



# **Orange District Cricket Association**

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**2026-27**

**Playing Conditions**

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**Bonnor Cup**

[illegible]

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# 2026-27 PLAYING CONDITIONS – BONNOR CUP

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## APPLICATION

- a) These Playing Conditions shall apply to the Orange District Cricket Association's (ODCA) Bonnor Cup T20 competition.
- b) The term 'Committee' within these Playing Conditions means the governing committee of the above body.
- c) Except as varied hereunder, the *Laws of Cricket 2017 Code (4<sup>th</sup> Edition - 2026)* shall apply. All references within the Laws of Cricket to 'Governing Body' shall mean the Orange District Cricket Association.

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## 1 INTRODUCTION

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### 1.1 Definitions

**appointed umpire** - means an umpire appointed to a match by the Mitchell Cricket Umpires Association or the Orange District Cricket Association.

**Association** – means the Orange District Cricket Association (ODCA).

**participant** - means any person involved in the match as a player, substitute fielder, umpire (including substitute umpire), scorer or in an any other official capacity for a team.

**Preliminary rounds** – means the rounds of a competition played for competition points and excludes the finals series.

**Finals series** – means all matches in the finals of a competition and includes semi-finals and the final.

### 1.2 Authority of the Committee

As part of its responsibilities, the Committee has the authority to take an appropriate course of action considered necessary to ensure standards and practices are upheld. This may include the imposition of fines, penalties, suspensions or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

The Committee has the authority to enquire into and determine any alleged breach of these Playing Conditions, even though no dispute or protest has been lodged, and the time for lodging such dispute or protest has expired and shall have the same powers in dealing with such alleged breach as if the dispute or protest had been lodged in accordance with these Playing Conditions.

### 1.3 Alteration to these Playing Conditions

After the commencement of the competition, any changes that alter the intent of any part of these Playing Conditions must be approved by a two thirds majority at a General Meeting of the Association or as otherwise permitted under the constitution.

Situations not covered or clauses requiring clarification may be dealt with by the Committee of Management whose decision will be final.

Note: The Committee may make minor amendments to correct errors or anomalies that do not alter the intent of the rule/s concerned.

### 1.4 Written notification

Unless specified otherwise in these Playing Conditions:

- (a) any document required to be submitted in writing to the Association, must be either:
  - (i) sent by email to the official email address of the Association (i.e. Secretary@orangecricket.com.au), or
  - (ii) given by hand to an Office-Bearer of the Association (i.e. President, Vice-President, Secretary or Treasurer), and
- (b) any notification required to be given to the Association can be either given verbally or by sms message (as appropriate for the situation), to either the Secretary or the President of the Association.

### 1.5 Team Entry Fee

The Association will determine each season the entry fee to apply to each team in the competition. The entry fee will cover the cost of umpires and match balls for the competition season.

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### 2 PLAYER REGISTRATION AND GRADING

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#### 2.1 Player Registration

- (a) All players including substitute fielders must be registered with a participating club through the PlayHQ online registration system and have paid the applicable fee to be eligible to participate in a Bonnor Cup match.
- (b) Any club that permits a player to repeatedly participate in matches whilst unregistered will be subject to the penalties included at clause 5 below.

#### 2.2 Player's age

To be eligible to play in the Bonnor Cup competition, a player must be a minimum of 14 years of age on the day of the match.

### 3 THE PLAYERS

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#### 3.1 Players per team

- (a) A team may consist of 12 players.
- (b) Eleven fielders only shall be on the field of play at any one time.
- (c) Interchange of fielders named in the team as defined in (a) above without restriction is permitted provided no playing time is wasted.  

Law 24.2 (Fielder absent or leaving the field) will apply to any player whose position in the field is taken by a player from outside the selected team as defined in (a) above.
- (d) Only eleven players shall be permitted to bat in an innings. The non-batter does not need to be nominated prior to the match.

#### 3.2 Team lists

- (a) Each captain shall nominate his team in writing (i.e. the team list) to one of the umpires before the toss in accordance with Law 1.2 (Nomination and replacement of players) and no alteration may be made prior to the start of the match without the consent of the opposing captain.
- (b) Alterations are not permitted for any player who has already entered the field of play to bat, bowl or field.

The circumstances under which alterations may be permitted with the consent of the opposing captain are:

- To replace a named player who has not attended the ground
- To add player/s to fill vacant places in the team list to give the team 11 players (a 12<sup>th</sup> player cannot be added)
- To replace a named player who has become injured or ill or who has had to leave the match for another wholly acceptable reason (such as an emergency situation).

Where an appointed umpire is not present, the opposing captain shall retain the team list.

- (c) The ages of all players under the age of 18 must be recorded on the team list.

#### 3.3 Guest players

- (a) Each team may play a maximum of two guest players in any season.
- (b) A guest player is defined as a player who is registered with another cricket club to play in that club's regular (Saturday) cricket competition/s. Should a player be registered with more than

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one club in regular (Saturday) cricket competitions, the Committee will determine which is that player's regular club and therefore whether that player is a guest player for the club in the Bonnor Cup competition.

- (c) Any player currently registered with a club that has a team in the Bonnor Cup competition is not eligible to be a guest player for another team in the competition.

### 3.4 Loan players

- (a) Each team shall be permitted to use a maximum of 2 players on loan from a club that does not have a team in the Bonnor Cup competition, but which does have team/s in the Orange District Cricket Association or the Bathurst District Cricket Association grade competitions.
- (b) A loan player may only play for one team in this competition in a season and must be registered in the PlayHQ online registration system with the club that they are on loan from, in accordance with the requirements of that club's home association, being either Orange District Cricket Association or Bathurst District Cricket Association.
- (c) The loan players are in addition to the permitted number of guest players.

Note: The player should be added to the team's Bonnor Cup playing list using the 'Season Permit' function in PlayHQ.

### 3.5 Substitute fielder

In a finals match, a substitute fielder must be a qualified player.

## 4 PLAYER ELIGIBILITY FOR FINALS

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- (a) Guest players and loan players will only be eligible to play for a club in the Finals Series if that player has played at least one Bonnor Cup match for that club during the season.
- (b) A player, other than a guest player or a loan player, is eligible to play in a finals match for a club if that player has played at least one Bonnor Cup match for that club during the season, or at least one premierships competition match for that club during the season.

## 5 USE OF INELIGIBLE PLAYER

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- (a) Where a player participates in any match while ineligible:
  - (i) the team concerned may be regarded as having lost the match and may forfeit any points gained;
  - (ii) the opposing team may be awarded up to the maximum points available for that match; and
  - (iii) the ODCA may take further action against the club or player concerned.

## 6 PLAYING APPAREL

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All playing apparel is to be in accordance with the ODCA Apparel Guidelines.

No player shall be permitted to play in flat soled shoes on turf pitches.

## 7 THE UMPIRES

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### 7.1 Appointment of umpires

- (a) Unless determined otherwise by the ODCA, the Mitchell Cricket Umpires Association will be responsible for the appointment of umpires to ODCA competitions.
- (b) Unless requested otherwise by the ODCA, two umpires are to be appointed to each match.

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### 7.2 Only one appointed umpire present

- (a) Where only one appointed umpire is present that umpire shall officiate at the bowler's end only.
- (b) That umpire will, with the assistance of the captains, appoint substitute umpires to officiate throughout the match as required. The final decision as to any such substitute appointments rests with the appointed umpire.
- (c) The appointed umpire shall be the sole judge for the purposes of Law 2.7 (Fitness for play) and Law 2.6 (Fair and unfair play).

### 7.3 No appointed umpire present

- (a) Where there is no appointed umpire present, substitute umpires will be agreed upon by the captains. The final decision as to the persons to act as substitute umpires will rest with the captain of the batting side.
- (b) Where there is no appointed umpire present, the two captains shall decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- (c) Where the captains disagree, the status of the match at the time of the disagreement is to continue until such time as an agreement is reached or the scheduled finishing time for the day is reached, whichever occurs first. When considering such matters, captains must always give the highest consideration to the safety of players.
- (d) The two captains shall also be responsible for ensuring that a helmet is worn when required by these Playing Conditions but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

### 7.4 Substitute umpires

A substitute umpire:

- (i) must act within the spirit of the game.
- (ii) shall be properly uniformed as a player and be clearly identified from other players by their clothing (i.e. wearing suitably coloured clothing or top) or carry a bat if acting at the striker's end (i.e. square leg) only.
- (iii) must only stand on the leg side of the striker when at the strikers end unless permitted by the appointed umpire to stand on the off side for an acceptable reason (i.e. not simply to reduce the distance walked between overs).
- (iv) must not be involved in discussion with the batters.
- (v) must not coach the players in any way.
- (vi) may only award Penalty Runs under Law 28.3 (Protective helmets belonging to the fielding side) and under Law 28.2.3 (Fielder illegally fielding the ball).

## 8 THE BALL

Unless otherwise approved by the ODCA, white 4 piece ODCA stamped Kookaburra Senator balls shall be used for all matches.

## 9 WET WEATHER

### 9.1 Powers

The Committee, whenever weather and ground conditions warrant, shall have the authority to:

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- (a) cancel or abandon any match prior to play commencing on any day, and
- (b) adjudicate on the fitness of the ground for play, where the two teams disagree and an appointed umpire is not present.

### 9.2 Notifications

Notice of the ODCA's decision to abandon any match will be provided to both teams and posted to social media as soon as possible after a decision has been made.

## 10 GROUNDS

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### 10.1 Tidiness of grounds and facilities

- (a) All grounds, including change rooms need to be left in a clean and tidy state at the completion of the day's play. All rubbish should be placed in the bins provided.
- (b) Any fines issued by the ground owner for excessive rubbish shall be passed on to the club/s responsible.
- (c) The ODCA reserves the right to take any action deemed appropriate against any club for any proven breaches of this clause, which may include:
  - (i) A fine in accordance with the Fees and Fines Schedule, in addition to any fine issued by the ground owner.
  - (ii) Loss of match points.

### 10.2 Sight screens

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the umpire shall require play to continue without the sight screen being moved.

### 10.3 Fitness for play

Where the umpires have determined that either conditions of ground, weather or light or exceptional circumstances mean that it would be unreasonable or dangerous for play to take place, play may not be abandoned without the agreement of both captains, after having made every reasonable effort for play to occur.

If rain is falling when play is in progress, or due to commence, or due to resume, then the umpire/s shall decide when play is to commence or be resumed. It should be noted that the Laws of Cricket do not require rain to stop prior to umpires calling on play to be commenced or resumed.

### 10.4 Lightning

- (a) Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later.
- (b) Play shall not resume until 30 minutes after the last audible thunder.
- (c) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later.

## 11 COVERING THE PITCH

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- (a) All participants in every match are to strive to maximise opportunities to play.

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- (b) The umpires shall assume control for the use of covers and make all decisions regarding the use of covers from their arrival at the ground unless the curator is still present and in control of the ground.
- (c) Should the umpires decide that the covers be used then it will be the responsibility of both competing teams to assist with any labour required.
- (d) When covers are laid, the pitch and run ups must be protected from rain as much as possible.
- (e) At the conclusion of the match, both teams will be responsible for laying covers or for the proper storage of covers if covers are not required to be laid.

### 12 HOURS OF PLAY

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#### 12.1 Scheduled playing times

- (a) Scheduled playing times are 6:30pm to 9:25pm or as otherwise determined by the ODCA.
- (b) There will be two scheduled sessions of 1 hour 20 minutes each, separated by a 15 minute interval between innings.

#### 12.2 Last hour of match

Law 12.6, Law 12.7 and Law 12.8 (Last hour of match) shall not apply.

### 13 INTERRUPTIONS TO PLAY

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#### 13.1 Loss of playing time – general

- (a) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (minimum 5 overs each team)
- (b) The finishing time may be rescheduled by the amount of scheduled playing time lost, up to a maximum of 35 minutes.
- (c) The calculation of the number of overs to be bowled shall be based on a rate of four minutes per over in the total playing time available. If a reduction in the number of overs is required, any recalculation must not cause the match to finish earlier than the scheduled cessation time.
- (d) Where the overs for a match have been reduced, 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.

#### 13.2 Loss of playing time – before or during innings of the team batting first

Where more than 35 minutes of playing time is lost before or during the innings of the team batting first:

- (i) the number of overs in the innings of both teams shall be reduced at the rate of one over for each 8 minutes of playing time lost (Refer to Table A1 in Appendix A), and
- (ii) a fixed time will be specified for the completion of that innings as determined by the recalculation of the overs to be bowled, and
- (iii) the fielding restrictions for each innings shall be reduced in proportion to overs lost. (Refer to clause 18.2(c))

#### 13.3 Loss of playing time – after completion of the team batting first's innings

For any time lost after the completion of the innings of the team batting first:

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- (i) the number of overs to be received by the team batting second shall be unaffected for the first (aggregate) 35 minutes of playing time lost, and reduced at the rate of one over for each 4 minutes of playing time lost in excess of 35 minutes (Refer to Table A2 in Appendix A), and
- (ii) the fielding restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first. (Refer to clause 18.2(c)).

Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in that innings shall be used before overs are reduced.

### 14 INTERVALS

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#### 14.1 Interval for change of innings

The interval between innings is 15 minutes.

#### 14.2 Interval for Drinks

- (a) A drinks break will not be taken, except that under conditions of extreme heat the umpires may permit a drinks break.
- (b) If a drinks interval is deemed necessary, it shall be of 5 minutes duration and is to be taken on the field of play after the 10th over. Where a drinks break is taken, an additional 5 minutes playing time shall be permitted for that innings.
- (c) 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.

### 15 INNINGS

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#### 15.1 Number of innings

Each team is limited to one innings.

#### 15.2 The toss

The toss shall not be delayed by one or both teams not having the minimum number of players in attendance.

Where a match has an appointed umpire and one captain, or his deputy does not make himself available for the toss within the required timeframe, the opposing captain may claim the toss.

### 16 QUOTA OF OVERS

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- (a) The innings of each team shall be limited to 20 six-ball overs.
- (b) Where the overs for a match have been reduced, 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.
- (c) If the fielding team fails to bowl the required number of overs by the scheduled or rescheduled time for the cessation of that innings, play shall continue until the required number of overs has been bowled or a result has been achieved.
- (d) The fielding team must commence its final over for the innings within 80 minutes of that innings' commencement.

### 17 PROTECTIVE HELMETS

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- (a) A British Standard 7928:2013 compliant helmet must be worn by:
- (i) By players under the age of 18:
    - at all times when batting, and
    - when fielding in a position closer than 10 metres from the striker's position on the popping crease on the middle stump line, except for any fielding position wholly behind the popping crease
  - (ii) By players aged 18 or older:
    - when fielding in a position closer than 7 metres from the striker's position on the popping crease on the middle stump line, except for any fielding position wholly behind the popping crease.
  - (iii) By all wicket-keepers when wicket-keeping up to the stumps.
- (b) In the interests of player safety, all players aged 18 years or older are strongly advised to always wear a compliant helmet when batting against fast or medium pace bowling.
- (c) The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast", "medium-paced" or "slow" within the context of that particular match.
- The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.
- (d) The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

### 18 FIELDING RESTRICTIONS

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#### 18.1 Fielding restriction area

The fielding restriction area is created by a line, either marked or imaginary, being two semi-circles with their centre the middle stump at either end of the pitch and radius of 30 yards (27.43 metres) linked by two parallel straight lines on the field of play.

Continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals should be used to mark this fielding restriction area.

#### 18.2 Fielding restrictions

- (a) At the instant of delivery there shall not be more than five fielders on the leg side.
- (b) At the instant of delivery:
- (i) only two fielders are permitted to be outside the fielding restriction area for the first 6 overs of each innings, and
  - (ii) only five fielders are permitted to be outside the fielding restriction area for the remaining overs.
- (c) In circumstances when the number of overs for an innings is reduced, the fielding restriction shall be reduced proportionally in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations.

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| Target overs | Number of overs that fielding restrictions apply |
|--------------|--------------------------------------------------|
| 10 – 13      | 3                                                |
| 14 – 16      | 4                                                |
| 17 - 19      | 5                                                |

- (d) In the event of an infringement of these fielding restrictions, the umpire shall call and signal No ball.
- (e) Where the fielding restriction area is not marked the restrictions shall be applied using a common sense best estimate approach.

### 19 MAXIMUM OVERS PER BOWLER

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- (a) No bowler shall bowl more than four (4) overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. This clause shall not exclude a bowler from completing an over already started prior to an interruption.  
  
If the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (c) Any part over bowled due to incapacitation or suspension of a bowler will count as a full over in so far as each bowler's limit is concerned.

### 20 THE FOLLOW-ON

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Law 14 (The Follow-On) shall NOT apply.

### 21 DECLARATION AND FORFEITURE

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No team shall be permitted to forfeit its innings or declare its innings closed.

### 22 FREE HIT AFTER A NO BALL

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- (a) The delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit:
  - (i) the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called Wide, and
  - (ii) changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- (c) The bowlers end umpire shall signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

### 23 FAST SHORT BOWLING

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- (a) A bowler shall be limited to one (1) fast short delivery per over. A fast short delivery is defined as a ball which, after **landing**, passes or would have passed above shoulder height of the striker standing upright at the popping crease.

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- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short delivery has been bowled.
- (c) For the avoidance of doubt, any fast short delivery called Wide in accordance with Law 22.1.3, shall also count as one of the allowable short deliveries in that over.
- (d) In the event of a bowler bowling more than one fast short delivery in an over as defined in (a) above, the umpire at the bowler's end shall call and signal No ball on each occasion.
- (e) If a bowler delivers a second fast short delivery in an over, after the call of No ball and when the ball is dead the umpire shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (f) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short delivery in an over, the umpire shall repeat the procedure in (d) above and advise the bowler that this is his final warning.
- (g) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead, direct the captain to suspend the bowler from bowling and inform the other umpire for the reason for this action.
- (h) If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor be allowed to bowl any part of the next over.
- (i) The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.
- (j) The umpires shall then report the matter to the ODCA who shall take such action as is considered appropriate against the captain and the bowler concerned.
- (k) This clause is not a substitute for Law 41.6 (Bowling of dangerous and unfair short deliveries).
- (l) The warning sequence in this clause is independent of the warning and action sequence under any of the Laws or any other clause.

### 24 JUDGING A WIDE

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- (a) A delivery passing the striker on the off side, more than 75cm wide of the off stump shall be called a Wide unless the striker, at any point after the ball came into play for that delivery has brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.
- (b) A delivery that passes the striker's stumps on the leg side, wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, without any contact with the striker's bat or person shall be a Wide, unless:
  - (i) the ball passes between the striker and the stumps.
  - (ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
  - (iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.
- (c) A delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

### 25 THE MATCH RESULT

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#### 25.1 Minimum overs for a result

A result can only be achieved if both teams have had the opportunity of batting for at least 5 overs.

#### 25.2 No Result

A match shall be declared a No Result if both teams have not had the opportunity to bat for a minimum of 5 overs because:

- (i) the innings of the team batting first could not commence by 9:10pm (or 50 minutes before the scheduled finishing time); or
- (ii) the innings of the team batting second could not commence by 9:40pm (or 20 minutes before the scheduled finishing time); or
- (iii) the innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its' commencement.

#### 25.3 Determining the result

- (a) In any match where both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs shall be the winner, except where the maximum number of overs to be faced by either team is reduced after a match has commenced, in which case the DLS method shall be used to determine the winner.
- (b) If, due to suspension of play after the innings of the team batting first has been completed, the number of overs in the innings of the team batting second is revised to a lesser number than originally allotted, then a revised Target Score (to win) should be determined by the DLS Method for the number of overs which the team batting second will have the opportunity of receiving.
- (c) Where the innings of the team batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed the match will be decided by comparison with the DLS Par Score determined at the instant of the suspension. If the score is equal to the DLS Par Score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the DLS Par Score.

#### 25.4 Duckworth-Lewis-Stern (DLS) Method

It is the responsibility of both teams to perform any DLS calculations and for the team captains to agree on the Par Score or Target Score as applicable. The umpires will oversee the process and advise of any over reductions.

It is important to understand that the Target Score is always 1 run more than the Par Score, as the Target Score is the score that the team batting second needs to win the match.

All captains should make themselves familiar with the DLS calculation process.

The “Duckworth-Lewis-Stern v6.0 (DLS) Method of Re-calculating the Target Score in an Interrupted Match” shall be applied by using the “Duckworth-Lewis-Stern” Calculator in the PlayCricket website, PlayCricket app or PlayHQ E-Scoring.

#### 25.5 Super Over

- (a) In the event of a tied match the teams shall compete in a Super Over, subject to fitness of ground weather and light, to determine the winner.
- (b) Subject to the fitness of ground, weather and light, the Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.

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- (c) The team batting second in the match will bat first in the Super Over.
- (d) In both innings of the Super Over the fielding side shall choose which end to bowl from.
- (e) Whilst neither team is required to nominate either batters or bowler prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once the bowling team has determined which end they will bowl from and the opening batters take their respective positions at each end, they are not permitted to change ends.
- (f) Only nominated players in the main match may participate in the Super Over.
- (g) The same ball used at the end of each team's innings in the match, or a similar ball if that one is unsuitable for any reason, shall be used for its innings in the Super Over.
- (h) Fielding restrictions shall be the same as for the last over in the match.
- (i) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- (j) In the event of both teams having the same score in the Super Over, or that the Super Over is unable to be completed due to fitness of ground, weather or light, the result will be a tie.

### 25.6 Competition points

- (a) Points shall be awarded as follows:

| Result type  | Points |
|--------------|--------|
| Win          | 3      |
| Tie          | 2      |
| Loss         | 1      |
| Forfeit Loss | 0      |
| No Result    | 2      |

- (b) A team that forfeits a match shall receive no points.

### 25.7 Forfeits

- (a) A team will be deemed to have forfeited a match where it fails or refuses to play the match.
- (b) The umpires shall notify the ODCA within 24 hours of the forfeit occurring.
- (c) Any team which forfeits a match may, at the discretion of the ODCA, be liable for further penalties including exclusion from the competition.

## 26 THE FINALS SERIES

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### 26.1 The Finals Series

- (a) The two highest ranked teams in each pool will contest the Semi Finals.
- (b) The highest ranked team in each pool will play the second highest ranked team from the other pool in the Semi Finals.
- (c) The highest ranked team in each Semi Final match shall be declared winner, unless it is defeated by the lower-ranked team, which shall then be declared winner.

### 26.2 Competition placing

- (a) At the completion of the preliminary rounds, teams will be ranked in their pool based on their position on the points table. Rankings will be determined by the highest number of competition points.

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- (b) Where two or more teams having an equal number of competition points, a team with a higher net run rate shall occupy a higher relative position.

### 26.3 Net run rate

- (a) A team's run rate shall be calculated by dividing the total runs scored by the total number of overs received.

For the purposes of run-rate calculations, each fair delivery bowled counts as one-sixth of an over.

- (b) 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. That is:

$$\text{Net Run Rate} = \text{Team run rate} - \text{opposing team run rate}$$

- (c) Where the innings of the team batting second is suspended and it is not possible for the match to be resumed, but a result is achieved under DLS, for net run-rate purposes the team batting first will be credited with the team batting second's Par Score on abandonment off the same number of overs faced by the team batting second.
- (d) Where a match is concluded but with DLS having been applied at an earlier point in the match, the team batting first will be credited with 1 run less than the final Target Score for the team batting second off the total number of overs allocated to the team batting second to reach the target.
- (e) In the event of a team being all out in less than its full quota of overs, the calculation of its team run rate is based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

### 26.4 Replay of Final

- (a) If play is unable to commence on the scheduled date for the final, that match shall be rescheduled to the reserve date nominated in the draw or where no reserve date has been nominated, to the next available Wednesday.
- (b) Where a reserve date is not available the final shall be declared a No Result.

### 26.5 Bonnor Cup champions

- (a) The competition winners shall be known as 'Bonnor Cup Champions'.
- (b) Where the Final is declared a No Result (subject to clause 25.6) or the result is a Tie (subject to clause 0), both teams shall be declared joint winners.

### 26.6 Prizemoney

- (a) Prize money may be awarded to the Bonnor Cup Champions. The amount of any prize money to be awarded will be determined by the ODCA each season.
- (b) Where joint winners are declared, any prize money will be divided equally between the winning teams.
- (c) A club must be financial to be eligible to receive prize money.

### 26.7 Player of the Final

The player of the match in the Final, will be determined by the umpires officiating in that match, unless otherwise approved by the Committee.

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### 27 SCORING

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#### 27.1 Team selection

- (a) Teams should be selected in PlayHQ by no later than 5pm on the day of the match to facilitate e-scoring.
- (b) Following the toss, the e-scoring team shall ensure all nominated players are correctly recorded in PlayHQ.

Any player unable to be found in a team's list must be recorded as a Fill-In player. That club must notify the ODCA of such an occurrence and the ODCA will make any necessary corrections in PlayHQ.

#### 27.2 General

- (a) Only official ODCA scorebooks are to be used.  
Note: ODCA scorebook/s will be available at Wade Park.
- (b) Scoring for all matches is to be in accordance with the ODCA's 'Guidelines for Scoring'.
- (c) A progressive total must be kept for the entire innings.
- (d) Each team is encouraged to provide their own scorer for the entire match, wherever possible.

#### 27.3 Electronic scoring (E-scoring)

- (a) **All matches are to be electronically scored using the PlayHQ E-scoring system.** It is the responsibility of the home team (i.e., the team listed first on the draw) to provide a suitable device to e-score the match, unless such a device is provided by the ODCA.

Note: Teams are to ensure their device is fully charged prior to the start of play, and wherever possible be able to charge their device during the match.

- (b) When a match is e-scored, score must also be kept in at least one scorebook, **which will provide a backup for corrections and system outages.**
- (c) **If for any reason, the match is unable to be e-scored, then two scorebooks MUST be used.**

#### 27.4 Accuracy of scorebooks and match result

The captains shall be responsible for ensuring that the scorebooks are accurate.

At the end of the match and prior to leaving the ground both teams should agree on the match result.

Should teams not agree, then a Dispute must be lodged in accordance with clause 29 below.

### 28 SUBMISSION OF MATCH RESULTS

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#### 28.1 Entry of data into PlayHQ

- (a) Match scores

Match scores must be entered into PlayHQ within 48 hours after the scheduled start time for the match.

For a match that has been e-scored, the team that e-scored the match will be responsible for ensuring that match scores are submitted and finalised in PlayHQ by 6pm Sunday (i.e. Submit Match Result and End Session).

- (b) Player scores

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Player scores must be entered into PlayHQ within 72 hours after the scheduled start time for the match.

### 29 DISPUTES and PROTESTS

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#### 29.1 Procedure

- (a) Any club requiring adjudication by the ODCA on any dispute or protest, shall forward a clear written statement of the matter in dispute or under protest to the Secretary within 48 hours after the scheduled close of play from the match which the dispute or protest has arisen. The statement shall be signed by an office-bearer of that club and must be accompanied by the prescribed fee, which may be refundable at the discretion of the Committee.
- (b) The Committee may, at their discretion, summon all parties involved to attend a hearing. Hearings shall be open to the presence of all affected parties, who shall be permitted to make oral and written representations in relation to the matter at hand.
- (c) Notification of a hearing shall be given at least three working days before the date of the hearing, specifying the place, date and time of the hearing and the nature of the matter being heard. The Committee, in its absolute discretion, may make its determination in the absence of any party.

#### 29.2 Appeals

- (a) An appeal against the decision of the Committee:
  - (i) must be lodged with the Secretary by 5pm on the third working day following notification of the Committee's decision, and
  - (ii) must be accompanied by the prescribed fee, which may be returned at the discretion of the Committee.
- (b) The Secretary will forward any such appeal to the Central West Cricket Council, for consideration by that body.

### 30 CARL SHARPE MEDAL

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- (a) The Carl Sharpe Medal is awarded for the Player of the Series in the Bonnor Cup competition.
- (b) Points shall be awarded on a 3-2-1 basis by the umpire/s, for all matches other than qualifying matches where a result has been achieved, including finals.
- (c) If players are equal on points, the winner will be determined by:
  - (i) the greatest number of 3 points received, or if equal,
  - (ii) by the greatest number of 2 points received.Otherwise joint winners will be declared.

### 31 ALCOHOL AT MATCHES

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- (a) A participant must not:
  - (i) Consume alcohol during a match, including from the time they arrive at the ground until play concludes on that day, or
  - (ii) bring alcohol onto the ground during play.
- (b) Any breach of this clause may be dealt with under the Code of Conduct or by the Committee directly at the absolute discretion of the Committee.

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- (c) The Committee may impose penalties, including loss of match points on any team whose player/s breach this clause.
- (d) All teams shall take reasonable steps to ensure their participants are not adversely affected by alcohol or other illicit substances.

### 32 PLAYERS' CONDUCT

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Law 42 shall NOT apply. Matters of unacceptable conduct are to be dealt with under the provisions of the ODCA's Code of Conduct.

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### APPENDIX A: Loss of Playing Time

Use Table A1 for:

- time lost PRIOR TO PLAY, and
- time lost DURING INNINGS OF THE TEAM BATTING FIRST.

Reduce innings by 1 over per team for each whole 7.5 minutes lost.

| TABLE A1     |            |              |            |              |            |
|--------------|------------|--------------|------------|--------------|------------|
| Minutes Lost | Overs Lost | Minutes Lost | Overs Lost | Minutes Lost | Overs Lost |
| 8            | 1          | 48           | 6          | 88           | 11         |
| 16           | 2          | 56           | 7          | 96           | 12         |
| 24           | 3          | 64           | 8          | 104          | 13         |
| 32           | 4          | 72           | 9          | 112          | 14         |
| 40           | 5          | 80           | 10         | 120          | 15         |

Use Table A2 for:

- time lost DURING THE INNINGS OF THE TEAM BATTING SECOND.

Reduce innings by 1 over for each whole 3.75 minutes lost.

| TABLE A2     |            |              |            |              |            |
|--------------|------------|--------------|------------|--------------|------------|
| Minutes Lost | Overs Lost | Minutes Lost | Overs Lost | Minutes Lost | Overs Lost |
| 4            | 1          | 24           | 6          | 44           | 11         |
| 8            | 2          | 28           | 7          | 48           | 12         |
| 12           | 3          | 32           | 8          | 52           | 13         |
| 16           | 4          | 36           | 9          | 56           | 14         |
| 20           | 5          | 40           | 10         | 60           | 15         |

### APPENDIX B: Applying the Duckworth-Lewis-Stern (DLS) method

This appendix shows how to apply DLS stoppages, calculate revised targets and outcomes while using E-Scoring and when not using E-Scoring.

DLS calculation relies on entering **all stoppages that reduce over limits** and knowing the revised over limit (usually provided by the Umpire).

#### 1. WHILE USING E-SCORING

##### 1.1 Stoppage during the 1st Innings

- Actions -> Break -> select the break type -> Apply
- Adjust Parameters -> enter the new over limit -> Resume scoring
- If the Innings has now concluded it's still important to add the stoppage before Ending Innings as this will impact the target in the 2nd Innings:
  - When selecting Adjust Parameters set the Over Limit to the current state as at the stoppage
  - Manually End Innings -> select opening batters and bowler -> set up 2nd Innings parameters

##### 1.2 Setting DLS in the innings break

- Select opening batters and bowler -> on the innings setup page confirm the Over Limit with your Umpire -> select the DLS tab under Target -> Update & Resume
  - The revised DLS target considers all stoppages in the 1st Innings which is why you must include a stoppage that ultimately ended the 1st Innings
- If you can't set the DLS parameters during the innings break -> on the E-Scoring screen select Actions > Parameters to update the Overs / DLS target

##### 1.3 Adding Stoppages in the 2nd Innings

- Actions -> Break -> select the break type -> Apply
- Adjust Parameters -> enter the new over limit -> Resume scoring
- Enter any stoppage that ultimately ends the 2nd Innings / Match

##### 1.4 Understanding 2nd Innings Parameters

- Displayed underneath the team names next to Parameters
  - Over Limit – Maximum overs available in 2nd Innings
  - Par Score – If the match ends now, the batting team score must be above this number
- Par Score will change with each ball and each wicket
- Par Score only applies once the Minimum Over Limit has been met
- Target – Batting team wins the match once this target score is reached, and regardless of how many overs are bowled or wickets lost
- The Bowling team wins if this target is not reached once all available overs are bowled or all wickets are lost

##### 1.5 Ending the Match

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- The scorer is prompted as normal when the over limit is met, all wickets are taken or the target is reached.
- Manually end the match, after entering a final stoppage, by selecting Actions -> End Innings
- Submit Game Result as normal:
  - Match result will be based on the target score if the over limit is reached
  - Match result will be based on the par score if the final stoppage ends the match before the over limit is reached (provided the stoppage has been added)

### 2. USING DLS WITHOUT E-SCORING

- Available at the Play Cricket website - <https://play.cricket.com.au/dls-calculator?>
- Enter each individual stoppage in both Innings and then -> Generate Target
  - Over-by-over table – Used by teams to track progress / plan innings with potential weather delays imminent
  - Ball-by-ball table – Used to determine a winner / track progress when the stoppage or closure occurs while an over is in progress
  - Minimum overs required for a result are as per the playing conditions
- Par Score – Means the batting team must be above the par score to be ‘winning’ the match. If the batting total is below or equal to the Par Score, then the Bowling team is deemed to be ‘winning’ the match.