



Premier League

The 2011–12 HKCA Premier League will feature ten rounds of matches between five teams from Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association and a combined team from the independent cricket clubs in Hong Kong. Five rounds of matches will feature one-day games played under ODI rules (i.e. 50 overs per side) while the other five rounds will feature two-day games played over two innings and a maximum 200 overs with no compulsory declarations.

Points scored in each round will accumulate and the overall Premier League Champion will be the team that scores the most points over both one and two day formats.

1. The new Premier League comprises of five teams: Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association and a combined Independents team.
2. Each team will nominate a squad of 16 players for the entire season, which must be submitted in writing to the HKCA by the due date. Any U17 players must be indicated on the squad list. Only one non-HK resident permit holder is permitted per squad and any such player should also be indicated.

No changes may be made to this nominated squad during the season with the following exceptions:

- i) **Serious Injury.** If a player suffers a serious injury that prevents them from playing for a significant period of time, then an application can be made for a replacement. If this application is approved, the injured player will NOT be able to compete in any HKCA League cricket for a minimum of one month from the date of approval. Once removed from the squad, the injured player will then be ineligible to be reinstated into the squad for the remainder of the season.
- ii) **Loss of Form.** If a player is out of form the team may make an application for a replacement. This will be considered taking into account the player's recent statistics. Once removed from the squad, the player will then be ineligible to be reinstated into the squad for the remainder of the season, but will be available to play in matches outside the Premier League.

Clubs must submit their applications for replacement players in writing to the LCMC Chairman no later than seven days prior to the fixture in which they wish to field the replacement player. Applications must explain in full the reason why the team wishes to replace a player.

The MDC will consider the application and reach a decision no later than three days prior to the match in question.

Applications will only be considered before 1st January 2012. After this date there shall be no changes permitted to the squad under any circumstances for the remainder of the season.

3. The squad of 16 players may be rotated through Saturday Championship Division cricket. Any three players from a squad may be permitted to play in Division cricket with a maximum of three players in any one side.
Players under 17 years of age at 1st September 2011 and who are NOT a National Squad player will not be considered as part of the quota of three players per Saturday Championship Division side.
4. The Premier League teams shall each play four One-day (50-over) games and four Two-day games. Points will be awarded for both formats and at the end of the season and the Premier League Champions will be decided on the final overall standings in the League.
5. Captains who in the opinion of the umpires are guilty of a deliberately slow over rate will receive a warning. Any second offence will result in a report to the MDC and a suspension.
6. Match expenses and provision of match balls for all Premier League games shall be shared equally between the two teams.

Premier League One-Day Match Rules

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

Premier League One-day matches will be played according to Sunday Championship League Rules.

Points for matches will be awarded as follows:

Win = 10 points

Tie or No Result = 5 points each

Loss = 0 points

There will be no Bonus Points.

Premier League Two-Day Match Rules

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

Premier League Two-day matches will be played over two consecutive days with 100 overs to be bowled per day. There shall be no automatic declaration.

1. Hours of Play

All matches shall commence no later than 1000 hrs and shall be of a maximum 100 overs duration per day. 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 shown below.

Periods of Play and Intervals

First Session 1000 – 1200

Lunch Interval 1200 – 1240 (40 minutes)

Second Session 1240 – 1440

Tea Interval 1440 – 1500 (20 minutes)

Third Session 1500 – 1700

2. The Ball

- a) Kookaburra red four-piece balls, 156 gms, shall be used. At least three new balls are to be provided by each team. Both captains must ensure a sufficient supply of spare balls of varying degrees of wear.
- b) A new ball shall be used at the start of each new innings and shall also be available to be taken after 80 overs.

3. Innings

- a) Matches shall be of two-days' duration with 100 overs to be bowled per day.
- b) There shall be a maximum of two innings per side.

4. Intervals

- a) There shall be a ten-minute interval between innings. The umpires will make an allowance of three overs for each change of innings.
- b) The **lunch interval** shall be of 40 minutes duration.
- c) The **tea interval** shall be of 20 minutes duration.

d) **Tea interval - 9 wickets down**

If at the scheduled time for the tea interval, the ninth wicket of the innings in progress is already down, or it falls at, or after that time, or falls when less than two minutes remain before that time, play will continue for a period of 30 minutes unless the players have cause to leave the field of play, or the innings is concluded earlier.

e) **Intervals for Drinks**

- i) A drinks break of no more than five minutes shall be offered at the end of every hour's play (one drinks interval per session). Drinks shall be taken on the field at all times.
- ii) Under conditions of extreme heat the umpires may permit extra intervals for drinks. The duration of these should be kept to a minimum and the time noted by the umpires and taken into consideration in the calculation of playing time.
- iii) 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.

5. Number of Overs per Bowler

There shall be no limit on the number of overs any individual bowler may bowl in an innings.

6. Scoring of Points

a) **Win outright and first innings lead: 15 points**

e.g. Team A scores 350 in the first inning, Team B scores 280 in the first innings. Each team has a second innings with team A declaring at 150-3 and Team B being bowled out for 120.

b) **Win outright and first innings tie: 12 points**

e.g. Team A scores 300 in the first inning, Team B scores 300 in the first innings. Each team has a second innings with team A declaring at 150-3 and Team B being bowled out for 120.

c) **Win outright and behind on first innings: 10 points**

e.g. Team A scores 220 in the first inning, Team B scores 300 in the first innings. Each team has a second innings with team A declaring at 350 and Team B being bowled out for 170.

d) **Tie outright and first innings lead: 9 points**

e.g. Team A scores 350 in the first inning, Team B scores 280 in the first innings. Each team has a second innings with team A declaring at 150-3 and Team B being bowled out for 220.

e) **Tie outright and first innings tie – each team: 7.5 points**

e.g. Team A scores 300 in the first inning, Team B scores 300 in the first innings. Each team has a second innings with team A declaring at 150-3 and Team B being bowled out for 150.

f) **Tie outright and behind on first innings: 6 points**

e.g. Team A scores 280 in the first inning, Team B scores 300 in the first innings. Each team has a second innings with team A declaring at 220-3 and Team B being bowled out for 200.

g) **Outright loss with first innings lead: 5 points**

e.g. Team A scores 350 in the first inning, Team B scores 280 in the first innings. Each team has a second innings with team A declaring at 150-3 and Team B scoring 223-3.

h) **Outright loss with first innings tie: 3 points**

e.g. Team A scores 300 in the first inning, Team B scores 300 in the first innings. Team A scores 250 in second innings and Team B scores 253.

i) **Outright loss and behind on first innings: 0 points**

e.g. Team A scores 280 in the first inning, Team B scores 300 in the first innings. Team A scores 250 in second innings and Team B scores 233.

j) **Win on first innings: 10 points**

k) **Tie on first innings – each team: 5 points**

l) **No Result on first innings – each team: 5 points**

m) **Loss on first innings: 0 points**

n) **Forfeit:**

Opposing team to be awarded maximum points achieved in that particular round including incentive points

o) **Incentive Points for Two-day Matches only:**

Each run scored in both innings: 0.01 points

Each wicket taken in both innings: 0.20 points