified by the HDCA Registrar no later than 8.00 pm Tuesday following the deduction.

If team/s still have not entered their required results by the next Friday a fine of \$250.00 will also be imposed on the club.

b) Team/s participating in the final's series are also required to complete their required sections on time. Team/s failing to do so will be fined \$100.00. The club will be notified of the fine by the HDCA. Registrar no later than 8.00 pm Wednesday following the fine.

If team/s still fail to enter their required sections by 8.00 pm Friday, following the match, team/s will be fined a further \$250.00

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 their set of stumps, bails and boundary markers as required. The away team must provide one set of stumps.

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

35.1 In the event that a semifinal 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 and progress through to the next round.

Please note that an initial tie does not constitute a non-result (see 13.12)

35.2 In the event that a Grand Final is not played, or there is no winner, the match shall be rescheduled to be played on the single back up date. Highlands Cricket will appoint the backup date prior to the commencement of the season.

35.3 In the event that the Grand Final is unable to be played on either the originally scheduled date or the backup date, the higher placed team (Winner Match A – see 36.3) will be declared the winner.

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 Minor Premier will automatically qualify for the Grand Final. The 2nd and 3rd placed teams will play in the Preliminary Final, with the winner to progress to the Grand Final.

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

Semi Finals Match A 1 vs. 2

Semi Finals Match B 3 vs. 4

Preliminary Final Match C Loser Match A v Winner Match B

Grand Final Winner Match A v Winner Match C

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

Where there is a suspected breach of a Member Regulation, this shall be reported to the Board for investigation. All penalties will be applied in line with Member Regulations Annexure C.

Where there is a suspected breach of a Playing Condition, this shall be reported to the HDCA Director of Women's Cricket (or the Director responsible for women's cricket) with 48 hours of the match in question for investigation. Any confirmed breach of Playing Condition whether intentional or not shall induce a 5 competition point deduction to the offending side.

Appendix A: Super Over

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six legal deliveries (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances (as set out in paragraph 25 below), an unlimited number of Super Overs may be played where necessary to determine a result.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of; a. the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilised, or b. 20 minutes.
6. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 24 below).
7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the ICC Match Referee.
8. Only nominated players in the match (including Concussion Replacements) may participate in the Super Over.
9. Any penalty time being served in the match shall be carried forward to the Super Over
10. The umpires shall stand at the same end at which they finished the match.
11. The team batting second in the match shall bat first in the Super Over.
12. Each team shall be allowed to have one player review during the Super Over.
13. The captain of the fielding team (or her nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
14. The fielding side shall choose the end from which it is to bowl its one over.
15. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
16. The interval between the two overs in the Super Over shall be 5 minutes.