



## **General Rules and Regulations**

### **1. Applicability**

- 1.1. The general and disciplinary rules define a guideline for the operational proceedings of day to day matters in ÖCV – ACA.

### **2. Training and Courses**

- 2.1. To improve the standard of governance and administration, playing, coaching and umpiring of cricket in Austria, training and courses for its members (called the “participant/s” from this point forward).
- 2.2. These courses will be organized by the responsible managers on behalf of the executive committee for their respective areas.
- 2.3. Prior conditions may be set for taking part in such training and courses, such as the obligation for the participant to fully or partially pay for the training or course and to make oneself available for ÖCV-ACA cricket governance and administration, playing, coaching and umpiring activities upon successful completion of the training or course. These conditions must be set out in writing and agreed to prior to the course taking place.
- 2.4. The courses are generally free of charge for the ordinary members (excl. any hotel/ food charges).

### **3. Competitions**

The ÖCV-ACA Executive Committee manages the following competitions:

- 3.1. All ÖCV-ACA women’s, men’s, youth and disabled competitions
- 3.2. Depending on the availability of resources and priorities, the format and number of teams will be defined by the competitions manager.

### **4. Participation in Competitions**

- 4.1. A club which has an outstanding financial obligation towards the ÖCV-ACA dating before the 1st of January of the current year will not be allowed to enter any of the ÖCV-ACA competitions in that year and a legal action may take place to recover all outstanding dues.



- 4.2. Any club wishing to participate in one or more of the ÖCV/ACA competitions is required to complete a Participation Club Agreement (PCA), which will specify the terms and conditions required of clubs participating in such competitions.
- 4.3. The Competition Manager can penalise a club as mentioned in the PCA when this club withdraws a team from one of the competitions entered.
- 4.4. In exceptional circumstances and after consulting the Executive Committee, the Competition Manager can remove a team from a competition, if they believe that this is desired or necessary to ensure a proper continuation of the competition. In such circumstances, the excluded team can appeal against this decision within 7 days.
- 4.5. A team which, after the start of a competition is retracted or removed is considered to have finished in last place of this competition and will get zero points. However the result and points of opponent teams at group stages will remain intact. In case of any confusion at any stage of the competition the decision of Competition Manager will be final.

## **5. Playing Fees**

- 5.1. The ÖCV-ACA prepares an 'All in One Package' for each type of competition organised. This package includes:
  - 5.1.1. Ground fees
  - 5.1.2. Umpiring and scoring fees
  - 5.1.3. Costs of the balls
- 5.2. The total sum will be charged in two or three instalments:
  - 5.2.1. An initial 50% payment to be made prior to the start of the competition
  - 5.2.2. An interim payment covering the remaining costs of any group games
  - 5.2.3. A final payment to cover the costs of knock-out matches and other matches not fixed prior to the start of the competition
- 5.3. Failure to pay the above instalments before the due date will lead to automatic disqualification from the upcoming matches.
- 5.4. Ground fees and umpiring fees will be negotiated by the Executive Committee.
- 5.5. Third party insurance is provided by the ÖCV-ACA for its approved competitions on the approved grounds.
- 5.6. Each club is obliged to purchase from the ÖCV-ACA cricket balls for use in domestic competitions.



- 5.7. In the event of matches being cancelled the ground fees of the games will either be (i) refunded to the clubs, or (ii) the amount will be subtracted from the next payment except matches being cancelled without a single ball bowled due to bad weather where umpire and teams turn up in the ground, 25% of umpiring fee will be charged.
- 5.8. In the event of a walkover or forfeited match the offending team(s) will be charged double the average fee and the other team will get a refund of this amount. In such cases, the additional costs will be added to the final invoice.
- 5.9. If a match begins but is called off before it can be completed due to light, weather or other reasons the ground and umpiring fees to be paid will depend on how close to completion the match was prior to being called off.
  - 5.9.1. If less than 40% of the scheduled overs were bowled prior to the match being called off, 50% of the umpiring fees will be paid to the umpires.
  - 5.9.2. If more than 40% of the scheduled overs were bowled prior to the match being called off, 50% of the ground fee and 100% umpiring fees will be paid to the ground operators and umpires respectively with the remaining 50% being refunded from the ground fee.
  - 5.9.3. If more than 80% of the scheduled overs were bowled prior to the match being called off, the full ground fees will be paid to the ground operators.

## 6. Player Registration and Eligibility

- 6.1. For a player to be eligible to play in ÖCV/ACA competitions for a club, the club will need to submit a player registration form signed by both the player and representatives of the club.
- 6.2. If the player is being registered for the first time, the registration form should be accompanied by a recent passport style photograph.
- 6.3. Players transferring from one club to another will also be required to complete a player registration form that should be signed by both the player and their new club. The name of the player's previous club should be listed on the registration form.
- 6.4. Once registered, a player will continue to be registered with that club until either: (a) the club inform the ÖCV/ACA that the player is no longer registered with the club; or (b) the player joins another club whereas a transfer request has to be sent to the competition manager by the club player wants to join **not later than 15<sup>th</sup> of March** of the current season.
- 6.5. A new player joining a club and eligible to play for this club is permitted to take part in ÖCV/ACA competition matches, providing that a Player Registration form for that



player is provided to the Competition Manager before 72 hours of scheduled match time.

6.6. The Competition Manager, on behalf of the Executive Committee, will make all decisions regarding player's eligibility.

## 7. Player Transfer to another Club

7.1. The ÖCV/ACA believes in the freedom of movement of players and a player wishing to transfer to a different club prior to the beginning of the season will be free to do so, **but not later than 15<sup>th</sup> of March of the current season**, subject to the following:

7.1.1. While the ÖCV/ACA believe in the freedom of movement of players it also understands that clubs need their members to contribute to the running costs of clubs. The ÖCV/ACA believe that the best way to achieve this is through an annual membership fee and/or match fees, but the ÖCV/ACA will also recognise written contracts between clubs and their members.

7.1.2. The OCV/ACA will not allow player transfers if a contract between a club and its player is shown to have been broken. For such an action to be taken by the ÖCV/ACA an original signed contract will need to be produced as evidence.

7.1.3. For a contract to be valid it will also need to adhere to the following requirements:

) The contract will be for a specified time period, with a clear start and end date.

) Contracts for under-18s must be signed by a parent or guardian.

) The contract must specify:

7.1.3.1. The duration of the contract.

7.1.3.2. Any joining fees, annual fees and match fees that the player will be expected to make, as well as any payment expected from either player or club at the termination of the contract.

7.1.3.3. The consequences of the contract being broken by either the player or the club.

7.2. A player wishing to transfer **during the season** must submit a transfer request in writing to the **ACA/ÖCV Secretary and Competition Manager**. The request must be submitted by the club which he is joining.

7.3. The club making such a request must make sure that the new member hasn't broken any contract with previous club.

7.4. Transfer requests will be considered on a case-by-case basis. The **ACA/ÖCV Secretary and Competition Manager** in consultation with the Executive Committee – will base



their decision on the best interests of the player, the two clubs involved and the integrity of the ÖCV/ACA competitions.

- 7.5. A player transfer will not normally be allowed if that player has played one or more games in any ÖCV/ACA competition for a club. In exceptional circumstances however, this may be relaxed.
- 7.6. No player can transfer under any circumstances at all if he has played more than one third of his club's fixtures in any of the ÖCV/ACA competitions



## **Disciplinary Rules and Regulations**

1. All Players, Umpires, Club and ÖCV/ACA Officials are expected to adhere to the ICC Code of Conduct, the relevant ÖCV/ACA Rules and Regulations, and to the Spirit of Cricket.
2. In cases where Players, Umpires, Club or ÖCV/ACA Officials are alleged to have committed an offence according to any of the above they will be dealt with according to the ÖCV/ACA Disciplinary Rules and Regulations as set out below.

### **ÖCV/ACA Offences and Penalty Guidelines**

The following is provided as a guideline for use by any Disciplinary Panel formed to hear cases arising from ÖCV/ACA sanctioned matches.

#### **1. Level 1 Offences**

The offences set out in 1.1 to 1.5 below are Level 1 offences. The maximum penalty to be imposed by a Disciplinary Panel for a Level 1 offence shall be to issue a reprimand and an official warning.

- 1.1. Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings
- 1.2. Showing dissent at an umpire's decision.
- 1.3. Using language that is obscene, offensive or insulting and/or the making of an obscene gesture
- 1.4. Excessive appealing
- 1.5. Pointing or gesturing towards the pavilion in an aggressive manner by a bowler or other member of the fielding side upon the dismissal of a batsman.

#### **2. Level 2 Offences**

The offences set out in 2.1 to 2.9 below are Level 2 offences. The maximum penalty to be imposed by a Disciplinary Panel for a Level 2 offence shall be to issue a severe reprimand, an official warning and an automatic (immediate) one ÖCV/ACA sanctioned match ban, which shall be carried forward to any subsequent ÖCV/ACA league in which the player is registered.

- 2.1. Repeat of any Level 1 offence within 12 months of such an offence
- 2.2. Showing serious dissent at an umpire's decision.
- 2.3. Serious public criticism of, or inappropriate comment on a match related incident or match official.
- 2.4. Inappropriate and deliberate physical contact between Players in the course of play.
- 2.5. Charging or advancing towards the umpire in an aggressive manner when appealing.



- 2.6. Deliberate and malicious distraction or obstruction on the field of play.
- 2.7. Throwing the ball at or near a Player, umpire or official in an inappropriate and/or dangerous manner.
- 2.8. Using language that is obscene, offensive or of a seriously insulting nature to another Player, umpire, Referee, Team Official or spectator. (It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will look to lay charges when this falls below an acceptable standard. In this instance, language will be interpreted to include gestures).
- 2.9. Changing the condition of the ball in breach of Law 42.3.
- 2.10. Captains reducing the number of overs in any format of the competition in the absence of umpires except rain affected matches as described in "LAW 12 Innings" .

### 3. Level 3 Offences

The offences set out in 3.1 to 3.4 are Level 3 offences. The maximum penalty to be imposed by a Disciplinary Panel for a Level 3 offence shall be a ban for the player or match official concerned from between 4 and 8 ÖCV/ACA sanctioned matches.

- 3.1. Repeat of any Level 2 offence within 12 months of such an offence
- 3.2. Intimidation of an umpire or Referee whether by language or conduct
- 3.3. Threat of assault on another Player, Team Official or spectator
- 3.4. Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin

### 4. Level 4 Offences

The offences set out in 4.1 to 4.5 are Level 4 offences. Upon a Disciplinary Panel reaching the decision that a Level 4 offence has been committed, the matter should be referred to the ÖCV/ACA Executive Committee for guidance. Having considered the offence, the ÖCV/ACA Executive Committee are permitted to recommend the imposition of a minimum ban of 10 ÖCV/ACA sanctioned matches up to a life ban for the player or match official concerned.

- 4.1. Repeat of any Level 3 offence within 12 months of such an offence
- 4.2. Threat of assault on an umpire or Referee
- 4.3. Physical assault of another Player, umpire, Referee, Official or spectator
- 4.4. Any act of violence on the field of play



- 4.5. Using language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin
5. Where the facts or the gravity of an alleged incident are not adequately or clearly covered by any of the above offences, the person laying the charge may allege one of the following offences:
  - 5.1. breach of § 3.1 - conduct contrary to the spirit of the game; or
  - 5.2. breach of § 3.2 - conduct that brings the game into disrepute
6. In deciding upon a penalty, a Disciplinary Panel shall take into account the prior record of the person charged.
7. If damage has been caused to any property, the Disciplinary Panel may order compensation to be paid to the aggrieved party as a part of the penalty.
8. Nothing in these guidelines alters the onus on the captain to ensure that the spirit of fair play rests with the captain as stated in the ÖCV/ACA Code of Conduct.
9. Where there are separate incidents during the course of a match, a separate charge should be laid for each of the incidents. If the Disciplinary Panel finds the person to be guilty of more than one offence, they should impose separate penalties in respect of each offence. Penalties in such cases are cumulative and not concurrent.

### **ÖCV/ACA Disciplinary Panel**

1. A Disciplinary Panel will be formed prior to the start of each season by the Executive Committee.
2. The Disciplinary Panel will consist of between 5 and 10 members.
3. The Executive Committee will propose a Chairman for the panel, who will receive the disciplinary reports from the relevant Competition Manager and who will be responsible for organising any disciplinary hearing.
4. Following receipt of a disciplinary report the Chairman of the Disciplinary Panel will write to the officials of the club to which the accused belongs (or to the individual if they are not attached to a club) detailing the issues raised in the disciplinary report, and giving the accused 48 hours to respond to the report.
5. The Disciplinary Panel Chairman will form a Disciplinary Hearing involving between 3 and 5 members of the Disciplinary Panel
6. In cases where members of the Disciplinary Panel are attached to clubs involved in the alleged disciplinary breach, such members will be excluded from the Disciplinary Hearing.





7. In cases where the Chairman of the Disciplinary Panel is attached to a club involved in the alleged disciplinary breach, he/she will not be eligible to sit on the Disciplinary Hearing. In such cases, the remaining members of the Disciplinary Hearing will decide upon a Chairman.
8. The Disciplinary Hearing will reach a decision and give its verdict within 7 days of receiving the relevant report from the Competition Manager.

### **ÖCV/ACA Appeals Panel**

1. The Appeals Panel will be formed prior to the start of each season by the Executive Committee.
2. The Appeals Panel will consist of between 3 and 5 members.
3. Normally, honorary members of the ÖCV/ACA will be members of the Appeals Panel.
4. The Appeals Panel will normally be chaired by the oldest honorary member of the ÖCV/ACA that is sitting on the Appeals Panel.
5. In cases, where no honorary members of the ÖCV/ACA are on the Appeals Panel, the Executive Committee will nominate a Chairman.
6. Following an appeal the Chairman of the Appeals Panel will form an Appeals Hearing, on which up to 3 members of the Appeals Panel will sit.
7. The Appeals Panel will reach a decision and give its verdict within 7 days of receiving an appeal.

### **ÖCV/ACA Disciplinary Panel Regulations**

1. The following persons may report alleged breaches of the ICC Code of Conduct, the relevant ÖCV/ACA Rules and Regulations, or the Spirit of Cricket:
  - a. The ÖCV/ACA organs mentioned in §8 of the ÖCV/ACA Statutes
  - b. The Competition Manager of the competition in which the alleged offence took place
  - c. The umpires of the match in which the alleged offence took place
  - d. Any ÖCV/ACA member who witnessed the alleged offence
2. Any alleged offence needs to be reported to the relevant Competition Manager within 72 hours of the alleged offence taking place.



3. The offence report needs to contain a detailed description of the alleged offence(s), along with the date, time and place, and name(s) of the person(s) being accused. The report should be signed by the person laying the charge and include a list of potential witnesses.
4. Once an offence report has been received **ACA/ÖCV Secretary or Competition Manager** will forward the matter to the Chairman of the Disciplinary Panel.
5. The Disciplinary Panel will handle each case as it sees fit, but in accordance with the ICC Principles of Natural Justice.
6. It is the responsibility of the Disciplinary Panel to decide upon the level of any alleged offence in line with the ÖCV/ACA Offences and Penalty Guidelines.
7. Neither the Disciplinary Panel nor the ÖCV/ACA will reimburse any other costs incurred by any party during the disciplinary proceedings. No professional legal representative will be allowed in the hearing.
8. The verdict of the Disciplinary Panel along with any possible penalties will be communicated to all parties by the Chairman of the Disciplinary Panel, and will further be published on the ÖCV/ACA website.
9. The Disciplinary Panel will establish the costs incurred by the Disciplinary Panel and any umpires required to attend disciplinary hearings, and how such costs should be shared between the various parties depending on the outcome of the case. These costs should be paid within 15 days of a verdict having been reached. The ÖCV/ACA will bear the remaining costs.

### **ÖCV/ACA Appeals Panel Regulations**

1. The following persons may lodge an appeal against a verdict of the Disciplinary Panel if this verdict exceeds a formal warning:
  - a. The defendant
  - b. The ÖCV/ACA organs mentioned in §8 of the ÖCV/ACA Statutes
  - c. The Competition Manager of the competition in which the alleged offence(s) took place
  - d. Any ÖCV/ACA member who witnessed the alleged offence
2. The appeal should be sent to the Secretary of the ÖCV/ACA Executive Committee, and should be received within 72 hours of the verdict of the Disciplinary Panel being made.
3. An appeal against a verdict will not suspend the execution of the penalty.
4. The Appeals Panel will handle each case as it sees fit, but in accordance with the ICC Principles of Natural Justice.



5. Neither the Appeals Panel nor the ÖCV/ACA will reimburse any other costs incurred by any party during the disciplinary proceedings. No professional legal representative will be allowed in the hearing.
6. No further appeal against the verdict of the Appeals Panel is possible.
7. The verdict of the Appeals Panel along with any possible penalties will be communicated to all parties by the Chairman of the Appeals Panel, and will further be published on the ÖCV/ACA website.
8. The Appeals Panel will establish the costs incurred by the Appeals Panel and any umpires required to attend disciplinary hearings, and how such costs should be shared between the various parties depending on the outcome of the case. These costs should be paid within 30 days of a verdict having been reached. The ÖCV/ACA will bear the remaining costs.



## **Adult Competition Rules and Regulations**

### **General Competition Rules and Regulations**

#### **1. Applicability**

- 1.1. These Competition Rules and Regulations apply to all ÖCV/ACA Outdoor Adult Competitions, unless otherwise indicated.
- 1.2. The ÖCV/ACA Executive Committee can empower the Competition Manager to define adaptations for certain competitions.
- 1.3. All ÖCV/ACA competitions will be played according to the Laws of Cricket and according to standard ICC Playing Conditions, except for differences defined below.

#### **2. ÖCV/ACA Competitions**

- 2.1. The Competition Manager, on behalf of the Executive Committee, determines and finalises the competition format and fixtures.
- 2.2. For clubs providing a ground for a competition, the Competition Manager should aim to schedule their matches at their ground as much as possible. This criteria will not apply in case venues for certain matches are predetermined (e.g. the venues of matches during a knock-out phase which are planned in advance, but where the teams are not yet known).
- 2.3. A fixture will be regarded as finalised when the Competition Manager has informed the club by telephone and/or by email and/or by publication on the ÖCV/ACA website, at least 96 hours before the scheduled start of the fixture.
- 2.4. When a competition fixture is cancelled by the ground operator before finalisation, the Competition Manager will attempt to reschedule the fixture. If there is no room within the fixture list to reschedule, the fixture will be treated as Cancelled (Scheduling not possible).
- 2.5. In case a competition fixture cannot be scheduled or rescheduled in the competition roster, the match outcome is Cancelled (Scheduling not possible) during group stages.
- 2.6. If a match is cancelled with no possibility of rescheduling during the knock-out stages of a competition, the team that proceeds to the next round will be decided by drawing lots, without the possibility of appeal. This draw will be performed by the Competition Manager, witnessed by at least one Executive Committee member not belonging to the same club as the Competition Manager. The Competition Manager needs to provide both teams with the possibility to witness this draw. A written invitation (e.g. by email) to the respective club's officials arriving at least two days prior to the date of the draw will in such cases suffice.

#### **3. Club Responsibilities**

- 3.1. Clubs must nominate two officials to be responsible for all issues regarding ÖCV/ACA competitions. These persons should be contactable by phone and email.



#### **4. Umpiring**

- 4.1. The ÖCV/ACA EC will appoint Umpiring Manager to allocate umpiring duties to individuals as far as possible from the approved list.
- 4.2. In the event that an umpire is not allocated for a match or an umpire fails to turn up then the batting side will act as umpires. In such cases, both captains must take full responsibility for bad weather decisions, bearing in mind that the safety of the players is paramount. If the two captains cannot agree then the status quo should be maintained.
- 4.3. In cases where only one umpire is allocated or only one umpire turns up then the batting side will act as umpire at the striker's end, with the official umpire standing as the main umpire at both ends.

#### **5. Alcohol**

- 5.1. All players and officials involved in a match shall refrain from alcohol consumption until their direct involvement in the match is over.

#### **6. Special Regulations for Grounds Considered to Pose Too High a Risk to the General Public**

- 6.1. To reduce the risk of damage to property and injury to third parties the following special Rules and Regulations will be in place for all ÖCV/ACA sanctioned senior cricket matches held at grounds considered to pose an excessive risk to the general public due, for example, to the size or location of the ground:
  - 6.1.1. A six will be given for any shot that clears the boundary, but does not clear any safety fences around the ground.
  - 6.1.2. If a shot clears the boundary and also the safety net then:
    - 6.1.2.1. On the first occasion that this happens the delivery will be signalled as a dead-ball, the batsman will receive a warning and the delivery will be re-bowled. No runs will be awarded to the batting team.
    - 6.1.2.2. On the second occasion that this happens the delivery will again be signalled dead-ball and will be re-bowled. The batsman will also be forced to retire until either ten overs have passed or two wickets have fallen, whichever occurs earlier. No runs will be awarded to the batting team.
    - 6.1.2.3. If the retirement would cause the innings to be closed, the batsman will be deemed out (e.g. if nine wickets are down and one of the remaining two batsmen is forced to retire then the innings will be deemed closed with the batting team being all out).
    - 6.1.2.4. If the ninth wicket falls and a batsman is retired due to hitting two sixes then this batsman will be allowed to bat regardless of whether ten overs have passed or two wickets have fallen.



6.1.3. Upon resuming his innings if the batsman hits a further six over the safety fence then he will immediately be forced to retire until either ten overs have passed or two wickets have fallen, whichever occurs earlier. The delivery will be signalled dead-ball and will be re-bowled. No runs will be awarded to the batting side.

## **7. Administrative Procedures (pre-match)**

- 7.1. For 11-a-side matches, the match may commence when a minimum of seven players from each team are present at the scheduled time of the toss.
- 7.2. Should less than seven players from one of the teams be present 15 minutes after the scheduled start time, the opposing team has the right to claim the match after consulting with the umpire(s). Clubs and umpires are expected to be lenient in this respect when the opposing club has a significant distance to travel to the match however. When a match is claimed by the opposing team, the match is treated as a walkover and the offending team pays the full ground fee and all umpiring fees.
- 7.3. Should both teams have fewer than seven players present 15 minutes after the scheduled start time the match will be treated as Cancelled (both teams incomplete) and both teams will share the ground and umpiring fees, as if the match had led to a result.
- 7.4. The toss should be carried out in the presence of the umpire(s) 30 minutes prior to the scheduled start of the match, and no later than 15 minutes prior to the scheduled start of the match.
- 7.5. A team sheet must be handed to the umpire(s) before the toss is made. The team sheet should include the full names of all players as appears on Cric HQ. The age of the player should also be indicated if the player is under-18.
- 7.6. Once the team sheets have been handed over to the umpire(s) they may not be changed, unless the consent of the opposing captain is obtained.
- 7.7. The team listed first on the fixture list is the designated 'home' team. It is the responsibility of the designated 'home' team to ensure that boundary flags, fielding restriction discs, scoreboards, etc are in place prior to the start of the match, and when necessary are put away again when the game has finished. The designated home team is also required to tidy up the ground at the end of play, leaving it in good order. Failure to do so will result in a fine of €20.00 for the captain of the designated 'home' team.

## **8. Administrative Procedures (during match)**

- 8.1. Each club shall provide a dedicated scorer. Their duties are outlined in Law 4 of the Laws of Cricket.
- 8.2. Scorers are expected to be able to produce an accurate account of match. The ÖCV/ACA strongly recommends that inexperienced scorers make use of electronic scoring technology to achieve this, and will provide equipment at the grounds for scorers.



- 8.3. In all cases of dispute, on or off the field of play, the umpire's decision is final, binding and there is no right of appeal.
- 8.4. In cases of offences against the Competition Rules and Regulations occurring on or off the field of play, the umpire(s) are to complete an Umpire's Report, which should be signed by all officiating umpires and sent to the Competition Manager.

## **9. Administrative Procedures (post match)**

- 9.1. A complete and accurate match report form or the file from the computer scoring program should be sent by the winning team to the Competition Manager within 72 hours of the game having been completed.
- 9.2. The scorecard should include full information on both batting and bowling analysis for both innings and should report player's names as written on CricHq.
- 9.3. The official match report form can be downloaded from the ÖCV/ACA website or requested from the Competition Manager.
- 9.4. A match report must be completed regardless of the match results by both teams.
- 9.5. It is the responsibility of both captains to make sure that the names of the players entered on the match report form match the names appearing on CricHq. The winning club, or the team batting second if the match did not lead to a result, or the officiating umpire(s) when the match was cancelled or a walkover was awarded are responsible for completing the match report form and obtaining the necessary signatures. It is also their responsibility to send the completed scorecard to the Competition Manager.
- 9.6. Failure to send a complete and accurate scorecard to the Competition Manager and/or Competition Secretary within 72 hours of the game having been completed will result in a one point penalty /deduction to the winning team and a fine of €50.
- 9.7. Failure to send a complete and accurate scorecard by the winning team to the Competition Manager and/or Competition Secretary in the expected time on two occasions will result in a further two point penalty /deduction and a €100 fine.
- 9.8. All results will be published on the ÖCV/ACA website.

## **10. Umpire's Responsibilities**

- 10.1. Umpires are expected to wear appropriate clothing when umpiring. In particular, umpires are expected to wear a white shirt, dark trousers and sports shoes.
- 10.2. Failure to wear appropriate clothing will result in the umpire's fee being forfeited.
- 10.3. Umpires are required to complete an umpire's report after each match. This report shall include the following information:
  - 10.3.1. The agreed scores from the match
  - 10.3.2. A short description of how the match proceeded





10.3.3. Any incidents that occurred during the match

10.4. The umpire's report should be sent to the Competitions' Manager and the Umpires' Manager within 48 hours of the match having been completed.

## 11. Teams Fielding Ineligible Players

11.1. When a team enters one or more ineligible players/ without registering him with ACA as per paragraph 6 of General Rules & Regulations on the team sheet, the Competition Manager, on behalf of the Executive Committee, will award the match to the opposing team, including any points for that match. The offending club will be fined €100 per match. If a losing club plays with Ineligible player/ without registering him with ACA as per paragraph 6 of General Rules & Regulations the club will be fined €100 per match.

## 12. General Playing Conditions

12.1. To ensure that matches are completed in time, it is required that:

12.1.1. An incoming batsman must pass the outgoing batsman on the field of play

12.1.2. The batting side will help search for lost match balls

12.1.3. Any request for replacement kit to be made at the start of an over, with the kit being brought on to the field of play at the end of the over

12.1.4. There be no impromptu drinks breaks (unless agreed by the umpires, such as in conditions of extreme heat)

12.2. If teams consistently fail to meet the requirements set out in §12.1, umpires have the option to:

12.2.1. Penalise the offending club 5 runs for every failure to meet the requirements

12.2.2. Reduce the number of overs faced by the offending side

12.2.3. Penalise offending club/Team €50 per match if the match doesn't finish in time due to slow over rate or waste of time by players.

12.3. Before the first ball of the last scheduled over of each innings, the umpire(s) shall call 'last over' clearly.

12.4. Since all matches are played on artificial pitches no spikes will be worn by either batsmen or bowlers, and if in the opinion of the umpires the type of footwear is likely to damage or is damaging the pitch in any way, they will be asked to change. If the player refuses they will not be allowed to bowl or bat in that footwear.

12.5. As all matches are played with either spring loaded or plastic based stumps the whole of the stumps equipment will constitute the stumps, i.e. if the ball hits the base and the bails fall off that constitutes the wicket being broken.





- 12.6. Where the wicket has been broken down and the bails are off in an attempt to get a batsman out, to conform with the normal laws of cricket the stumps must be picked up and replaced in the correct position on the bowling crease and then re-broken.
- 12.7. Discarded drinks bottles and clothing on the field of play will invoke a 5 run penalty if hit by the ball.
- 12.8. Mobile phones are not permitted on the field of play and any team whose players are seen using a phone on the field of play or a phone on the field of play is heard ringing will invoke a 5 run penalty.

### **13. Law 2.5 – Fielder Absent or Leaving the Field**

- 13.1. If a fielder leaves the field of play for more than 5 overs he may not bowl until he has been back on the field of play for the same amount of overs for which he was absent.
- 13.2. If a player is absent from the field of play within the last 10 overs for more than 5 overs then he cannot bat until his team have lost 5 wickets.
- 13.3. The above two clauses shall not apply if the player has suffered an external blow whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons.
- 13.4. In the event of a fieldsman already being off the field at the commencement of an interruption in play (e.g. for reasons of weather), he shall be allowed to count such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.
- 13.5. If a player misses the start of the game he cannot bowl until he has been on the field of play for the same number of overs he missed.
- 13.6.

### **14. Law 3 – The Umpires**

- 14.1. Law 3.8. - Fitness of ground, weather and light: This law will apply with the following additions:
- 14.1.1. If the ground operator does not cancel the match before the umpires and captains arrive, then the umpires will be the sole judges of whether conditions are fit and safe for play.
- 14.1.2. In case of lightning, the umpires shall immediately suspend play, or not allow play to commence.

### **15. Wides**

- 15.1. Off Side Wides



15.1.1. Two white lines will be marked joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35” (88.90 centimetres) from the centre of the middle stump.

15.1.2. Any delivery that passes over or outside of this off side line will be called a Wide Ball by the umpire, unless the batsman either hits the ball or it comes into contact with him.

15.1.3. It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be called a Wide Ball

15.1.4. It will also be called a Wide Ball if the batsman moves away from the ball and it passes over or outside of this wide line.

## 15.2. Leg Side Wides

15.2.1. The above mentioned lines do not apply to leg side deliveries.

15.2.2. A ball will be judged as Wide if it passes the striker behind his legs when standing in a normal guard position.

15.2.3. If the striker moves across to the offside to play ball and the ball passes behind his legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile will he call a Wide Ball.

15.3. Umpires are instructed to apply a consistent interpretation in regard to this law, both with respect to:

15.3.1. Their own interpretation

15.3.2. The interpretation of their colleagues and with the interpretation adopted throughout the competition.

## 16. The Ball

16.1. The ÖCV-ACA will supply centrally sourced **white** balls for all ÖCV-ACA-sanctioned competitions.

16.2. Law 5.2 - Approval and control of balls. The relevant clause(s) mentioned in the ODI PC's shall apply subject to the following:

16.2.1. The match balls are centrally bought by the ÖCV-ACA and the distribution is arranged by the Competition Manager.

16.2.2. Each team must provide one unused match ball for their fielding innings of every ÖCV-ACA match they play.

16.2.3. When a team fails to provide an unused match ball for their fielding innings, and:



16.2.3.1. The opposition has a spare, unused match ball it is in the Spirit of Cricket that the other team give their spare ball to the team who did not provide the match ball, and for the offending team to make sure to provide the other team with a replacement as soon as possible.

16.2.3.2. The opposition doesn't have a spare, then the umpires will declare a Walkover and will note this on the match report. The Competition Manager will award the opponent the maximum number of points for a win in the respective competition and there is no right of appeal.

16.2.4. To avoid excessive interruptions during games clubs should have a number of good quality used spare balls in case the match ball is lost. These can be given to umpires prior to the start of each innings.

## **17. Procedure for Bowl Outs**

17.1. Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with bowling, popping and return creases (conforming to Law 9).

17.2. 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) most times shall be the winner.

17.3. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. Only if circumstances make the contest impossible, shall the match be decided by the toss of a coin.

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

17.4.1. The decision over which team will bowl first in the bowl-out will be made with the toss of a coin.

17.4.2. 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.

17.4.3. 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.

17.4.4. The five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers on the team sheet.

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

## **18. Group Stages**

18.1. Points awarded during the group stages of matches will be as follows:



18.1.1. Win, with bonus point.....5

18.1.2. Win, without bonus point.....4

18.1.3. Tie or no result.....2

18.1.4. In the case of a walkover the offending team will receive 0 points and the opposition will receive 4 points.

18.1.5. In the event of a walkover the offending team will be further deducted 2 points.

18.2. In the event of teams finishing on equal points, the right to play in the final match or series will be determined as follows:

18.2.1. The team with the most number of wins

18.2.2. If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins

18.2.3. If still equal, the team with the highest number of bonus points

18.2.4. If still equal, the team with the highest net run rate

18.3. Net Run Rate

18.3.1. 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.

18.3.2. 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.

18.3.3. Only those matches where results are achieved will count for the purpose of net run rate calculations.

18.4. Bonus Points

18.4.1. A team that achieves a run rate 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

## 19. Clothing and Equipment

19.1

All players shall wear coloured clothing and equipment as described in ICC Clothing and Equipment Rules and Regulations (could be found in download section at ACA website). Offending club will be fined €100 per match. If a team doesn't turn up in same coloured



kit and equipment as per ICC Clothing and Equipment Rules and Regulations €100 will be fined per match. No white Kits or white stripes/Logos/Names etc. are allowed in front of T-shirt/Trouser/Cap.

## 20. Youth Safety

- 20.1. Age groups are defined by the player's age at midnight on 31 August in the year prior to the relevant season.
- 20.2. Any player under the age of 18 (on the day of the match) must wear a helmet with a faceguard when batting and when standing up to the stumps when keeping wicket against a hard ball. This applies for all speeds of bowling.
- 20.3. No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except if the player is keeping wicket or fielding behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.
- 20.4. For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- 20.5. These minimum distances apply even if the player is wearing a helmet.
- 20.6. Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- 20.7. In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet when fielding within 6 yards (5.5 metres) of the bat, except if the player is keeping wicket and not standing up to the stumps or is fielding behind the wicket on the off side.
- 20.8. The ECB Fast Bowling Directives will apply to all matches in all ÖCV-ACA Competitions:

Age	Max. overs per spell	Max. overs per day
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17	7 overs per spell	18 overs per day
U18, U19	7 overs per spell	18 overs per day

For the purposes of these directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.



Umpires are instructed to ensure that this Playing Condition is strictly adhered to in all circumstances.

## **Open League Rules and Regulations**

### **1. Length of Open League Matches**

- 1.1. At the start of each season the Competition Manager will propose a format for the Open League, including the scheduled length of each innings.
- 1.2. In general, the scheduled length of an innings in Open League matches will be a minimum of 30 overs and a maximum of 50 overs.

### **2. Generic playing conditions**

- 2.1. The Laws of Cricket (Code 2000, 6th Edition, October 2015) and the standard ICC One Day International Match Playing Conditions (5<sup>th</sup> July, 2015) shall apply for all ÖCV-ACA Open League matches except as varied below and in the General Competition Rules and Regulations above.
- 2.2. All references to 'ICC Match Referee' shall be replaced by 'ÖCV/ACA Match Referee'.
- 2.3. All references to 'Home Board' shall be replaced by 'ÖCV-ACA'.
- 2.4. All references to third/fourth umpires, TV Replays, televised matches, light meters, flood lights, Day/Night matches, covering the pitch, practice on the field, ground staff, visiting Boards, Duckworth-Lewis and turf/non-turf pitches and so on do not apply.
- 2.5. The ICC changes to playing conditions, which came into force on the 1<sup>st</sup> of October 2012 will in general apply.
- 2.6. The following differences to the ICC Playing Conditions will be applicable:
  - 2.6.1. A runner for a batsman when batting will be allowed.
  - 2.6.2. There will be 'Free Hit' just for a front foot No-ball.
  - 2.6.3. If the bowler during his delivery stride breaks the wicket at the non-striker's end with any part of his body, the umpire will immediately call a 'No-Ball'.

### **3. Law 12 – Innings**

The clauses mentioned in the relevant ICC playing conditions shall apply subject to the following:

#### **3.1. Bowling Restrictions:**

- 3.1.1. No bowler shall bowl more than one-fifth of the total overs in an innings.
- 3.1.2. In a delayed or interrupted match where the overs are reduced for both teams, no bowler may bowl more than one-fifth of the total overs allowed.
- 3.1.3. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.



### 3.2. Length of Interrupted Matches

3.2.1. The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

3.2.2. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

3.2.3. The minimum number of overs that have to be bowled to the side batting second to constitute a match result (unless there is a result earlier) is as follows:

Original Scheduled Length of Match	Minimum number of overs bowled to the side batting second
30 overs	15 overs
40 overs	20 overs
50 overs	25 overs

3.2.4. The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (4 minutes per over) in the total time available for play.

3.2.5. If a reduction of the number of overs is required, any calculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow one extra over for both teams to be added if required.

3.2.6. If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the play shall be extended until the overs have been bowled or a result achieved.

3.2.7. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out or has declared in less than the agreed number of overs.

3.2.8. Fractions are to be ignored in all calculations of the number of overs. A started over counts as a full over.

### 3.3. Examples:

3.3.1. A match scheduled to begin at 11.00, actually begins at 11.30, i.e. 30 minutes = 8 overs have been lost ( $30 / 4 = 7.5 \sim 8$  overs). The match is reduced by 4 overs per innings (e.g. a 50 over match becomes a 46 over match).

3.3.2. A match begins on time at 11.00 but is interrupted by rain from 11.30 until 12:30. 60 minutes = 15 overs have been lost ( $60 / 4 = 15$ ). The match is reduced by 8 overs per innings.

3.3.3. A 50 over match begins on time at 11.00 but is interrupted by rain from 13.30 until 14:30. At the time of interruption, the team batting first had faced 34.4 overs. 60 minutes = 15 overs have been lost ( $60 / 4 = 15$ ). The match is reduced to 42 overs





per team. After the interruption, the team batting first completes its (shortened) innings, the usual break between the innings is permitted and the second innings takes place.

3.3.4. A 50 over match begins on time at 11.00 but is interrupted by rain from 13.30 until 15:30. At the time of interruption, the team batting first had faced 38 overs. 120 minutes = 30 overs have been lost (120 / 4 = 30 overs). The match should be reduced to 35 overs per team but the team batting first has already faced more than this number. The match thus restarts with the innings of the team batting second, which is reduced to 38 overs.

3.3.5. A 50 over match begins on time at 11.00 but is interrupted by rain from 13.30 until 16:30. At the time of interruption, the team batting first had faced 38 overs. 180 minutes = 45 overs have been lost (180 / 4 = 45 overs). The match should be reduced to 29 overs per team but the team batting first has already faced more than this number. The remaining scheduled playing time (until 18:40) is insufficient for the team batting second to face the same number of overs as the team batting first. The match is therefore declared “No result (Abandoned)”.

#### 3.4. Adjustment in Target Score for the Team Batting Second in Interrupted Matches

3.4.1. A method has been devised to adjust the target score for the team batting second in interrupted matches. This reflects the facts that:

3.4.1.1. Previous rain rules have been unfair to the team batting first

3.4.1.2. The ACA does not have the resources or capability to introduce a full Duckworth-Lewis approach at present

3.4.2. In cases of interrupted matches that result in a reduction in the number of overs, the team batting second should have the opportunity to bat for the same number of overs as the team batting first (as in 4.2.1 above), but their score will be adjusted to take account of the fact that the team batting first were not aware of the reduction in the number of overs they would face when their innings started.

3.4.3. The score of the team batting first will be adjusted according to the following formula

$$\left( S \times \frac{R2}{R1} \right) + 1$$

where  $S$  is the score of the team batting first,  $R1$  are the resources available at the beginning of the match for the team batting first minus the resources available when rain stopped play for the team batting first, and  $R2$  are the resources available at the beginning of the innings of team batting second. Values of the resources available can be found in the Duckworth-Lewis chart in the Appendix to these Rules and Regulations.

3.4.4. Examples:





3.4.4.1. In a 50 over game the team batting first batted for 27 overs scoring 166/4 before the rain came down. After the rain break there is no time for the first innings to be completed. The team batting second would usually be asked to score 167 in 27 overs. This is unfair because Team 1 didn't know that they would only be facing 27 overs and would've batted differently if they had known. To calculate the score that the team batting second will have to chase we note that the team batting first had only lost 4 wickets and had 23 overs remaining when rain stopped play. According to the Duckworth-Lewis table they have 48 percent of their resources remaining. Subtract this from the resource percentage available at the beginning of the game (which in a 50 over game is 100), which gives  $100 - 48 = 52$  (this is R1). We then note the number of overs allocated to the team batting second will be 27, and note the resources remaining. This will be 70.1 (i.e. 27 overs remaining and 0 wickets lost) (this is R2). We then calculate the revised score that the team batting second must score as:

$$\left(S \times \frac{R2}{R1}\right) + 1$$
$$\left(166 \times \frac{70.1}{52}\right) + 1 = 223.78 = 224$$

3.4.4.2. In a 40 over game the team batting first batted for 37 overs scoring 224/8 before the rain came down. After the rain break there is no time for the first innings to be completed. To calculate the score that the team batting second will have to chase we note that the team batting first had lost 8 wickets and had 2 overs remaining when rain stopped play. According to the Duckworth-Lewis table they have 5.5 percent of their resources remaining. Subtract this from the resource percentage available at the beginning of the game (in a 40 over game this would be 89.3, i.e. 0 wickets lost and 40 overs remaining), which gives  $89.3 - 5.5 = 83.8$  (this is R1). We then note the number of overs allocated to the team batting second will be 38, and note the resources remaining. This will be 86.7 (i.e. 38 overs remaining and 0 wickets lost) (this is R2). We then calculate the revised score that the team batting second must score as:

$$\left(S \times \frac{R2}{R1}\right) + 1$$
$$\left(224 \times \frac{86.7}{83.8}\right) + 1 = 232.75 = 233$$

### 3.5. Teams Failing to Bowl Overs within Allotted Time

3.5.1. Overs should be bowled at a rate of 15 overs per hour. For a 50 over match therefore each team should bowl their overs in 3 hours and 20 minutes.



3.5.2.If a team – whether fielding first or second – bowls its overs too slowly then at the end of the innings the umpires can choose to award penalty runs to the opposition for each complete over not bowled in the allotted time to the opposition team. This penalty is in addition to any penalty runs the umpires choose to award during the innings for time wasting or other offences. All penalty runs will be included in the net-run-rate calculations. The number of penalty runs awarded will be dependent on the length of the match, as follows:

Original Scheduled Length of Match	Penalty Runs Awarded to Opposition
30-39 overs	10 runs
40-49 overs	8 runs
50-59 overs	6 runs

3.5.3.Captains will be informed by the umpires of slow over rates during the innings and the over rate shall be calculated across the whole innings.

3.5.4.Time allowances can be granted by umpires for lost ball, injuries etc., and should be confirmed to the fielding captain and the batsmen at the crease (representing the batting team) at the time of delay.

#### 4. Law 15 – Intervals & Law 16 - Start of Play; Cessation of Play

4.1. Laws 15 and 16 shall apply subject to the following (the respective clauses of the ICC Playing Conditions shall not apply):

4.1.1.The duration of each match will be as follows

Format	Total Duration	Playing time per innings	Drinks break per innings	Innings break
30 overs	265 minutes	120 minutes	5 minutes	15 minutes
40 overs	350 minutes	160 minutes	5 minutes	20 minutes
50 overs	435 minutes	200 minutes	5 minutes	25 minutes

4.1.2.If the innings of the team batting first is completed prior to the scheduled time for the interval, the innings break shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

4.1.3.Under conditions of extreme heat the umpires may permit extra intervals for drinks.

4.1.4.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.



## 5. Law 14 - Declaration and Forfeiture

5.1. Law 14 shall apply

## 6. Law 19 – Boundaries

6.1. Law 19 shall apply (the respective clauses of the ODI PC's shall not apply), with the exception of §6 of the General Competition Rules and Regulations above.

## 7. Law 21 – The Result

7.1. Law 21.2 - 'A win - one innings match' and law 21.4 – 'A tie' shall apply subject to the following:

7.1.1. For a result to be obtained the team batting second must have the opportunity of batting for the same number of overs as allocated to the team batting first. Otherwise, the match is treated as a No-Result (Abandoned), except for knock-out matches.

7.1.2. Similarly, if a match cannot safely be completed, e.g. because conditions become unsuitable for play, the match is treated as a No-Result (Abandoned), except for knockout matches where the result will be decided according to §4.6 of the General Competition Rules and Regulations.

7.1.3. In knock-out matches (like a semi-final or a final), when it is not possible to achieve a result the match will, weather and ground conditions permitting, be decided by a Bowl-Out. When the umpires deem the weather and/or ground conditions unsafe for a Bowl-Out, the match will be decided by drawing lots.

7.1.4. In the event of a tie in knock-out matches (such as a semi-final or final);

7.1.4.1. The winner of the match will be the team that has lost the fewer wickets.

7.1.4.2. If it is not possible to determine a winner in this way, the winner of the match will be the team that had the higher run-rate during the match, in which case the run-rate shall be based upon the total number of overs faced and not the total number of allocated overs.

7.1.4.3. If it is not possible to determine a winner in this way, the winner of the match will be the team that won the match between the two teams in the group stages

7.1.4.4. If it is still not possible to determine a winner, the winner of the match will be decided by the toss of a coin.

7.1.4.5. No other methods, such as Duckworth-Lewis, mutual agreement, etc may be used to decide on the result of a match.

## 8. Law 41 – Fielder

8.1. The fielding restrictions described in Clause 41.2.3 of the ODI PC's will be in place.



8.2. The length of the Powerplay overs will be as follows:



Innings Duration	First Powerplay	Second Powerplay	Powerplay Total
15-19	3	2	5
20-21	4	2	6
22-24	5	2	7
25-28	5	3	8
29-31	6	3	9
32-34	7	3	10
35-38	7	4	11
39-41	8	4	12
42-44	9	4	13
45-48	9	5	14
49-50	10	5	15

8.3. The first block of Powerplay Overs shall be at the commencement of the innings.

8.4. The second block of Powerplay Overs shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40<sup>th</sup> over (no equivalent restriction applies to innings of shorter scheduled duration). For purposes of clarification, this implies that the second powerplay can begin no later than the 36<sup>th</sup> over.



## Twenty20 League Rules and Regulations

### 1. Generic playing conditions

- 1.1. The Laws of Cricket (Code 2000, 6th Edition, October 2015) and the ICC Standard Twenty20 International Playing Conditions ( 5<sup>th</sup> July, 2015) shall apply for all ÖCV-ACA Twenty20 matches except as varied below.
- 1.2. The playing conditions for ÖCV/ACA Twenty20 matches are intended to be as close to the standard ICC Twenty20 international match playing conditions.
- 1.3. All references to 'ICC Match Referee' shall be replaced by 'ACA Match Referee'.
- 1.4. All references to 'Home Board' shall be replaced by 'ÖCV-ACA'.
- 1.5. All references third/fourth umpires, TV Replays, televised matches, light meters, flood lights, Day/Night matches, covering the pitch, practice on the field, ground staff, visiting Boards, Duckworth-Lewis, turf/non-turf pitches, etc do not apply.
- 1.6. The ICC changes to playing conditions, which came into force on the 1<sup>st</sup> of October 2012, will in general apply.
- 1.7. The following differences to the ICC Playing Conditions will be applicable:
  - 1.7.1. A runner for a batsman when batting will be allowed
  - 1.7.2. There will be 'Free Hit' just for a front foot no-ball.
  - 1.7.3. If the bowler during his delivery stride breaks the wicket at the non-striker's end with any part of his body, the umpire will immediately call a 'No-Ball'.

### 2. Law 12 – Innings

The clauses mentioned in the relevant ICC playing conditions shall apply subject to the following:

#### 2.1. Bowling Restrictions:

- 2.1.1. In a delayed or interrupted match where the overs are reduced for both teams, no bowler may bowl more than one-fifth of the total overs allowed.
- 2.1.2. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

#### 2.2. Length of Interrupted Matches

- 2.2.1. The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- 2.2.2. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 2.2.3. A minimum of five overs have to be bowled to the side batting second to constitute a match result (unless there is a result earlier).



2.2.4. The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (4 minutes per over) in the total time available for play.

2.2.5. If a reduction of the number of overs is required, any calculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow one extra over for both teams to be added if required.

2.2.6. If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the play shall be extended until the overs have been bowled or a result achieved.

2.2.7. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out or has declared in less than the agreed number of overs.

2.2.8. Fractions are to be ignored in all calculations of the number of overs. A started over counts as a full over.

### 2.3. Teams failing to bowl overs within allotted time

2.3.1. Overs should be bowled at a rate of 15 overs per hour. For a Twenty20 match therefore each team should bowl their overs in 1 hour and 20 minutes.

2.3.2. If a team – whether fielding first or second – bowls its overs too slowly then at the end of the innings the umpires can choose to award 10 penalty runs to the opposition for each complete over not bowled in the allotted time. This penalty is in addition to any penalty runs the umpires choose to award during the innings for time wasting or other offences. All penalty runs will be included in the net-run-rate calculations.

2.3.3. Captains will be informed by the umpires of slow over rates during the innings and the over rate shall be calculated across the whole innings.

2.3.4. Time allowances can be granted by umpires for lost ball, injuries etc., and should be confirmed to the fielding captain and the batsmen at the crease (representing the batting team) at the time of delay.

### 2.4. Adjustment in Target Score for the Team Batting Second in Interrupted Matches

2.4.1. In cases of interrupted matches that result in a reduction in the number of overs, the team batting second should have the opportunity to bat for the same number of overs as the team batting first (as in 2.2.1 above), but their score will be adjusted to take account of the fact that the team batting first were not aware of the reduction in the number of overs they would face when their innings started.

2.4.2. The score of the team batting first will be adjusted according to the following formula



$$\left(S \times \frac{R2}{R1}\right) + 1$$

where  $S$  is the score of the team batting first,  $R1$  are the resources available at the beginning of the match for the team batting first minus the resources available when rain stopped play for the team batting first, and  $R2$  are the resources available at the beginning of the innings of team batting second. Values of the resources available can be found in the Duckworth-Lewis chart in the Appendix to these Rules and Regulations.

#### 2.4.3.Examples:

2.4.3.1. In a 20 over game the team batting first batted for 15 overs scoring 100/6 before the rain came down. After the rain break there is no time for the first innings to be completed. To calculate the score that the team batting second will have to chase we note that the team batting first had lost 6 wickets and had 5 overs remaining when rain stopped play. According to the Duckworth-Lewis table they have 14.3 percent of their resources remaining. Subtract this from the resource percentage available at the beginning of the game (which in a 20 over game is 56.6), which gives  $56.6 - 14.3 = 42.3$  (this is  $R1$ ). We then note the number of overs allocated to the team batting second will be 15, and note the resources remaining. This will be 45.2 (i.e. 15 overs remaining and 0 wickets lost) (this is  $R2$ ). We then calculate the revised score that the team batting second must score as:

$$\left(S \times \frac{R2}{R1}\right) + 1$$

$$\left(100 \times \frac{45.2}{42.3}\right) + 1 = 107.86 = 108$$

### 3. Law 15 – Intervals & Law 16 - Start of Play; Cessation of Play

3.1. Laws 15 & 16 shall apply subject to the following (the respective clauses of the ICC Playing Conditions shall not apply):

3.1.1.The duration of each match will be as follows

Format	Total Duration	Playing time per innings	Innings break
20 overs	175 minutes	80 minutes	15 minutes

3.1.2.If the innings of the team batting first is completed prior to the scheduled time for the interval, the innings break shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

3.1.3.Under conditions of extreme heat the umpires may permit drinks intervals.





3.1.4. 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.

#### **4. Law 19 – Boundaries**

4.1. Law 19 shall apply (the respective clauses of the T20 playing conditions shall not apply), with the exception of § 6 of the General Competition Rules and Regulations above.

#### **5. Law 21 – The Result**

5.1. Law 21.2 - 'A win - one innings match' and law 21.4 – 'A tie' shall apply subject to the following:

5.1.1. For a result to be obtained the team batting second must have the opportunity of batting for the same number of overs as allocated to the team batting first. Otherwise, the match is treated as a No-Result (Abandoned), except for knock-out matches.

5.1.2. Similarly, if a match cannot safely be completed, e.g. because conditions become unsuitable for play, the match is treated as a No-Result (Abandoned).

5.1.3. In knock-out matches (such as a semi-final or a final), when it is not possible to achieve a result the match will, weather and ground conditions permitting, be decided by a Bowl-Out. When the umpires deem the weather and/or ground conditions unsafe for a Bowl-Out, the match will be decided as in §2.6 of the General Competition Rules and Regulations.

5.1.4. In the event of a tied match the teams shall compete in a one over per side eliminator to determine the winner (refer to Appendix 7 of the standard T20 playing conditions).

#### **6. Law 22 – The Over**

6.1. To help ease time constraints on grounds where three Twenty20 cricket matches are played in a day, Law 22.1 stating that the ball shall be bowled from each alternately in overs of 6 balls will be replaced by the following:

6.1.1. Five overs shall be bowled from each end consecutively, such that a change in bowling end occurs in the 6<sup>th</sup>, 11<sup>th</sup> and 16<sup>th</sup> overs only

6.2. Law 22.6 indicating that bowlers should not bowl two consecutive overs continues to hold

#### **REMARKS:**

**1. There will be Free-Hit in both formats just for front foot NO BALL.**

**2. We change bowling ends after every 5 overs in both formats to save time.**



**3. There will be just one powerplay in first 8 overs in OL match to save time and to save use of second Match Ball. Max. two fielders are allowed outside 30 yards circle in first 8 overs thereafter max. 5 fielders are allowed.**

**4. In T20, super over will be given just at knock out stage, i.e. Quarter Final, Semi Final & Finals due to tight schedule of matches.**