

Kookaburra Northern Region T20 Competition

Competition Rules



1. Competition Format

- 1.1 The competition will be made up of sides from the DVCA and NMCA. There will be groups of 4 teams, with each team playing three matches in the group stages.
- 1.2 The winner of each group will go through to the Quarter Finals which will be determined the following way:

Where there are 8 groups, the Club that finishes on top of their group will advance to the quarter finals

If there less than 8 groups, all Club's that finish on top of their group advance to the quarter finals, along with the next best 2nd finishing team. This team will have the best percentage after ladders are collated.

If there are 9 groups and to ensure that the highest place team in each section has the opportunity to play in the quarter finals, the two teams that have the lowest percentage after the ladders are collated will have a play off to decide which team progresses to the Quarter Finals.

QF 1 = Winner of Group 1 v Winner of Group 2

- QF 2 = Winner of Group 3 v Winner of Group 4
- QF 3 = Winner of Group 5 v Winner of Group 6
- QF 4 = Winner of Group 7 v Winner of Group 8

The teams with the highest percentage from the Group stages will host the Quarter Finals.

- 1.3 The Semi Finals will be determined the following way:

- SF 1 = Winner QF1 v Winner QF 2
- SF 2 = Winner QF3 v Winner QF 4

- 1.4 The Grand Final will be determined the following way:

- GF = Winner of SF 1 v Winner of SF 2

- 1.5 Entry into the competition costs \$100 per team. These entry fees and sponsorship from Kookaburra make up the Prizemoney Pool. The distribution of Prizemoney will be approximately as follows:

5th to 8th (i.e. Lose Quarter Final) - \$100 each

3rd & 4th (i.e. Lose Semi Final) - \$300 each

Runners Up - \$1000

Winners - \$3000

- 1.6 Inclement Weather – Round Robin Stages

- 1.6.1 All sides must report to grounds. If umpire/s decide conditions are not fit for play and play has not yet commenced, then the match will be re-scheduled to the following Tuesday evening.
- 1.6.2 If play does not start, umpires will be paid 50% of their prescribed fee.
- 1.6.3 If no agreement between captains then the match is considered a draw.
- 1.6.4 If agreement is made to re-schedule to the following Tuesday, then both clubs must notify their association in writing via email the following day to ensure umpires are appointed.
- 1.6.5 If a match commences but a result is not achieved, the match is deemed a draw and cannot be rescheduled.

- 1.6.6 The organising committee holds the rights to abandoned/postpone an entire round due to inclement weather and re-schedule. Any decision to do so, will be endeavoured to be made by no later than 3pm on match day.

2. Player Eligibility

- 2.1 Any club-registered player is eligible to play for their club providing they have registered for that club within the current season.
- 2.2 A Marquee player is considered a player that has not played for the club in the current season and/or is not currently registered with the club.
- 2.2.1 Each team is permitted to have one Marquee player per match. You can play different Marquee players throughout the carnival provided they satisfy other eligibility rules.
- 2.2.2 Marquee players must be notified to the association's administrator at least 24 hours prior to the match.
- 2.2.3 A marquee player can be registered from a non-participating DVCA or NMCA club.
- 2.2.4 A player from a club that entered a team into the current seasons T20 competition cannot be registered with another club as a marquee player.
- 2.3 To play in the Quarter Finals, Semi-Finals and Final, a player must have played a minimum of one match in the Round Robin (including Marquee players).
- 2.3.1 If teams are short of qualified players in Quarter Finals, Semi-Finals and Final then they can draw on players who have played below the first XI in the current season.

3 Match Requirements

- 3.1 The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. Teams shall be 11 per side as nominated by the Captain.
- 3.2 Away team bats first for all group matches. A coin toss will be performed from the Quarter Finals onwards.
- 3.3 Boundaries cannot exceed 60 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease and must be roped or coned off and grounds must have boundaries roped or coned off at least 2.74m away from the fence line/goal posts etc.
- 3.4 Prior to the commencement of the match the Captain shall nominate his players in nominated results website and provide proof to the opposing captain (i.e shown photo on phone). Should there be a late change and nominated results website can't be updated before the match, the captain must notify the opposition and the umpire who will make a note of it.

4 Hours of Play and Intervals

- 4.1 Matches are scheduled to be played on Tuesday evenings at 5:15pm as per the published fixtures. All matches must start by 5:30pm at the latest. Should both teams and umpires agree, play can start before 5:15pm
- 4.2 Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted.
- 4.3 If no play is possible, or any of the matches are a tie or no result, a 'bowl out' may take place (refer Rule 6 for details).

5 Length of Innings

- 5.1 Uninterrupted matches - Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 5.2 Delayed or interrupted matches - 5 overs per side constitutes a minimum match requirement.
- 5.3 If the side batting second receives less than 5 completed overs and no other result has been obtained, the match shall be drawn.

6 The Result

6.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie, is equal runs, irrespective of wickets lost, refer 6.2.

6.2 Bowl-Out:

In the event of a tie or no result, if circumstances (outdoors or indoors) permit (Umpires shall decide) a 'bowl-out' will be contested to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on.

The side which bowls down the wicket (as defined in Law 28.1) the most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. If circumstances make a 'bowl-out' impossible the match shall be decided by the toss of a coin under the supervision of the Umpires.

The following shall also apply in respect of 'bowl-outs':

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval. If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team, i.e. if a wicket is achieved, it will not count.

If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 nominated players. If the match has not started, the five cricketers to take part in the 'bowl-out' can be any five eligible, registered players from that club.

Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

6.3 Inner Field Area Restriction

- 6.3.1 Area of Restriction: The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one on each side.
- 6.3.2 Semi-Circles and Line Measurements: The radius of each semi-circle shall be 30 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.
- 6.3.3 Marking of Area Limits: The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be 30 in number and be fixed in place approximately 7 metres apart with one disc at each extremity of the bases of the semi-circles.
- 6.3.4 Restrictions on the Placement of Fieldsmen: At the instant of delivery there shall not be more than five fieldsmen on the leg side. For the first 5 overs (1-5) of each innings, only two fieldsmen are permitted to be outside the field restriction circles. For the next 5 overs (6-10), only 3 fieldsmen, for the next 5 overs (11-15), only 4 fieldsmen and for the next 5 overs (16-20), only 5 fieldsmen.

In an interrupted match, the field-restrictions will apply as follows:

Length Of Innings	2 Out	3 Out	4 Out	5 Out
20 Overs	Overs 1-5	Overs 6-10	Overs 11-15	Overs 16-20
19 Overs	Overs 1-4	Overs 5-9	Overs 10-14	Overs 15-19
18 Overs	Overs 1-3	Overs 4-8	Overs 9-13	Overs 14-18
17 Overs	Overs 1-2	Overs 3-7	Overs 8-12	Overs 13-17
16 Overs	Overs 1	Overs 2-6	Overs 7-11	Overs 12-16
15 Overs		Overs 1-5	Overs 6-10	Overs 11-15
14 Overs		Overs 1-4	Overs 5-9	Overs 10-14
13 Overs		Overs 1-3	Overs 4-8	Overs 9-13
12 Overs		Overs 1-2	Overs 3-7	Overs 8-12
11 Overs		Overs 1	Overs 2-6	Overs 7-11
10 Overs			Overs 1-5	Overs 6-10
9 Overs			Overs 1-4	Overs 5-9
8 Overs			Overs 1-3	Overs 4-8
7 Overs			Overs 1-2	Overs 3-7
6 Overs			Overs 1	Overs 2-6
5 Overs				Overs 1-5

7 Bowling Procedure

- 7.1 Overs are to be bowled in 5-over blocks alternating between ends, ie. overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc.
- 7.2 At the end of each over, only the two batsmen and two umpires change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the umpires and batsmen remain at the same end.
- 7.3 Each bowler will be restricted to a maximum of 4 overs per innings. Umpires will make appropriate adjustments for matches of reduced overs, based on the following table.

Length Of Innings	Bowling Restrictions
20 Overs	Maximum of 4 overs per bowler
19 Overs	Four bowlers can bowl 4 overs each, one bowler bowls 3 overs
18 Overs	Three bowlers can bowl 4 overs, two bowlers bowl 3 overs
17 Overs	Two bowlers can bowl 4 overs, three bowlers bowl 3 overs
16 Overs	One bowler can bowl 4 overs, four bowlers bowl 3 overs
15 Overs	Maximum of 3 overs per bowler
14 Overs	Four bowlers can bowl 3 overs each, one bowler bowls 2 overs
13 Overs	Three bowlers can bowl 3 overs each, two bowlers bowls 2 overs
12 Overs	Two bowlers can bowl 3 overs each, three bowlers bowls 2 overs
11 Overs	One bowler can bowl 3 overs each, four bowlers bowls 2 overs
10 Overs	Maximum of 2 overs per bowler
9 Overs	Four bowlers can bowl 2 overs each, one bowlers bowls 1 over
8 Overs	Three bowlers can bowl 2 overs each, two bowlers bowls 1 over
7 Overs	Two bowlers can bowl 2 overs each, three bowlers bowls 1 over
6 Overs	One bowler can bowl 2 overs each, four bowlers bowls 1 over
5 Overs	Maximum of 1 over per bowler

8 Declarations

- 8.1 The Captain of the batting side may not declare his innings closed at any time during the course of a match.

9 Free Hit after a No Ball

- 9.1 A free hit will occur only on the no ball call for a front foot or for an above waist high full toss. The delivery following a no ball called shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (a front foot or above waist high full toss no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- 9.2 For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 9.3 Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

10 Law 31 – Timed Out

Law 31 will apply. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

11 Administration

- 11.1 Teams will use Kookaburra Pink Balls. Each Association will distribute balls to clubs as required.
- 11.2 When possible, two umpires will be appointed for each match. Umpire Fees are \$80 per umpire (that is, \$40 per club per umpire).
- 11.3 Match Results must be entered on PlayHQ by the Home team by 10pm on the night of each match. Full scorecards are required to be entered by both clubs and must be entered by 5pm the following day. Each association may fine clubs for failing to adhere to these deadlines.

12 Knockout Stages

12.1 Inclement Weather

There are no provisions for a reserve day for the Quarter Finals. In this instance, if a result is not achieved on the scheduled match day, then the highest rank team will proceed to the next stage. There are provisions for Semi Finals and the Grand Final to be rescheduled to the following Tuesday evening should inclement weather intervene. If a result cannot be achieved on the reserve day the highest ranked team will be declared the winner.

12.2 Reduced Overs & Calculation of Target Score

5 overs per side will constitute a minimum match requirement. A standard match is scheduled to start at 5:15pm, with the requirement to commence a 20 over a side match, no later than 5:30pm. For every 3 minutes of time lost, the total match overs will be reduced by one over.

Therefore a match may start as late as 7:00pm (effectively 90 minutes of lost play equaling 30 overs) in order to complete a 5 over a side match.

In the event of an interruption to team batting second and their overs reduced, the following formula will be used to determine the revised target score:

$$\frac{\text{Innings Run Rate of the team batting first (based on their allotted number of overs)}}{\text{X}} \times \text{Number of overs to be faced by team batting second} + 1.$$

Where there are decimals involved in calculating the final target score, they are to be rounded up to the next whole number.

Examples:

- a) 1st batting team score 2/160 in 20 overs = Run rate of 8 per over. The 2nd batting team's overs are reduced to 10 therefore the calculation would be $10 \times 8 = 80 + 1$. The target score is 81 to win in 10 overs.
- b) 1st batting team score 9/125 in 18 overs (game already reduced) = Run rate of 6.94 runs per over. The 2nd batting team's overs are reduced to 15 therefore the calculation would be $15 \times 6.94 = 104.16 + 1$. The target score is 106 to win in 15 overs.

- c) 1st batting team score 10/90 in 16.5 overs of their allotted 20 overs = Run rate calculated as 4.5 runs per over. The 2nd batting team's overs are reduced to 6 therefore the calculation would be $6 \times 4.5 = 27 + 1$. The target score is 28 to win in 6 overs.
- d) 1st batting team score 4/170 in 20 overs = Run rate of 8.5 per over. The 2nd batting team commence their innings with 20 overs and they come off the field due to rain after 7.2 overs with the score at 3/63. Play resumes with the number of overs reduced to 12 therefore the calculation would be $8.5 \times 12 = 102 + 1$. The target score is 103 to win therefore they would require 40 further runs from the remaining 4.4 (28 balls) overs. If the 2nd innings didn't resume because of rain, to calculate the target score the calculation would be 8.5 (run rate) \times 7 (number of completed overs) $= 59.5 + 1$. The target score is 62 therefore the 2nd batting team has reached the target score and declared the winner.

12.3 No "Bowl-Offs" in Knockout Stages

If a match is not completed OR the match ends in a TIE, then the highest rank team (which will be the home team) will proceed to the next stage. There is no provision for a "Bowl-Off".

12.4 Player Eligibility – Quarter Finals, Semi Finals and Final

To be eligible to play in the Quarter Finals, Semi Finals and/or Final, a player must have competed in at least one match during the group stages. **Only ONE Marquee player** can play in any given match.

12.5 Coin Toss – a coin toss will occur from the Quarter Finals onwards.