

8/10/2024

CFN Regulations and General Playing Conditions 2024-2025

These Guidelines pertain to Cricket Far North Membership Clubs, their players, and supporters.

The guidelines include:

[Cricket Far North Club Regulations](#)

[Cricket Far North General Playing Conditions](#)

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CRICKET FAR NORTH REGULATIONS

These regulations pertain to all clubs and associations who participate in the Cricket Far North fixtures.

These regulations include:

[Affiliated Bodies Regulations](#) – Clubs will consider these when providing teams in the competition. They provide the framework for how clubs manage their commitments to CFN.

[The Player Regulations](#) – Clubs must consider these regulations which provide guidance on how their teams and players contribute to the successful operation of the CFN Competitions. They also include regulations on Semi-Finals and Finals.

[Presentation Night](#) – Outlines the team and individual awards and trophies available for the end-of-season presentation night, and the context under which they are evaluated.

Adjustments in this version

Any changes in the 2024-2025 version from previous seasons are below in GREEN text.

3.1.1 Application requirements for teams requesting to provide a 1st Grade team adjustment.

4.2 Players must register and pay via PlayHQ.

4.6 Cricket Far North invoicing of clubs removed.

Any reference to the now defunct MyCricket database has been removed and replaced with the PlayHQ database.

12.2 New Marsh Insurance link for pre-match checklist for captains.

Incentive Points for matches have been removed.

New forms and documents in this document are linked to the online site. Click on these links to go directly to the relevant document or form.

AFFILIATED BODIES REGULATIONS

Any club or association which has been approved as an affiliate in past seasons, will automatically be a recognised affiliate of Cricket Far North for any season following their approval.

These regulations will apply to all Cricket Far North (CFN) affiliated bodies who participate in the season's competitions.

A list of our affiliated bodies and the contact details (Email & Mobile) can be accessed on the CFN website. This list will be updated as required.

1. Application to Cricket Far North as an Affiliated Body

- 1.1. Every new Association/Club (the applicant) applying for admission to Cricket Far North shall support its application through the official Association/Club Nomination form available from the CFN secretary (secretary@cricketfarnorth.com.au) and by a certificate signed by its secretary and treasurer, setting out the qualifications possessed by it, including but not limited to:
 - 1.1.1. The body's Incorporation details.
 - 1.1.2. An audited financial statement or details of the applicant's financial status.
 - 1.1.3. Details of facilities and amenities available at their proposed home grounds.
 - 1.1.4. An alphabetic list of the names of all members and their addresses signed by the club.
- 1.2. The applicant must have the following minimal requirements in order for approval for admission to the Cricket Far North Association:
 - 1.2.1. They must provide a certificate of Incorporation with the Queensland Office of Fair Trading.
 - 1.2.2. They must be financially secure.
 - 1.2.3. They must have a membership roll of a minimum of eleven (11) players per nominated team.
 - 1.2.4. Unless the Cricket Far North Executive otherwise approves, the possession or lease of one or more than one first grade standard ground and wicket approved by the Cricket Far North Executive. Each Club shall be responsible for the upkeep of its grounds and wickets, The Cricket Far North Management Committee shall be the sole judge of the necessity in all cases, and any directions which it may give in this matter shall be complied with by the Club concerned. In the event of failure to comply with any such direction, the Cricket Far North Executive will take such action as they think just.
- 1.3. Application must be made no later than July 31 prior to the new season and must be through the secretary of CFN. The application will be considered by the CFN Management Committee, who will deliberate using whatever method they proscribe, including the request for or use of any extra resources as required.

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- 1.4. Confirmation or rejection of the application will be made to the applicant prior to the August general meeting of affiliated bodies, where the decision will be advertised as an agenda item.

2. Termination of an Affiliated Body from the CFN Season.

As per clause 1.1 above, any body which is approved to affiliate with Cricket Far North, is then considered an affiliated body for as long as the body is a viable proposition.

- 2.1. Termination of an affiliated body can only be made upon agreement between both the Cricket Far North Management Committee and the affiliated body's executive.
- 2.2. Termination is a last resort response to the viability of the affiliated body, and all efforts will be made by the affiliated body and the Cricket Far North Management to assist in the body's survival. This may include utilising whatever resources are available.

3. Application for providing a team into the 1st Grade Competition.

- 3.1. Any club who would like to apply for an admission of a team into the first-grade competition must have, along with a full complement of registered players for the proposed first grade team, the following arrangements:
 - 3.1.1. A full complement of registered players for at least one senior grade team. **Preference will be for the club to have a 2nd Grade team and lack of this requirement may result in their application being rejected,** and
 - 3.1.2. A full complement of registered players for a least one Junior Tier 3 Jimmy Maher Cup team.
- 3.2. The CFN Executive may request proof of player numbers and further information as they deem necessary to grant the proposal.
- 3.3. A club having the above requirements are not necessarily granted automatic entry into the first-grade competition.
- 3.4. A club having a team in the first-grade competition in the previous season(s) does not automatically qualify them for the following season(s).
 - 3.4.1. Requirements outlined in 3.1 above must always be in place as a condition of approval.
 - 3.4.2. CFN may have concerns over the team, or the club's manner of participation in the previous season(s), whatever that may be and may ask for further information to be re-admitted.

4. Registration of Players.

- 4.1. Before the completion of the first fixture in each season, each club playing in a Cricket Far North competition must lodge with Queensland Cricket via the PlayHQ database, the names, and details of all registered players for all competitions. Lodgement must be before the completion of the first round of fixtures.
- 4.2. Registrations of new players must be completed before the player participates in any competition. **They will not be considered Insured unless they have done so.**
NOTE: All Players must now register and pay online via PlayHQ.
- 4.3. Failure to comply by the relevant timeframe will result in all teams from all competitions from the offending Club being unable to compete until the situation is rectified.

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- 4.4. Registrations are done using the Cricket Australia sanctioned PlayHQ website. A player cannot be added to a team list until they are registered. **Each club have been sent instructions on how to use the PlayHQ website for their clubs.**
- 4.5. The management of all players MUST be done within PlayHQ.

5. Un-financial Members, Transfer and Clearance.

- 5.1. No member of a club who leaves a club to join another club shall be eligible to play in any association fixture until he/she is financially clear of the club of which he was originally a member.
- 5.2. No person who has been playing in the competition of an affiliated association shall be eligible to play in the Cricket Far North competition until he/she satisfies the Management Committee that he/she is financially clear of such an affiliated association.
- 5.3. A person shall be deemed to be financially clear of a club if, up to the time of his/her leaving the club, he/she has paid annual subscription, paid any special levies in subscription, wicket fees and paid any penalty validly imposed by the club in accordance with the regulations thereof.
- 5.4. The final decision shall be left to the discretion of the CFN Executive.
- 5.5. Any player who has not paid their subscriptions by the commencement of the season (or prior to playing in an initial match after the season has commenced) shall be deemed to be un-financial.
- 5.6. Similarly, any club who has not paid their annual fees to the Treasurer of Cricket Far North prior to the commencement of the first round will be deemed un-financial and be considered ineligible to play until all monies are paid.
- 5.7. All clubs/associations are required to apply for a clearance for any transferring player, from any club in Australia. **This is done in the PlayHQ website.**

Penalty for Transgression – at the discretion of the Fixtures and Grounds Sub-Committee - **Loss of 6 competition points.** Applied to the team in which the member played.

6. Representing More Than One Club.

A player may only play for 2 clubs in the same season subject to Regulation 5 – (Un-financial Members, Transfer and Clearance) above.

7. Distribution and Payment of invoices.

Whilst the distribution of invoices to and between clubs and associations is a matter for each club or association, as Affiliated Members of Cricket Far North, the association requires all its members to be financial at all times. It is understood that Affiliated Members may have different financial years, concluding at the end of a variety of months in each year, however, all members are required to have their books in order at the conclusion of the CFN financial year, which is April 30.

- 7.1. All CFN affiliated members must send any invoices for ground fees, player fees or any other fee as they determine for each season within the

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CFN financial year of the current season, which concludes on April 30 of each year.

- 7.2. All invoices served must also be paid before the conclusion of the CFN financial year, which concludes on April 30 of each year.
- 7.3. Any Member with outstanding invoices from the current season at the conclusion of the CFN Financial year may be considered unfinancial until such time as these invoices are paid.
- 7.4. Members are under no obligation to pay any invoices provided after the conclusion of the CFN financial year for the current season. They will not be considered unfinancial in this instance.
- 7.5. Clubs are also under no obligation to pay any invoices which occurred in a season before the current season.

8. Umpire Match Allowances.

Umpires will receive in respect of Cricket Far North and other recognised zone match competitions, a match allowance as outlined in a fee structure informed by the Cricket Far North Umpire Association Inc. to Cricket Far North prior to the commencement of the season. The fee structure will cover the number of umpires officiating in a match and will consider the format of the match in which they are standing.

Clubs will be invoiced by the Cricket Far North Umpire Association for the umpire allocations monthly.

9. Match Fees

Recommended match fees are set at the start of each season. These fees contribute to:

- Preparation of the venue
- The match ball
- Umpire fees

Clubs may charge their own player's match fees outside of these recommendations; however, the recommended fees are what visiting teams will expect to be invoiced for.

For 2024-2025 the recommended fees per player per day/match are:

- 9.1. 1st and 2nd Grade Matches:
 - 9.1.1. Limited Over (40/40 and 50/50) day matches - \$25.00
 - 9.1.2. Limited over day/night matches - \$30.00
 - 9.1.3. T20 matches - \$15.00
 - 9.1.4. T20 day/night matches - \$20.00
- 9.2. Other Grade matches:
 - 9.2.1. 35 over matches - \$25.00
 - 9.2.2. T20 matches - \$15.00
- 9.3. Ladies and Jimmy Maher Cup Competitions
 - 9.3.1. All matches - \$15.00

10. List of Fixtures

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At the August meeting of Cricket Far North complete rounds of fixtures shall be determined, unless a later meeting is assigned for this purpose. The fixtures will be published through the [PlayHQ website](#), which will replicate into the [PlayCricket App](#) and each participating club will be informed of the draw availability.

11. Fixture and ground allocations

- 11.1. The fixture and grounds allocations will be included in the draw for each competition prior to the commencement of the season. Under no circumstance can ground allocations be changed or altered except by approval from the Fixtures and Grounds Sub-Committee. Approval should be sought using the Change Ground Allocation Request Form this will automatically be sent to the Administration Officer. **Please ensure this is completed no later than midnight on the Thursday prior to the match.**
- 11.2. Should any portion of any fixture be played upon any ground other than that allotted to it, neither club participating in such fixture shall be awarded any points.
- 11.3. To ensure clubs are best able to provide back up of players across their teams during the weekends, the following grades will play on the below days. Some matches such as a T20 weekend competition and some finals MAY be played on both days. Standard days will be:
 - 11.3.1. 1st Grade, 3rd Grade will play on Saturday.
 - 11.3.2. 2nd Grade, 4th Grade will play on Sunday.
 - 11.3.3. Jimmy Maher Cup Competitions (T3) – Saturday morning.
 - 11.3.4. James Hopes Cup Competitions (T2) – Saturday afternoon.
 - 11.3.5. Brendan Nash Cup Competitions (T1) – Saturday morning.
 - 11.3.6. Ladies Competition – Sunday.

12. Fitness of Grounds.

Decision. If a match has not been communicated as being cancelled under [clause 13 \(Weather Policy – cancellation of matches\)](#), the decision regarding the fitness of the grounds for play shall be left in the control of the groundsman of the host ground up until 30 minutes prior to the scheduled start of play, from which time this responsibility will be overtaken by the umpire(s) for that match. Any decision from that time onwards with regards to the state of play will be within the jurisdiction of the umpires.

- 12.1. Each ground must have the MARSH Insurance Gameplay Checklist available for the captains to use for assessment of the state of the grounds.
- 12.2. The checklist can be found online at <https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh> and a QR Code has been sent to all clubs to copy and display on their clubhouses.
- 12.3. [If the online version fails, a paper copy can be downloaded from the Cricket Far North website](#). Several copies of this file should be available in the clubhouse for use by captains to cover every match played at their grounds.
 - 12.3.1. The checklist must be filled out by both captains together and if the paper copy, it should be handed to the umpires (if available) before the toss (who are required to make their own assessments as part of their roles) for co-signing by both parties.

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12.3.2. This is a requirement under the CA insurance regulations, and failure to fill these forms out may result in a failed insurance claim.

12.3.3. These forms are to be kept by the clubs until the beginning of the following season (initially one year) in an appropriate and safe manner.

12.4. Following the commencement of play, [see the General Playing Conditions 12 – Fitness of Play.](#)

13. Weather Policy – Cancellation of Matches

Preliminary Matches

13.1. Clubs must report on the condition of their grounds, or whether play has been abandoned due to grounds not able to be prepared properly during the week due to inclement weather/vandalism etc. This [Grounds Condition Report Form](#) must be provided **before midday on the Friday prior to Saturday matches and before midday on Saturday prior to Sunday matches.**

13.2. Should the report indicate that their oval(s) will not be available for play, The Administration Officer will communicate this information to the opposition clubs, the umpire association and to the CFN Vice-President.

13.3. If the decision to cancel is made on the morning of the match due to overnight storms etc., the host clubs must inform the Opposition Club, Umpire Association, and the Fixtures and Grounds Sub-Committee Chair via mobile phone call or text message no later than 2 hours prior to the normal starting time of a match in order to cater for travel and to allow time to inform the above affected persons.

13.4. Despite informing of a ground's cancellation under either 13.1 or 13.3 this does not preclude other grounds being available for that grade. Play can commence at those grounds despite other matches in that round being cancelled.

13.5. The travelling team may call the host groundsman, or club representative (mobile numbers are listed in the [club contacts document](#)) or captain in the hours prior to the commencement of the match to enquire as to the fitness of the ground but should be aware that no decision may be made at the time of the call.

13.6. Attendance Required.

If no such decision is made to abandon or postpone the match within 2 hours of the scheduled start of play, it shall be obligatory for both teams to attend at the ground prior to the scheduled start of play.

Lack of Preparedness (Preliminary Matches)

The lack of preparedness of a ground is difficult and frustrating for both host clubs and for the opposition teams. Cricket Far North understands that most of our venues rely on volunteers to maintain and prepare their grounds for competition. However, it is paramount that every effort is made for clubs to have their grounds available for play as required.

Covers ([see article 10 – Covering the Pitch below](#)) must be suitably held down to cater for strong winds and heavy storms. Covers being 'blown off' wickets during storms resulting in a damaged pitch, can be considered negligent on the club's part.

COMMUNICATION is paramount for transparency. [Use the forms available on](#)

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[the cricketfarnorth.com.au website as required.](http://the.cricketfarnorth.com.au)

This clause is detailed for preliminary matches only. Preparedness for Finals matches have a more detailed process and can be found below.

- 13.7. Should the grounds be deemed unplayable by the groundsman due to lack of wicket preparedness through inclement weather/vandalism etc., they must follow item 13.1 stringently.
- 13.8. Should any representative of any team or club feel that the surface has been deemed unplayable due to a lack of preparedness during the maintenance of the grounds prior to and no later than the Friday midday before the day of the match, a complaint can be made through the Grounds Condition Form. This complaint MUST be accompanied by date-stamped photographic or video evidence.
- 13.9. Following the lodging of this form a Match Referee who is a reputable independent individual or an umpire who is a current financial member of the Cricket Far North Umpires Association, or a representative(s) of the Fixtures and Ground Sub-Committee, who is not a representative of either club involved in the match, will be selected.
- 13.10. The Match Referee will phone the club/association President and discuss the accusations raised in 13.8. Following this conversation, the Match Referee may then decide to:
- 13.10.1. Attend the ground to evaluate the concern, or
- 13.10.2. Act in whatever manner he/she feels appropriate to ascertain the accuracy of the accusation raised in 13.8 above, which must include date stamped photographs, videos or requested evidence of the site.
- 13.11. If the Match Referee delegated in 13.9 confirms the accusations outlined in the Grounds Condition Form, he/she will enact the penalties outlined in 13.12.1.
- 13.12. Should the Match Referee delegated in 13.9 find no evidence raised in 13.8, then the match will not be cancelled/postponed, and players and umpires will be required to attend the normal commencement time of the match. See clause 13.6 – Attendance Required above.

13.12.1. Should the Match Referee advise the grounds to have not been prepared sufficiently due to negligence on the part of the host club, the club can be penalised all points for all matches to be held on that ground during the day/weekend. The visiting team will be allocated win points for the match.

Lack of Preparedness – Semi-Finals and Finals

- 13.13. Should the match be a semi-final or final, the club will be required to attend and maintain the ground for the week prior to and during the full duration of that match.
A Finals Match Referee will be appointed to ensure these conditions are followed. (See Finals Match Referee below)
- 13.14. The travelling team may call the host groundsman, or club representative ([see club contacts on the Cricket Far North website](#)) or captain in the hours

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prior to the commencement of the match to enquire as to the fitness of the ground but should be aware that no decision may be made at the time of the call.

- 13.15. The match will continue under the guidance of the match umpires who will manage the match as outlined in [2.8 – Suspension of Play in Dangerous and Unfair conditions](#) above if weather continues to impact the match.

14. Finals Match Referees

All processes outlined in Item 13 above must also be met for finals matches however host clubs will be informed by Cricket Far North of an independent person, designated as a Finals Match Referee who will be available for the week preceding the semi-finals and finals and/or reserve finals days.

The Finals Match Referee will confirm the status of their grounds as required, during this proceeding week leading up to the semi-finals or finals and if required, on the day of the semi-final or final.

It is the obligation of a club to ensure they are in constant contact with the Finals Match Referee during this period.

- 14.1.1.** The delegated Finals Match Referee can be a current financial member of the Cricket Far North Umpires Association, or a representative(s) of the Fixtures and Ground Sub-Committee, who is not a representative of either club involved in the match.

The Finals Match Referee will be selected by the Fixtures and Grounds Sub-Committee and their contact details will be sent to the clubs involved across all grades. The Finals Match Referee will:

- 14.1.1.1. Evaluate the preparation of the ground is in accordance with the conditions outlined in this document including the wicket square, the pitch, boundaries, and the outfield to ensure the grounds have been properly maintained during the week leading up to the semi-final or final or reserve days.

- 14.1.1.2. The Finals Match Referee will keep the Fixtures and Grounds Sub-Committee informed of any issues as they occur.

- 14.1.1.3. The Finals Match Referee will provide date stamped photographs, videos, or any other evidence to support his/her evaluations to the appropriate contact in the Fixtures and Grounds Sub-Committee.

- 14.1.1.4. IF there are issues which may result in a match not starting at the scheduled time on the day of the match, the Finals Match Referee will inform the appropriate contact in the Fixtures and Grounds Sub-Committee, the opposition team/club/captain, and the appointed umpire regarding the status of the grounds on the Thursday evening no later than 9:00 p.m. via mobile phone call or text message.

- 14.1.1.5. The Finals Match Referee will attend the final and will work with the umpires during a match assisting them with the playing

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conditions, informing captains and assisting the scorers with the Duckworth Lewis calculations.

- 14.1.2.** On match day, should the Finals Match Referee feel the finals match could commence within 2 hours of the designated start time, then the match will not be cancelled/postponed, and players and umpires will be required to attend the normal commencement time of the match. [See clause 13 – Attendance Required above.](#)
- 14.1.3.** The same process outlined in 13.1 to 13.6 will continue until such time as the match cannot continue due to a lack of time for a minimum length match to be played.
Time is calculated backward from the scheduled completion time.
Time for a match to be completed are:
- 14.1.3.1. 40 over matches (minimum of 20 overs each to comprise a finals match): 270 minutes (Includes a 15-minute interval).
 - 14.1.3.2. 35 over matches (minimum of 15 overs each to comprise a finals match): 240 minutes (includes a 15-minute interval).
 - 14.1.3.3. All other limited over matches will be 50% of the overs comprising a full match, calculated at 4 minutes per over with a 15-minute interval.
- 14.1.4.** The club will be required to provide a grounds person or suitable club member to attend and maintain the ground for the week prior to the semi-final or final or reserve days and to be present, or available for the full duration of all finals matches.

14.1.5. Should the Finals Match Referee feel there is negligence on any aspects of grounds preparation in the week leading up to the final, the home team may be disqualified from the semi-final or final.

Attendance Required.

- 14.2.** If no such decision is made to abandon or postpone the match within 2 hours of the scheduled start of play as per 13.7 to 13.12 (preliminary matches) and 13.13 to 13.15 (finals matches), it shall be obligatory for both teams to attend at the ground prior to the scheduled start of play.
- 14.3.** In preliminary matches, upon the arrival at the ground, if the umpires feel the wicket would not have been playable due to the poor weather during the preceding week as opposed to precipitation which occurred during the period prior to the match, and the match is abandoned, the umpires will report as such on the match report and provide this to the Administration Officer, who will forward the match report to the Fixtures and Grounds Sub-Committee for their ruling.
- 14.4.** If there is no official umpire available, and the away captain also feels the conditions are as per 14.3 above, they should compile photographic and video evidence to substantiate their claims and provide a written report via

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the appropriate form **no later than midday on the Monday following the match**. The Fixtures and Grounds Sub-Committee will investigate and make their ruling.

If the home club is deemed negligent in their grounds preparation, they may be liable to the payment of the ground fees to the opposition club and umpire match fees.

- 14.5. If a Bureau of Meteorology report indicates a major weather event such as a cyclone or severe low accompanying heavy showers, which reaches a severe warning level in the week leading into the weekend, all matches for that weekend may be cancelled.
- 14.6. If weather conditions cause dangerous conditions for driving, a match may be cancelled as a safety precaution for travelling players and match officials, even if the venue itself is available for play.
- 14.7. At any time, the decision to cancel matches under 14.5 and 14.6, will be a decision of the CFN executive and is final.

PLAYER REGULATIONS

15. Age Qualifications.

15.1. Grades

The following minimum age restrictions shall apply on the date of any given Cricket Far North sanctioned match:

- | | | |
|-----------|---|------------------|
| 15.1.1. | First Grade | 15 years of age. |
| 15.1.2. | Second Grade | 14 years of age. |
| 15.1.3. | All other senior men's grades | 14 years of age. |
| 15.1.4. | Open Ladies | 12 years of age. |
| 15.1.5. | Junior Matches (ages as at Sept 1 of each year) | |
| 15.1.5.1. | Jimmy Maher Cup boys Under 15 girls Under 16 | |
| 15.1.5.2. | James Hopes Cup boys Under 13 girls Under 14 | |
| 15.1.5.3. | Brendan Nash Cup boys Under 11 girls Under 12 | |

16. Juniors playing in the senior competitions.

- 16.1. Clubs are encouraged to prioritise Jimmy Maher Cup players to play in that competition. **Only Jimmy Maher Cup players can play in senior competitions.** [See Age requirements for senior cricket.](#)
- 16.2. Jimmy Maher Cup players may choose to participate in both the Jimmy Maher Cup and in the various Senior Cricket competitions. Where circumstances arise that may prevent participation in both, players are encouraged but not obliged to preference the Jimmy Maher Cup.
- 16.3. Dispensation for the Senior Competitions.
- It is expected that players will first play in the Jimmy Maher Cup and subsequently in Senior Cricket Competitions, however this is not mandatory. Should a player wish to play senior cricket only (in which case,

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they will then be considered as senior players), this is permissible under the following circumstances:

16.3.1. As soon as player reaches the minimum ages in the senior competition as outlined in clause 15 - Age Qualifications above, they may play in the given grade without any need for dispensation.

16.3.2. If the junior player does not reach the age qualifications, the club must apply for and receive approval on the online [Junior Player Dispensation Request form](#) as per clause 18 – Dispensation Procedure below.

16.4. Junior Players can play up in senior grades as much as the club desires. They are not restricted by the statistical benchmarks outlined in article 19.13 below. It also means junior players can play down in the junior competitions even if they surpass the statistical benchmarks in article 19.13.

17. Juniors playing in the Junior Competitions.

Clubs will also need to apply for dispensation on their junior players moving within the Junior competitions.

17.1. Dispensation for junior players who have played 3 or more games in the Jimmy Maher Cup Competitions and who want to move back to the James Hope Cup, must be made adhering to clause 18 – Dispensation Procedure.

17.2. Clubs are responsible for the movement of their own players between their Tier 1 Brendan Nash Cup and their Tier 2 James Hopes Cup teams. However, they must adhere to the confirmed playing conditions of those competitions. Should any club feel these playing conditions are breached, they may appeal to the Administration Officer (admin@cricketfarnorth.com.au).

18. Dispensation Procedure

18.1. When requesting dispensation, the club must fill out the appropriate online [Junior Player Dispensation Request Form](#).

18.2. This form must be filled out in full and returned to the Administration Officer (admin@cricketfarnorth.com.au). The Administration Officer will forward the request on to the Fixtures and Grounds Sub-Committee for their consideration.

If any section of the dispensation request form is not filled, the request will not be considered.

18.3. The Administration Officer will forward the findings of Fixtures and Grounds on to the requesting club and will keep the request and finding on record.

18.4. The Fixtures and Grounds Sub-Committees are committed to ensuring all players play the game in a safe and caring community, and all requests for compensation will be taken seriously. However, the Sub-Committee's decision on dispensation is not subject to appeal.

19. Re-grading and 'Doubling Up' of Players

- The term 're-grading' means dropping a player down to a lower grade.

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- The term 'Doubling Up' means having a player play more than 1 match on a weekend (or over 2 weekends if a 2-Day match). It means a player is playing up a grade, not down a grade.
- Players who do not reach the statistic levels mentioned in 19.13 do not need to request a re-grade or a double-up.

Re-Grading Players ([Re-Grade Request Form](#))

- 19.1. There is no requirement for an application to be made to re-grade a player to a higher grade.
- 19.2. Any player who has played 3 or more matches in a grade, and who has surpassed the static benchmarks listed in 19.13 below, must request a re-grade to move to a lower grade. Exception is for players under 18 whereby:
- 19.2.1.** Any player who is under the age of 18 can play 2nd grade without restriction. This will be the age they are on the 1st September for the season. If they turn 18 during the season, they are still able to play 2nd grade for the remaining of the season.
- 19.3. Players who do not reach these statistical benchmarks can be re-graded by the club without a request despite having played more than 3 matches in that grade.
- 19.4. If any team feels a player has been re-graded but has surpassed the requirements of 19.13 inform the Administration Officer (admin@cricketfarnorth.com.au) using the [Dispute of a Re-Graded Player Form](#).
- 19.5. A player does not need to request another re-grade if they have returned to a higher grade after having been granted a re-grade previously in the season, until such time as he/she surpasses the statistical benchmarks listed in Clause 19.13 below.

Players ineligible for re-grades.

A club may [request a re-grade](#) if they feel they have an extenuating circumstance. A player is ineligible for a re-grade if:

- 19.6. They attain the statistical benchmarks outlined in clause 19.13 below.
- 19.7. The re-grade request is for a move to a grade that is 2 grades or more lower than their previous match. However, if the player has been promoted from a grade that is more than 2 grades below, they can return to their original grade without needing a re-grade request.
- 19.8. **Open Representative Player.**
Any player who has been selected in higher open representative cricket (as outlined in regulations 21 and 22 below) during the current season, will not be eligible to be:
- 19.8.1.** Re-graded to lesser grades during that entire season, unless they are within 19.2 guidelines.
- 19.8.2.** Replace players in lower grades during that entire season (as per regulation 21 – Replacement of Players (Higher Representative Selection).
- 19.8.3.** If a club feels this player is not performing in first grade, and would like to re-grade him/her, they may apply on the [Player - Regrade Request Form](#) for consideration by the Fixtures and Grounds Sub-

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Committee. A player of this calibre can only play down one grade i.e. from 1st Grade to 2nd Grade.

- 19.8.4.** Any player who is under the age of 18 (junior player) can play 2nd grade without restriction. This will be the age they are on the 1st September for the season. If they turn 18 during the season, they are still able to play 2nd grade for the remainder of the season.

Doubling-up Players ([Double-Up Request Form](#))

- 19.9. Application for doubling-up is only required if a player is doing so in different grades, and who complies with the requirements outlined in 18.2 above.
- 19.10. Junior players may double-up without request in any senior grade.
- 19.11. Junior players can also play back in the junior grades even if they have surpassed the statistical benchmarks outlined in 19.13 below.
Please note however, the bowling restrictions on a weekend for junior players ([See Appendix B - Bowling Restrictions](#)) for bowling restrictions for junior players)
- 19.12. Applications for a player re-grade or 'double-up' must be made via the correct form [available here](#) **no later than midnight on the Thursday prior to the commencement of the match.**
Late applications will not be considered.
- 19.13. Statistics for Re-Grade and Doubling Up
For any request for a re-grade or doubling up, a player must have reached specific criteria as outlined below in 19.13.1 to 19.13.4.
If the player has **not reached these statistical benchmarks, they do not need to request a re-grade or double-up**, no matter how many matches they have played.
These criteria are:
- 19.13.1. T20 BATTING BENCHMARKS.**
After accumulating a minimum of 50 runs and a minimum batting average **above 17.00.**
- 19.13.2. T20 BOWLING BENCHMARKS.**
After bowling a minimum of 10 overs and surpassed a minimum bowling average of **under 17.00.**
- 19.13.3. LIMITED OVER BATTING BENCHMARKS**
After accumulating a minimum of 100 runs and a minimum batting average **above 17.00.**
- 19.13.4. LIMITED OVER BOWLING BENCHMARKS**
After bowling a minimum of 20 overs and surpassed a minimum bowling average **under 17.00.**
- 19.14. The Fixtures and Grounds Sub-Committee have absolute discretion to grant or refuse any re-grading or double up request. There are no grounds for an appeal on their decision.
- 19.15. No player can play more than 2 senior matches in any given weekend.

Penalty for Transgression for articles 15, 18 and 19 above the club and team will incur a **Loss of 6 competition points.** Teams who lose illegally due to breaches of these articles, will be awarded a win, and the team in which the breaches occurred will receive no points for that match.

20. Interchange of Players Between Teams in The Same Grade

If any club has more than 1 team in any grade, the players therein shall not be interchangeable except in the following circumstances:

- 20.1. A player on promotion or re-grade to a grade in which the club has more than 1 team may play in any team in such grade.
- 20.2. Once having played 3 games for a team, this becomes the player's primary team.
- 20.3. Clubs may interchange players from their primary team to a second team in the same grade for no more than 2 preliminary games. No interchange is allowable for finals matches (see Regulation 26 Semi-Final and Final Eligibility below).
- 20.4. A club may apply for approval to transfer a player permanently from one team to another in the same grade.
 - 20.4.1. Contact the Administration Officer (admin@cricketfarnorth.com.au) before midnight on the Thursday immediately preceding the date set down for the commencement of the match for which consent is sought, attaching the appropriate [Transfer Request Form](#).
 - 20.4.2. The Fixtures and Grounds Sub-Committee will assess the application, and the club will be informed of the decision through the Administration Officer.
 - 20.4.3. Consideration shall apply only to the transfer of players to the team named in the application.
- 20.5. In any grade interchange of players can be made if necessary to avoid possible forfeit of one of the included teams.
 - 20.5.1. The Club must inform the Administration Officer if they have brought clause 20.5 into action as per General Playing Conditions [Clause 15.1 – Forfeiture of Matches below](#).
 - 20.5.2. The player interchanged between teams must comply with clause 20.3 above.

Penalty for Transgression – Loss of 6 competition points. Applied to the team in which the member played.

21. Players selected in Cricket Far North Representative teams.

- 21.1. Any player, who has made himself available and is selected in any CFN representative team (Open, U21, U18 or Open Ladies), cannot withdraw from the team unless under such circumstance as an emergent personal or work-related issue which must be officially confirmed.
- 21.2. The player will then NOT BE AVAILABLE TO PLAY in any fixture match with his club during the weekend(s) of the representative match from which he has withdrawn.

Penalty if said player does compete in a club fixture is loss of match points for the team he plays for.

22. Replacement of Players (Higher Representative Selection).

This regulation pertains to any 2-day type competition. It is not relevant for limited overs matches, except for clause 22.3.3.

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- 22.1. The application of this regulation to situations and to other representative teams shall be determined from time to time by the Fixtures and Grounds Sub-Committee, at an ordinary meeting of the Sub-Committee or at a special meeting of Cricket Far North convened for that purpose.
- 22.2. This regulation shall apply to all preliminary rounds, semi-finals, and finals. Players selected by Cricket Australia (CA), Queensland Country Cricket Association (QCCA), Queensland Cricket (QC), Queensland Junior Cricket (QJC), Queensland School Sport (QSS) or the North Queensland Cricket Alliance (NQCA) for a match on one day of a club round including semi-finals and finals may be replaced on that day and participate normally on the other day/days of the relevant club fixture including semi-finals and finals.
- 22.3. Replacement procedure:
- 1.1.1. The replacement player is drawn from another grade playing in the same round or preselected as a replacement only.
- 22.3.1. Consequential vacancies in a lower grade must be preselected as a replacement only.
- 22.3.2. Players who are selected as replacements in any grade will have that match considered as having played for their usual grade for finals eligibility purposes.

If playing in a non-limited over match.

- 22.3.3. A player involved as a replacement may continue the not out innings of the player he replaces on a subsequent day of play.
- 22.3.4. Captains must notify opposing Captains and the umpires of the names of replacement players before the toss written on a legible team list which must be presented prior to the toss.
- 22.3.5. A player selected by QCCA, QC, Cricket Australia, QJC, QSS or NQCA official after the commencement of a club fixture may be replaced in accordance with this regulation. The Administration Officer (admin@cricketfarnorth.com.au) and the secretary of the opposing club (the captain may deputise) must be notified of the replacement players by noon on the Friday following the first day of the match. The player's captain prior to resumption of play shall notify the umpires.
- 22.3.6. A player omitted by QCCA, QC, Cricket Australia or QJC, QSS and officials after the commencement of a club fixture may compete in his normal grade team on a subsequent day of play. The Administration Officer (admin@cricketfarnorth.com.au) and the secretary of the opposing club (the captain may deputise) must be notified of the replacement players by noon on the Friday following the first day of the match. The player's captain prior to resumption of play shall notify the umpires.

23. Alcohol and Drugs

Players must not consume alcohol or recreational drugs during the hours of play or arrive at the match under the influence of alcohol/recreational drugs which may cause them to bring the game into disrepute or be seen to place them in danger of injury. The enforcement of this regulation is the responsibility of the team captains.

24. Queensland Cricket Intoxicated Players Policy.

- 24.1. A player under the influence of alcohol or drugs possesses a potential risk to themselves and to the other players, spectators, and officials. An intoxicated player is not permitted to participate in a Queensland Cricket (QC) sanctioned match; umpires have the authority to exclude the participation of intoxicated players from a match and will exercise that authority where appropriate to facilitate the continued safe conduct of matches.
- 24.2. The umpires will report the player(s) on their match report and inform the Administration Officer.
- 24.3. If there are no umpires assigned to the match, the captains must take the action in 24.2 in the form of an email outlining the player's name, the club they played for and the name of the player's captain.
- 24.4. Players are reminded that no insurance claim will be valid if they are found to be affected by alcohol.

This is a breach of the Player Code of Behaviour and the **Penalty for Transgression** for both the **captain and player** is a report under the Code of Behaviour.

25. Player's Dress

25.1. SHIRTS

Players may wear coloured shirts in the respective club colours.

25.1.1. Coloured Playing Shirt Designs.

A Club must apply for approval of their coloured shirt(s) through the Team Nomination Form available here. This must display:

- 25.1.1.1. the proposed colour designs.
- 25.1.1.2. the positioning and details of the logos and/or sponsorship decals.
- 25.1.1.3. Clubs will be informed by the Administration Officer if their designs are clashing or unsuitable for the competition and will be asked to provide a re-designed copy when available.
- 25.1.1.4. All coloured shirts should be available for play from the first match of the season.
- 25.1.1.5. Numbers should be used on the back of the shirt and is recommended. See 25.1.3 for size of numbers.
- 25.1.1.6. Mixed shirts are not permissible.
- 25.1.1.7. Shirts should be designed in the manner that stays within the current logo regulations [below] and with colours that are suitable to be used with a white ball. Clubs can design the playing shirt/s within these boundaries, but the Cricket Far North Executive has final decision on shirt approval.

25.1.2. Permitted Logos on white and coloured player shirts:

Only approved logos and identification, as authorised by Cricket Far North is permitted to be worn in matches. It is the responsibility of the team's captain to ensure the players are correctly attired. It is up to the discretion of the umpires who can refuse a player access to the field if

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they do not comply with these regulations. Penalty time will apply for this player if it exists in the playing conditions.

25.1.3. Permitted logo sizes and dimensions.

- **Club Logo.**
64.5 cm² (10 sq.in.) on either chest
- **Manufacturers Logo.**
6 sq.in. (38.71 cm²) on either or both arm sleeve
- **Commercial Logos:**
It is not expected that a playing shirt will have any commercial logos on the front or back of the shirt. However, if the club sponsors require these please contact the Administration Officer.
- **Club Sponsor logos:**
64.5 cm² (10 sq.in.) on either arm sleeve or 64.5 cm² (10 sq.in.) on either back or chest.
- **Numbering**
Numbers should be a minimum of 20cm long with proportional width.

25.1.4. White Playing Shirts

White playing shirts may be used in red ball cricket matches only.

25.1.5. Coloured Playing Shirts

Coloured playing shirts may be used for White Ball cricket matches. However, they may only be used in Red Ball matches if there is no significant amount of red on the front of the shirt.

25.2. TROUSERS AND PADS

Long Polyester/cotton trousers of conventional style will be accepted.

- 25.2.1. Manufacturer's brand must not exceed 5 square centimetres.
- 25.2.2. Teams playing in the 1st Grade limited over and T20 competitions must wear club-coloured trousers and coloured batting pads.
- 25.2.3. Teams playing in other grades which use a white ball may also wear club-coloured trousers and coloured batting pads.
- 25.2.4. If a red ball is used, coloured trousers are permitted, but the batting pads must be white.
- 25.2.5. Any player not wearing the correct trousers and batting pads will not be allowed to participate in the match until such time as the correct attire is being worn.
- 25.2.6. A club may use the same-coloured shirts or trousers in One Day and T20 matches, or at its discretion, a club may use a different coloured shirt for One Day and T20 Matches.

25.3. HEADGEAR THAT ARE NOT HELMETS.

The permitted headgear is:

- 25.3.1. Current Club cap only.
Caps of club's players have previously played for are not acceptable.
- 25.3.2. White floppy hats
- 25.3.3. White towelling cricket hats
- 25.3.4. Baseball caps, bucket, promotion or floppy caps with coloured trims are not allowed.

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25.4. HELMETS.

Batting helmets are mandatory for all players under all forms of bowling.

Fielding:

25.4.1. All players standing in as wicketkeepers **MUST** wear a protective helmet when standing up to the wicket.

25.4.2. Senior players must wear a helmet when standing within 7 metres in front of the striker's popping crease.

25.4.3. Junior players (U18) are not permitted to stand within 10 metres in front of the striker's popping crease.

25.5. FOOTWEAR.

25.5.1. Socks.

Socks must be white, cream or matching their trouser colour.

25.5.1.1. No other colour should be visible when the player is in motion.

25.5.1.2. Colour bands at the top of socks is not acceptable should the player choose to tuck their trouser leg in their socks when batting.

25.5.1.3. Socks must be worn at all times when on the cricket field.

25.5.2. Shoes.

All players batting or bowling on turf wickets must wear cricket shoes with spikes. It is preferred that predominantly white shoes be worn.

Penalty: Transgression of the above regulations will see the offending player and captain reported on the Match Report provided by the umpire(s) and signed by the captains. The Fixtures and Grounds Sub-Committee will decide on any appropriate action in this regard.

26. Alterations to Regulations.

These Regulations will be the standard for the season addressed on the cover page of this document and will not be amended during a season unless under extenuating circumstances as deemed by the Fixtures and Ground Sub-Committee. Should an extenuating situation arise:

26.1. No existing regulation shall be repealed or altered nor shall any new regulation or playing condition be added without the concurrence of three fourths of the persons present and entitled to vote at a CFN General meeting (this may be virtual or via email).

26.2. Regulation alterations will be advertised on the website and Facebook and the new regulations and playing conditions posted for all to download, a link to the document will be emailed to all club and association secretaries.

26.3. The version number of these regulations will be clearly outlined, and a change notification will appear on the first page of the Regulations booklet and on the Cricket Far North website and Social Media pages (if existing).

SEMI-FINALS AND FINALS REGULATIONS

27. Eligibility of Players for Semi-Finals and Finals – all competitions

- 27.1. To be eligible to play in a semi-final or final match in all senior, and junior competitions a player must have played in at least One Third [1/3] of the completed or suspended matches of the preliminary round matches of that grade and/or any lower grade, irrespective of the format during the season.– [see General Playing Condition 1.2.4 – regarding the naming of Teams and Team Lists.](#)
- 27.2. This also infers that the players are registered and financial.
- 27.3. Any senior player participating in a representative match under the control of the North Queensland Cricket Alliance, Queensland Country Cricket Association, Queensland Cricket Association or Cricket Australia will be credited with a first-grade game.
- 27.4. Note that should more than one eligible player be unavailable in a final's team due to participation in a regional, zone or state sanctioned competition ([see article 21 – Higher Representative Selection above](#)) which clashes with a final, the reserve day should be chosen so the player(s) are available to play.
If the club feels they can provide an eligible player in this person's place, without any weakening of the team, however, this can be by-passed.
- 27.5. Any player who has replaced a player on representative duty will be credited with a match in their normal grade. See Regulation 21.3.3.
- 27.6. Any junior player who plays in a representative match including the above or in the Queensland Schoolboys or Queensland Junior Cricket sanctioned matches, will be credited with the relevant junior competition as outlined in the junior fixtures' skill levels in the junior competition playing conditions.
- 27.7. It is solely up to the club, the team selectors and captain's responsibility in ensuring their named team is eligible to play the semi-finals and finals.
- 27.8. To ensure eligibility, clubs shall:
- 27.8.1.** Check PlayHQ for the number of games they have played to confirm eligibility outlined in clause 26.1 above.
- 27.8.2.** Ensure a junior (U18) player is eligible if chosen in a senior semi-final or final match, by checking they have played a minimum of One Third [1/3] of the matches in a Jimmy Maher Cup competition or lower grades, and who is the appropriate age and if not to provide a Junior Player Dispensation Request ([see Regulation 15 and 17 – Age Qualifications and Dispensation Processes](#)).
- 27.9. The umpires cannot rule on player eligibility status.
- 27.10. If there is contention over the eligibility of a player which cannot be adjudicated on match day, the player concerned can play in the match and a ruling will be made by the Fixtures and Grounds Sub-Committee (based on details outlined in the Match Report provided by the umpire(s) and signed by the captains) following the conclusion of the match as to the player's validity and will subsequently rule on the outcome of the match.

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- 27.11. If an ineligible player is recorded on the team list and plays, the match shall be forfeited by the offending team. This is the sole responsibility of the team captain on the day of the match.

28. Teams Qualifying for Semi-final or Final.

- 28.1. For any reason, the Fixtures and Grounds Sub-Committee may adapt different requirements for some or all the grade competitions following the commencement of a season, this will need to be ratified by a general meeting of Cricket Far North before clubs are informed. However, the standard requirement is:
- 28.2. With Eight [8] or more teams in the competition - at the conclusion of the preliminary matches, the four highest placed teams, in each format of their competitions shall qualify to play in the final's series.
The semi-finals will be:
- Team 1 v Team 4
- Team 2 v Team 3
Winners of each semi-final will progress to the final.
- 28.3. In 7-team and in 6-Team competitions – at the conclusion of the preliminary matches, the three highest placed teams, in each format of their competitions shall qualify to play in the final's series.
The semi-finals will be:
- Team 2 V Team 3
- Team 1 will progress directly to the final.
The winner of the semi-final will progress to the finals.
- 28.4. In other competitions – Whereby a competition has been provided which is outside normal fixtures such as super6 or re-structured T20 competitions not played within grades, or other format, the semi-finals and finals will be outlined in the competition's separate playing conditions.

29. Teams Finishing on Equal Points

- 29.1. In the event of the teams finishing on equal points, the right to play in a Semi-Final or Final match will be determined by the most wins in the preliminary matches or, if still equal, the higher [net run rate](#) in the preliminary matches. See below for additional information as to how net run rate is calculated.
- 29.2. The Net run rate is not applicable for a match that is declared no result.

30. Minimum Overs for Semi-Finals and Finals

- 30.1. Minimum overs for semi-finals and finals will be 50% of the preliminary match format. For example, if the preliminary matches are a 40 over format, the minimum overs for both teams in a semi-final will be 20 overs.
Playing times will be earlier than preliminary matches to enable every effort to be made to complete the match.

31. Allocation of Semi-Finals and Finals Venues

- 31.1. The Fixtures and Grounds Sub-Committee shall allocate the grounds on which Semi-Finals and Finals are played.

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Semi-Finals Venues:

- 31.2. In all Semi-Finals, the team that has finished higher on the premiership ladder shall have the right to nominate one of its home grounds as the ground on which the Semi-Final is played.
- 31.3. If the team that has finished higher on the premiership ladder does not nominate one of its home grounds as the venue for the Semi-Final, then the opposing team has the right to nominate one of its home grounds as the venue for the Semi-Final.
- 31.4. If the opposing team does not nominate one of its home grounds as the venue for the Semi-Final, then the Fixtures and Grounds Sub-Committee shall allocate a ground.
- 31.5. This regulation does not apply where a Club is unable to nominate a home ground as a venue because its home grounds are being used for Final Matches of that Club's higher grades.
- 31.6. Where that occurs, the Club may nominate another venue to play the Semi-Final.
- 31.7. Clubs shall nominate their grounds in order of priority prior to 31 January each year.

32. Tie in Semi-Final

All semi-finals will enforce the Super Over should there be a tie. The Super Over process will continue until there is a result. ([See Appendix A - the Super Over](#)).

33. No Result in a Semi-Final

If a semi-final results in a Tie (No Super Over Possible), No Result or the match is Abandoned on the scheduled day of play, there will be no allowance for a reallocation of the match. The team finishing highest on the ladder prior to the semi-finals shall automatically progress into the final.

34. Finals Venues:

- 34.1. The Fixtures and Grounds Sub-Committee will allocate the Venues for all finals matches.
- 34.2. Clubs shall be requested to make their grounds available for all Semi-Finals and Finals, including matches in which their teams are not involved in. Should there be extenuating circumstances, which prevent a Club's grounds from being available for Semi-Finals and Finals, the Club should outline the specific circumstances in writing to the Cricket Far North Administration Officer (admin@cricketfarnorth.com.au), no later than the 31 January each year.
- 34.3. The venues chosen to host the semi-finals and finals must ensure they follow [Clauses 2.8.7 Lack of Preparedness](#), 9 – [Preparation and Maintenance of the Pitch](#) and [10 Covering of the Pitch](#). All effort must be made to ensure a match can commence despite adverse weather. Failure to do so and under consideration from the Fixtures and Grounds Sub-Committee, may result in a forfeiture of the match.
- 34.4. If the match is played on a ground which is neither of the team's home ground, a financial reimbursement of all ground, match and umpire fees may be requested of the affiliated club the ground belongs to.

35. No Result in a Final.

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- 35.1. If the limited overs final scheduled match does not provide a result i.e. the minimum overs ([See item 29 Minimum Overs in a Final](#)) are not achieved and the match is abandoned, the final will be re-played on a reserve day.
- 35.2. If a T20 or any other fixture (Super 6, Super 8 etc.) final scheduled match does not provide a result i.e. the minimum overs ([See item 29 Minimum Overs in a Final](#)) are not achieved and the match is abandoned, there will be no reserve day and the team which finished higher on the points table at the completion of the preliminary matches or if still equal, the most wins in the preliminary matches, or if still equal the best [net run rate \(see 39 below\)](#) at the end of the preliminary matches shall be declared the winner.

36. Reserve Days:

Reserve days will only apply to the main limited over fixtures. Finals for the T20 or any other fixture will not be granted a reserve day, unless deemed suitable by the Fixtures and Grounds Committee. In this case see 35.5 below.

- 36.1. In 1st Grade, there will be 2 reserve days allocated for Finals:
- the Sunday of the scheduled weekend and
 - the Saturday of the following weekend.
- 36.2. All other grades' Grand Finals of the limited overs fixture for the season shall have one (1) reserve day allocated on which a Tie (with no 'Super Over' possible), No Result, or an Abandoned match may be replayed. No other fixture shall have a finals reserve day allocated. See definition above.
- 36.3. All reasonable effort should be made to complete the Grand Final on the scheduled day with any necessary reduction in overs taking place. The minimum number of overs cannot be reduced below less than 50% of the published number of overs outlined in the format playing conditions. The final will continue under the same conditions on the reserve day.
- 36.4. If the reserve day is utilised, and no innings has been completed by either team, then the Final will begin as a new match on the reserve day with captains tossing for choice of innings as per [Clause 13.5 \(The Toss\)](#).
- 36.5. If there is a tie (with no 'Super Over' possible, [see Appendix A – Super Over](#)), No Result, or the match is abandoned on the reserve day (or second reserve day for 1st Grade), or if there is no reserve day granted, then the team which finished higher on the points table at the completion of the preliminary matches or if still equal, the most wins in the preliminary matches, or if still equal the best [net run rate \(see 39 below\)](#) at the end of the preliminary matches shall be declared the winner.

37. Relocation of Grand Final

- 37.1. The Fixtures and Grounds Sub-Committee may relocate the Grand Final (whether on the scheduled match date or on the reserve day) if it believes (in its absolute discretion) that the Grand Final may be materially affected by adverse ground conditions, inclement weather, bad

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light, or any other circumstance that it believes is relevant if it was played at the scheduled venue.

37.2. The members of the Fixtures and Grounds Sub-Committee must not include any person who is a member of the clubs involved in the finals.

37.3. The Fixtures and Grounds Sub-Committee will consider the information provided by the initial grounds officer and the independent officer appointed by the sub-Committee when deliberating on their decision.

[See Club and Player Regulations regulation 13 – Weather Policy](#) – cancellation of matches – Finals Matches article 13.4.

38. Tie Result in a Final

38.1. All finals will enforce the Super Over should there be a tie. The Super Over process will continue until such time a result is reached. ([See Appendix A - the Super Over](#)).

38.2. Super Over not possible
If a Super Over cannot be completed on a reserve day or relocated Final match, the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

39. Net Run Rate

39.1. 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.

39.2. 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.

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

39.4. Where a match is abandoned, and upon abandonment a result is calculated under the Duckworth/Lewis scheme, where Team 1 batted first, for net run rate purposes Team 1 will be credited with Team 2's Par Score on the abandonment. The par score will be calculated off the number of overs faced by Team 2.

39.5. Where a match is concluded and a result is reached, and the Duckworth/Lewis system or in the women's and Jimmy Maher Cup competitions, the Net Run Rate was applied at an earlier point in the match, the losing team will be credited with 1 run less than the final Target Score of the winning team.

PRESENTATIONS / AWARDS NIGHT

The presentation/awards night shall be held as soon as practical following the last of the season's finals. Adjustments to the procedures and trophies may be made from season to season but will include the following:

Averages for All Grades

Averages in all grades for eligibility for trophies of the association shall be recognised under the following conditions. All statistics exclude finals.

Batting. The player must have competed in at least 50% of the greatest number of completed innings played by his team.

Bowling. The player must have bowled at least 60 overs or taken at least 20 wickets prior to the finals.

Wicket keeping. The player must have played in at least 50% of the completed matches as a wicketkeeper for his/her team.

A completed innings shall be an innings in which the player's side has been dismissed.

First Grade Awards

NOTE: Any player who is reported for a breach of the Code of Behaviour and is adjudged as charged, will automatically be ineligible for any Best and Fairest, Player's Player, U21 Player and Player of the Year awards.

Best and Fairest Player: Cricket Far North Player of the Year

This award is to be selected by the umpires on 3/2/1 basis. One lot of 3/2/1 between the two sides.

John Beu Trophy: Player's Player of the Year

This award is to be selected by the two 1st Grade captains on 3/2/1 basis (maximum of 6 points awarded per match). One lot of 3/2/1 between the two sides. This is to be recorded on the Captain's Match Report provided by the umpires and replicated onto the PlayHQ Website.

NOTE: Any player who receives a minimum of 1 suspension point will become ineligible for the "John Beu trophy: Players' Player of the Year".

Warren Maher Memorial Trophy: Under 21 Player of the Year

This award is selected by the Fixtures and Grounds Sub-Committee who will select the U21 Player of the Year based on their season's statistics.

Cricket Far North – Player of the Year

An award MAY be presented to a player who has been deemed to have provided exemplary representation to the zone and/or to cricket in general.

All Other Grades Player of the Year.

These awards are to be selected by the umpires on 3/2/1 basis. One lot of 3/2/1 between the two sides. This is to be recorded on the team's scorebook and on the Captain's Match Report provided by the umpires.

NOTE: Any player who receives a minimum of 1 suspension point will become ineligible for the season's "Best and Fairest" trophy for their grade.

Jimmy Maher Cup Competition

The awards for the junior competition will be based on their season's statistics.

Individual Trophies.

All Grades – Each format played will have a separate award for each of the below. See regulation 53 for eligibility for these awards.

- Batting Aggregate
- Batting Average
- Bowling Aggregate
- Bowling Average
- Most Dismissals by a Wicket Keeper

All Grades – Finals Perpetual Trophies and Medals

All Finals team winners will be awarded the appropriate perpetual trophies for all formats of the game. A shield replicating the name of the perpetual trophy will be presented for the team and club to keep.

No perpetual trophy is to be taken by the winning teams or clubs and remain as property of Cricket Far North. Each perpetual trophy will be engraved with the winning team's name and year of the award.

Each individual player of the winning team will be presented with a commemorative medal engraved with the competition grade and format.

Club Championship Trophy

The Clubs shall compete in a Club Championship terminating on completion of the Grade Competition Fixtures exclusive of Semi-finals and Finals.

Club Championship points are to be determined by multiplying the points secured [including incentive points] in each of the following competitions:

Grade Competition:

- x 3 First Grade
- x 2 Second & Third Grade
- x 1 Other Senior Grade
- x 2 Jimmy Maher Cup
- x 2 Female Competitions

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In the case of a Club fielding two teams in any one Grade, the points of the team which holds a higher position in that grade on completion of the round, are added to its Club Championship points.

Points will apply to a maximum of 4 teams only per club, taking above into consideration. For clubs who have four or more teams in separate grades, the 4 teams with the highest points will make up the total score.

In the event of two or more Clubs being equal on points in the Club Championship, positions shall be decided on the highest points of the team in the highest grades, reducing until one club has more points in one grade than the other.

GENERAL PLAYING CONDITIONS 2024-2025

The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

Overview of the Playing Conditions

The General Playing Conditions draw together the rules or playing conditions that govern players, support personnel and officials who participate in cricket competitions played under the control and auspices of Cricket Far North (CFN). They take precedence over the underlying [Laws of Cricket](#).

Both these Playing Conditions and the above Regulations (Codes and Policies) are intended to regulate cricket played in the Far North to uphold the unique spirit of cricket.

This handbook reflects the [Laws of Cricket](#) numbering. If you want more information or a full understanding of the [Laws of Cricket which you can find here](#), go to the number in the handbook to read the law. For example, The Bat is number 4 in this handbook and is also Law 4.

Any changes in this edition to previous editions are written in GREEN text.

- Junior bowling restrictions outlined in [Appendix B](#) are now consistent with the [Australian Cricket Junior Bowling Guidelines](#).
- Incentive points have been removed in 2024-2025.

Laws of Cricket:

All Cricket Far North matches shall be played in accordance with the M.C.C. [Laws of Cricket](#) 2017 Code version 3 2022.

These playing conditions are subject hereinafter provided and may be duly amended from time to time by the Fixtures and Grounds Sub-Committee.

Playing Conditions pertaining to each specific format are now separate documents. These add additional information, such as playing times, interval information and fielding restrictions (Power Plays etc.) It is recommended that all captains and coaches have a copy of these format playing conditions with them during a match.

[The latest Laws of Cricket can be found here.](#)

1. THE PLAYERS

1.1. Number of players

1.1.1. A match is played between two sides, each of eleven players, one of whom shall be captain.

1.1.2. Only 11 players shall be permitted to bat in each innings and

1.1.3. Only 11 players shall be permitted to field at any one time.

1.1.4. Any team (see 1.1.5 below for extra information regarding 1st Grade), shall not commence a match, unless it has a minimum of seven [7] players in attendance at the time set down for commencement of play. Once play has commenced a club can continue the match with any number of players not less than 7 players and not exceeding eleven [11].

1.1.5. A 1st Grade team must always supply a full complement of 11 players for any Fixture match. A full complement of players must be registered on the team list.

1.1.6. If a named player or players have been unavoidably delayed, or are unable to attend the match due to family, injury, travel difficulties or work circumstances then **before the toss**:

1.1.6.1. The captain of the affected team will inform the umpire and opposing captain of the circumstance of the missing player(s). And:

(a) May nominate other player(s) in his/her place – which will require approval by the opposition captain to take the field, or

(b) Inform that the team will be short a player(s)

1.1.7. If, for any reason, any Club is unable or refuses to proceed with a match at the time set down for commencement of play, both umpires, prior to allowing an appeal, shall investigate the matter, and having satisfied themselves that there is no good reason or excuse for the respondent team not having a minimum number of players in attendance at the commencement of play, as outlined in 1.1.4 and 1.1.5 above will then initiate [Law 16.3 \(Umpires Awarding a Match\)](#).

The umpires will note this on their Match Report, and inform the Administration Officer (admin@cricketfarnorth.com.au) for consideration by the Fixtures and Grounds Sub-Committee.

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- 1.1.8. The Fixtures and Grounds Sub-Committee, may on appeal from either Club received no later than 9:00 p.m. on the Monday following the match, approve the creation of a Conducts Committee to investigate the circumstances of the enforced forfeit, and after having heard the Clubs' and Umpires' explanations, the Sub-Committee shall take such action as it deems fit. A Finding Sheet will be forwarded by the Administration Officer (admin@cricketfarnorth.com.au) to the team's club, the CFN executive, the Fixtures and Grounds Sub-Committee and to the Umpire Association
- 1.1.9. If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue if it is possible to do so under the Laws.

If less than 7 players are available, the match will be abandoned.

- If the umpire feels the circumstances warrant exemption to this regulation the match may continue.
- If the umpire feels the circumstances do not warrant exemption, the match will be played as a normal match, (taking into consideration clause 1.1.4 and 1.1.5 above) and a report, signed by both captains, will be sent in to the Administration Officer (admin@cricketfarnorth.com.au) for the Fixtures and Grounds Sub-Committee no later than the Tuesday evening following the match, who shall take such action as it deems fit.
- Even if the umpire feels the circumstances warrant exemption, the situation must be reported by them on the Match Report Form and a copy sent to the Administration Officer (admin@cricketfarnorth.com.au) for the Fixtures and Ground Sub-Committee for reference.

If any of the above provisions are considered a breach of the playing conditions, **Penalty for Transgression – Loss of 2 competition points.** This will be applied to the team in which the member played and any senior teams from the offending club in the same grade and any grades below.

1.2. Nomination and replacement of players

- 1.2.1. Each captain **should** nominate their players (including the selected emergency fielder/s) in writing to the umpires and the opposition captain before the toss. **However, as all players must now be registered and listed on PlayHQ, this clause can include a view of the team list in the PlayCricket App.** All squad members including any player replacement (if valid for the playing format) may be listed. Use of full names and their player number if displayed on their playing shirts is preferred.
- 1.2.2. No player may be replaced after the nomination without the consent of the opposing captain.
NOTE: Because all teams are now required to be listed in PlayHQ (PlayHQ), this list can be accepted. This requires a device to be available for live scoring. **The replacement player must be added to the team list on**

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PlayHQ if it has not been added already before play commences. [See 1.2.4 below](#).

1.2.3. Any junior players (under 19 years of age) shall be noted on the list, including their age for bowling restriction considerations ([See Appendix B – Bowling Restrictions below](#)).

NOTE: Because the digital team lists ([See 1.2.4 below](#)) do not show the player's age, the captains should be able to inform the umpires of their under 19 players.

1.2.4. In any Grade, there is no restriction on the number of senior players over the number of junior players.

1.2.5. Teams must be finalised and listed in the PlayHQ website prior to the game commencing to allow the use of the PlayHQ Scoring App.

- Captains are requested to inform the Administration Officer (admin@cricketfarnorth.com.au) for the Fixtures and Grounds Sub-Committee if there is a breach of 1.2.5 following a match.
- A full team must also be named prior to the game's normal commencement time.

1.2.6. Play shall not commence until the umpires (or the 2 team captains if there is no official umpire in attendance) have received or viewed both team lists. Where this results in a loss of playing time the umpire (or captain) shall enter a notation on the scorebooks and submit a match report detailing the lost time and the team responsible shall – at the discretion of the Fixtures and Grounds Sub-Committee - be penalised at a rate of 0.5 points per four minutes lost.

1.2.7. The 12th player, or any other emergency fielder, must wear a distinguishing top from the players on the field when walking inside the fence but outside the boundary rope.

1.3. Captain

1.3.1. If at any time the captain is not available, a deputy shall act for him.

1.3.2. If a captain is not available to nominate the players, then any person associated with that team may act as his/her deputy to do so. See 1.2.

1.3.3. At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these clauses, including at the toss. See clause 13.4 (The toss).

1.4. Responsibility of captains

Cricket Far North has identified [a list of responsibilities of captains which can be found on the website](#). It is the responsibility of the captains to ensure they understand their role in the game.

1.4.1. The captains are always responsible for ensuring that play is conducted within The Spirit of Cricket as well as within the clauses. [See The Preamble – The Spirit of Cricket](#) and [clause 41.1 \(Fair and unfair play – responsibility of captains\)](#).

1.4.2. Both captains must, before the toss link to the online [Marsh Insurance Gameplay Checklist](#) and assess the state of the grounds. Without this

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checklist being filled out, any injury to a player will not enable them to make use of the Cricket Australia insurance policy under Marsh Insurance. Every player, when they register with PlayHQ pays for their insurance to cover any injury they sustain during a match.

The checklist is available here. (<https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh>). The online link is the only way this form can be filled out. There are no longer copies of this file available in the clubhouse.

A QR Code can be found at each ground and can be accessed by mobile phones and tablets.

1.4.3. These forms are kept by Marsh Insurance to assist in the recovery of the player or official who was injured.

2. THE UMPIRES

The conditions listed below pertain to official umpires. Should there be NO OFFICIAL UMPIRES assigned to a match, it is the responsibility of the two captains agreeing together to appoint umpires either from their existing playing group or a person whom they deem would be suitable to act as an umpire for their match. They may use more than one person as required. See also 2.10 regarding player umpires.

It is important to note, however, that whoever is standing in as an umpire is required to understand the [laws of cricket](#) to a suitable level and to be cognisant to the playing conditions contained herein and in the conditions of the format of the match under which they are playing.

NOTE the use of helmet requirements. Any player umpire and captain who do not adhere to [Appendix C – Helmet Requirements](#) is liable to a breach of player behaviour and forfeit of a match.

It is imperative the non-official umpire is also aware of the [Code of Behaviour Procedures](#) available on the Cricket Far North website and follows these laws as required.

2.1. Appointment and attendance

The Cricket Far North Umpires Association (CFNUA) shall appoint at least one umpire for each match and list these umpires against each match in the PlayHQ website. Should there be a failure to make such appointments, however, shall not invalidate a match.

2.2. Change of umpire.

2.2.1. Where an injury or illness occurs to an umpire, and they must leave the field for treatment, the other umpire shall officiate at the bowler's end. The Batting team shall provide a competent person to stand at the striker's end until the injured umpire is able to resume, or a suitable replacement has been appointed.

2.2.2. If there is only one official umpire in match and events outlined in 2.2.1 occur, the batting team will provide competent persons to stand for both

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umpiring positions (see above regarding no official umpire) until the injured umpire is able to resume or a suitable replacement has been appointed.

2.3. Consultation with captains

Before the toss, the umpires shall meet with the captains and the umpires shall determine:

- 2.3.1. the balls to be used during the match. Ball types are available in the Limited Overs Playing Conditions document.
- 2.3.2. the hours of play and the times and durations of intervals are also available in the Limited Overs Playing conditions document.
- 2.3.3. which clock or watch, and back-up time piece is to be used during the match.
- 2.3.4. the boundary of the field of play and allowances for boundaries, including whether any obstacle within the field of play is to be regarded as a boundary. [See clause 19 \(Boundaries\).](#)
- 2.3.5. the use of covers. [See clause 10 \(Covering the pitch\).](#)
- 2.3.6. any special conditions of play affecting the conduct of the match.

2.4. The wickets, creases, and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that:

- 2.4.1. the wickets are properly pitched. See [clause 8 \(The wickets\).](#)
- 2.4.2. the creases are correctly marked. See [clause 7 \(The creases\).](#)
- 2.4.3. the boundary of the field of play complies with the requirements of [clauses 19.1 \(Determining the boundary of the field of play\), 19.2 \(Identifying and marking the boundary\) and 19.3 \(Restoring the boundary\).](#)

2.5. Conduct of the match implements and equipment.

Before the toss and during the match, the umpires shall satisfy themselves that the conduct of the match is strictly in accordance with the clauses.

2.6. Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7. Fitness for play

For clarity, should there be no official umpires present at any given match, the captains of each team will together fulfill the responsibilities listed below as that of the umpires.

- 2.7.1. The decision regarding the fitness of the grounds for play shall be left in the control of the groundsman of the host ground up until 30 minutes prior to the scheduled start of play, from which time this responsibility will be overtaken by the umpire(s) for that match. Any decision from that time onwards with regards to the state of play will be within the jurisdiction of the umpires.

See the [Regulations – Fitness of grounds](#) for club responsibilities

- 2.7.2. It is solely for the umpires together to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not

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ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

- 2.7.3. Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire. Conditions shall also be regarded as dangerous if the heat conditions are such that it invokes the [Cricket Australia Extreme Heat Guidelines as outlined in Appendix D](#) below and shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 2.7.4. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then play may be suspended as outlined in [2.8 – Suspension of Play in Dangerous or Unreasonable Conditions below](#).
- 2.7.5. If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If the on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.
- 2.7.6. If, during a suspension of play pursuant to the [Extreme Heat Guidelines](#), conditions improve such that the relevant Heat Stress Risk Index (HSRI) falls below the threshold rating for suspension of play, then the on-field umpires must consider if they would have suspended play in the first place under similar conditions. If one of the on-field umpires agree the current HSRI would not have caused a suspension in play, then play shall resume immediately.

NOTE: Heat Stress Risk Index and heat stress interventions are outlined in [Appendix D below](#).

- 2.7.7. The umpires shall disregard any shadow on the pitch from any permanent object on the ground.
- 2.7.8. If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his/her run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal Dead Ball if they consider the striker has been disadvantaged by the action.

2.8. Suspension of play in dangerous or unreasonable circumstances

- 2.8.1. All references to ground include the pitch. [See clause 6.1 \(Area of pitch\)](#).
- 2.8.2. The umpires shall immediately suspend play, or not allow play to start or to recommence, if one of the umpires agree that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.
- 2.8.3. When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately one of the umpires agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- 2.8.4. Should there be no official umpire/s available, then the two Captains will share responsibility for the decision. Both captains must together agree to abandon a match, and a match cannot be abandoned unless this is the

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case. They will be obliged to remain at the ground until the time to play a minimum number of overs has expired.

2.9. Position of umpires

2.9.1. The umpires shall stand where they can best see any act upon which their decision may be required.

2.9.2. Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

2.9.3. The striker's end umpire may elect to stand on the offside instead of the on-side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire.

2.10. Player Umpiring.

2.10.1. No player under the age of 17 years is eligible to be a player umpire, unless they are accredited umpires or have been approved by the official umpire allocated to the match.

2.10.2. Captains are responsible for ensuring the player umpire is competent and appropriate for this important role.

2.10.3. Player umpires should consider themselves no longer players, but stand-in match officials, and should act in that manner.

2.10.4. The official umpire may at any time ask the player umpire to leave the field:

- if they do not comply with any of these regulations or
- if they feel they are not taking full responsibility for the role.
- In such cases, the player will not be permitted to umpire for the remainder of the match.

2.10.5. Carrying of water bottles

Despite the restrictions on COVID-19 being lifted by the Queensland Government on January 11, 2022, the CFN Fixtures and Grounds has requested that no water bottles can be shared by any player. Clubs have been asked not to provide drinking cups or similar for the use of any player, official, spectator or any visiting person at their venues.

2.10.6. Batters on the field may request a drink at any time. These will be delivered to the batters by their teammates. Each batter must have a separate drink bottle and sharing a bottle is not allowed.

2.10.7. When a player is requested to umpire at the striker's end (usually referred to as the square leg umpire), to be more conspicuous, it is preferred that they shall wear the following in order of preference:

- a coloured club shirt, and playing trousers or
- a coloured club shirt and the club's coloured short or trousers, or.
- white collared shirt and club shorts or trousers.
- If it is difficult identifying the umpire from the players, he/she must carry a bat.

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- The umpire MAY provide a high-vis sleeveless jacket which is also acceptable worn over the playing uniform.
 - Closed shoes MUST be worn; thongs are not acceptable.
- 2.10.8. It is preferred the player umpire carries a counter to assist the central umpire counting balls and over numbers. The official umpire may have a spare available. Please return at the end of the innings.
- 2.10.9. The responsibilities of a player umpire who is not an accredited umpire at square leg are solely to adjudicate on:
- Running between the wickets (look for short runs and runouts).
 - Stumpings.
 - Scoring of boundaries.
 - The central umpire will adjudicate on all other aspects of play.
- 2.10.10. If the player umpire sees anything outside of the above, inform the official umpire so he/she can make a judgement.
- 2.10.11. The player umpire is not to converse with the fielding team unless asked a question.
- 2.10.12. Defer any queries from a player to the official umpire if they do not relate to 2.10.10.

2.11. Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also [clause 31.6 \(Consultation by umpires\)](#).

Any protest from a team, or any matter of dispute between teams which cannot be resolved by the umpires, shall be adjudicated by the Fixtures and Grounds Sub-Committee.

- 2.11.1. The club(s) involved in the protest or dispute must inform the Administration Officer (admin@cricketfarnorth.com.au) [using the Match Dispute Form](#) no later than 7 days following the match.
- 2.11.2. The Administration Officer will inform the club(s) involved immediately upon receipt of the Match Dispute Form. Each club will have the opportunity to make a written representation regarding their role in the matter. This will be forwarded to the Fixtures and Grounds Sub-Committee for consideration and deliberation.
- 2.11.3. Any player or club may appeal to the Cricket Far North Management Committee via the Administration Officer (admin@cricketfarnorth.com.au) within 7 days of the Fixtures and Grounds Sub-Committee decision and
- The Management Committee's decision thereon shall be final.
 - The decision may involve further action within [the Disciplinary Procedures](#) as outlined in the Procedures booklet.

2.12. Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.13. Signals

The following code of signals shall be used by umpires.

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- 2.13.1. Signals made while the ball is in play:
- **Dead ball:** by crossing and re-crossing the wrists below the waist.
 - **No ball:** by extending one arm horizontally.
 - **Out:** by raising an index finger above the head. (If not out, the umpire shall call Not out.)
 - **Wide:** by extending both arms horizontally.

When the ball is dead, the bowler's end umpire shall repeat the signals in 2.13.1, with the exception of the signal for Out, to the scorers.

- 2.13.2. The signals listed below shall be made to the scorers only when the ball is dead.
- **Boundary 4:** by waving an arm from side-to-side finishing with the arm across the chest.
 - **Boundary 6:** by raising both arms above the head.
 - **Bye:** by raising an open hand above the head.
 - **Five Penalty runs awarded to batting side:** by repeated tapping of one shoulder with the opposite hand.
 - **Five Penalty runs awarded to fielding side:** by placing one hand on the opposite shoulder.
 - **Free hit:** After the normal No ball signal, extending one arm straight upwards and moving it in a circular motion.
 - **Leg bye:** by touching a raised knee with the hand.
 - **New ball:** by holding the ball above the head.
 - **Revoke last signal:** by touching both shoulders, each with the opposite hand.
 - **Powerplay:** by rotating an arm in a large circle.
 - **Short run:** by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

The following signals are for player conduct offences. Each signal has 2 parts, both of which should be acknowledged separately by the scorers.

Level 3 Offences:

Part 1: Award 5 penalty runs to the opposing team.

Part 2: Raise both arms forward, perpendicular to the ground with hands upwards facing the scorers.

Level 4 Offences:

Part 1: by putting one arm out to the side of the body and repeatedly raising and lowering it.

Part 2: by raising an index finger, held at shoulder height, to the side of the body.

- 2.13.3. All the signals in 2.13 are to be made by the bowler's end umpire except for a short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be

responsible both for the final signal of short run to the scorers and for informing them as to the number of runs to be recorded.

- 2.13.4. The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed. If several signals are to be used, they should be given in the order that the events occurred.

2.14. Informing the umpires

Throughout the clauses, wherever the umpires are to receive information from captains or other players, it will be sufficient for one umpire to be so informed and for them to inform the other umpire.

2.15. Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at every interval, and at the conclusion of the match. See [Clauses 3.2 \(Correctness of scores\)](#), 16.8 ([Correctness of result](#)) and 16.10 ([Result not to be changed](#)).

Should an inaccuracy be found in the scorebook following the conclusion of a match, which would bring into question the result, the umpires may instruct the captains to continue with the match, and will outline the requirements with regards to overs, time etc.

2.16. Use of artificial lights.

Matches which are not drawn as a day/night match.

- 2.16.1. Unless the match has been drawn as a match which will be utilising lights, no artificial lights may be used even if in the opinion of the umpires, natural light is deteriorating to an unfit level.
- 2.16.2. Play will continue until such time as the umpires deem the light unfair for play, upon which time they will suspend play.
- 2.16.3. At such time the umpires will evoke Clause 12.5 – conclusion of a match.

Matches which have been drawn as a day/night match.

- 2.16.4. If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorise the ground authorities to use the available artificial lighting so that the match can continue in acceptable conditions. If natural light improves, the artificial lights may be turned off.
- 2.16.5. The lights are only to be used to enable a full day's play.
- 2.16.6. Where artificial lights are in use, all references to light under [2.7 \(Fitness for play\)](#) and [2.8 \(Suspension of play in dangerous or unreasonable conditions\)](#) still apply. For clarity, in these circumstances the umpires will only suspend play if they determine conditions to be unsafe or dangerous, otherwise play shall continue until the required overs are completed or the time for the cessation of play is reached.

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- 2.16.7. In the event of power failure or malfunction the provisions relating to the delay or interruption of play due to ground, weather or light conditions will apply, including 2.7 and 2.8.

Any transgression of article 2.16 will incur a one (1) point penalty to both teams.

2.17. Umpire Awards – Best and Fairest

Umpires (and in their absence, the captains) will not award any best and fairest points to a player who has been reported for or has been spoken to regarding any breach of CFN the Codes of Behaviour for that season. This will be recorded on the umpire's match report. Captains will fill in this report following the conclusion of the match if there has been no umpire assigned to the match.

- 2.17.1. Umpires must enter player awards (in indelible pen) not exceeding a total of 6 points per match, awarding a maximum of 3 players in a 3/2/1 format into both scorebooks at the conclusion of each match.
- 2.17.2. Umpires will record these awarded points in the appropriate section of the match report.
- 2.17.3. If a match was not appointed an official match umpire, the captains of both teams are to consult and decide upon the player awards and must enter these (in indelible pen) in all scorebooks available in the same manner as outlined in clause 2.17.1.
- If a team fails to do this, points will be awarded by the umpire association via a review of the match scorebook in PlayHQ. The umpire decision is final.
 - These points are not to be published during the tournament.
- 2.17.4. All player awards must be entered into PlayHQ no later than the times outlined in article 3.4 below.

2.18. Player Awards– Player's Player (1st Grade only)

- 2.18.1. Captains in consultation and agreement must enter player awards (in indelible pen) not exceeding a total of 6 points per match, in a 3/2/1 format into both scorebooks at the conclusion of each match.
- 2.18.2. Umpires will record these awarded points in the appropriate section of the match report.
- 2.18.3. If a match was not appointed an official match umpire, the captains of both teams are to consult and decide upon the player awards and must enter these (in indelible pen) in all available scorebooks in the same manner as outlined in clause 2.17 above.
- 2.18.4. All player awards must be entered into PlayHQ no later than the times outlined in article 3.4 below.

2.19. Match Reports

- 2.19.1. Umpires are also required to discuss the contents of their Match Report with the captains at the conclusion of a match. The Match Report is now online and available on the Cricket Far North website. It details any events which may have occurred during the match (see 2.19.2. and 2.19.3).
- 2.19.2. This form will also include [clauses 2.17 - Umpire Awards - Best and Fairest](#), and [2.18 – Player Awards – Player's Player \(1st Grade only\)](#).

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- 2.19.3. Any minor breaches of [The Code of Behaviour](#) (See 42 – Players' [Conduct](#) below) will be reported on this form.
- 2.19.4. Minor breaches of the Code of Behaviour which in the opinion of the umpire do not require the player to be placed on an Incident Report (see 2.20 below), **will be outlined on the online Match Report.**
- 2.19.5. These reports may be used should the player at some time be the subject of an Incident Report and will be forwarded to Commissioner as evidence of player behaviour during the season.
- 2.19.6. **The Match Report when submitted, is automatically sent** by the officiating umpire to the Cricket Far North Umpire Association Zone Coordinator, who will forward any pertinent information to the Administration Officer.
- 2.19.7. Minor breaches expire at the end of each season, however, these may be stored for future reference should a player be subjected to a breach of the code of behaviour in the future.

2.20. Incident Reports.

- 2.20.1. Umpires are also responsible for completing an Incident Report should any player/official/spectator Breach the Code of Behaviour.
- 2.20.2. The [Incident Report form](#) is attached to the online Match Report if required, **and is also available as a separate form should any player or official of the club wish to report an incident** which has not already been reported by any other person.
- 2.20.3. See the Disciplinary Procedures document for details on the Breach of the Code of Behaviour process.

3. THE SCORERS

3.1. Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled. At least one of these scorers must use the PlayHQ Live Score App. At least one of the scorers must record the scores on a Cricket Scorebook.

All 1st Grade matches must have a scorer available to score their matches.

3.2. Correctness of scores

The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. See [clause 2.15 \(Correctness of scores\)](#).

3.3. Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

3.4. Publishing of scorebooks – timelines and processes

The scorebooks will be entered into the PlayHQ website (PlayHQ.cricket.com.au) by the users designated with 'captain' permissions or the club website administrator.

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Umpire 2.17 and Captain's 2.18 Awards are also to be entered in the times outlined below.

- 3.4.1. Both teams must enter their scorebooks in full and confirm/dispute the match as per the PlayHQ instructions. The PlayHQ manual can be found at the PlayHQ website.
- 3.4.2. First grade matches and player scores must be posted and confirmed by both teams on PlayHQ by 2:00 p.m. on Sunday afternoon following each day of the match,
- 3.4.3. All other matches and player scores must be posted and confirmed by both teams on the PlayHQ website by 5:00 pm on the Tuesday following each day of the matches.

Transgression of article 3.4 will incur a penalty of 1 competition point.

4. THE BALL

4.1. Approval and control of balls

All matches must use the official ball as outlined in the fixture playing conditions booklets.

The umpires shall:

- 4.1.1. retain possession of the match ball/s throughout the duration of a match when play is not actually taking place.
- 4.1.2. during play, periodically inspect the condition of the ball; and
- 4.1.3. take possession of the ball in use at the fall of each wicket, and at any interruption of play.

4.2. New ball

A new ball will be used at the start of each innings.

4.3. Ball lost or becoming unfit for play.

- 4.3.1. If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement.
- 4.3.2. In the event of a ball becoming wet and soggy because of play continuing during inclement weather, or it being affected by dew, and in the opinion of the umpires the ball becomes unfit for play, the ball shall be replaced with a ball that has had a similar amount of wear.
- 4.3.3. In the case of 4.3.2, a bowler or batter may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.
- 4.3.4. When the ball is replaced, the umpire shall inform the batters and the fielding captain.

Teams who utilise the incorrect ball (unless it is of a higher quality) as outlined in the match format playing conditions will incur a penalty of six (6) competition points for that match.

5. THE BAT

The bat must be compliant with the [Laws of Cricket](#), Law 5 – the bat.

6. THE PITCH

6.1. Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. See [Laws of Cricket](#) 8.1 (Description, width, and pitching) and 7.2 (The bowling crease).

6.2. Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See [clauses 2.7 \(Fitness for play\)](#) and [2.8 \(Suspension of play in dangerous or unreasonable conditions\)](#).

6.3. Selection and preparation

6.3.1. Before the match, the grounds staff shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

6.3.2. Where CFN has scheduled a preliminary match (i.e., a double-header), that match is permitted to be played on the pitch prepared for the later match unless adverse conditions of ground, weather or light prevent it.

6.3.3. Captains, umpires, and ground staff shall cooperate to ensure that, prior to the start of play, no one:

- bounces a ball on the pitch to assess its condition or for any other reason; or
- strikes the pitch with a bat to assess its condition or for any other reason; or
- causes damage to the pitch in any other way.

6.3.4. Prior to the start of play, only the captain and team coach may walk on the pitch to assess its condition. Spiked footwear is not permitted at this time.

6.4. Changing the pitch

6.4.1. In the event a match cannot be played or is abandoned because of inadequate pitch and/or ground preparation the match will not be relocated to another venue.

6.4.2. For the purposes of 6.4.1, the pitch and/or ground preparation will be deemed to have been inadequate if the match cannot be played or completed as a direct or indirect result of the Association (or any of its employees, contractors or agents) responsible for preparing the pitch and/or ground failing to take proper precautions in the circumstances to ensure that the pitch and/or ground was properly:

- prepared; or

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- protected against the elements or other acts of God, vandalism or foul play, machinery or equipment failure or other reasonably foreseeable events.

See [Lack of Preparedness – in preliminary matches above](#).

6.4.3. Alternatively, the pitch (on the assigned ground) may be changed prior to the match commencing if, according to the umpires it becomes unfit for play, and then only with the consent of both Captains. The alternative pitch must be properly prepared, in order for play to recommence under the guidance of the umpires/captains.

6.4.4. For the Women's and Jimmy Maher Cup Competitions, a match may be moved to a synthetic surface. Items 6.4.1 and 6.4.3, however MUST be adhered to.

6.4.5. If the match cannot proceed each team will be awarded 3 points.

7. THE CREASES

The creases will conform to the [Laws of Cricket](#) Law 7 – The Creases

7.1. Additional crease markings

Off-Side Wide Guidelines:

7.1.1. To assist with the adjudication of Wides, lines shall be drawn (in white or blue which are the same width as the crease markings) from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as "Off-Side Wide Guidelines".

On-Side Wide Guidelines:

7.1.2. Lines 30 cm in length shall be drawn from the popping crease towards the bowling crease, parallel with the return crease, measured 1ft (30.48 cm.) from the middle stump on both sides of the wicket.

For adjudication of a wide on the on-side, see [article 22 – Wide balls below](#).

8. THE WICKETS

The wickets will conform to the [Laws of Cricket](#) Law 8 – The Wickets

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1. Rolling

Rolling and line marking is to be completed no later than 10 minutes before the scheduled or rescheduled commencement time.

9.1.1. If time permits, where a new match is to be played on a pitch used during the same day, the pitch should be rolled before the commencement of the next match.

9.1.2. In the opinion of the umpire, if the pitch, due to its state following the previous match, needs to be rolled to ensure fairness to both teams, the

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time will be adjusted, to allow for the 7 minutes (2 overs) for the pitch to be rolled.

The pitch shall not be rolled during the match except as permitted in 9.1.1 to 9.1.5.

9.1.3. Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.4. Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.5. Choice of rollers

If there is more than one roller available, the captain of the batting side shall choose which one is to be used.

9.2. Artificial drying of the pitch

9.2.1. Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground staff.

9.2.2. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground staff, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires.

9.2.3. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.2.4. The umpires may instruct the ground staff to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.2.5. An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.3. Clearing debris from the pitch

The pitch shall be cleared of any debris:

9.3.1. before the start of play. This shall be after the completion of mowing and before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.

9.3.2. between innings. This shall precede rolling if any is to take place.

9.3.3. The clearance of debris in 9.3.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

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9.3.4. In addition to 9.3.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.4. Mowing

9.4.1. Responsibility for mowing

All mowing which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.4.2. Timing of mowing

- Mowing of the pitch shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See 9.3.3.
- Mowing of the outfield shall be completed not later than 15 minutes before the time scheduled or rescheduled for play to begin.

9.5. Watering the pitch

The pitch shall not be watered during the match.

9.6. Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.7. Maintenance of footholes.

The umpires shall ensure that the holes made by the bowlers and batters are cleaned out and dried whenever necessary to facilitate play.

The umpires shall allow, if necessary, the re-turfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's footholes.

9.8. Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Fair and unfair play) is not contravened.

10. COVERING THE PITCH

10.1. Before the match

The use of covers before the match is the responsibility of the home ground and may include full covering if required.

It shall be compulsory to ensure that the wicket square is entirely covered and suitably secured to avoid the covers being 'blown off' during sudden storms and wind gusts **NO LATER THAN THE THURSDAY EVENING PRIOR TO**

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ANY ROUND MATCH AND NO LATER THAN WEDNESDAY EVENING FOR ANY SEMI-FINAL OR FINAL MATCH.

- 10.1.1. It is in the interest of the game that if the weather is threatening early in the week, then the covers should be put on earlier than the above times where possible.
- 10.1.2. Groundsmen are to immediately report any breach of teams not covering the pitches by the appropriate times to the Administration Officer (admin@cricketfarnorth.com.au) for the Fixtures and Grounds Sub-Committee's awareness.
- 10.1.3. However, the home ground shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in [clauses 2 \(The umpires\)](#), 6 ([The pitch](#)), 7 ([The creases](#)), 8 ([The wickets](#)), and 9 ([Preparation and maintenance of the playing area](#)).
- 10.1.4. The pitch must be entirely protected against rain up to the commencement of play.

10.2. During the match

The pitch must be entirely protected against rain up to the commencement of play and for the duration of the match.

The covers must protect:

- the whole pitch and its surroundings to a minimum of 5m either side of the pitch and any worn or soft areas in the outfield.
- where possible, the bowlers' run-ups to a distance of 10 x 10m.

10.3. Removal of covers

- 10.3.1. All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 20 minutes before the scheduled start of play provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
- 10.3.2. If covers are used during the day as protection from inclement weather, or if inclement weather delays the removal of covers, they shall be removed promptly as soon as conditions allow.
- 10.3.3. It is the responsibility of BOTH teams to assist covering the wicket during the period of play should weather intervene. The batting team will be directed by the umpire(s) to make ready for the covering of the pitch if rain is eminent. The batting team captain should ensure none of his/her team is wearing spikes for this activity to protect the covers. The fielding side is limited in their ability to cover the pitch during a match due to them wearing spikes, however it is expected they will assist.
- 10.3.4. At the end of the days' play the home team will be responsible for covering the wicket square if it is required the following day.

Transgression of clause 10 will occur loss of 6 competition points and in the case of a final or semi-final may incur a loss of the match to the home team.

11. INTERVALS

11.1. An interval

The following shall be classed as intervals:

- intervals between innings; and
- any other agreed interval.

Each of these intervals shall be considered as scheduled breaks.

11.2. Duration of intervals

There shall be an interval between innings as outlined in the times of play in the playing conditions for that format, taken from the call of Time before the interval to the call of Play on resumption after the interval.

11.3. Changing Agreed Times of Intervals

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

11.3.2. If the innings of the team batting first is completed after the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly later.

11.3.3. Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced to 10 minutes after 30 minutes of actual playing time has been lost.

11.3.4.

11.4. Intervals for drinks

NOTE: No player can share a drink bottle from another person.

Every person is required to have their own drinks container, suitably marked to identify the owner.

It is now regulated that no clubs will provide cups for players and that individuals take responsibility for their own containers.

Drinks should be taken onto the field as outlined in the fixture playing times unless the prevailing air temperature and humidity are excessive, in which case the umpires may call for drinks every 45 minutes or as they deem suitable. The WH&S recommended intake of water as 150-250mls every 15 minutes.

[See Appendix D – Cricket Australia Extreme Heat Guidelines.](#)

11.4.1. In an uninterrupted innings see times of play tables in the format playing conditions.

11.4.2. In an interrupted innings the drinks break shall be taken as advised by the umpires.

11.4.3. For any innings reduced to 15 overs or less, no drinks break will be available.

11.4.4. During the drinks break, members of the coaching and support staff of both teams are permitted to enter the playing field to address their players. Players not presently on the field can also enter.

11.4.5. During the drinks break no practice is permitted on the field

11.4.6. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, if no playing time is wasted. If individual drinks have been brought onto the field at the fall of a wicket, the fielding side must be ready to continue play as soon as the new batter reaches the pitch. No other drinks shall be taken onto the field without the permission of the umpires.

11.5. Scorers to be informed.

The umpires shall ensure that the scorers are informed of all agreements about [hours of play](#) and intervals and of any changes made thereto as permitted under this clause.

12. START OF PLAY, CESSATION OF PLAY

12.1. Call of Play.

The bowler's end umpire shall call Play at the start of the match and on the resumption of play after any interval or interruption.

12.2. Call of Time.

The bowler's end umpire shall call Time when the ball is dead on the cessation of play before any interval or interruption and at the conclusion of the match. See [Laws](#) 20.3 (Call of Over or Time) and 31 (Appeals).

12.3. Removal of bails

After the call of Time, the bails shall be removed from both wickets.

12.4. Completion of an over

Other than at the end of an innings:

12.4.1. If the agreed time for a drink interval is reached during an over, the over shall be completed before the drink's interval is taken, except as provided for in 12.4.2.

12.4.2. When less than 3 minutes remain before the time agreed for the next drinks interval, the drinks interval shall be taken immediately if either a batter is dismissed or retires, or the players have the occasion to leave the field whether this occurs during an over or at the end of the over. If an over is thus interrupted, it shall be completed on resumption of play.

12.5. Conclusion of match

The match is concluded:

12.5.1. as soon as a result as defined in clauses 16.1 to 16.4 and 16.5.1 (The result) is reached.

12.5.2. as soon as the prescribed number of overs are completed, unless a result is reached earlier.

12.5.3. The match is concluded if, without a conclusion having been reached under 12.5.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.6. Hours of Play

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Refer to the competition fixtures for start times in the approved draw.

12.7. Extra Time

Extra time shall be made available, as outlined in the fixture's format playing conditions.

12.8. Over rate penalties

Penalties may apply for not completing target overs by relevant times. Umpires will note this on their match reports. Captains may report using the [Over Rate Breach Form](#).

Subject to the provisions of this clause, over rates shall be assessed at 4 minutes of playing time per over, **subject to the following allowances:**

- 12.8.1. Actual time where treatment by authorised medical personnel is required on the field of play and/or for a player leaving the field due to serious injury.
- 12.8.2. Actual time taken for: drying a wet ball, finding/replacing a ball, and for all other circumstances beyond the control of the fielding side.
- 12.8.3. Actual time taken for umpires and captains to take notes and speak with their players respectively, should a breach of the Spirit of Cricket or Code of Behaviour be made.
- 12.8.4. Wickets falling: One minute per wicket, to a maximum of 4 minutes for wickets in the last three overs of a reduced match.
- 12.8.5. For the avoidance of doubt no allowance shall be given for a wicket which falls on the last ball of a scheduled or rescheduled innings or for the last wicket of an innings.
- 12.8.6. For any innings where a Drinks Break (Ref Clause 11.4) has been taken then an automatic allowance of 90 seconds shall be granted to the bowling team.
- 12.8.7. There shall be no allowances given for Sightscreen changes.
- 12.8.8. Over rates will be calculated at the end of the match.

NOTES:

- In all limited over matches.

It is the captain of each team who are responsible for bowling its required number of overs in the allocated time. It is, therefore, their responsibility to ensure their fielding innings is completed by the designated time as outlined in the playing times listed in the format playing conditions. This is true whether or not there is an official umpire available. Subject to allowances listed in clause 12.8.1 to 12.8.7 above, any match that concludes their fielding innings later than the specified times may be penalised.

- If a team has failed to bowl the required number of overs in a match, the umpires will record as such on their match reports.
 - If there are no official umpires, and if the opposition captain feels they have been disadvantaged, or that the late innings has run well beyond a reasonable completion time (10 minutes), they may

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report the opposition captain on the [over rate breach form](#) to the administration officer, who will record the breach.

- If a captain or his/her team is recorded as having an over rate breach on more than 2 occasions, the administration officer will report this to the Fixtures and Grounds sub-committee.
- The sub-committee will make a ruling on a points penalty which will be deducted from the last match of the offending team's match points. The Administration Officer will then inform the club of their penalty.
- The over rate penalties set out in this clause 12 apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, umpires shall strictly apply clause 41.9 dealing with time wasting. This is the only penalty that will be applied for a slow over rate in such shortened matches.
- If the innings is terminated before the scheduled or re-scheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings.
- In determining whether a team has fallen short of the target number of overs, umpires may consider the provisions listed in 12.8 above including whether inclement weather has adversely affected the ability of the team to comply with the required over rate.
- All appeals against any penalties will be assessed under the CFN Playing Conditions.
- Appeals must be lodged to the Administration Officer (admin@cricketfarnorth.com.au) within 1 business day of the completion of the match.

13. INNINGS

13.1. Number of innings

All matches will consist of one innings per side, Refer to the competition fixtures for the number of overs in the approved draw.

13.2. Alternate innings

Each side shall take their innings alternately.

13.3. Completed innings.

A side's innings is to be considered as completed if any of the following applies:

- 13.3.1. the side is all out.
- 13.3.2. at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.
- 13.3.3. the prescribed number of overs have been bowled to the batting side.

13.4. The toss

The captains shall toss for the choice of innings, on the field of play and in the presence of the umpires, not earlier than 45 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of [clause 1.2 Nomination of Teams](#) and [1.3 Captain](#).

13.5. Decision to be notified.

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision immediately. Once notified, the decision cannot be changed.

13.6. Match duration

All matches shall be of the duration as outlined in the separate fixtures playing conditions.

13.7. Length of Innings

Uninterrupted Matches.

- 13.7.1. Each team shall bat for designated number of overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- 13.7.2. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled.
- 13.7.3. The team batting second shall receive its full quota of overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 13.7.4. If the team batting first is dismissed in less than the designated number of overs, the team batting second shall be entitled to bat for the full number of overs.
- 13.7.5. If the team fielding second fails to bowl the designated number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

Delayed or Interrupted Matches.

Delay or interruption to the Innings of the Team Batting First:

- 13.7.6. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play.
- 13.7.7. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. 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.
- 13.7.8. To constitute a match, the minimum number of overs as outlined in the **limited over playing conditions clause 5 Innings (Law 13)** have to be bowled to the side batting second, subject to a result not being achieved earlier.
- 13.7.9. A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals will be taken into consideration. This calculation must not cause the match to finish earlier

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than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.

- 13.7.10. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

Morning matches which have a match scheduled on the same ground in the afternoon

- 13.7.11. These matches will play to time as outlined in Limited Overs Playing Condition 4.1.

- If a side is dismissed prior to 5 minutes before the scheduled close of innings, they will be entitled to face the full number of overs for their innings.
- If a side is dismissed within 5 minutes before the scheduled cease of play for the first innings, the side batting second will receive the same number of overs as the team received in the first innings.
- The team batting second should be aware of the run rate at the beginning of their innings and attempt to create their innings based on the required run rate.
- If the team batting second will not be able to complete their innings before the finishing time, the NRR will be used to calculate their target score for the end of the over which will close this innings.

Delay or interruption to the Innings of the Team Batting Second:

- 13.7.12. When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

- 13.7.13. In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

- 13.7.14. To constitute a match, the minimum number of overs as outlined in the Limited Over Playing Conditions Clause 5 Innings (Law13) have to be bowled to the team batting second subject to a result not being achieved earlier.

- 13.7.15. 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.

- 13.7.16. A fixed time will be specified for the close of play by applying a rate of 4 minutes per over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

- 13.7.17. If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

See 13.7.11 above for second innings in morning matches to be followed by

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an afternoon match on the same field which must close by a scheduled time.

14. THE FOLLOW-ON

The follow-on law does not apply.

15. DECLARATION AND FORFEITURE

Declarations do not apply.

15.1. Forfeiture of Matches

Any affiliated body who has a team which forfeits a match with or without notice will:

- Be fined a total of \$200.00 payable to Cricket Far North.
- Pay the match fees for both teams for that match. This is inclusive of all ground and umpire fees.

Failure to pay these fines before the following weekend's matches will result in all grades in that club not gaining any points for the match and players will be exempt from the 'best and fairest' points allocation from the competition until such time as the penalty is paid.

15.1.1. The **club**, which is obliged to forfeit a match, must forfeit its lowest grade team. If a club forfeits a match in any grade higher than its lowest grade team, the club shall not receive any points for that round in the grade in which the forfeit occurred, and in the grade or grades below the grade in which the forfeit occurred.

Impending Forfeiture Procedure.

15.1.2. It is the responsibility of the clubs to ensure the Administration Officer, the umpires and opposition teams (through contact with the team captain) are aware of an impending forfeiture.

15.1.3. As most clubs do not appoint players to teams until the Thursday evening prior to the weekend, and in some cases may need to contact player availability on the Friday, they must still inform (via the [Pending forfeiture form](#)) of a possible forfeiture no later than midnight on the Thursday evening (48 hours prior to the match) to:

- Copy to the sender
- The Administration Officer (admin@cricketfarnorth.com.au)
- Their opposition team captain and
- The umpires (sec.umpires@cricketfarnorth.com.au)

Forfeiture confirmation/revoke procedure.

15.1.4. The club must then inform the above no later than 5:00 pm on the Friday preceding the match to confirm the forfeiture, by forwarding their copy of the above Pending Forfeiture Forms to the above groups.

15.1.5. If the forfeiture is no longer required, due to having enough players as outlined in item 1.2 (Team nominations) the above can be informed in the same manner as outlined in **15.4**.

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15.1.6. The team which has been forfeited to will receive full points for a win for that match.

Forfeiture of Two Consecutive Games.

15.1.7. Any team forfeiting 2 consecutive games shall show cause to the Cricket Far North Management Committee via the Administration Officer (admin@cricketfarnorth.com.au) as to why the team should not be deregistered from the fixtures.

15.1.8. The Administration Officer shall inform the club as to the date, time and location of a hearing of the case and the decision of the executive committee shall be communicated to the club within 1 week of its decision.

15.1.9. During this process the defaulting team will not contest the fixture to which they are attached. The matches will be considered a win by the opposition team.

15.1.10. Any decision is subject to an appeal to the Cricket Far North Administration Officer (Admin@cricketfarnorth.com.au) within 2 weeks of the decision of the executive committee.

Clause 15.1.7 is still enacted during the appeals process.

15.1.11. The Cricket Far North executive will appoint a Conducts Committee – [See the Code of Behaviour Procedures below](#). The Conducts Committee through the CFN administration Officer, shall notify all parties of the date, time and place of an appeals hearing within 1 week of receiving the application.

15.1.12. The decision of the Conducts Committee will be communicated to the appealing club or association within the following week and shall be deemed final.

16. THE RESULT

16.1. A Win – one-innings match

16.1.1. The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See [Laws](#) 13.3 (Completed innings). Note also 16.5 (Winning hit or extras).

16.1.2. Except for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (see 16.2), a result can be achieved only if both teams have had the opportunity of batting for the designated minimum number of overs, unless one team has been all out in less than the designated minimum of overs or unless the team batting second scores enough runs to win in less than the designated minimum of overs.

16.1.3. Except for circumstances where a match is awarded to a team because of the opposing team's refusal to play (see 16.2), all matches in which both teams have not had an opportunity of batting for the designated minimum overs, shall be declared a No Result.

16.2. Umpires awarding a match. ([Law](#) 16.3)

A match shall be lost by a side which either:

- concedes defeat; or

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- in the opinion of the umpires refuses to play. If so, the umpires shall award the match to the other side.

16.2.1. If an umpire considers that an action by any player or players might constitute a refusal by either side to play, then the umpires together shall ascertain the cause of the action. If they then decide together that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action the umpires shall award the match in accordance with 16.2.1. See also [Law](#) 42.3 (Captain refusing to remove a player from the field).

16.2.2. If action as in 16.2.1 takes place after play has started and does not constitute a refusal to play, the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.3 (Changing agreed time for intervals) above.

16.3. All other matches – A Tie or No result

16.3.1. A Tie

- The result of a match shall be a Tie when both innings have been completed and the scores are equal.
- If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.
- In the event of a tied match the teams shall compete in a 'Super Over' to determine the winner. Refer to Appendix A [Appendix A – The Super Over](#).

16.3.2. No result

16.3.2.1. If a match is not completed to its minimum number of overs in either innings, the match will be considered no result, and recorded as abandoned.

16.4. Prematurely Terminated Matches - Calculation of the Target Score

16.4.1. Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allotted (see minimum required overs in fixture playing conditions), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number, and one run less will constitute a Tie. The only DLS calculator to be used is the one included in the PlayHQ Live Score App.

In the Women's and Jimmy Maher Cup competitions, the DLS calculator will not be used. The match will be decided by the calculating the Net Run Rate ([see item 39 – Net Run Rate](#)).

16.4.2. Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least the minimum 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 by the Duckworth/Lewis/Stern

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method or by the [Net Run Rate](#) in the Women's and Jimmy Maher Cup competitions. If the score is equal to the 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 Par Score.

16.5. Winning hit or extras

- 16.5.1. As soon as a result is reached as defined in 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.17 ([Penalty runs](#)), shall be regarded as part of it. Note also 16.8 (Mistakes in scoring).
- 16.5.2. The side batting second will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.
- 16.5.3. If a boundary is scored before the batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6. Statement of result

- 16.6.1. If the side batting second wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.
- 16.6.2. If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.
- 16.6.3. If the side fielding second wins the match, the result shall be stated as a win by runs. If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7. Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See [clause 2.15 \(Correctness of scores\)](#). Any query on the result of the match will be resolved as soon as possible and a final decision made by the umpires at close of play.

16.8. Mistakes in scoring

- 16.8.1. If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to 16.9, they shall adopt the following procedure:
- 16.8.2. If, when the players leave the field, the side batting last has not completed its innings and either the number of overs to be bowled in that innings have not been completed or the agreed time for close of play, or for the end of the innings, has not been reached then, unless one side concedes defeat, the umpires shall order play to resume.

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16.8.3. Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed as appropriate. The number of overs and time remaining shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

16.8.4. If, at this call of Time, the overs have been completed the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

16.9. Result not to be changed.

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.14 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10. Match Points

16.10.1. Match Points earned by a team.

- Win: **6 points.**
- Tie (only if “Super Over” not possible, see [Appendix A](#)):..... **4 points**
- No result / Abandoned matches: **3 points**
- Bye: **3 points**
- Loss: **0 points**
- Forfeit: The team which has received the forfeit will be awarded the same points as the team which accumulated the MOST points in that grade, for that round, which includes the winning points plus any incentive points gained. The forfeiting team receives no points.
- Abandoned or rescheduled/relocated matches due to inadequate pitch and/or ground preparation: See clause 2.8.11 for penalties.

16.10.2. Incentive Points earned by a team.

There are no incentive points for any fixture match in 2024-2025. This also includes Junior and Ladies Competitions.

16.11. COVID-19

All competitions will comply with the CFN COVID-19 Safe Plan found in [Appendix E](#) below.

17. THE OVER

The over will comply with the [Laws of Cricket](#) Law 17 – The Over.

17.1. Number of Overs per Bowler

17.1.1. See the individual fixture playing conditions for the maximum number of overs per bowler.

17.1.2. Bowling restrictions are always subject to the applicable age-based bowling restrictions at [Appendix B – Bowling Restrictions](#) (Junior Players) below. These restrictions are exempt for slow bowlers.

17.1.3. No bowler shall bowl more than one-fifth of the total number of overs in an innings.

17.1.4. 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. [See Appendix F Over Reduction Ready Reckoner.](#)

- 17.1.5. Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 17.1.6. In the event of a bowler becoming ill or injured and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

18. SCORING RUNS

Runs scored will comply with the [Laws of Cricket](#) Law 18 – Scoring Runs

Law 18.11 adds Caught and Obstructing the field, where the obstruction or distraction prevents the striker being caught out to the dismissals of Bowled, Stumped, Hit the Ball Twice, LBW and Hit wicket for when the not out batter returns to their original end.

Law 18.4.2 if, after either or both batters run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run, unless the boundary is a result of an overthrow or willful act of a fielder. See Law 19.8 (Overthrow or willful act of fielder).

19. BOUNDARIES

Boundaries shall comply with the [Laws of Cricket](#) – Law 19 – Boundaries.

Law 19.2.7 now states that an object coming onto the field of play is no longer a “boundary.”

A person, animal or object coming onto the field of play while the ball is in play shall not be regarded as a boundary unless the umpires determine otherwise at the time that contact between the ball and such a person, animal or object is made. The decision shall be made for each separate occurrence.

[See item 20.4 below \(Umpire calling and signalling Dead ball\).](#)

20. DEAD BALL

20.1. Ball is dead.

The ball becomes dead when:

- 20.1.1. it is finally settled in the hands of the wicketkeeper or of the bowler.
- 20.1.2. a boundary is scored.
- 20.1.3. a batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.
- 20.1.4. whether played or not it becomes trapped between the bat and person of a batter or between items of his/her clothing or equipment.
- 20.1.5. whether played or not it lodges in the clothing or equipment of a batter or an umpire.

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- 20.1.6. there is an award of Penalty runs under either of Laws 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.
- 20.1.7. there is contravention of Law 28.3 (Protective helmets belonging to the fielding side).
- 20.1.8. the match is concluded in any of the ways stated in clause 12.4 (Conclusion of match).
- 20.1.9. The ball shall be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.

Law 20.4.2 now provides for the ball to be dead at the **incident occurrence** rather than the **umpire's call**.

Note that there are some situations where the delay of the dead ball call is allowed for.

Law 20.6 clearly defines that once the ball is dead it cannot be revoked to bring the ball back into play.

20.2. Ball finally settled.

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

20.3. Call of Over or Time

Neither the call of Over nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under 20.1 or under 20.4.

20.4. Umpire calling and signalling Dead ball.

- 20.4.1. When the ball has become dead under 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.
- 20.4.2. Either umpire shall call and signal Dead ball when:
 - 20.4.2.1. intervening in a case of unfair play. a possibly serious injury to a player or umpire occurs.
 - 20.4.2.1. leaving their normal position for consultation.
 - 20.4.2.1. one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
 - 20.4.2.1. the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
 - 20.4.2.1. the striker is distracted by any noise or movement or in any other way while preparing to receive or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also 20.4.2.7. The ball shall not count as one of the over.
 - 20.4.2.1. there is an instance of a deliberate attempt to distract under either of [Laws](#) 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate

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distraction, deception or obstruction of batter). The ball shall not count as one of the over.

20.4.2.1. the bowler drops the ball accidentally before delivery. the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under [Law](#) 41.16 (non-striker leaving his/her ground early).

20.4.2.1. satisfied that the ball in play cannot be recovered. required to do so under any of the clauses not included above.

20.5. Ball ceases to be dead.

The ball ceases to be dead – that is, it comes into play – when the bowler starts his/her run-up or, if there is no run-up, starts his/her bowling action.

20.6. Dead ball; ball counting as one of over.

20.6.1. When a ball which has been delivered is called dead or is to be considered dead then, other than as in 20.6.2,

- it will not count in the over if the striker has not had an opportunity to play it.
- it will be a valid ball if the striker has had an opportunity to play it, unless No ball or Wide ball has been called, except in the circumstances of 20.4.2.6 and [clause 24.4 \(Player returning without permission\)](#), 28.2 (Fielding the ball), [41.4 \(Deliberate attempt to distract striker\)](#) and [41.5 \(Deliberate distraction, deception or obstruction of batter\)](#).

20.6.2. In 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise, the delivery will be a valid ball.

21. NO BALL

21.1. Mode of delivery

21.1.1. The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker.

21.1.2. It is unfair if the bowler fails to notify the umpire of a change in his/her mode of delivery. In this case the umpire shall call and signal No ball.

21.1.3. Underarm bowling shall not be permitted.

21.2. Fair delivery – the arm

21.2.1. For a delivery to be fair in respect of the arm the ball must not be thrown.

21.2.2. A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

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21.2.3. Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this clause to debar the bowler's end umpire from calling and signalling No ball if they consider that the ball has been thrown.

21.3. Ball thrown – action by umpires.

21.3.1. If, in the opinion of either umpire, the ball has been thrown, they shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call. The bowler's end umpire shall then:

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action; and
- inform the batters at the wicket of what has occurred.

21.3.2. If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, they shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then:

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

21.3.3. The umpires together shall report the occurrence under the Code of Conduct and/or Suspect Bowling Action Policy (as appropriate) as soon as possible after the day's play to the Administration Officer. The Fixtures and Grounds Subcommittee shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

21.4. Bowler throwing towards striker's end before delivery.

If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No Ball and the procedure stated in 21.3 shall not apply. However, the umpires will call and signal Dead Ball under [Law](#) 20.4.2.9.

21.5. Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride:

21.5.1. the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.

21.5.2. the bowler's front foot must land with some part of the foot, whether grounded or raised on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and - behind the popping crease. If the bowler's end umpire is not satisfied that any of these three conditions have not been met, they shall call and signal No ball. [See Clause 41.8 \(Bowling of deliberate front foot No ball\).](#)

21.6. Bowler breaking wicket in delivering ball.

If the ball is delivered and if the non-striker is not dismissed under Law 41.16 (Non-striker leaving his/her ground early), either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket. [See 20.4 \(Umpire calling and signalling Dead ball\)](#) and 21.12 will apply.

21.7. Ball bouncing more than once, rolling along the ground, or pitching off the pitch.

The umpire shall call and signal No ball if a ball which they consider having been delivered, without having previously touched bat or person of the striker, if it

- 21.7.1. bounces more than once
- 21.7.2. or rolls along the ground before it reaches the popping crease.
- 21.7.3. or pitches wholly or partially off the pitch as defined in [clause 6.1](#) before it reaches the line of the striker's wicket.

21.8. Ball coming to rest in front of striker's wicket.

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9. Fielder intercepting a delivery.

If a ball, delivered by the bowler, contacts any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.10. Ball bouncing over the head height of striker.

See Laws 22.1.1 (Judging a Wide), 41.6.4 and 41.6.5. (Dangerous and Unfair Short-Pitched Delivery)

21.11. Call of No ball for infringement of other clauses.

In addition to the instances above, No ball is to be called and signalled as required by the following [Laws of Cricket](#).

Law 27.3 – Position of wicketkeeper

Law 28.4 – Limitation of on side fielders

Law 28.5 – Fielders not to encroach on pitch.

Law 41.6 – [Bowling of dangerous and unfair short-pitched deliveries](#)

Law 41.7 – [Bowling of dangerous and unfair non-pitching deliveries](#)

Law 41.8 – [Bowling of deliberate front foot No ball](#).

21.12. Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of Laws

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20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.9 (Umpire calling and signalling Dead ball).

21.13. No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses [22.1 \(Judging a Wide\)](#) and [22.2 \(Call and signal of Wide ball\)](#).

21.14. Ball not dead

The ball does not become dead on the call of No ball.

21.15. Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.16. Runs resulting from a No ball – how scored.

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in [clause 41.18 \(Penalty runs\)](#). Any runs completed by the batters, or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise, they shall also be scored as Byes or Leg byes as appropriate.

21.17. No ball not to count.

A No ball shall not count as one of the over. See [Law 17.3 \(Validity of balls\)](#).

21.18. Out from a No ball

When No ball has been called, neither batter shall be out under any of the clauses except 34 ([Hit the ball twice](#)), 37 ([Obstructing the field](#)) or 38 ([Run out](#)).

21.19. Free Hit after a No ball

21.19.1. The delivery following a 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 a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.

21.19.2. For any free hit, 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 ball.

21.19.3. Field changes are not permitted for free hit deliveries unless:

- There is a change of striker (the provisions of clause 28 shall apply), or
- The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

21.19.4. For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances Clause 21.1 shall apply.

21.19.5. The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

22. WIDE BALL

This condition will comply with the [Laws of Cricket](#) Law 22 – Wide Ball.

Law 22.1 is changed to state that the batter is deemed to be standing wherever they have stood during the bowler's runup.

“If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.”

23. BYE AND LEG BYE

This condition will comply with the [Laws of Cricket](#) Law 23 – Bye and Leg Bye.

24. FIELDER'S ABSENCE; SUBSTITUTES

24.1. Substitute fielders

The umpires shall allow a substitute fielder:

24.1.1. if they are satisfied that a fielder has been injured or become ill and that this occurred during the match.

24.1.2. for any other wholly acceptable reason.

- the substitute fieldsman may be any of the named team squad.
- In all other circumstances, a substitute is not allowed.
- a substitute shall not be permitted to bat or bowl, they cannot act as captain but may act as wicketkeeper only with the consent of the umpires.

24.1.3. A nominated player may bowl or field even though a substitute has previously acted for him, subject to 24.2 and 24.3.

24.1.4. Objection to Substitutes.

The opposition captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field.

24.2. Fielders absent or leaving the field of play

NOTE: In Limited Over and in T20 formats, [MCC Law](#) 24.2 regarding Penalty Times does not apply should a player be substituted during these shortened formats.

Penalty Time for Level 3 and 4 Offences (MCC Law 42.2) WILL pertain to all formats.

24.2.1. A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

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24.2.2. If a fielder fails to take the field at the start of the match or at any later time, or leaves the field during play,

- an umpire shall be informed of the reason for this absence.
- He/she shall not thereafter come on to the field of play during a session of play without the consent of the umpires. [See Clause 24.4 \(Player returning without permission\)](#). The umpire shall give consent as soon as is practicable.

24.3. Penalty Time Not Incurred

There will be no penalty time incurred for a player who leaves the field; however, this does not mean a player can simply leave the field without reason. The umpires will take the following into consideration when allowing a player to leave the field:

24.3.1. He/she has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2. In the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.4. Player returning without permission.

If a player comes on to the field of play in contravention of 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead and:

24.4.1. The umpire shall award 5 Penalty runs to the batting side.

24.4.2. Runs completed by the batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.

24.4.3. The ball shall not count as one of the over.

24.4.4. The umpire shall inform the other umpire, the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for this action.

24.4.5. Together with the other umpire, report the occurrence under the Code of Conduct as soon as possible after the day's play to the Fixtures and Grounds Subcommittee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

25. BATTER'S INNINGS

25.1. Eligibility to act as a batter.

Only a nominated player, may bat and, subject to 25.3, may do so even though a substitute fielder has previously acted for him/her.

25.2. Commencement of a batter's innings

25.2.1. The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter's innings shall be considered to have commenced when that batter first steps onto the field of play.

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25.2.2. A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against all forms of bowling. [See Appendix C – Helmet Requirements](#) for full details.

25.2.3. The umpires are responsible for ensuring that a helmet is worn when required by clause 25.2.2 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.2.4. The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

25.3. Restriction on batter commencing an innings.

This only pertains to penalty time. As no penalty time is to be incurred (see 24.3 above), there is no restriction on a batter commencing his/her innings.

25.4. Batter retiring

25.4.1. A batter may retire at any time during his/her innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring.

25.4.2. If a batter retires because of illness, injury or any other unavoidable cause, that batter is entitled to resume his/her innings unless a Concussion Substitute has been activated to replace him. If for any reason his/her innings is not resumed, that batter is to be recorded as 'Retired - not out'.

25.4.3. If a batter retires for any reason other than as in 25.4.2, the innings of that batter may be resumed only with the consent of the opposing captain. If for any reason his/her innings is not resumed, that batter is to be recorded as 'Retired - out'.

25.4.4. If after retiring a batter resumes his/her innings, subject to the requirements of 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batter.

25.4.5. Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the batter is unable to resume after the five minutes, he will be recorded as "Retired – not out".

25.5. Runners

There will be no provision for runners.

25.6. Dismissal and conduct of a batter and his/her runner.

As there are no runners this does not apply.

25.7. Restriction on the striker's runner

As there are no runners this does not apply.

25.8. Batter's Equipment

25.8.1. A batter must wear a helmet at all times. [See Appendix C - Helmet Requirements](#)

25.8.2. He must then wear or carry it personally all the time while play is in progress or can have it taken off the field at the fall of a wicket or at the

end of an over. In all cases, no actions involving helmets are to waste playing time.

25.8.3. Umpires are not to hold helmets.

25.8.4. A batter may only change other items of protective equipment provided that there is no waste of playing time.

Law 25.8 is added to the Laws, stating that the striker may play the ball if they remain within the pitch.

“The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicketkeeper or any other fielder (See [Laws 27.5 – Restrictions on actions of wicketkeeper and 27.6 – Interference with wicket-keeper by striker](#)).

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1.

Should no part of the striker’s bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.”

26. PRACTICE ON THE FIELD

This condition will comply with the [Laws of Cricket](#) Law 26 – Practise on the Field.

- Practise parallel and immediately adjacent to the playing square before the start of play of an innings is allowed as long as the umpire/s are satisfied in doing so will not damage the playing square or playing field.
- As a courtesy to the club, players should refrain from hitting balls into boundary fences or other club structures.

27. THE WICKETKEEPER

This condition will comply with the [Laws of Cricket](#) Law 27 – The Wicketkeeper.

[See also Appendix C – Helmet Requirements](#) for full details on wicketkeepers wearing helmets.

[Law 27.4](#) is amended to state that the illegal movement by either wicketkeeper or fielder will result in 5-run penalty.

“In the event of unfair movement by the wicketkeeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler’s end umpire shall then:

- *27.4.2.1 award the one-run penalty for Wide or No ball, if applicable*
- *27.4.2.2 award 5 Penalty runs to the batting side*
- *27.4.2.3 inform the captain of the fielding side of the reason for this action.*

- 27.4.2.4 *inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.*

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.”

28. THE FIELDER

This condition will comply with the [Laws of Cricket](#) Law 28 – The Fielder.

28.1. Protective equipment

See [Laws](#) 28.1.1, 28.1.2 regarding standard use of protective equipment.

28.1.3 At all times when fielding in a position closer than 7 (7.66 yards) metres from the batter’s position on the popping crease on a middle stump line (for example short leg or silly point), with the exception of any fielding position behind the popping crease (on both the on and off sides), a fielder must wear a British Standard 7928:2013 compliant helmet.

NOTE: While it is not mandatory to wear a helmet when fielding in a position closer than 7 metres behind the popping crease, it is still strongly recommended for a fielder to wear a British Standard 7928:2013 compliant helmet. [See Appendix C – Helmet Requirements](#).

Junior players under 18 must wear a British Standard 7928:2013 compliant helmet if they are fielding in a position closer than 10 metres as outlined in 28.1.3 above.

28.1.4 The umpires are responsible for ensuring a helmet is worn when required by 28.1.3 but not responsible for ensuring the helmet is of a British Standard 7928:2013.

28.1.5 The umpires must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by this playing condition.

28.2. Fielding the ball.

[See Law](#) 28.2 fielding the ball.

Law 28.2.2 – Dropped clothing.

It is no longer illegal fielding if the ball touches an item of clothing **dropped by the umpire**.

28.3. Protective helmets worn by the fielding side.

[See Appendix C – Helmet Requirements](#) for full details.

28.4. Limitation of on side fielders

28.4.1. At the instant of the bowler’s delivery, there may not be more than 5 fielders on the on side.

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28.4.2. At the instant of the bowler's delivery, there shall not be more than 2 fielders, other than the wicketkeeper, behind the popping crease on the on side. A fielder will be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.

28.4.3. In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5. Fielders not to encroach on the pitch.

See [Law 28.5](#).

28.6. Movement by any fielder other than the wicketkeeper

28.6 is amended to state the illegal movement by either wicketkeeper or fielder will result in 5-run penalty.

"In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

- 28.6.3.1 award the one-run penalty for Wide or No ball, if applicable*
- 28.6.3.2 award 5 Penalty runs to the batting side*
- 28.6.3.3 inform the captain of the fielding side of the reason for this action.*
- 28.6.3.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.*

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team."

28.7. Restrictions on the placement of fielders (limited overs only)

28.7.1. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be: 27.43 metres (30 yards). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas will be marked by continuous painted white lines or 'dots' at 4.57 metres (5 yards) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 18 cm (7 inches) in diameter. This constitutes the "fielding restriction area".

28.7.2. Fielding restrictions (Powerplays) shall apply at the instant of delivery.

See the playing conditions for each format for details on when powerplays must be taken and for circumstances pertaining to reduced over matches.

28.7.3. In the event of an infringement of any of the required fielding restrictions, either umpire shall call and signal 'No ball'.

28.8. Late Arrival at Ground

For the start of a match or a new day's play, a player who arrives late shall be permitted to take the field and to bat or bowl without regard to the time he/she was not on the field.

29. THE WICKET IS DOWN

This condition will comply with the [Laws of Cricket](#) Law 29 – The Wicket is Down.

Law 29.2 is altered as follows:

“29.2.1 The wicket is broken fairly if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

29.2.1.1 by the ball.

29.2.1.2 by the striker's bat if held or by any part of the bat that he/she is holding.

29.2.1.3 for the purpose of this law only, by the striker's bat not in hand, or by any part of the bat which has become detached.

29.2.1.4 by the striker's person or by any part of his/her clothing or equipment being worn, or by any part of the striker's clothing or equipment becoming detached from his/her person. However, any detached equipment shall not include the striker's protective helmet, or any part thereof, as defined in Appendix A.2.3.”

30. BATTER OUT OF HIS/HER GROUND

This condition will comply with the [Laws of Cricket](#) Law 30 – Batter out of his/her Ground.

31. APPEALS

31.1. Umpire not to give batter out without an appeal.

Neither umpire shall give a batter out, even though he may be out under the clauses, unless appealed to by a fielder. This shall not debar a batter who is out under any of the clauses from leaving the wicket without an appeal having been made. Note, however, the provisions of 31.7.

31.2. Batter dismissed.

A batter is dismissed if he is:

31.2.1. either given out by an umpire, on appeal; or

31.2.2. out under any of the clauses and leaves the wicket as in 31.1.

31.3. Timing of appeals

31.3.1. For an appeal to be valid, it must be made before the bowler begins his/her run-up or, if there is no run-up, his/her bowling action to deliver the next ball, and before Time has been called.

31.3.2. The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See clauses 12.2 (Call of Time) and 17.2 (Start of an over).

31.4. Appeal “How’s That?”

An appeal “How’s That?” covers all ways of being out.

31.5. Answering appeals.

31.5.1. The striker’s end umpire shall answer all appeals arising out of any of [Laws](#) 35 (Hit wicket), 39 (Stumped) or 38 ([Run out](#)) when this occurs at the wicket-keeper’s end. The bowler’s end umpire shall answer all other appeals.

31.5.2. When an appeal is made, each umpire shall answer on any matter that falls within their jurisdiction.

31.5.3. When a batter has been given Not Out, either umpire may answer an appeal, made in accordance with 31.3, if it is on a further matter and is within their jurisdiction.

31.6. Consultation by umpires.

Each umpire shall answer appeals on matters within their own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, they shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not Out.

31.7. Batter leaving the wicket under a misapprehension.

31.7.1. An umpire shall intervene if satisfied that a batter, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batter.

31.7.2. A batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

31.8. Withdrawal of an appeal.

31.8.1. The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batter.

31.8.2. The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

32. BOWLED

This condition will comply with the [Laws of Cricket](#) Law 32 – Bowled.

33. CAUGHT

This condition will comply with the [Laws of Cricket](#) Law 33 – Caught.

34. HIT THE BALL TWICE

This condition will comply with the [Laws of Cricket](#) Law 34 – Hit the Ball Twice.

34.1. Out Hit the ball twice

34.1.1. The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his/her person or is struck by his/her bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his/her bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his/her wicket. See 34.3 and [clause 37 \(Obstructing the field\)](#).

34.1.2. For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.

34.2. Not out Hit the ball twice

The striker will not be out under this clause if he:

34.2.1. strikes the ball a second or subsequent time in order to return the ball to any fielder. Note, however, the provisions of [clause 37.4 \(Returning the ball to a fielder\)](#).

34.2.2. wilfully strikes the ball after it has touched a fielder. Note, however the provisions of [clause 37.1 \(Out Obstructing the field\)](#).

34.3. Ball lawfully struck more than once.

34.3.1. The striker may, solely in order to guard his/her wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his/her person other than a hand not holding the bat.

34.3.2. The striker may guard his/her wicket even if the delivery is a No Ball.

34.3.3. However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his/her wicket. [See clause 37.3 \(Obstructing a ball from being caught\)](#).

34.4. Runs permitted from ball lawfully struck more than once.

When the ball is lawfully struck more than once, as permitted in 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, they shall delay the call of Dead ball to allow the opportunity for a catch to be completed. The umpire shall:

34.4.1. disallow all runs to the batting side.

34.4.2. return any not out batter to his/her original end.

34.4.3. signal No ball to the scorers if applicable.

34.4.4. award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

34.5. Bowler does not get credit.

The bowler does not get credit for the wicket.

35. HIT WICKET

This condition will comply with the [Laws of Cricket](#) Law 35 – Hit Wicket.

36. LEG BEFORE WICKET

This condition will comply with the [Laws of Cricket](#) Law 36 – Leg Before Wicket.

37. OBSTRUCTING THE FIELD

37.1. Out Obstructing the field

- 37.1.1. Either batter is out Obstructing the field if, except in the circumstances of 37.2, and while the ball is in play, he wilfully attempts to obstruct or distract the fielding side by word or action. [See also clause 34 \(Hit the ball twice\)](#).
- 37.1.2. The striker is out Obstructing the field if, except in the circumstances of 37.2, in the act of receiving a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his/her wicket.
- 37.1.3. This clause will apply whether No ball is called.

NOTE: For the avoidance of doubt if a batter, in running between the wickets, has significantly changed his/her direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batter should, on appeal, be given out Obstructing the field.

It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batter crossing the pitch, clause 41.14 shall also apply.

37.2. Not out Obstructing the field

A batter shall not be out Obstructing the field if:

- 37.2.1. obstruction or distraction is accidental, or
- 37.2.2. obstruction is in order to avoid injury; or
- 37.2.3. in the case of the striker, he makes a second or subsequent strike to guard his/her wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see 37.3.

37.3. Obstructing a ball from being caught.

- 37.3.1. If the delivery is not a no ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batter prevents the striker being out caught.
- 37.3.2. 37.3.1 shall apply even if the obstruction is caused by the striker in lawfully guarding his/her wicket under the provisions of Law 34.3 (Ball lawfully struck more than once)
- 37.3.3. If an obstruction or distraction takes place from a No Ball, then the batter who caused the obstruction or distraction will be out Obstructing the field
- 37.3.4. 37.3.3 shall not apply if the striker obstructs while instinctively defending his/her wicket with a lawful second strike.

37.4. Returning the ball to a fielder.

Either batter is out Obstructing the field if, at any time while the ball is in play

and, without the consent of a fielder, he uses the bat or any part of his/her person to return the ball to any fielder.

37.5. Runs scored.

When either batter is dismissed Obstructing the field:

37.5.1. unless the obstruction prevents a catch from being made, any runs completed by the batters before the offence shall be scored, together with any runs awarded for penalties to either side. [See Laws](#) 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

37.5.2. if the obstruction prevents a catch from being made, any runs completed by the batters shall not be scored but any penalties awarded to either side shall stand.

37.6. Bowler does not get credit.

The bowler does not get credit for the wicket.

38. RUN OUT

This condition will comply with the [Laws of Cricket](#) Law 38 – Run Out.

38.3. Non-striker leaving his/her ground early.

38.3.1. If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run Out. In these circumstances, the non-striker will be out Run Out if he is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.2. If the ball is not delivered and there is an appeal

- the umpire shall make his/her decision on the run out if it is not out, they shall call and signal Dead Ball as soon as possible.
- the ball shall not count as one in the over

38.3.3. If the ball is delivered and there is an appeal

- the umpire shall make his/her decision on the run out.
- if the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking the wicket in delivering the ball) shall apply.
- if the non-striker is dismissed, the ball shall not count as one in the over.

39. STUMPED

This condition will comply with the [Laws of Cricket](#) Law 39 – Stumped.

40. TIMED OUT

40.1. Out Timed out

40.1.1. Law 40.1.1 is amended to state the batter must be ready to receive the ball (rather than “take guard”) within 3 minutes.

“After the fall of a wicket or the retirement of a batter, the incoming batter

must, unless Time has been called, be ready to receive the ball, or for the other batter to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.”

40.1.2. After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in position to take guard or for the other batter to be ready to receive the next ball within the time detailed in the separate format's playing conditions of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out upon appeal (31.1).

40.1.3. In the event of an extended delay in which no batter comes to the wicket, the umpires shall adopt the procedure of clause 16.2 ([Umpires awarding a match](#)). For the purposes of that clause the start of the action shall be taken as the expiry of the times referred to in each separate format's playing conditions.

40.1.4. Bowler does not get credit for the wicket.

41. UNFAIR PLAY

41.1. Fair and unfair play – responsibility of captains

The captains are responsible for ensuring that play is conducted within The Spirit of Cricket, as described in The Preamble – The Spirit of Cricket, as well as within the clauses.

See also the separate CFN prepared document on [captain's responsibility](#) with regards to their duties with preparing before and after matches.

41.2. Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play.

41.2.1. If either umpire considers that any action by a player, not covered in the Laws, is unfair, they shall call and signal Dead ball, if appropriate as soon as it becomes clear that the call will not disadvantage the non-offending side and report the matter to the other umpire.

If this is a first offence by that side, the bowler's end umpire shall then:

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- warn the offending player's captain that any further such offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

If this is a second or subsequent offence by that side, the bowler's end umpire shall then:

- summon the offending player's captain and inform him that there has been a further such offence.
- award 5 penalty runs to the opposing side.

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41.2.2. The umpires together shall report the incident as soon as possible after the match to the Administration Officer (admin@cricketfarnorth.com.au) for the Executive of the offending side and to any Fixtures and Grounds Subcommittee responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate the team.

41.3. The match ball – changing its condition.

Law 41.3 (see 41.3.4 below) is amended to remove the allowance to use saliva to shine the ball.

41.3.1. The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.3.2.

41.3.2. It is an offence for any player or player support personnel to take any action which changes the condition of the ball.

41.3.3. A batter may not wilfully change the condition of the ball other than, when the ball is in play, in striking it with the bat. [See also Law 5.5](#) (Damage to the ball).

41.3.4. A fielder may, however:

- polish the ball on his/her clothing provided that no artificial substance is used, that the only natural substance is sweat and that such polishing wastes no time.
- remove mud from the ball under the supervision of an umpire.
- dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.5. The umpires shall consider the condition of the ball to have been unfairly changed if any action by any person does not comply with the conditions in 41.3.2 – 41.3.4.

41.3.6. If the umpires together suspect, but are not certain, that the condition of the ball has been unfairly changed, or that its condition is inconsistent with the use it has received, the umpires may:

- Change the ball forthwith. The umpires shall choose a replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- Bowlers end umpire shall issue the captain with a first and final warning.

41.3.7. If the umpires together agree that the condition of the ball has been unfairly changed by persons of either side, they shall consider that there has been a contravention of this clause. They shall then:

- Ask the captain of the opposing side if he would like the ball to be replaced. If necessary, in the case of the batting side, the batters at the wicket may deputise for their captain.

If a replacement ball is requested:

41.3.8. By the batting side, the batters shall choose the replacement ball from a selection of balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

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41.3.9. By the fielding side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.3.10. Regardless of whether a replacement ball has been chosen to be used, the bowler's end umpire shall:

- award 5 Penalty runs to the opposing side.
- if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- inform the captain of the batting side as soon as practicable of what has occurred.

41.3.11. The umpires together shall report the matter under the [Code of Behaviour](#) as soon as possible after the day's play to the Fixtures and Grounds Subcommittee via the Administration Officer (admin@cricketfarnorth.com.au),

- The person or persons responsible for the contravention and/or
- The captain of the offending side in the event that the person or persons are not able to be identified, or where the umpires believe that contravention was planned or systematic to the extent that the captain either knew, or ought to have known that the contravention was occurring.

41.3.12. The Fixtures and Grounds Subcommittee shall then take such action as is considered appropriate against the person/s concerned.

41.3.13. If the umpires agree that in the match there has been any further instance by that team of unfairly changing the condition of the ball, they shall repeat the procedures in 41.3.5.

41.3.14. If the umpires believe that saliva has been applied to the ball the umpires shall:

- If it is the first instance during an innings, summon the captain of the fielding side and issue a first warning.
- If it is the second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.
- It is a third or subsequent instance, award 5 Penalty runs to the batting side.
- The ball shall not be changed.

41.4. Deliberate attempt to distract striker.

41.4.1. It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

41.4.2. If either umpire considers that any action by a fielder is such an attempt, they shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall:

- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for the action; and

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- Neither batter shall be dismissed from that delivery and the ball shall not count as one of the over.

41.4.3. The umpires together may report the matter under the [Code of Behaviour](#) as soon as possible after the day's play to the Administration Officer (admin@cricketfarnorth.com.au), who shall take such action as per CFN Regulations.

41.5. Deliberate distraction, deception or obstruction of batter

41.5.1. In addition to 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batter after the striker has received the ball.

41.5.2. It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.

41.5.3. If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

41.5.4. Neither batter shall be dismissed from that delivery.

41.5.5. If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 42 has been committed and:

41.5.6. if an offence under clause 42 has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of 41.5.8 to 41.5.10.

41.5.7. if they consider that there has been no offence under clause 42, they shall apply each of 41.5.6 to 41.5.10.

41.5.8. The bowler's end umpire shall:

- award 5 Penalty runs to the batting side: and
- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.
- The ball shall not count as one of the over.

41.5.9. Any runs completed by the batters before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batters had already crossed at the instant of the offence.

41.5.10. The batters at the wicket shall decide which of them is to face the next delivery.

41.5.11. The umpires together, if they consider it appropriate, may report the occurrence under the CFN Code of Behaviour provisions.

41.6. Bowling of dangerous and unfair short-pitched deliveries

NOTE: 41.6.1 to 41.6.11 below regulate the bowling of "fast short-pitched deliveries" that pass or would pass above the shoulder height of the striker standing upright at the crease to no more than two per over. In T20 cricket this is reduced to just one an over.

41.6.1. A bowler shall be limited to two fast short-pitched delivery per over. (One in T20 cricket, below this will be designated by a bracket as appropriate)

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41.6.2. A “fast short-pitched delivery” is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.

NOTE: Fast short-pitched deliveries described in 41.6.2 are distinct from the fast short-pitched balls described in 41.6.12 to 41.6.13, although fast short-pitched deliveries can be considered fast short-pitched balls for the purpose of determining whether the bowling is dangerous and unfair under 41.6.12.

41.6.3. The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.

41.6.4. For the avoidance of doubt any fast short-pitched delivery that is called a Wide under clause 22.1 above shall also count as one of the fast short-pitched deliveries in that over.

41.6.5. A short-pitched delivery above the head will be called a WIDE and will count as one of the short-pitched deliveries of the over.

41.6.6. In the event of a bowler bowling more than two (one) fast short-pitched delivery in an over as defined in 41.6.2, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

41.6.7. If a bowler delivers a third (second) fast short-pitched delivery in an over, the umpire, after the call of No ball and when the ball is dead, 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.

41.6.8. If there is a second instance of the bowler being no balled in the same innings for bowling more than two (one) fast short-pitched deliveries in an over, the umpire shall advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

41.6.9. Should there be any further instance by the same bowler in that same innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof nor be allowed to bowl the next over, or part thereof.

41.6.10. The bowler thus taken off shall not be allowed to bowl again in that match.

41.6.11. The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

41.6.12. The umpires may then report the matter under the CFN [Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds subcommittees who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to clause 41.1 ([Fair and Unfair Play – Responsibilities of Captains](#))

NOTE: 41.6.12 to 41.6.13 regulate short-pitched bowling, including both fast short-pitched deliveries (as defined in 41.6.2) and fast short-pitched balls bouncing below shoulder height, that pose a danger to the batter.

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These provisions apply regardless of any action taken by the umpire as a result of a breach of 41.6.1 to 41.6.11 at any time during the match:

41.6.13. The bowling of short-pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

41.6.14. The bowler's end umpire may still consider that the bowling of short-pitched deliveries, although not dangerous under 41.6.12, is unfair if they pass above head height of the striker standing upright at the crease. See also clause 22.1.

NOTE: The fast short-pitched balls referred to in 41.6.12 and 41.6.13 include fast short-pitched bowling that is not above shoulder height and fast short-pitched deliveries (as defined in 41.6.2).

41.6.15. As soon as the umpire decides that the bowling of short-pitched deliveries has become dangerous under 41.6.12, or unfair under 41.6.13, he shall adopt the following procedure:

- in the first instance, call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batters of what has occurred.
- if there is a second instance by the same bowler in that innings, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning.

41.6.16. Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

41.6.17. 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 take the bowler off forthwith.

41.6.18. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

41.6.19. The bowler thus taken off shall not be able to bowl again in that match.

41.6.20. The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

41.6.21. The umpires will then report the matter under the [Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 ([Fair and Unfair Play - Responsibility of Captains](#)).

41.6.22. The warning sequences in 41.6 are independent of the warning and action sequence in 41.7.

41.7. Bowling of dangerous and unfair non-pitching deliveries

41.7.1. Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

41.7.2. The bowling of a delivery as defined in 41.7.1 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:

- disregard any protective equipment worn by the striker.
- be mindful of:
 - the speed, height and direction of the delivery
 - the skill of the striker
 - the repeated nature of such deliveries

41.7.3. If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 41.7.2 when the ball is dead, the umpire shall repeat the No ball signal to the scorers and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.4. Should there be any further dangerous such delivery by the same bowler in that innings the umpire shall:

- call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling.
- inform the other umpire for the reason for this action.
- The bowler thus suspended shall not be allowed to bowl again in that innings.
- 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.

Additionally, the umpire shall

- Report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.
- The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Fixtures and Grounds Subcommittee responsible for the match, who shall take such action as is considered appropriate against the team.
- The warning and action sequences in 41.7.3 and 41.7.4 are independent of those in 41.6.

41.7.5. If the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be unfair as defined in 41.7.1, then the caution and warning in 41.7.3 shall be dispensed with.

The umpire shall

- immediately call and signal No ball.

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- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.
- The bowler thus suspended shall not be allowed to bowl again in that innings.
- If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor allowed to bowl any part of the next over report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

41.7.6. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Fixtures and Grounds Subcommittee responsible for the match, who shall such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.8. Bowling of deliberate front-foot No ball

41.8.1. If the umpire considers that the bowler has delivered a deliberate front-foot No ball, they shall:

- call and signal No ball; and
- when the ball is dead, direct the captain to take the bowler off forthwith.

41.8.2. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

41.8.3. The bowler thus taken off shall not be able to bowl again in that match.

41.8.4. The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

41.8.5. The umpires will then report the matter under the [Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 ([Fair and Unfair Play - Responsibility of Captains](#)).

41.9. Time wasting by the fielding side.

41.9.1. It is unfair for any fielder to waste time.

41.9.2. If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall:

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then:

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batters of what has occurred.

41.9.3. If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall:

- if the ball is in play, call and signal Dead ball.

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- inform the other umpire of what has occurred.
 - award 5 penalty runs to the batting side.
- 41.9.4. Additionally, the umpire shall inform the batters and as soon as is practicable, the captain of the batting side of what has occurred.
- 41.9.5. The umpires may then report the matter under the [Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 ([Fair and Unfair Play - Responsibility of Captains](#)).

41.10. Batter wasting time.

- 41.10.1. It is unfair for a batter to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his/her run-up.
- 41.10.2. Should either batter waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his/her run-up or when the ball becomes dead, as appropriate, the umpire shall:
- warn both batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.
 - inform the other umpire of what has occurred.
 - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 41.10.3. If there is any further time wasting by any batter in that innings, the umpire shall, at the appropriate time while the ball is dead:
- award 5 Penalty runs to the fielding side.
 - inform the other umpire of the reason for this action.
 - inform the other batter, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
 - The umpires may then report the matter under the [Code of Behaviour](#) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the batter concerned. Refer also to 41.1 ([Fair and Unfair Play - Responsibility of Captains](#)).

41.11. The protected area.

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

41.12. Fielder damaging the pitch.

- 41.12.1. It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his/her presence on the pitch is without reasonable cause.
- 41.12.2. If a fielder causes avoidable damage to the pitch, other than as in 41.13.1, at the first instance the umpire seeing the contravention shall, when

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the ball is dead, inform the other umpire. The bowler's end umpire shall then:

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
- inform the batters of what has occurred.

41.12.3. If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then:

- award 5 Penalty runs to the batting side.
- inform the fielding captain of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

41.12.4. The umpires will then report the matter under the [Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 ([Fair and Unfair Play - Responsibility of Captains](#)).

41.13. Bowler running on protected area.

41.13.1. It is unfair for a bowler to enter the protected area in his/her follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2. If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall:

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
- inform the captain of the fielding side and the batters of what has occurred.

41.13.3. If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

41.13.4. If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall:

- direct the captain of the fielding side to suspend the bowler immediately from bowling. 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.
- inform the other umpire of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

41.13.5. The umpires may then report the matter under the [Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 ([Fair and Unfair Play - Responsibility of Captains](#)).

41.14. Batter damaging the pitch.

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41.14.1. It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batter will be deemed to be causing avoidable damage if either umpire considers that his/her presence on the pitch is without reasonable cause.

41.14.2. If either batter causes deliberate or avoidable damage to the pitch, other than as in 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then:

- warn both batters that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3. If there is any further instance of avoidable damage to the pitch by any batter in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall:

- disallow all runs to the batting side.
- return any not out batter to his/her original end.
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

41.14.4. The umpires will then report the matter under the [Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the batter concerned. Refer also to 41.1 ([Fair and Unfair Play - Responsibility of Captains](#)).

41.15. Striker in protected area.

41.15.1. The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2. If either umpire considers that the striker is in breach of any of the conditions in 41.15.1, if the bowler has not entered the delivery stride, they shall immediately call Dead ball, otherwise, wait until the ball is dead and they shall then inform the other umpire of the occurrence. The bowler's end umpire shall then:

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batter.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

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41.15.3. If there is any further breach of any of the conditions in 41.15.1 by any batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered his/her delivery stride, immediately call and signal Dead ball, otherwise, they shall wait until the ball is dead and then inform the other umpire of the occurrence. The bowler's end umpire shall:

- disallow all runs to the batting side.
- return any not out batter to his/her original end.
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side; and
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side); and
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

41.15.4. The umpires will then report the matter to the Administration Officer (admin@cricketfarnorth.com.au) under the [Code of Behaviour](#) for consideration by the Fixtures and Grounds Sub-Committee.

41.16. Batters stealing a run.

41.16.1. It is unfair for the batters to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out either batter – [see item 38.3 \(Non-striker leaving his/her ground early\)](#) and [clause 21.4 \(Bowler throwing towards striker's end before delivery\)](#) – the umpire shall:

- call and signal Dead ball as soon as the batters cross in such an attempt.
- inform the other umpire of the reason for this action.

41.16.2. The bowler's end umpire shall then:

- return the batters to their original ends.
- award 5 Penalty runs to the fielding side.
- inform the batters, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

41.16.3. The umpires may then report the matter under the [Code of Behaviour](#) to the Fixtures and Grounds Subcommittee who shall take such action as is considered appropriate against the captain and the batter concerned. [Refer also to item 41.1 \(Fair and Unfair Play - Responsibility of Captains\)](#).

41.17. Penalty runs.

41.17.1. When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. [See Laws 2.13 \(Signals\)](#).

41.17.2. Penalty runs shall be awarded in each case where the clauses require the award, even if a result has already been achieved. [See Laws 16.6 \(Winning hit or extras\)](#).

Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

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41.17.3. When 5 Penalty runs are awarded to the batting side under any of [Laws 24.4 \(Player returning without permission\)](#), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then:

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery and shall be in addition to any runs from those deliveries.
- the batters shall not change ends solely by reason of the 5-run penalty.

41.17.4. When 5 Penalty runs are awarded to the fielding side, under [Law 18.5.2 \(Deliberate short runs\)](#), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

41.18. Unfair actions

41.18.1. If an umpire considers that any action by a player, not covered in the clauses, is unfair, he/she shall call and signal Dead Ball, if appropriate as soon as it becomes clear that the call will not disadvantage the non-offending side and report the matter to the other umpire.

41.18.2. The bowler's umpire shall if a first offence by that side:

- Summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- Warn the offending player's captain that any further such offence shall result in the award of 5 penalty runs to the opposing team.

41.18.3. If this is a second or subsequent offence by that side, award 5 penalty runs to the opposing side.

41.18.4. The umpires may then report the matter under [the Code of Behaviour](#) via the Administration Officer (admin@cricketfarnorth.com.au) to the Fixtures and Grounds Subcommittees who shall take action as is considered appropriate against the captain and the bowler concerned. Refer also to 41.1 ([Fair and Unfair Play – Responsibilities of Captains](#))

42. PLAYERS' CONDUCT

This condition will comply with the [Laws of Cricket](#) Law 42 – Player's Conduct.

All breaches of the CFN [Code of Behaviour](#) will be reported in the same manner as all breaches are reported in the CFN Competition.

NOTE: Any player who receives a minimum of 1 suspension point will become ineligible for the season's "Best and Fairest" trophy for their grade.

[See the Cricket Far North Code of Behaviour Processes on our website.](#)

43. LIMITATION OF THE PLAYING CONDITIONS

43.1. Use of related playing conditions.

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Should these playing conditions not deal with any issues the Fixtures and Grounds Subcommittee will refer to the following regulations in the following order;

- The [Laws of Cricket](#) (2017 Code 3rd edition – 2022);
- CFN Playing Conditions (Format) - Season 2023 – 2024. The latest versions.

43.2. Unresolvable issues

Should any issues be unresolved through section 43.1 the decision is to be made by the Fixtures and Grounds Subcommittee.

43.3. Alterations to Playing conditions.

These Playing Conditions will be the standard for the season addressed on the cover page of this document and will not be amended during a season unless under extenuating circumstances as deemed by the Fixtures and Ground Subcommittee. Should an extenuating situation arise:

43.3.1. No existing condition shall be repealed or altered, nor shall any new playing condition be added without the concurrence of three fourths of the persons present and entitled to vote at a CFN General meeting (this may be virtual or via email).

43.3.2. Playing Condition alterations will be advertised on the website and social media and the new playing conditions posted for all to [download from the website](#), a link to the document will be emailed to all club and association secretaries.

43.3.3. The version number of these playing conditions will be clearly outlined and a change notification will appear on the first page of the Playing Conditions booklet and on the Cricket Far North website and social media page (if existing).

44. APPENDIX A – The Super Over

As a result of a tied match as outlined in clause 16.3.1 – A Tie, a Super Over shall be played.

44.1. Procedure for a Super Over.

- 44.1.1. Subject to ground, weather, or light conditions the Super Over will take place on the scheduled day of the match. It shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
- 44.1.2. A total of 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over or any subsequent Super Overs in Finals Matches. Should play be delayed prior to or during the Super Over or any subsequent Super Overs in Finals matches, once the playing time lost exceeds the 30 minutes, the Super Over or any subsequent Super Over in Finals matches shall be abandoned. See Clause 44.2.
- 44.1.3. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Fixtures and Grounds Subcommittee.
- 44.1.4. The umpires shall stand at the same end as they stood during the match.
 - Prior to the commencement of the Super Over each team shall select three batters and one bowler.
 - The selected players are given to the umpires who will record their names.
 - Each team's over is played with the same fielding restrictions as those that are in place for the last over of the match.
 - The loss of two wickets in the over ends the team's one over innings.
- 44.1.5. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- 44.1.6. Only the starting 11 players for each team in the main match may participate in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Playing Conditions of the main match shall apply.
- 44.1.7. Any penalty time, warnings or suspensions being served in the main match shall be carried forward to the Super Over.
- 44.1.8. Each team's over is played with the fielding restrictions applicable to the maximum number of fielders permitted outside fielding restriction circle as detailed in the separate fixture playing conditions.
- 44.1.9. The team batting second in the match will bat first in the Super

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Over.

- 44.1.10. Two balls are selected by the match officials prior to the match. The balls are to be of equal wear and tear and be about 10 overs old. Once selected the two balls are then placed individually into a box. If a Super Over is required the captains will randomly, without viewing either ball, select one of the two balls. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply. If there are no balls available, the teams will bowl with their match balls regardless of their condition.
- 44.1.11. Each team shall bat for one over unless all out earlier.
- 44.1.12. The winners of the super over shall be the team which scored the most runs as per normal playing conditions and irrespective of the number of wickets lost.

44.2. For Super Overs which are tied or abandoned:

- 44.2.1. Home and Away Matches:
In the event of a tie after the super over or an abandonment of the Super Over then the match will be declared a tie and points allocated a per match points outlined in the separate fixture playing conditions.
- 44.2.2. Finals (including Grand Final):
If the super over is a tie in a Finals match (including the Grand Final) then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited number of Super Overs played to achieve the result. The following conditions will apply to the subsequent Super Overs.
- 44.2.3. In normal circumstances any subsequent Super Overs will start 5 minutes after the preceding Super Over. The interval shall be 5 minutes.
- 44.2.4. The team batting second in the preceding over will bat first in the following super over.
- 44.2.5. The balls selected for use in the initial Super Over will be used, by the same team, in the subsequent Super Overs.
- 44.2.6. Clauses 44.1.3 to 44.1.8 will apply for subsequent Super Overs (Subject to 44.1.2)
- 44.2.7. Where the Super Over or subsequent Super Overs in a finals' series are abandoned for any reason prior to completion then the team which has earned the right to host that finals match (the higher placed team) will be declared the winner.
- 44.2.8. In circumstances where CFN has unavoidable time restraints, such as, but not limited to, double-header semi-finals, it shall limit the number of possible super overs and advise teams either pre-match, or prior to the final super over.
- 44.2.9. In the case of a tied super over under circumstances noted in 44.2.8 then, the higher placed team will be declared the winner.

45. APPENDIX B – Bowling Restrictions (Junior Players)

All restrictions for junior cricket bowlers is covered by the [Australian Cricket Junior Bowling Guidelines available on the PlayCricket website](#).

These bowling restrictions pertain to junior bowlers bowling frequency – the number of bowling sessions per week. The online document details how a junior bowler should be prepared before a season commences and how they should be managed during the season, including a week off bowling every 10-12 weeks and a lighter bowling week every 4 weeks.

These guidelines are based on available research and aim to reduce the risk of injury.

Specific Recommendations for Community Level

Age Match Recommendations

u11	Two overs max each spell** 4 overs max per match day
u13	Four overs max each spell** 8 overs max per match day
u15	Five overs max each spell**12 overs max per match day
u17	Six overs max each spell** 16 overs max per match day
u19	Six overs max each spell** 18 overs max per match day

Rest between spells should be the same number of overs from the same end as the completed spell

Age Pre-season Preparation Recommendations

u13	2 weeks gradual bowling prior to season/tournament
u15	4 weeks gradual bowling prior to season/tournament
u17	6 weeks gradual bowling prior to season/tournament
u19	8 weeks gradual bowling prior to season/tournament

Age Training Recommendations

u13 – u17 At least 1 day off between bowling days*

A maximum of 3 bowling days per week (match & training) A maximum of 5 overs in each bowling spell **

u19 No more than 2 bowling days in a row

A maximum of 4 bowling days per week (match & training) A maximum of 6 overs in each bowling spell **

Recovery Guidelines

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- Allow one easy week (e.g. 1-2 bowling sessions) in every 4 weeks
- Schedule a week off bowling after every 10-12 weeks of bowling to allow your body to recover

* It is recognized that some matches are scheduled on consecutive days both in tournaments & club cricket. In these instances, players may bowl on consecutive days but should strictly adhere to the other aspects of the recommended targets, namely, to not exceed bowling 3 days per week and 5 over spells.

** Minimum of 20 mins between spells

Bowling restrictions apply solely to fast or medium pace bowlers. Slow or spin bowlers are exempt.

The umpires are the sole judge of whether a bowler is considered fast, medium,

It is the umpires' responsibility to keep record of these overs.

Should unscheduled intervals to a match occur, a bowler can return in the time based on the number of overs the bowler has already bowled. See examples above for each age group.

The umpires are to inform the captain when the bowler has reached his/her limit of overs in the spell.

It is the captain's responsibility to change the bowler. Failure to do so will result in the matter being reported to the Fixtures and Grounds Sub-Committee for action.

If a junior bowler is brought on to replace an injured bowler even if it is a part over, it is to be included in the maximum over count for that junior bowler.

46. APPENDIX C - Helmet Requirements

Helmets of British Standard 7928:2013 are now mandatory in all formats of the game for batters, wicketkeepers and fielders who come under the regulations detailed below.

1. UMPIRES

The umpire(s) are responsible for ensuring that a helmet is worn when required from the list below but are not responsible for ensuring the helmet being worn is compliant with British Standard 7928:2013

The umpire(s) must not allow the match to continue during any period in which a batter, wicketkeeper or fielder fails to wear a helmet when required by the below clauses. Penalties will apply ([see Appendix A Helmets](#) clause 34.6 - Sanctions/Enforcement by Umpires)

The umpires are the sole judge of the distance from the stumps as specified in the clauses below.

2. BATTERS

All batters must wear a British Standard 7928:2013 compliant helmet against all types of bowling.

Extreme heat conditions will still require batters to wear a helmet (see measures for extreme heat conditions in [Appendix D](#))

3. WICKETKEEPERS

3.1. Standing Up to The Stumps

At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

3.2. Junior Wicketkeepers (Aged Less Than 19 Years of Age)

3.2.1. At all times when wicket-keeping within 7 metres of the stumps must wear a British Standard 7928:2013 helmet.

3.2.2. Regulation 3.2 also applies when a junior wicketkeeper is playing in a senior competition.

4. FIELDERS (Senior Competitions)

4.1. At all times when fielding in a position closer than 7 metres from the batter's position on the popping crease on a middle stump line, except for any fielding position wholly behind the popping crease, a fielder must wear a British Standard compliant 7928:2013 helmet.

4.2. The exchange of protective equipment between members of the fielding side on the field of play is permitted provided the umpire(s) do not consider that it constitutes a waste of playing time.

4.3. Any junior fielder (under 19 years of age) playing in a senior competition when fielding within 10 metres of the striker's position on the popping crease on a middle stump line, with exception of behind the popping crease on the off side (slips/gully) must wear a British Standard 7928:2013 compliant helmet.

5. FIELDERS (Junior Competitions)

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- 5.1. No fielder, except the wicketkeeper and fielders behind the popping crease on the offside (in obvious slip or gully positions) is permitted within 10 metres of the striker's wickets.
- 5.2. No fielder is permitted within 2 metres of the playing surface or pitch in front of the striker's wickets.

SANCTIONS/ENFORCEMENT OF HELMET PLAYING CONDITIONS

6. BATTING (With Official Umpires)

- 6.1. After fall of wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a British Standard 7928:2013 compliant as required by clause 2.
- 6.2. If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with clause 2.
- 6.3. If, having entered the field of play not wearing a helmet, a batter leaves the field to comply with clause 2, there shall be no loss of time/overs to the match solely due to this delay.
- 6.4. If a batter does not comply with this direction:
 - 6.4.1. The umpire shall call time if necessary
 - 6.4.2. The umpires shall summon and inform the offending player's captain of his/her refusal to comply with clause 2.
 - 6.4.3. The umpire shall award a 5-run penalty
 - 6.4.4. The umpires together shall use the Match Report Form to report the occurrence as soon as possible after the match to the executive of the offending player's team and to the Administration Officer (admin@cricketfarnorth.com.au) who shall inform the Fixtures and Grounds Sub-Committee to take further action against the player, the captain, and any other individuals concerned and, if appropriate, the team.
 - 6.4.5. If after the action performed in clause 6.4 the batter continues to not comply with clause 2 then:
 - 6.4.5.1. The batter will be given out, timed out.
 - 6.4.5.2. In the event of a timed-out dismissal, the bowler does not get credit for the wicket.
 - 6.4.6. In the event of an extended delay in which either no batter comes to the wicket wearing a British Standard 7928:2013 compliant helmet or a batter fails to wear a British Standard 7928:2013 compliant helmet and fails to leave the wicket having been given out in accordance with clause 6.4, the umpires shall adopt the procedure of Law 16.3 ([Umpire\(s\) awarding a match](#)). For the purposes of that Law the start of the action shall be taken at end of clause 6.4.5.
 - 6.4.7. Further to clause 6.4.6, the umpires shall also report (using the Match Report Form) the occurrence of clause 6.4 to the executive of the offending player's team and to the Administration Officer (admin@cricketfarnorth.com.au)
 - 6.4.8. For the purpose of this law no playing time/overs shall be lost to the game after the completion of the actions described in clause 6.4.

7. BATTING (Without Official Umpires)

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This pertains to matches where players are umpiring their own matches.

- 7.1. After fall of wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a British Standard 7928:2013 compliant as required by clause 2.
- 7.2. If this requirement is not met, the umpire(s) must not permit the game to continue until:
 - 7.2.1. The batter complies with clause 2, or
 - 7.2.2. The batter without a helmet leaves the field and is replaced by a batter complying with clause 2. Should clause 7.1 not be complied with and the umpire(s) permit the game to continue, the captain of the fielding side must not permit his/her bowler to bowl and delivery until clause 7.1 is complied with.
- 7.3. Should the match continue without clauses 7.1 to 7.2 being complied with, the following shall apply:
 - 7.3.1. Upon receiving information regarding the incident, the Fixtures and Grounds Sub-Committee shall take all reasonable and appropriate measures to investigate the instance(s).
 - 7.3.2. Should the Fixtures and Grounds Sub-Committee find that the match continued without clause 7.1 to 7.2 being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - 7.3.2.1. Both teams will have all their match points removed from the match.
 - 7.3.2.2. Both team captains will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's rules/Playing Conditions
 - 7.3.2.3. Any batter who failed to comply with clauses 7.1 to 7.2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's rules/Playing Conditions
 - 7.3.2.4. Any bowler who failed to comply with clause 7.2.2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions
 - 7.3.2.5. Any umpire who failed to comply with clause 7.2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.
- 7.4. The Fixtures and Grounds Sub-Committee shall take such action as they deem appropriate against the above participants.
- 7.5. Furthermore, the Fixtures and Grounds Sub-Committee shall act against the club(s) of the offending players in the match.
- 7.6. In the event of an extended delay of 10 minutes in which either no batter comes to the wicket wearing a British Standard 7928:2013 compliant helmet or a batter fails to wear a British Standard 7928:2013 compliant helmet and also fails to leave the wicket to comply with clause 7.1 or 7.2, the fielding captain shall instruct his/her

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players to leave the field of play and the game will not recommence until clause 7.1 or clause 7.2 has been complied with.

7.7. If a delay as in clause 7.6 continues for a period of 10 minutes, the game shall be deemed abandoned and the fielding team shall report the instance to the Administration Officer

(admin@cricketfarnorth.com.au) as soon as practicable.

7.7.1. The Fixtures and Grounds Sub-Committee shall take all reasonable and appropriate measures to investigate the instance(s) and take such action as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:

7.7.2. Remove all match points from the batting team whose batter(s) failed to comply with clause 2.

7.7.3. Award an outright win (or equivalent maximum available points) to the fielding team

7.7.4. Take appropriate action against each batter who failed to comply with clause 2.

7.7.5. Impose an appropriate sanction on the captain of the team of the batter(s) who failed to comply with clause 2 as the Fixtures and Grounds Sub-Committee deem fit.

7.7.6. Impose an appropriate sanction on the club of the batter(s) who failed to comply with clause 2 as the Fixtures and Grounds Sub-Committee deem fit, including, but not restricted to:

- Financial Penalties
- Removal of match points from one or more club teams
- Denial of one or more club teams from taking part in finals.

8. WICKET-KEEPING (with Official Umpires)

8.1. Should a wicketkeeper fail to wear a British Standard 7928:2013 compliant helmet at any time as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue until the wicket keeper does one of the following:

8.1.1. Wears a British Standard 7928:2013 compliant helmet

8.1.2. Moves his/her position to one that does not require him/her to wear a helmet.

8.1.3. The fielding team changes wicket keeper to a different player who is complying with clause 3.

8.2. In the event of an extended delay in which the wicket keeper fails to wear a British Standard 7928:2013 compliant helmet and fails to comply with clauses 8.1.1 to 8.1.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match.

8.3. Further, each wicketkeeper that fails to comply with clause 3 shall be reported on the Match Report Form to the the Executive of the offending player's team and to the Administration Officer (admin@cricketfarnorth.com.au)

8.4. The Fixtures and Grounds Sub-Committee shall take any action it deems appropriate against each offending wicketkeeper.

9. WICKET-KEEPING (Without Official Umpires)

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- 9.1. At any time as required by clause 3 a wicket keeper must wear a British Standard 7928:2013 compliant helmet.
- 9.2. Should a wicket keeper fail to wear a British Standard 7928:2013 compliant helmet at any time as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue.
- 9.3. Should the umpire(s) not comply with clause 9.2 and permit the game to continue, the batters together shall refuse to take a position to receive the ball until clause 3 is complied with.
- 9.4. Should the match be permitted to continue without clauses 9.1 – 9.3 being complied with, the following will apply:
 - 9.4.1. Upon receiving information regarding the incident, the Administration Officer (admin@cricketfarnorth.com.au) will inform the Fixtures and Grounds Sub-Committee whom shall take all reasonable and appropriate measures to investigate the instance.
 - 9.4.2. Should the Fixtures and Grounds Sub-Committee find that the match continued without clause 9.1 – 9.3 being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - 9.4.2.1. Both teams will have all their match points from the match removed.
 - 9.4.2.2. Both team captains will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.
 - 9.4.2.3. Any wicket keeper who failed to comply with clauses 9.1 and 9.2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.
 - 9.4.2.4. Any batter who failed to comply with clause 2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.
 - 9.4.2.5. Any umpire(s) who failed to comply with clause 9.2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.
 - 9.4.2.6. The Fixtures and Grounds Sub-Committee shall take such action as they deem appropriate against the above participants reported to them.
 - 9.4.2.7. Furthermore, the Fixtures and Grounds Sub-Committee shall take action against the club(s) of those offending players in the match.
 - 9.4.3. In the event of an extended delay in which the wicket keeper fails to wear a British Standard 7928:2013 compliant helmet or fails to move his/her position to one where British Standard 7928:2013 compliant helmet is not required; the captain of the batting side shall instruct his/her batters to leave the field of play and the game will not recommence until clause 3 has been complied with.
 - 9.4.4. If a delay as in clause 9.4.3 continues for a period of 10 minutes, the game shall be deemed abandoned and the batting

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team shall report the instance to the Administration Officer (admin@cricketfarnorth.com.au) as soon as practicable.

9.4.5. The Fixtures and Grounds Sub-Committee shall take all reasonable and appropriate measures to investigate the instance(s) and take such action as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:

9.4.5.1. Remove all match points from the fielding team whose wicket keeper(s) failed to comply with clause 9.1

9.4.5.2. Award an outright win (or equivalent maximum available points) to the batting team.

9.4.5.3. Take appropriate action against each wicket keeper who failed to comply with clause 9.1

9.4.5.4. Impose an appropriate sanction on the captain of the team of the wicket keeper(s) who failed to comply with clause 9.1

9.4.5.5. Impose an appropriate sanction on the club of the wicket keeper(s) who failed to comply with clause 9.1 including but not limited to:

- Financial penalties.
- Removal of match points from one or more club teams.
- Denial of one or more club teams from taking part in finals.

10. FIELDING (With Official Umpires)

10.1. Should a fielder fail to wear a British Standard 7928:2013 compliant helmet at any time as required by the playing conditions or as directed by an umpire(s). The umpire(s) shall not permit the game to continue until the fielder does one of the following:

10.1.1. Wears a British Standard 7928:2013 compliant helmet.

10.1.2. Moves his/her position to one that does not require him/her to wear a helmet.

10.1.3. The fielding team changes the fielder in the position, to a different player who is complying with clause 10.1.

10.2. In the event of an extended delay in which the fielder fails to wear a British Standard 7928:2013 compliant helmet and fails to comply with clauses 10.1, the umpire(s) shall adopt the procedure of Law 16.3 ([Umpire\(s\) awarding a match](#)).

10.3. Further, each fielder that fails to comply with clause 10.1.1 shall be reported on the Match Report Form to the Executive of the offending player's team and to the Administration Officer (admin@cricketfarnorth.com.au)

10.4. The Fixtures and Grounds Sub-Committee shall take any action it deems appropriate against each offending fielder.

11. FIELDING (Without Official Umpires)

11.1. At any time as required by clause 34.4 and 34.5 a fielder must wear a British Standard 7928:2013 compliant helmet.

11.2. Should a fielder fail to wear a British Standard 7928:2013 compliant helmet at any time as required by the playing conditions or as

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directed by an umpire(s). The umpire(s) shall not permit the game to continue.

11.3. Should the umpire(s) not comply with clause 11.2 and permit the game to continue, the batters together shall refuse to take a position to receive the ball until clause 11.1 is complied with.

11.4. Should the match be permitted to continue without clauses 11.1 – 11.3 being complied with, the following will apply:

11.4.1. Upon receiving information regarding the incident, the Fixtures and Grounds Sub-Committee (vpssenior@cricketfarnorth.com.au) shall take all reasonable and appropriate measures to investigate the instance.

11.4.2. Should the Fixtures and Grounds Sub-Committee (vpssenior@cricketfarnorth.com.au) find that the match continued without clause 11.1 -11.3 being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:

11.4.2.1. Both teams will have all their match points from the match removed.

11.4.2.2. Both team captains will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.

11.4.2.3. Any fielder who failed to comply with clauses 11.1 and 11.2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.

11.4.2.4. Any batter who failed to comply with clause 11.3 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.

11.4.2.5. Any umpire who failed to comply with clause 11.2 will be reported to the Administration Officer (admin@cricketfarnorth.com.au) for failure to comply with the competition's Regulations/Playing Conditions.

11.4.2.6. The Fixtures and Grounds Sub-Committee shall take such action as they deem appropriate against the above participants reported to them.

11.4.2.7. Furthermore, the Fixtures and Grounds Sub-Committee shall act against the clubs of those offending players in the match.

11.4.3. In the event of an extended delay in which the fielder fails to wear a British Standard 7928:2013 compliant helmet or fails to move his/her position to one where British Standard 7928:2013 compliant helmet is not required; the captain of the batting side shall instruct his/her batters to leave the field of play and the game will not recommence until clause 11.1 has been complied with.

11.4.4. If a delay as in clause 11.4.3 continues for a period of 10 minutes, the game shall be deemed abandoned and the batting

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team shall report the instance to the Administration Officer (admin@cricketfarnorth.com.au) as soon as practicable.

11.4.5. The Fixtures and Grounds Sub-Committee shall take such action(s) as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:

- 11.4.5.1. Remove all match points from the fielding team whose fielder(s) failed to comply with clause 11.1
- 11.4.5.2. Award an outright win (or equivalent maximum available points) to the batting team.
- 11.4.5.3. Take appropriate action against each fielder who failed to comply with clause 11.1
- 11.4.5.4. Impose an appropriate sanction on the captain of the team of the fielder(s) who failed to comply with clause 11.1
- 11.4.5.5. Impose an appropriate sanction on the club of the fielder(s) who failed to comply with clause 11.1 including, but not limited to:
 - Financial penalties.
 - Removal of match points from one or more club teams.
 - Denial of one or more club teams from taking part in finals.

12. Helmets – for the avoidance of doubt

- 12.1. Caught: A batter can be out caught where the ball rebounds or ricochets directly, or indirectly off the helmet worn by any player.
- 12.2. Run Out: A batter can be out run out where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a fielder.
- 12.3. Stumped: A batter can be out stumped where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a wicketkeeper.
- 12.4. Replacement helmets: Helmets should be replaced immediately in accordance with the manufacturer's recommendations following a significant impact.
- 12.5. 7 metre distance: Research shows that the minimum distance for a fielder to react to a batter hitting the ball is 7 metres.

47. APPENDIX D – Cricket Australia Extreme Heat Guidelines

This an EXTRACT from the CA Heat Guidelines, taking into consideration the Cricket Far North conditions and fixtures decision makers. The full document will be available on our website.



This document is to be used as a guide only and will assist in the management of issues related to conditions of extreme heat during the delivery of cricket matches and related promotional activities.

It should not be used as a substitute for professional advice and does not cater for individual circumstances. In the event of a heat stress-related medical emergency, seek immediate professional medical help or call 000.

Background

As a predominantly outdoor and summer sport, cricket and cricket players are often exposed to extreme weather conditions. As such, heat stress/illness is a very real risk that needs to be guarded against in conditions of extreme heat and humidity. Whilst the overall risk of heat stress in cricket is relatively low, the physiological differences between children and adults' places children at a greater risk of suffering from the effects heat stress.

Cricket Far North (CFN) has a responsibility to ensure the health, safety and wellbeing of all staff, players, officials, volunteers, and spectators at any CFN-managed event.

Standard procedures are in place for normal summer conditions, such as drinks breaks, adequate provision of water, first aid services at venues and the promotion of SunSmart policies. However, in the event of extreme heat CFN may take further (yet proportionate) steps to minimise foreseeable risks which may result in injury or damage.

1. Temperature Readings and Regional Considerations

Due to the variety of activities undertaken in cricket and in individuals' heat tolerance, appointing a specific temperature at which to suspend play or promotional activities in all circumstances is difficult, restrictive, and potentially counterproductive.

Ultimately, the Fixtures and Grounds Sub-Committee referred to hereinafter as "Decision Makers" is/are responsible for monitoring the weather forecast prior to the event using both the ambient temperature readings as well as the Wet Bulb Globe Temperature (WBGT) (see below) index available from the Bureau of Meteorology.

Decision Makers should determine the appropriate course of action with regards to managing issues related to the delivery of cricket matches and related promotional activities in the event of extreme heat.

2. Wet Bulb Globe Temperature (WBGT)

Ambient air temperature is not the only factor affecting our level comfort when involved in sport, and the WBGT index takes in account the effects of wind, humidity, and sunshine (as well as the ambient temperature) to generate a more realistic assessment of thermal (heat) stress.

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The Bureau of Meteorology produces WBGT readings for many locations around Australia. These can be found on the following webpage, with readings for each state available at the relevant link in the middle of the page:

www.bom.gov.au/info/thermal_stress/index.shtml.

Alternatively, an approximate guide to the WBGT index is available in the following table, using ambient temperature and relative humidity. Ambient temperature and relative humidity are available on a number of websites and smartphone apps for iPhone and Android devices.

If an ambient temperature of 36° and above or a WBGT rating of 28 and above is forecast or prevalent the measures outlined in this guidance must be considered for implementation.

3. Players and Match Officials

CFN has a responsibility to ensure that umpires, match officials and players have adequate resources required to combat the effects of extreme heat such as drinks, ice and cooling fans.

In all cases the match officials (the Cricket Far North Umpire Association representative appointed to a match) shall be the sole judge of the suitability of the weather conditions.

- **Timing of Matches/Session Times**
The following should be considered by a Decision Maker, in conjunction with the match officials (where applicable):
 - Where possible matches should be scheduled to start earlier/later to avoid the hottest parts of the day
 - Session times should be altered to avoid play during the hottest parts of the day
 - Reduce length of session to allow for additional drinks breaks
 - Increase length of lunch/tea breaks
 - Consideration can also be given to stopping play for such period of time until it is deemed that conditions are safe for play to resume
 - The above can be applied where necessary for Indoor Cricket tournaments

In taking these steps, Decision Makers and match officials shall wherever possible continue to seek those matches be completed.

- **Hydration**
High levels of dehydration may increase the risk of heat stress and as such regular hydration is essential. Decision Makers should ensure:
 - Adequate water or other appropriate drinks are made available to all players, officials, staff and volunteers. Increased water supply should be also available for the wetting of towels, head, body etc.
 - Temperate water as well as cold (4°c) water should be made available
 - No restrictions should be placed on players or officials accessing fluids or placing them appropriately on the field
 - Drinks eskies should be placed on the boundary (for example, at third man and fine leg)

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- A minimum of 250ml of water or other suitable fluids such as sports drinks should be consumed at drinks intervals
- As far as is possible, sufficient water should be drunk to replace at least half the individual's sweat loss
- To assist in rapid drinking, fluids can be provided in 300-500ml mugs or beakers rather than in bottles. However, universal infection policy must still apply (i.e., no shared bottles/mugs and no dipping of bottles/mugs into common fluid containers)
- Slushie machines can also be an effective method of cooling, where available.
- **Clothing**
Appropriate clothing can help lessen the effects of extreme heat, as well as preventing related issues of over-exposure to UV radiation and sunburn.
 - Well-vented broad brim hats are most effective for sun protection
 - Broad spectrum 30+ sunscreen should be used to prevent sunburn
 - In line with any applicable uniform policy, loose-fitting, lightweight, light-coloured clothing that provides adequate ventilation is most appropriate in the heat
 - The above applies to players, umpires, other officials, and volunteers
 - Refer to the CA SunSmart policy for further information
- **Player Rest and Rotation**
The following should be monitored and implemented by coaches or player support staff where applicable.
 - In extreme temperatures, it is recommended that wherever possible surplus players should be selected in addition to the 12th man. (Note that these players can be used for fielding duties only; they will not be allowed to bowl or bat unless additional players are permitted in the competition playing conditions).
 - Rotation of these players on and off the field should be considered, especially for fast bowlers who have finished spells of 4 overs or more
 - Limit bowling/individual batting spells
 - Ensure sufficient shade/cooling is available when players and officials are not on the field
- **Environment Control Factors**
Where possible the following actions should be undertaken to control/minimise the effect of extreme heat.
 - Adequate ice to be made available to allow for cold water immersion or ice vest usage
 - Adequate shade for rest areas
 - Water misting and/or industrial fans or normal fans in both team areas and official areas

48. APPENDIX E - COVID-19

Restrictions to all community sport was lifted by the Queensland Government on January 11, 2022.

The [Qld Cricket Pandemic Guidelines](#) reflect any changes to the pandemic situation. Please click on the above link to access this information should any information be provided by the Queensland Government regarding participating in any sporting events.

CRICKET SPECIFIC ISSUES

The [Qld Cricket Return to Play Guidelines](#) list the current Health Advice and practical tips to clubs. Please [click on this link](#) for full information.

49. APPENDIX F OVER REDUCTION READY RECKONER

Limited Over Matches					
See Minimum Overs					
Over #	Bowler Number				
	1	2	3	4	5
50	10	10	10	10	10
49	10	10	10	10	9
48	10	10	10	9	9
47	10	10	9	9	9
46	10	9	9	9	9
45	9	9	9	9	9
44	9	9	9	9	8
43	9	9	9	8	8
42	9	9	8	8	8
41	9	8	8	8	8
40	8	8	8	8	8
39	8	8	8	8	7
38	8	8	8	7	7
37	8	8	7	7	7
36	8	7	7	7	7
35	7	7	7	7	7
34	7	7	7	7	6
33	7	7	7	6	6
32	7	7	6	6	6
31	7	6	6	6	6
30	6	6	6	6	6
29	6	6	6	6	5
28	6	6	6	5	5
27	6	6	5	5	5
26	6	5	5	5	5
25	5	5	5	5	5
24	5	5	5	5	4
23	5	5	5	4	4
22	5	5	4	4	4
21	5	4	4	4	4
20	4	4	4	4	4
19	4	4	4	4	3
18	4	4	4	3	3
17	4	4	3	3	3
16	4	3	3	3	3
15	3	3	3	3	3

T20 Matches					
See minimum Overs					
Over #	Bowler Number				
	1	2	3	4	5
20	4	4	4	4	4
19	4	4	4	4	3
18	4	4	4	3	3
17	4	4	3	3	3
16	4	3	3	3	3
15	3	3	3	3	3
14	3	3	3	3	2
13	3	3	3	2	2
12	3	3	2	2	2
11	3	2	2	2	2
10	2	2	2	2	2
9	2	2	2	2	1
8	2	2	2	1	1
7	2	2	1	1	1
6	2	1	1	1	1
5	1	1	1	1	1

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