

GCL RULES

Gippsland Cricket League: Premier, Women's, Under 18 and Under 15 competitions.

RULES GOVERNING 50 and 40 Over Matches

1. THE COMPETITION

- 1.1** a) Gippsland Cricket - Region 7 will conduct a competition between its member Associations to be known as the 'Gippsland Cricket League' (and referred to as "the League").
b) The competition will involve a Premier grade (open age), a Women's grade, an Under 18 grade and an Under 15 grade.
c) Nomination of teams may be accepted at the Annual General Meeting or at any meeting of Gippsland Cricket-Region 7 as the Board may direct prior to the 1st of September of each year.
- 1.2** The Laws of Cricket 2017 Code, 2nd Edition 2019 & 3rd Edition 2024 shall apply, except as hereinafter modified.
- 1.3** To be eligible for GCL competitions, a player must be a resident in the country, be a registered and financial playing member within the Association he or she represents; and have taken part in normal competition within that Association during the current season.
- 1.4** No player is permitted to play in more than one division of GCL cricket on any given day.

2. POINTS & RANKING PROTOCOLS

2.1 MATCH POINTS

- Win - 6 points
- Tie, Draw or Match Abandoned – 3 points
- Loss – 0 points

2.2 PERCENTAGE

If two or more teams have equal points, the one having the highest Net Run Rate will be deemed to have the higher ranking on the ladder.

2.3 BYES AND FORFEITS

- a) A team receiving a forfeit shall be awarded six points.
b) A team with a bye shall receive zero points, provided all teams are scheduled for the same number of matches in that competition; otherwise six points shall be awarded for a bye.
c) An Association forfeiting a game shall be fined \$50.00.

3. PLAYING TIMES

- a) All matches shall commence at 10.15 am, unless there is a delayed start due to adverse conditions.
b) The luncheon break shall be for a period of thirty minutes between 1.15pm and 1.45pm, or as otherwise provided for in Rule 4.3.
c) Matches shall conclude at the completion of the required number of overs as stipulated in either Rule 4.1 or Rule 4.11 (whichever is applicable); or conclude as otherwise provided for in Rules 4.12.

4. MATCH CONDITIONS

- 4.1** a) All matches shall be one innings per team only. Each day's play shall consist of a maximum of 100 overs (Women's – 80 overs), subject to the conditions contained herein.
b) Each team shall be entitled to bat for a maximum of 50 overs (Women's – 40 overs).
- 4.2** The innings of the side batting first shall be concluded when:
i) They are dismissed; or
ii) The 50th over has been completed (Women's – 40th over); or
iii) The captain declares the innings closed.
- 4.3** a) Where the innings of the team batting first is concluded prior to 12.45pm, other than by compulsory closure, there shall be 10 minutes allowed for a change of innings and play shall continue until 1.15pm where upon the Luncheon Break shall be taken.
b) Where the innings of the team batting first is completed between 12.45pm and 1.15pm or by compulsory closure, the Luncheon Break shall be taken immediately and for 30 minutes only.
c) Where the innings of a team batting first is concluded after 1.15pm, the Luncheon Break shall be taken immediately and play shall resume at 1.45pm, or at the discretion of the umpires.

- 4.4** If either team does not complete the required overs in the allotted time, they will be penalised 6 runs per over and will be required to bowl the remaining overs. An over in progress shall be regarded as a completed over. Due regard shall be given to the intervention of Adverse Weather.

Allowances for extending the due time shall be actual times caused by on-field injuries, ball replacement and undue lengthy batsmen change-overs – the Umpires shall be the sole judges of these circumstances.

4.5 BATTING AND BOWLING RESTRICTIONS

4.5.1 Over Limits for Bowlers

- a) A bowler shall not deliver more than one-fifth of the allocated overs.
- b) In the event of an interruption, the limit per bowler shall be recalculated to one-fifth of the adjusted allocated overs, except for any bowler who already has exceeded the reduced limit – see table in Appendix A.
- c) No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit, except to complete an over previously commenced by them.
- d) Where the re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance of overs.
- e) A part of an over bowled under the provisions of The Law that relates to Incapacity or suspension shall count as one full over in the limit of each bowler concerned in that over.

4.5.2 Women's Division

- a) A bowler that takes 5 wickets in an innings shall immediately cease bowling, and have another player complete the over in progress (if applicable). A bowler who has taken 5 wickets may only return to bowl their remaining allotted overs when a retired batter returns to the crease.
- b) A maximum of 9 balls may be delivered in any one over, regardless of the number of illegal deliveries. However, the final over of an innings must be completed with six legal deliveries.
- c) Batters shall retire immediately after reaching 50 runs. If all members of a team bar one has been dismissed or retired, and the maximum overs have not been bowled, then the retired batter(s) may return in order of retirement.

4.5.3 Overs Limit for Underage Bowlers of Medium and Fast Pace

- a) A Bowler of medium or fast pace shall be defined as one to whom the wicket-keeper would normally stand back when keeping. The umpires shall notify the captains of both sides which bowlers they determine to be slow bowlers and would be treated differently to this broad definition.
- b) A player's age shall be determined as their age on 1st September preceding each cricket season and the appropriate bowling limitations shall apply for the entire season.
- c) The team captain must indicate the players who are under the ages of 17 and 19 years on September 1st in the season of the competition. They must be identified on the Team Declaration Form before taking part in a match.
- d) Bowling limitations apply at the following ages:
 - i) Under 19: A maximum spell of 8 consecutive overs.
 - ii) Under 17: A maximum spell of 6 consecutive overs.
- e) Underage Bowlers who complete a spell must not resume bowling until the same number of overs from the same end have been bowled. Eg A bowler who bowls three overs 1-3-5 must wait until overs 7-9-11 have been bowled before returning. Note: Any break in play will count in determining when a bowler can return. Eg: a tea break of 28 minutes will count as four overs from the same end (28 mins = a total of 8 overs - half this number to arrive at 4). Shall a bowler resume bowling prior to completing their break, this shall constitute a continuance of their previous spell.
- f) Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:
 - i) if the bowler begins with medium pace (or faster), the bowler is subject to this playing condition throughout the day.
 - ii) if the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account for the current spell.
- g) It is the responsibility of the fielding captain to ensure that this playing condition is upheld. If the umpires become aware of breaches of this playing condition, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over. Should a dispute or uncertainty regarding the application of this playing condition occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.

4.6 INNER FIELD RESTRICTION AREA

- Two semicircles shall be drawn on the field of play.
- The semicircles shall have as their centre the middle stump at either end of the pitch.
- The radius of each of the semicircles shall be 27.5 metres.
- The semicircles shall be linked by two parallel straight lines drawn on the field.
- The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven metre intervals, each 'dot' to be covered by white plastic or rubber discs.

4.7 FIELDING RESTRICTIONS

4.7.1 On-Side Fielders

At the instance of delivery, there may not be more than five fielders on the leg side.

4.7.2 Fielders close to Batter (Under 15's only)

No fielder shall field closer than half a pitch from the batter's middle stump. This restriction does not apply to fielders located on the offside between Point and the Wicket Keeper

4.7.3 Fielding Restrictions – Uninterrupted Match

- Powerplay 1 – Overs 1 to 10 (Women's 1 to 8): no more than 2 fielders shall be permitted outside the fielding restriction area at the instance of delivery.
- Powerplay 2 – Overs 11 to 40 (Women's 9 to 32): no more than 4 fielders shall be permitted outside the fielding restriction area at the instance of delivery.
- Powerplay 3 – Overs 41 to 50 (Women's 33 to 40): no more than 5 fielders shall be permitted outside the fielding restriction area at the instance of delivery.

4.7.4 Fielding Restrictions – Interrupted Match

In circumstances where the number of overs of the batting team is reduced, the fielding restriction overs shall be determined by reference to the table in Appendix A. If play is interrupted during a Powerplay and on resumption the total number of overs for that Powerplay have already been exceeded, then the fielding restrictions will move to the next Powerplay immediately.

4.7.5 Fielding Restrictions – Infringement

In the event of an infringement of any of the fielding restrictions, either umpire shall call and signal no ball.

4.8 NO BALL

4.8.1 Free Hit

The delivery following any no ball shall be a free hit for whichever batter is facing. If the delivery for the free hit is not a legitimate delivery (no ball or wide), then the next delivery will become a free hit for whichever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery. The bowler's end umpire will signal a free hit by extending one arm straight upwards and moving it in a circular motion.

4.8.2 Fast Short Deliveries above Shoulder Height of Striker

In any one over a bowler shall be permitted to bowl two fast short-pitched deliveries which, having bounced, pass or would have passed above shoulder height of the striker standing upright at the crease. Should there be a further repetition in the same over the umpire at the bowler's end shall call and signal "no ball".

4.8.3 Dangerous and Unfair Bowling

- a) High Full-Pitched Deliveries – Any delivery which passes or would have passed on the full above the waist height of the striker standing upright at the popping crease is to be called No Ball. Any cautionary or other action is to be implemented by the bowler's end umpire as required.
- b) Slow High Full-Pitched Deliveries - The dangerous and unfair bowling provisions of Law 41 shall apply except that a slow high full-pitched delivery above waist height of an upright striker, if the delivery is considered not to have been deliberately so bowled, or a dangerous delivery, then the Umpire shall call and signal No Ball only. No cautionary or other action shall be taken.

The following to apply

- Under the clause of bowling high full tosses (beamers), the bowler gets only one warning as a first and final warning for a delivery that the bowler's end umpire considers is likely to inflict physical injury on the striker – this applies even if the act was an accident and the ball slips. The only warning and caution under this playing condition is to be treated as separate to any other warning under clause 41.6 Dangerous and Unfair Bowling.
- Umpires will retain discretion to warn/not warn a bowler, depending on the circumstances and perceived risk of injury for the striker.
- Deliveries that are wide enough of the striker and cannot be considered as likely to inflict physical injury will still be subject to the "no ball" call, but no official caution or warning process shall apply.
- It is expected that balls around the "belt height" will be called no ball by the umpire/s

4.8.4 No Ball: Synthetic Wickets: How Scored

- a) On a Synthetic pitch a ball pitching off the synthetic surface is to be classified as a no ball.
- b) Penalty for no ball is one run only.
- c) Any further runs, not from the bat or person, shall be scored as no balls.

4.9 WIDE BALL

- a) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- b) Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.
- c) As a guide, a delivery passing the striker on the leg side without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps
- d) As a guide, a delivery passing the striker on the off side more than 75cm wide of the off stump without any contact with the striker's bat or person shall be a Wide. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the pitch.
- e) Any delivery which, after pitching, passes above the head height of the striker standing upright at the popping crease and does not contact the striker's bat or person shall be called a wide.

In summary the following applies.

- All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide".
- The delivery is NOT a Wide if it passes on or inside the "Wide Guideline (Leg Side)" crease marking when the striker moves towards the off side or it passes between the striker and leg stump.
- A delivery shall be called "Wide" if it passes:
 - outside the "Wide Guideline (Off Side)" with the batter in a "normal" batting stance; or
 - wide of the return crease, regardless of the striker bringing it within reach.
- The delivery is NOT a Wide if the batter moves to the off side and brings the ball within reach.
- Wide - Reverse Sweep or Switch Hit. When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

4.10 HELMETS

4.10.1 Premier Competition - Players 18 years of age, or Older, as at 1st September in current season:

- All players will be strongly encouraged to wear a compliant helmet when batting and wicket-keeping up to the stumps.
- All fielders taking a position within the restricted area are strongly encouraged to wear a compliant helmet. The restricted area is the area formed by drawing a circle 7 metres from the batsman towards point and around to the wicketkeeper on the leg side.

4.10.2 Premier Competition - Players under 18; Women's, Under 18 and Under 15 Competitions:

- All female players, and players who are Under 18 years of age on September 1st at the commencement of the current season, are to wear helmets when batting and wicket-keeping up to the stumps.
- All fielders taking a position within the restricted area are strongly encouraged to wear a compliant helmet. The restricted area is the area formed by drawing a circle 7 metres from the batsman towards point and around to the wicketkeeper on the leg side.

4.11 ADVERSE CONDITIONS

Definition of Adverse Conditions: Matches delayed by Weather including Rain/Storms, Wind, Heat, Air Quality, Fire, Emergency Services, Ambulances and Air Ambulances, Medical Conditions including Quarantine, Player or Spectator Emergencies, Road Accidents or any Emergency or Medical condition that requires the game being delayed.

4.11.1 Lost Time

Lost time is defined as total playing time lost, less 30 minutes.

4.11.2 Delayed Start & Interruptions less than 30 Minutes in Aggregate

The maximum quota of 50 overs (Women's – 40 overs) for each team is unaffected for the first 30 minutes of aggregate time lost.

4.11.3 Delayed Start & Interruptions greater than 30 Minutes in Aggregate

a) Delayed Start

If the start of play is delayed for a period greater than 30 minutes, the maximum quota of overs shall be reduced by 1 over per team per 7 minutes of lost time (or part thereof). The match shall only proceed if there is sufficient time to permit at least 120 balls to be bowled to each team.

Example - Start of play is delayed by 86 minutes; Lost Time = 86 minutes - 30 minute = 56 minutes; Overs Lost = 56 minutes/7 = 8 overs lost per team.

b) First Innings Interruptions

If an interruption occurs during the innings of the team batting first that takes the accumulated playing time lost to greater than 30 minutes, the maximum number of overs shall be reduced by 1 over per team per 7 minutes of lost time (or part thereof).

At the completion of the first innings, a revised target is to be determined for the second innings using the Duckworth Lewis Stern calculator located within PlayHQ eScoring.

Example - Team batting first faces 20 overs. Play is then delayed for 86 minutes. Lost Time = 86 minutes - 30 minute = 56 minutes; Overs Lost = 56 minutes/7 = 8 overs lost per team. A target score would then be determined at the change of innings using the DLS calculator.

c) Second Innings Interruptions

If an interruption occurs during the innings of the team batting second that takes the accumulated playing time lost to greater than 30 minutes, the maximum number of overs for the team batting second shall be reduced by 1 over per 3.5 minutes of lost time (or part thereof).

At the completion of each interruption during the second innings, a revised target is to be determined using the Duckworth Lewis Stern calculator located within PlayHQ eScoring.

Example 1 - Team batting second faces 20 overs. Play is then delayed for 44 minutes. Lost Time = 44 minutes - 30 minute = 14 minutes; Overs Lost = 14 minutes/3.5 = 4 overs lost. A target score would then be determined at the resumption of play using the DLS calculator.

Example 2 – Continuing on from Example 1, if after the resumption of play another 14 minute interruption occurred then a further 4 overs would be lost, and a different target score would be determined at the subsequent resumption of play using the DLS calculator.

d) Terminated Matches:

If the innings of the side batting second is interrupted with at least 20 overs bowled, and it is not possible for the match to be resumed, the match will be decided by comparison of the current score with the par score determined by the Duckworth Lewis Stern calculator at the time of the interruption. If the score of the team batting second is equal to the par score, the match is a tie. Otherwise, the result is a victory, or defeat, for the second innings team by the margin of runs by which the score exceeds or falls short of the par score.

If the innings of the side batting second is interrupted without 20 overs bowled, and it is not possible for the match to be resumed, the match shall be declared a draw.

4.11.4 Extreme Heat

On any match day where there is a strong likelihood of heat affecting the safety of players and officials, the Umpires, in consultation with the Captains (or managers for under age competitions), may alter the starting times and/or reduce the number of overs to be played. The final decision shall rest with the Umpires.

Altered matches are to be played within the principles laid down in Rule 4.11.3(a) – Delayed start.

No match shall be scheduled for less than 20 overs per team (Women's – 15 overs).

Cricket Victoria's Extreme Heat Guidelines to be adhered to wherever practicable.

Underage Competitions - The adopted GCR7 Heat Policy (Appendix B) is to be adhered to wherever practicable.

4.12 COMPLETION OF MATCH AND RESULT

4.12.1 End of Match

Play shall cease when:

- a) The team batting second has been dismissed, received its quota of overs or reached the Target Score.
- b) The number of overs determined in rule 4.11 is less than 20 overs per team (Women's – 15 overs) and both captains agree a draw is the only possible result.
- c) Women's, Under 18's and Under 15's – in the interest of player participation, with the approval of both Captains, play can continue after a result is achieved until the side batting second is dismissed or receives its allotted overs.

4.12.2 Results of Matches

a) No lost time after commencement of a match

If there is no lost time after the commencement of a match, the winner shall be the side with the highest score. If the scores are equal, the match shall be declared a tie.

b) Lost time after the commencement of a match – match played to completion:

If there is lost time after the commencement of a match and the match reaches a conclusion, the team batting second shall be declared the winner if it reaches the DLS target score. If at the completion of their innings the team batting second is one run short of the target score, the match shall be declared a tie. In all other circumstances, the team batting first shall be declared the winner.

c) Lost time after the commencement of a match – match not played to completion – team batting second has received a minimum 20 (Women's – 15) completed overs:

If there is lost time after the commencement of a match, and the team batting second has received a minimum 20 (Women's – 15) completed overs, and the match does not reach a conclusion, then the team batting second shall be declared the winner if its score exceeds the DLS par score at the completion of the match.

If the score of the team batting second is equal to the DLS par score at the completion of the match, the match shall be declared a tie. In all other circumstances, the team batting first shall be declared the winner.

d) Lost time after the commencement of a match – match not played to completion – team batting second has not received a minimum 20 (Women's – 15) completed overs:

If the innings of the side batting second is interrupted before 20 overs (Women's – 15 overs) have been completed, and it is not possible for the match to be resumed, the match shall be declared a draw.

5. TEAM DECLARATION AND COMPOSITION

5.1 PREMIER & WOMEN'S COMPETITIONS

- a) 12 players may be named in each team, however, only 11 of the players shall be permitted to participate as batters and only eleven shall be able to bowl or keep wicket. The team declaration form must indicate which player will not bat and which player will not bowl or keep wicket. Captains shall be responsible for Team declaration forms being fully completed and being received by the Umpires prior to the toss. The full name of each player is to be listed on the team sheet.
- b) Substitutes:
 - i. The fielding side may use their 12th man as a substitute subject to the Law except that the substitute may be freely interchanged.
 - ii. This shall be considered a "wholly acceptable reason" as stated in Law 24.1.1
 - iii. The time constraint in Law 24.2 shall not apply.

5.2 UNDER 18 AND UNDER 15 COMPETITIONS

As per 5.1, except a maximum of 13 players (Under 18) and 14 players (Under 15) per team may participate each match. The team declaration form is not required to nominate which players will not bat, bowl or keep wicket.

6. FINALS

6.1 After the completion of the preliminary rounds, the two sides highest on the ladder in each competition will play a Grand Final at a ground within the highest ranked Association. All finals are to be drawn to be played on turf pitches. If turf pitches are not available, the GCR7 Executive will decide on venues that are available and have a turf wicket.

6.2 The GCR7 Board shall appoint umpires for all grand finals. The GCR7 Board will endeavour to appoint a suitably qualified person to act as match referee at each GCL grand final. A fee of not more than 50% of the umpire fee may be paid. The match referee shall assist the umpires with rule interpretations, monitor the off-field behaviour of players, officials and spectators, and have the power to report.

6.3 In the event of a turf wicket being unplayable, the Host Association must have available an alternative ground with a hard wicket.

6.4 In the event that a result is not achieved the side finishing higher on the ladder will be declared the Premier team.

7. BALLS

Each association will be provided with their match balls by GCR7.

- Premier, Under 18 and Under 15 Competitions – White Kookaburra 156g 4-piece
- Women's Competition – Kookaburra 142g

8. UMPIRES

8.1 Appointments

- a) All matches shall be officiated by umpires from the home association's Umpire Panel. Should this not be possible the GCR7 Secretary shall be advised at least five days prior to the match.
- b) Where an umpire is appointed and must travel outside their Association, they shall receive an extra allowance above the normal match fee, as determined by the GCR7 Board.
- c) 2 umpires (Women's and Under 15's – 1 umpire) shall be appointed for each match.

8.2 Umpire Payments

Any Association failing to meet its obligation to supply an umpire as per Rule 8 shall be levied a fee of \$25, which will be paid to the replacement umpire as a travel allowance. The travel allowance will not be paid on match day. Similarly, umpires officiating GCL finals shall be paid \$25 more than the scheduled rates.

8.3 Umpire Nominations

Associations that are required to provide umpires for GCL matches are to advise the nominations to the GCR7 Secretary by email by 6:00PM on the Thursday prior to each match. Failure to comply - \$40 fine.

8.4 Umpire Appraisals

Captains are to complete an Umpire Appraisal form via OfficialsHQ within 48 hours after the completion of the match.

8.5 Umpire Votes

The Umpires are to forward to the GCR7 Secretary their votes for the best five players of the match. Votes are to be award on a 10-9-8-7-6 basis.

9. ROLLING THE WICKET

The captain of the batting side can request that the pitch be rolled and swept for 7 minutes between innings.

10. PLAYHQ – ENTERING RESULTS

- a) Associations are required to name their team in PlayHQ prior to the commencement of each match, and any change to a selected team should be input prior to the end of the match.
If a squad is named, those players that did not play shall be removed when results are being input.
Failure to comply - \$40 fine.
- b) It will be the responsibility of the home side to submit the Match Result into PlayHQ before 6.00 pm on the day of the match. Failure to comply - \$50 fine.
- c) Both Associations shall enter all Match Details on PlayHQ by 10.30pm on the day of the match. Failure to comply - \$100 fine.

11 UNDER 18 AND UNDER 15 ELIGIBILITY

The age cut-off date for all GCR7 Competitions is 1st September of a given year; meaning to be eligible for the Under 18 (15) competition you must not have turned 18 (15) prior to September 1. Girls may play in the GCL competition 1 year over the prescribed age limits.

12 FINALS ELIGIBILITY

To be eligible to play in a Final of a GCL competition, a player must have played at least one game of GCL cricket during that season. This can include any Region 7 representative matches.