



## Sunday Championship League Rules

Laws of Cricket (2000 Code 4th Edition – 2010) and HKCA Playing Conditions (2011–12) shall apply with the following variations.

The HKCA Sunday Championship League replaces the Sunday League although it will follow the same format (i.e. 50-over matches played under ODI rules). Each team in the eleven-team competition will play twelve round-robin matches, with two Semi-finals and a Grand Final to determine the overall Sunday Championship League champion.

### 1. Hours of Play

All matches shall commence no later than 1000 hrs and shall be of a maximum 100 overs duration (one, 50-over innings per side). Games at KCC affected by preceding hockey matches shall commence at 1030 hrs, or as soon as possible thereafter, with a corresponding adjustment to the playing times show below.

Periods of Play and Intervals

#### **First Innings**

First Session	1000 – 1100 (1 hour)
Second Session	1105 – 1205 (1 hour)
Third Session	1210 – 1315 (1 hour 5 minutes)

**Lunch Interval 1315 – 1355 (40 minutes)**

#### **Second Innings**

First Session	1355 – 1455 (1 hour)
Second Session	1500 – 1600 (1 hour)
Final Session	1605 – 1710 (1 hour 5 minutes)

*Playing time per innings, excluding drinks break: 185 minutes*  
*Required over rate: 16.22 overs per hour / 3.7 minutes per over*

### 2.The Ball

Kookaburra red four-piece balls, 156 gms, shall be used.

### 3. Length of Innings

- Each side shall bat for 50 overs unless all out earlier or the match is restricted through delay or interruption. A side shall not be permitted to declare its innings closed.
- If the side fielding first fails to bowl the required number of overs by the scheduled time for lunch, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpires, the innings of the side batting second shall be limited to the same number of overs bowled by it at the scheduled time for lunch. The over in progress at the scheduled time shall count as a completed over. The interval shall not be extended and the next innings shall commence at the scheduled

time. The umpires may increase the number of overs to be bowled in the second innings (to a maximum of 50) if there was Good Cause to prevent the bowling of the required number of overs within the scheduled time.

- c) If the side batting first is all out and the last wicket falls at or after the scheduled interval time, the second innings shall be limited to the same number of overs bowled to the side batting first at the scheduled time for the interval, and the over in which the wicket falls shall count as a completed over.
- d) If the side batting first is dismissed in less than 50 overs, the side batting second shall be entitled to bat for 50 overs except as provided for in (c), above.
- e) If the side fielding second fails, without Good Cause, to bowl the required number of overs within the scheduled time, the run target of the side batting second shall be reduced by the average of the ten, highest-scoring overs of the side batting first multiplied by the number overs bowled short at the scheduled interval time. The over in progress at the scheduled time shall count as a completed over. The hours of play shall be extended until the required number of overs is bowled and a result achieved. If bad light stops play Rule 10, below shall apply. The umpires may reduce the penalty if there was Good Cause to prevent the fielding side from bowling its required overs within the scheduled time.
- f) Unless there has been Good Cause (see (h) below) the side batting first shall be permitted to complete their full allocation of overs, even if this takes the time past the scheduled break. All runs scored shall count towards their final total.
- g) The side batting second will then only be entitled to receive the number of overs which they had bowled at the time that the lunch break was originally scheduled. An over in progress at the scheduled time shall count as a completed over.
- h) During an innings, the umpires shall make allowance for legitimate delays which have prevented a side from bowling its allotted overs within the scheduled time. Examples of such Good Cause include, but shall not be limited to, the following:
  - i) Injury to players of either side.
  - ii) Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii) Delays caused by the batting side, e.g. changes of equipment.

*Note: In instances of inclement weather, Rule 4 shall apply, NOT the provisions of Good Cause.*

- i) The umpires are to inform the captain of the fielding side and the batsmen when they are making a judgement of Good Cause and advise them of the time they have allowed. All Good Cause minutes will be tallied over the course of an innings. For every three minutes, or part thereof, lost in this manner, the bowling side will be given relief from one of the required number of overs to be bowled.
- j) Late commencement of the game will not normally be considered Good Cause unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) In the second innings, sides who bowl their overs slower than the required over rate (see Rule 1) may be reported to the MDC by the umpires and/or the captains and penalties, including deduction of points, may be imposed.

*Please see the following examples for clarification:*

#### Scenario 1

*In a 50-over-a-side game lunch was originally scheduled at 1315 hrs. At exactly 1315 hrs, the side bowling first had completed 47 overs and had bowled two balls of the 48th over. At the end of that over the score was 160 for 6 wickets. There was no Good Cause for this other than a slow over rate. The batting side were then allowed to complete their full quota of 50 overs and finished at 200 for 8. The first innings eventually closed at 1325 hrs (ten minutes late). Lunch was then taken and the interval reduced to 30 minutes. The second innings will commence at the original start time of 1355 hrs. The side batting second must score a total of 201 runs to win the game and will have only 48 overs in which to do so. The time allowed to bowl the second innings will be reduced by three minutes per over deducted, in this case six minutes (2 overs x 3 minutes). The rescheduled finish time is now 1704 hrs.*

#### Scenario 2

*In Scenario 1, during the first innings, if there had been one injury and one lost ball, each of two minutes duration, (total four minutes) during the innings, this would provide Good Cause for a total of two overs (1 x 3 minutes, plus 1 x part 3 minutes). Consequently, the bowling side would be required to deliver only 48 overs inside the scheduled time before lunch. As they had done so, the innings would close at the end of the 48th over and lunch taken. The score at the end of the 48th over (160 for 6) is the total to beat. The side batting second would have 48 overs to reach 161 for a win, i.e. neither side is penalised. However, the finish time of the second innings should be rescheduled following the same principle as Scenario 1.*

### **4. Delayed or Interrupted Matches**

- a) To constitute a match, the side batting second must receive a minimum of 20 overs unless a result is achieved sooner.
- b) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every six minutes (or part thereof) lost, i.e. one over deducted from each innings. In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see Rules 5b and 9f.

*Please see the following example for clarification:*

#### Scenario 3

*Due to ground, light, or weather conditions, the start of a match is delayed by 40 minutes and will now commence at 1040 hrs. The game will be reduced by a total of 14 overs (40 minutes divided by 6 or part thereof = 7 x 2 overs), seven overs deducted from each innings. Each side will now bowl 43 overs. The 40 minutes lost is divided across both innings, i.e. 20 minutes deducted from each innings (original playing time of 3 hours 15 minutes, minus 20 minutes = new playing time of 2 hour 55 minutes). Therefore the revised hours of play will be 1040 to 1335 and 1415 to 1710.*

### **5. Number of Overs per Bowler**

- a) No bowler shall bowl more than ten overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

## 6. Lunch Interval

- a) If the innings of the side batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the side batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled time.
- b) If the innings of the side batting first is completed more than 30 minutes prior to the scheduled interval a ten-minute break will occur and the side batting second will commence its innings and the interval will occur as scheduled.

## 7. Drinks Intervals

- a) Two drinks breaks per session shall be permitted, each of no more than five minutes duration, see Rule 1. They shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls within five minutes of the agreed time then drinks shall be taken immediately.
- b) Drinks shall be taken on the field at all times.
- c) Under conditions of extreme heat the umpires may permit extra intervals for drinks. The duration of these should be treated as Good Cause, and the number of overs to be bowled in the innings reduced in accordance with Rule 3i.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

## 8. Free Hit After A Foot Fault No Ball

- a) The delivery following a No ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman 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 batsman is facing it.
- b) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball (e.g. run out), even if the delivery for the free hit is called a Wide ball.
- c) Field changes are not permitted for free hit deliveries unless there is a change of striker.
- d) The umpire will signal a free hit (after the normal No Ball signal) by raising one arm and moving it in a circular motion above his head.

## 9. Restrictions On The Placement Of Fielders

- a) At the instant of delivery, there may not be more than five fielders on the leg side.
- b) 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 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game.  

During the first block of Powerplay Overs (as set out below), only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

During the second and third Powerplay blocks only three fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- c) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre-point of the popping crease at either end of the pitch. The radius of each of

the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. During the initial block of Powerplay Overs (in an uninterrupted innings, the first ten), there must be a minimum of two stationary fielders within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fielders may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- d) During the non-Powerplay Overs, no more than five fielders shall be permitted outside the fielding restriction area referred to in clause (b) above.
- e) Subject to the provisions of (f) below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:
- i) The first block of Powerplay Overs (block of ten overs for an uninterrupted match) shall be at the commencement of the innings.
  - ii) For the remaining second and third block of Powerplay Overs (blocks of five overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket. **In an innings of scheduled duration of at least 40 overs, neither Powerplay may commence earlier than the 16th over nor be completed later than the 40th over. For innings of scheduled duration of between 20 and 39 overs, no such restriction applies.**
  - iii) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
  - iv) Once a side has nominated a Powerplay, the decision cannot be reversed.
  - v) Should either or both teams choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings **(e.g. in an uninterrupted innings with one unclaimed Powerplay, this will begin at the start of the 36th over).**
- f) In circumstances when the number of overs of the batting side is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
20 – 21	4	2	2	8
22 – 23	5	2	2	9
24 – 26	5	3	2	10
27 – 28	6	3	2	11
29 – 31	6	3	3	12
32 – 33	7	3	3	13
34 – 36	7	4	3	14
37 – 38	8	4	3	15

39 – 41	8	4	4	16
42 – 43	9	4	4	17
44 – 46	9	5	4	18
47 – 48	10	5	4	19
49	10	5	5	20

g) Each block of Powerplay Overs must commence at the start of an over.

h) If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table above. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

*Please see the following examples for clarification:*

*(a) A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two can not be PP.) The new PP allocation is 9+4+4, so there are 3 overs of fielding side selection left and all 4 overs for the batting side. Neither PP can start until the 16th over and both must be completed by the 40th over.*

*(b) A match starts as 40 overs, is interrupted after 10 overs and reduced to 30 overs. (The first 8 overs have been PP; the next two can not be PP.) The new PP allocation is 6+3+3, so there is 1 over of fielding side selection left and all 3 overs for the batting sides. Both teams can use their respective 1 and 3 over allocations at any time.*

*(c) As in (b) above but the match resumes as 23 overs each. The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.*

i) If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

Note that if the second Powerplay is retrospectively deemed to have started immediately after the reduced first Powerplay has finished, the specified earliest starting point for the second Powerplay no longer applies.

j) If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

k) If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

*Please see the following examples for clarification:*

*A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 43 overs, (b) 38 overs, (c) 28 overs, (d) 20 overs.*

*(a) Powerplay overs are 9+4+4. 2nd Powerplay is in progress with 0.3 out of the fielding*

*team's 4 overs completed, i.e. it covers overs 10 to 13, even though it would not otherwise have started before the 16th over. The batting side's 4 over Powerplay can start anytime between the 16th and 37th overs (so as to finish by over 40).*

*(b) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The innings is now less than 40 overs, so the batting side's 3 over Powerplay can start any time after the 12th over.*

*(c) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.*

*(d) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.*

- l) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay overs being bowled in the innings.

*Please see the following examples for clarification:*

*A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 29.1 overs and reduced to 32 overs. Powerplay overs are 7+3+3. Powerplays automatically resume for the start of the next over, but only 12 of the 13 scheduled Powerplay overs can be bowled in the innings.*

- m) At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- n) The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- o) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

## **10. The Result**

To calculate a result, if it is not possible to complete the required number of overs in the second innings and the minimum 20 overs has been bowled, the result will be decided by superior run rate (calculated under Saturday Championship Division, Rule 9b). In cases of slow over rate Net Run Rate will apply in addition to Rule 3e, if necessary. Should the run rates be equal, the game will be a tie.

## **11. Points**

Points for matches will be awarded as follows:

Win = 4 points

Tie or No Result = 2 points each

Loss = 0 points

Bonus Point = 1 point. This will be awarded for a run rate over 1.25 times that of the opposing team. For a full 50-over match the team batting second must score the required runs on or before the last ball of the 40th over.

## **12. Walkover**

A Walkover shall be awarded to a side whose opposition is unable to raise a side. A side shall comprise no less than seven players.

## **13. League Champions**

At the conclusion of the season, the top four teams will play off for the Championship.

### **Week One**

1st Semi-final: 1st place plays 4th place

2nd Semi-final: 2nd place plays 3rd place

### **Week Two**

Grand Final: Winners of the two Semi-finals meet in the Grand Final

The winner of the Grand Final will be League Champions. In the case of a washout in the Semi-finals the team finishing higher in the League will automatically proceed to the Grand Final. In the case of a washout in the Grand Final every effort will be made to reschedule the match.

Match expenses and provision of match balls for all play off games shall be shared equally between the two teams.

## **14. Player Eligibility**

Each team may field only one non-Hong Kong Resident Permit Holder per game.