

# **Armidale & District Cricket Association**

## **GENERAL RULES PERTAINING TO THE CONDUCT OF CRICKET**

### **RULE 42**

All matches shall be played in accordance with the laws of cricket as recognised by the New South Wales Cricket Association with local Rules as follows.

### **RULE 43 PLAYERS REGISTRATION AND TRANSFERS**

- (1) (a) Players wishing to transfer between clubs within the A.D.C.A. must be financially clear of their previous club and must have a statement to this effect from his previous club or school. This statement, together with their application, must be lodged with the convenor of the Transfer and Grading sub-committee or at his address no later than 6.00 pm on the Tuesday prior to the first or next round.
- (b) A player wishing to nominate for membership of the Association will acknowledge that he will abide by the Rules and the Code of Conduct of the Association. Any contravention by a player to the Rules and Code of Conduct of the Association may result in disciplinary action against the offending player.
- (2) Any team playing a player without clearance from his previous Club within the A.D.C.A. will lose all points earned for that match. The result of the match will stand for purposes of awarding points to the association side.
- (3) Players commencing cricket in the A.D.C.A. competition and players from other associations transferring to the A.D.C.A. will be deemed to be registered with the club of their choice from the time that nomination formalities have been finalised. (See Rule 3).
- (4) (a) Players registered with the Association will not be allowed to transfer clubs after having played one (1) game with a club in the A.D.C.A. competition in that season unless due need or reason can be shown and then only upon application to the association.
- (5) If a player has not played for four or more consecutive seasons, he is clear to play with the club of his choice without clearance from his previous club.
- (6) No Club will be permitted to register more than 1 team per grade in ADCA competition.

### **RULE 44 SPORTING INJURIES INSURANCE SCHEME**

- (1) All players are to be insured under the Sporting Injuries Insurance Scheme.
- (2) Each club nominating teams must pay insurance premiums to The Compulsory Sporting Injuries Insurance Scheme with affiliation fees. The Finance Committee shall determine the initial amount to be paid by each club taking account of player registrations by that club the previous season and the individual premium payable. An adjustment will be made at the end of the season when the exact player strength can be determined for each club.

### **RULE 45 PLAYER GRADING**

Each Team is to nominate a core of 6 players who cannot play in a lower grade during the season, except with special permission from the Grading Committee.

- (1) Once graded, a player cannot play in any lower grade match unless a request, in writing, to the grading committee has been approved in writing subject to the exception identified in Rule 82.
- (2) Any Club playing a graded player in a lower grade shall have deemed to have forfeited the match. However there will be no penalty imposed against individuals other than the offending player in that their performances will be credited for aggregate and average calculations for individual players.
- (3) Requests from any Club for change to a player's grading must be in the hands of the convenor of the Transfer & Grading Committee prior to 6:00pm on Tuesday prior to the next round.

### **RULE 46 SCORE SHEETS**

Result Summary Sheets for each match must be lodged with the Recording Secretary by 10:30am of the Sunday following the completion of the match at the nominated location and Sportstatz entry must be completed by 6:00pm Tuesday following the match, and include the names of all players nominated to play in that match (as per rule 64) including Semi-Finals and Finals - washed out games and forfeits included.

Players nominated on Result Summary Sheets in washed out or forfeited matches are counted as having played that match.

Penalty for not complying - loss of 2 points from their progressive point-score and in case of semi-finals and finals the loss of the match. However there will be no penalty for individuals and their performances will count towards the aggregates and averages. The committee reserves the right to reinstate the points in extreme circumstances but only after appeal by the club involved.

Teams need not lodge a scoresheet in the situation where all 4 grades are washed out for a particular round of our competition.

#### **RULE 47**

In the event of a side not being represented by at least seven (7) players ten (10) minutes before the official starting time, that side will forfeit the right to toss.

#### **RULE 48**

Teams which change the scheduled ground or date of a match shall lose all points for that match unless approval has been given prior to the match by the Management Committee or the Convenor of the Fixtures Committee.

#### **RULE 49**

Where one day rounds in one grade (eg 3rd grade) coincide with a 2-day round in another grade (eg 2nd grade), a player may not participate as a batsman and/or bowler in both matches on the same playing day. A player may be named as 12th man for the 2-day match but can only bat and/or bowl on the day when he is not named or playing in the one-day competition match. Normal player Gradings apply. Substitute fielders are permitted, under general Laws of Cricket.

#### **RULE 50 CRICKET DRESS**

All players shall be correctly attired in white or cream shirt, white or cream trousers (compulsory in 1st and 2nd grade) or white or cream trousers, white or cream socks, and predominantly white sports shoes or boots. Club cap, white, cream or Club coloured hat, and white or cream sweater may also be worn. Any player not correctly attired may be refused permission to play by the Umpires or the opposing Captain. Wrist watches will not be worn by players on the field of play. Captains to enforce this rule.

#### **RULE 51 WEARING OF SPRIGS**

Sprigs are banned on all wickets other than turf. On hard wickets a player wearing sprigs is not permitted to bat or bowl. Umpires and Captains are permitted to enforce the ban. The failure of any player to observe the ban will render that player, his captain, his team and his club liable to penalty. To assist Curators, players are encouraged to wear sprigs on turf wickets.

#### **RULE 52 CRICKET BALL**

1st and 2nd Grades will use a 4 piece leather ball and all other grades will use a 2 piece leather ball of a standard as determined by the Association at a General Meeting each year.

#### **RULE 53 CODE OF CONDUCT**

I. ADCA, its affiliated Clubs, teams and players will abide by the Code of Conduct contained in the Laws of Cricket and adopted by Cricket NSW. Team Captains are responsible for ensuring that play is conducted within the spirit of the game, the Laws of cricket and Local Rules.

II. Players, umpires, officials and office bearers shall not engage in disorderly or improper conduct which could bring them or the game into disrepute. This includes, but is not restricted to:

- a. Intimidating, assaulting or abusing, or attempting to intimidate, assault or abuse, either orally or physically, an umpire, player, official or spectator (includes excessive and/or frivolous appeals);
- b. Not accepting an umpire's decision;
- c. Disputing (as distinct from questioning), showing dissent, or acting in a provocative manner towards an umpire;
- d. Using crude or abusive language or making offensive or aggressive gestures (eg 'sendoffs'; loud swearing at any player or official; racial vilification; spitting in the proximity of other players);
- e. Abusing cricket equipment or playing facilities;

- f. Drinking of alcohol by a player during the hours of play.

#### Behaviour on the field

III. Umpires (in absentia, the Team Captains) will intervene in cases of bad behaviour on the field of play. If such intervention does not, in their opinion, resolve the incident with the player or players involved and if deemed necessary, with the Captain(s) or such players on the field at the time, they shall submit a written report on the occurrence(s) to the Association Secretary by 6pm on the following Wednesday. Copies of this written report will be forwarded by the Association Secretary to the President or the Secretary of the Club(s) concerned by 6pm on the first Saturday following the original incident. Any such report will also be forwarded to a Judiciary by the same deadline.

#### Judiciary and Appeals

IV. A permanent Judiciary of three persons (preferably not current players) will be appointed by the ADCA. A Chairman will be elected by the members of the Judiciary. Appointment to the Judiciary is for a three year term; members may resign but cannot be dismissed by ADCA. Casual vacancies will be filled as required by ADCA Committee, with the initial term being of such length as maintains a common date for renewal of appointments.

V. The Chairman of the Judiciary will receive any reports concerning breaches of Code of Conduct, as described in IV above. The Chairman will convene a meeting within 14 days of the occurrence, involving the other Judiciary members, the Umpire(s), Captains of both teams and those players named in the report. Individuals appearing before the Judiciary may invite an observer (but that observer shall not have the right to give evidence or cross-examine witnesses).

a. Any player named in a report being considered by the Judiciary may plead guilty to the alleged breach, prior to the Judiciary meeting. The player or players who admit to breaching the Code of Conduct will be automatically suspended from playing in ADCA or affiliated competitions for the next two playing days.

b. If a player or players appear before the Judiciary, they will be subject to any penalty imposed by the Judiciary.

c. The Judiciary decision will be advised to the Association Secretary, who will communicate it in writing to the Club(s) involved.

d. No player or official shall disclose or comment on any report, hearing or decision arising from any alleged or proven breach of Rule 53.

e. No player serving a suspension under Rule 53 will be eligible for selection at higher levels during the suspension.

VI. A Club, on behalf of a suspended player, may appeal a Judiciary decision within 2 days of the hearing, by notice in writing (incl. email) to the Association Secretary. Appeals must be on the grounds of either failure of ADCA or the Judiciary to comply fully with Rule 53, or to consider new evidence not presented to the Judiciary. The Appeals Committee will comprise three members selected by the President from the current ADCA Committee; members of the Clubs involved in the particular incident cannot adjudicate an appeal. The appeal must be heard and decided before the original suspension was to take effect.

#### The Good of the Game

VII. If the Committee feels that a penalty imposed, either under Part V(a) or by the Judiciary, is insufficient then it may refer that matter back to the Judiciary for review.

VIII. If a serious incident cannot be addressed through the procedures described in this Rule, the Committee of ADCA shall have power to deal with such matters as it sees fit.

### **RULE 54 REFUSAL TO PLAY ON FOR REASONS OTHER THAN BAD LIGHT**

Unless both Captains are in mutual agreement any team which refuses to play on in a match during scheduled time loses all points for that match. The opposing team shall receive maximum points for that round.

### **RULE 55 ELIGIBILITY OF PLAYERS FOR SEMI-FINALS**

A Club must be 'financial' with ADCA to be eligible to play in any semi-final, final or grand-final match. 'Financial' means that 50% of annual fees be paid by 18 January and 100% of annual fees be paid by 28 February.

(1) Players will be eligible to play in semi-finals and finals provided that they have played at least three games for that Club in that Competition. A player shall be deemed to have played in a match provided he has taken the field of play in the match or has been at the ground available to bat. Players nominated on score sheets in washed out or forfeited matches are counted as having played that match.

For the purpose of establishing player eligibility for 1-day finals matches, only the 'playing 11' will be counted as having played a match.

(2) Normal player gradings will still apply.

(3) Players that have played more than five (5) games in a grade in that competition will not normally be eligible to play in a lower grade unless the next higher grade is also involved in the semi-finals and/or finals. If the next higher grade is not involved then 4 below applies.

A player shall be deemed to have played in a match providing he has taken the field of play in the match or has been at the ground and available to bat. Players nominated on score sheets are counted as having played the match.

(4) Application for exemption to (3) above to be made to the Convenor of the Transfer and Grading Committee. Exemption, if granted, will be made in writing and should be given to the opposing captain prior to tossing.

## **RULE 56 SEMI-FINALS AND FINALS**

In the event of a drawn or a tied Grand Final both teams shall be declared joint premiers.

In the event of a draw or a tied match the team ahead on points wins the match. In the event of teams having equal points the team ahead on averages shall determine the winner. For the purpose of ascertaining averages, the following system shall be adopted:

The batting averages for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The batting average against such a team shall be obtained by dividing the total runs scored against it by the total number of wickets taken. The former shall be divided by the latter. The team having the higher quotient shall be considered to have the better performance. In the computation of averages, a side declaring its innings closed shall be deemed to have lost the number of wickets that have actually fallen.

If a team does not have a complete team and an innings is completed, that team will be deemed to have lost 10 wickets.

## **RULE 57 UMPIRES' FEES**

Umpires' Fees are:

\$30.00 per team each afternoon when one umpire officiates.

\$35 per team each afternoon when two umpires officiate.

\$40 per team each full day when one umpire officiates.

\$55 per team each full day when two umpires officiate.

## **RULE 58**

In the case of an appeal against the light where no neutral umpire is present, both captains must agree or play will continue.

Captains are reminded that the safety of players is their responsibility.

## **RULE 59 CLUB CHAMPIONSHIP**

The number of points scored by each team will be divided by the number of games scheduled. These average points will be multiplied by three (3) for 1st grade teams by two and a half (2.5) for 2nd Grade; two (2) for 3rd Grade; one and a half (1.5) for 4th Grade and one (1) for 5th Grade.

The Club Championship will be decided by totalling the modified average points for all teams within a club and/or associated club. Club attachments for this must be notified at the time of application with the Association.

## **RULES PERTAINING TO TWO DAY MATCHES**

### **RULE 60**

Matches shall be limited in all grades to two afternoons unless otherwise approved by the Fixtures Committee.

### **RULE 61 HOURS OF PLAY**

All teams are asked to be punctual to allow games to commence on time.

#### **TIMETABLE:**

12.45p.m. Preparation of wicket - erection of stumps.

12.50-1.00pm Exchange of team lists - toss for first innings - drink breaks to be determined prior to commencement of play.

1.10 p.m. Fielding side take up positions.

1.15 p.m. First ball of the match.

3.45 p.m. Tea Interval - Payment of Umpires.

6.00 p.m. Stumps. Umpires and/or Captains check Score Books. (Note: play may continue until 6.30 p.m. - Refer to Rule 65).

#### **Hours of play Semi-Finals and finals:**

##### **SATURDAY**

1.15 - 3.15 p.m.

3.15 - 3.30 p.m.- Tea Interval

3.30 - 5.30 p.m. (20 overs in the last hour if it is in the 3-4 innings)

##### **SUNDAY**

10.00 - 12.45 p.m.

12.45 - 1.15 p.m.- Lunch

1.15 - 3.15 p.m.

3.15 - 3.30 p.m. - Tea Interval

3.30 - 5.30 p.m. (20 overs in the last hour, starting at 4.30pm if it is in the 3-4 innings; ie play can continue past 5.30pm) during the grand final if it occurs when daylight saving finishes on the Saturday night the following times apply:

##### **SATURDAY**

1.15 - 3.45 p.m.

3.45 - 4.40 p.m.- Tea Interval

4.00 - 6.00 p.m.

##### **SUNDAY**

10.30 - 12.45 p.m.

12.45 - 1.15 p.m.- Lunch

1.15 - 3.15 p.m.

3.15 - 3.30 p.m. - Tea Interval

3.30 - 5.30 p.m. (20 overs in the last hour, starting at 4.30pm if it is in the 3-4 innings; ie play can continue past 5.30pm)

#### **Hours of play 120 Over Matches (2 x 60 Over Innings)**

10.00a.m. - 12.45p.m.

12.45p.m. - 1.15p.m. - Lunch

1.15p.m. - 3.15p.m.

3.15p.m. - 3.30p.m. - Tea Interval

3.30p.m. - 6.00p.m. (Play may continue to 6.30p.m. - Refer to Rule 65)

### **RULE 62 FOLLOW ON MARGINS**

In a two day match the follow-on margin is 100 runs. In a match of 120 Overs the follow-on margin is 75 runs.

### **RULE 63 AFTERNOON TEA**

In all matches there shall be an afternoon tea interval of fifteen (15) minutes duration, and this period shall, except as otherwise provided below, be computed from the termination of the over in progress at 3.45 p.m. or from the time of a wicket falling within two minutes of such interval time. Should there be an interruption of play however, between 3.15 p.m. and 3.45 p.m. by the termination of an innings or by weather, the tea

interval shall be taken then. There shall be no afternoon tea interval if play on either day of a two day match does not commence before 3.15 p.m.

### **RULE 64 PERSONNEL OF TEAMS**

(I) Captains must exchange team lists at the time of the tossing. One replacement (the nominated 12th man) is allowed on the second day. He may replace one of the original team who is unavailable. A replacement may bat if the player he has replaced has not batted in that innings. A replacement may bowl even if the player he has replaced has bowled in that innings.

(II) Clubs with 2 or more Senior players away on "Higher Representation" commitments MAY replace up to 4 players, with a maximum of 2 in 1st Grade and 2 in 2nd Grade. Player grading will not apply, provided the said players have been nominated on the Team List prior to the commencement of the match (Rule 64).

(III) Any team not abiding by the replacement rules 64 (i) and 64 (ii) will lose all points for the match.

### **RULE 65 LENGTH OF INNINGS**

(1) The first two innings of any match shall consist of a maximum of 160 (6 ball overs). (If play interrupted prior 6.30 p.m. Rule 65 (5) applies). When the first side fails to bat out their 80 overs the second side will receive the balance that day.

They will then receive a maximum of 80 overs the next day. Play shall not continue past 6.30 p.m.

(2) Should the allotted 80 overs on the first day be bowled prior to 5.50 p.m. the team batting second will commence their 80 overs and play until 6.00 p.m. They will receive the remainder the next week.

(3) A partially completed over will be deemed a completed over for this purpose.

(4) For the third and fourth innings normal rules apply, including 20 overs in the last hour on either day.

(5) In the event of rain or light or other unavoidable circumstance causing play to be interrupted or abandoned after the commencement of the first day and the side not being dismissed, those overs bowled will be added to the scheduled

overs for the second day and halved to determine the overs per innings.

(6) The side batting second must receive, if possible their entitled overs when interruptions occur on the second day. Should it be impossible to bowl the entitled overs prior to 6.30 p.m. and the second side are not dismissed or have not scored the necessary runs, the match is drawn.

(7) If the side batting second has received its allotted over requirement and has not been dismissed but has scored less runs than the side batting first, then the team batting first will be considered to have won the match on the first innings.

(8) In the event of day one being washed out completely, the match will revert to a one day match of 80 overs - 40 per team. A tea break of 10 minutes between innings will be taken. Starting time 1.15 p.m. (Refer One Day Rules).

(9) In the event that 120 Over matches are scheduled they will be played under two day rules with no bowling restrictions to apply. Normal rules apply for the third and fourth innings including the rule that 20 Overs will be bowled in the last hour of play.

### **RULE 65A**

(1) Team captains in all ADCA competitions must indicate on their declared team sheet for each match those team members who are under 19, 17, 16, 15 or 14 years of age on 1 September (prior to the start of the new season.)

### **MAXIMUM OVERS**

(2) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play, set out below-

AGE AT 1 September	MAXIMUM OVERS in a Spell	MAXIMUM OVERS in a Days Play
Under 19	8	20
Under 17	6	16
Under 16	6	12
Under 15	6	12
Under 14	5	10

### **MINIMUM REST PERIOD**

(3) Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.

(4) A bowler who has bowled a spell of fewer than the maximum number of overs set out in (2) above may resume bowling prior to the completion of the minimum rest period as defined in (3) above, but this will be considered an extension of the same spell, and the limit of overs in the spell will still apply. Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded. (5) For the purpose of calculating a bowler's minimum rest period as defined in (3) above, any interruption to play due to weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end, and a scheduled luncheon interval of 40 minutes shall count as 6 overs from each end.

### **SEMI-FINAL AND FINAL MATCHES**

(6) The over restrictions set out in (2) above shall be varied for semi-final and final matches as set out below.

AGE AT 1 September	MAXIMUM OVERS in a Spell	MAXIMUM OVERS in a Days Play
Under 19	8	26
Under 17	6	21
Under 16	6	16
Under 15	6	13
Under 14	5	11

### **RULE 66 SEMI-FINALS AND FINALS**

(Two Day Rules 65 (2) to 65 (7) only apply)

(1) All semi-finals and finals will be played over one weekend, but will consist of a maximum of 170 overs for the first two innings and played under the above mentioned two day rules (suggested maximum: 70 over day one, 100 overs day two. Compulsory declaration after 85 overs 1st Innings).

In the event of the team batting first being dismissed before receiving their allocated 85 overs, the team batting second will be entitled to receive the balance of the 170 overs allowed for the first two (2) innings of the match.

(2) In semi-finals and finals, should play be washed out on the Saturday, matches will be of 50 overs per first innings on the Sunday. With every 3 minutes lost on this day, 1 over will be deducted from play. Should play commence at 12.15 p.m. matches will be of 40 overs per first innings. No final series match may commence after 12.15 p.m. on the Sunday. No bowling restrictions apply.

### **RULE 67 ALLOCATION OF POINTS**

Outright win 7 points

Tie, after leading on first innings 7 points

Tie after first innings loss 7 points

First innings win 4 points

First innings win and loss outright 4 points

Tie on 1st Innings 4 points

Bye Maximum points scored for round in that grade

Draw 2 points

First innings loss 1 point

Outright loss 0 points

Forfeit Maximum points scored for round in that grade

### **RULES PERTAINING TO ONE DAY MATCHES**

#### **RULE 68**

The duration of each match will be limited to one innings per team

#### **RULE 69**

Each side will be limited to a maximum of (40) overs batting in the first innings. In a match, not being subject to a late start because of wet weather or the state of the ground, the team batting first shall declare its innings at 3.45 p.m. irrespective of overs received, the team batting second is entitled to receive the same number of overs only. (See Rule 74).

Play can continue until 7pm if required so that the side batting second faces the same number of overs as faced by the side batting first. Also see Rule 75.

## **RULE 72**

- (1) Each bowler is limited to (8) overs per innings. In the event of a bowler breaking down and being unable to complete an over then the remaining balls will be bowled by another bowler from the same end. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- (2) Normal rules pertaining to no balls and wides apply.

## **RULE 73 ALLOCATION OF POINTS**

- Win 4 points
- Bye 4 points
- Win by Forfeit 4 points
- Tie 3 points
- Draw 2 points
- Loss 1 point

## **RULE 74 MATCH RESULT**

- (1) In all matches completed with one innings each, the side scoring the most number of runs, irrespective of the number of wickets lost, shall be deemed the winner.
- (2) The side batting second must receive if possible their entitled overs. The entitled overs shall be deemed to be 40 overs or such lesser number as received by the team batting first. (Refer Rules 69 & 76).
- (3) Should it be impossible to bowl the entitled overs prior to 6.30 p.m. and the side batting second are not dismissed or have not scored the necessary runs the match is drawn.
- (4) Where play has been washed out completely the match is drawn.

## **RULE 75**

Play shall begin promptly at 1.15pm. Captains are requested to exchange team lists at time of tossing. Fifteen minutes break will be taken between innings during which time afternoon tea may be taken. Play shall not continue past 7.00pm.

## **RULE 76**

In the event of a match starting late because of wet weather or the state of the ground, then the total number of overs in the match shall be reduced by one for each 3 minutes or part thereof of playing time lost, the total number of overs being adjusted to an equal number of each innings and agreed upon by both captains. Play must commence by 2.45 p.m. to constitute a match. (i.e. Theoretical minimum - 50 overs).

## **GENERAL RULES**

### **RULE 77 SCORING OF BOUNDARIES**

- (1) Four (4) runs shall be scored in the event of a ball hitting any obstacle within the player area and not passing over the boundary on the full. (Trees, sightscreen, etc).
- (2) Six runs shall be scored in the event of a ball passing directly over the boundary after hitting an obstacle or passing directly through a sightscreen.
- (3) Six runs shall be scored if the baseball net at Lambert Park is struck on the full.

### **RULE 78 BOUNDARIES**

- (1) Where the boundary is marked with a mown strip the boundary shall be the inside edge of the mown portion. Flags should be positioned by the home team accordingly.
- (2) Where boundaries are not defined the boundary shall be the edge of the long grass.

### **RULE 79 CATCHES OFF OBSTACLES**

A player cannot be given out after a ball has hit an obstacle(See Rule 77 (1)).

## **RULE 80 DEAD BALL**

A dead ball shall be signalled in the following instances:

- (a) Where a ball hits the edge of a wicket and the grass and veers inward towards the batsman's wicket.
- (b) When in the case of matting wickets a ball hits the matting edge the leather ends or the middle gap between the mats.
- (c) In the case of 80(a) and 80(b) above, the delivery shall NOT count as a ball in the over and the ball shall be rebowled.

## **RULE 81 COVERS**

Covers are to be placed on turf wickets by the club responsible for wicket before sundown on the Friday preceding play unless the curator directs otherwise.

For semi-finals covers are also to be placed after the drawing of stumps on the first day.

## **RULE 82**

Representative Selectors are required to give representative players seven day's notice of their selection, either personally or to a member of the Players' Club Committee. Once the required notice has been given, players withdrawing from representative duties or failing to turn up and not giving appropriate notice to selectors will serve a one match suspension from the local competition immediately following the scheduled representative match. Selectors must be notified of unavailability by 6.00pm Thursday prior to the match.

## **RULE 83 FORFEITS**

Clubs failing to forfeit their lowest grade will be penalised two (2) points for each grade played excluding the grade forfeiting which will receive Nil points.

Any team which forfeits three matches in a season shall be removed from their Competition/Grade.

## **RULE 84**

Fourth Grade playing conditions. Players over the age of 19 MUST retire at 50 runs and may only bowl a maximum of 16 overs per innings. All players subject to grading.

## **RULE 85**

ADCA Clubs agree to be bound by the following rules concerning cricketers under the age of 16 years:

- U16 players may play in ADCA competition matches without being a regular player in ADJCA competitions;
- All U15 players (including younger ages) must play in ADJCA competition to be eligible to play in ADCA matches.
- 'age' is based on the player's age as at 1 September of the current season.
- ADCA will only permit players who are over 14 years of age as at 1 September of each season to take part in ADCA-sanctioned matches. Exceptions will be permitted, by application (in advance of the match date) to the Grading Committee in accordance with Rule 45. Penalty for breach: loss of points by that team for the match. A player of any age shall be eligible to be a substitute fielder at the option of the opposing captain, subject to normal Laws of Cricket and Local Rules.