

Rules of the Hong Kong Cricket Association

Playing Conditions

1. General

Except as specified in the playing conditions, the Laws of Cricket (2000 Code 2nd Edition – 2003) shall apply.

2. Fixtures

The schedule of fixtures for league and cup matches shall be published by the HKCA Office after League & Cup Committee (LCMC) approval. Any changes to such fixtures must be approved by the Match & Disciplinary Committee (MDC).

3. Postponement of Matches

Postponements of league/cup matches and changes of venue will not be permitted under normal circumstances. Requests for blank dates and other particular arrangements must be made before the season commences except as provided in the rules for knock-out competitions. Player(s) availability will not be considered good reason to postpone or change any fixture. In exceptional circumstances, requests may be made to the Match & Disciplinary Committee (MDC) whose decision shall be final.

4. Match Result

- a) If any league match is adversely affected by weather or ground conditions to the extent that a result cannot be achieved, the points for that game shall be shared equally between the teams.
- b) In the event of any team being unable to raise a side, a walkover shall be awarded to the opposition with full points earned. A side shall be of no less than seven players.

5. Ground, Weather and Light

- a) Before the toss has taken place, the decision with regard to the fitness of the ground will rest with the authority responsible for the maintenance of the ground, or in the absence of the ground authority, umpires appointed by the ACU&S (HKC), or in their absence, the team captains. After the toss has taken place, the umpires appointed by the ACU&S (HKC) or, in their absence, the captains shall be the sole judges as to whether conditions are fit for play. If both captains cannot agree, both teams shall remain at the ground for one hour after the scheduled start time at which time the home captain shall decide whether or not play is to commence.
- b) Law 3.9 – If the conditions during a rain stoppage improve and the rain reduces to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.
- c) If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler starts his run-up until the striker receives the ball. If the fielder moves before the striker receives the ball, the umpire shall call and signal Dead Ball if he considers the striker has been disadvantaged by the action.
- d) **Lightning**
 - i) Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

- ii) It is recommended that no person enter the field of play during the period that play is suspended under this rule.

6. Substitutes & Runners (Law 2.5)

If a player is absent from the field for longer than eight minutes he shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of time for which he was absent. The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of time for which he has been absent or, if earlier, when his side has lost five wickets.

Note: the above is not to apply to a player who has received an external blow (as opposed to an internal injury such as a pulled muscle) during the match and was forced to leave the field, or if he was forced to leave the field for very exceptional and wholly acceptable reasons other than injury.

7. Disputes

All disputes during a match shall be determined by the umpires appointed by the ACU&S (HKC) or, in their absence, by the team captains. If they disagree the existing state of affairs shall continue. Rulings given by the MDC on any disputes brought before them shall be final.

8. Match & Disciplinary Committee

The HKCA Match & Disciplinary Committee (MDC) is elected annually by the HKCA League & Cup Management Committee (LCMC) and shall consist of five members. The MDC shall be the authority within the HKCA (subject to the authority of the Executive Committee) for all decisions regarding the playing of an HKCA league match, cup fixture, Summer Eights or representative match or tour. The MDC is empowered to make retrospective decisions on any of the above and impose whatever sanctions it deems appropriate.

9. Registration and Eligibility of Players

- a) Individual membership of the HKCA is available in the following categories:
 - i) Life Member
 - ii) Ordinary Member
 - iii) Junior Member
- b) Prior to the start of the league season, each team is required to register a minimum of 11 players and pay the requisite individual and team fees. All players are to complete and submit the HKCA Registration Form before playing.
- c) Should the required fees not be paid prior to the commencement of the season, consideration will be given to removing the team from competition. Any matches played prior to payment of the membership fee may be declared null and void. The MDC may award full points to the non-offending team(s).
- d) Playing a non-registered player may result in the deduction of league points. However, an individual may play a maximum of two games in each HKCA league without being a HKCA member. All players must register as a HKCA member and pay the appropriate fee before playing a third game in any one league. Cup games will count as league games for this purpose.
- e) Non-members of the HKCA shall not play for an Association/national side in representative games. It is the responsibility of the Chairman of Selectors to ensure that non-members are not selected.

10. Transfer of Players

A player shall not, without the prior permission of the MDC, play for more than one team in the same competition. In exceptional circumstances, applications for transfer may be submitted in writing to the HKCA (Attn: Chairman, MDC) at least 72 hours before the transfer is to take effect. This must be accompanied by the written approval of the captain of the player's previous team and a full explanation of the reason for the transfer by the applicant captain. Breaches of this rule will be referred to the MDC who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.

11. Junior Pool Players

The HKCA Office shall maintain a 'Junior Players Pool' list with contact details on the website. These players are permitted to represent any team who may be short of players at short notice, subject to availability. These players are exempt from Rule 10, above. However, any junior player who plays four times for the same side in one season shall be considered a permanent member of that team for the purposes of that rule. A player will cease to be considered 'junior' upon reaching the age of 19.

12. The Ball

Home teams are to supply two new HKCA-approved match balls for each game plus at least six spare used balls for changing during the match. One new ball shall be used for each innings and the fielding captain has the choice of which new ball to use at the start of play. The LCMC will decide which balls are to be used for HKCA competitions. Non-approved balls are not to be used. Breaches of this rule shall be dealt with by the MDC who may impose penalties, including the deduction of points.

13. Overs and Fielding

- a) Should a bowler become incapacitated, another bowler may complete the over. A part of an over counts as a completed over for the purpose of calculating how many overs a bowler has bowled in matches where restrictions on the number of overs per bowler apply. A part of an over does not count as a completed over for any other purposes, e.g. total number of overs bowled by the team, statistical purposes, etc.
- b) It shall be the responsibility of the captain of the fielding side to ensure that no bowler exceeds the permitted number of overs.
- c) All teams are expected to bowl at the average minimum over rate required and detailed in the playing conditions of the respective competition. In the event of a slower over rate without good cause, the umpires and/or captains are to report this to the MDC for appropriate action. Deliberately slow over rates shall also be subject to on-field action by the umpires under Law 42.9 (see HKCA Rule 17 for variation of Law 42.9(b)), as well as a report to the MDC, and may result in the deduction of points.
- d) At no time are more than five fielders permitted to field on the leg side during a match.

14. Scoresheets – Team Captains' Responsibilities

- a) A Scoresheet for each match shall be submitted to the HKCA office by the winning team captain and, in the event of a Tie or No Result, the home team captain. These Scoresheets are to be faxed to the HKCA office (2577-8486) no later than noon on the first working day after the match.
- b) The full names of all players taking part in a match must be entered on the match Scoresheet together with their HKCA Registration Numbers. This includes any match

abandoned as No Result. Matches started count as a game for registration purposes. In matches where a team plays less than 11 men, the word "ABSENT" is to be written in the 'batsman' column of the sheet.

- c) In a match started but abandoned as No Result, players' individual batting, bowling and fielding figures count towards their overall averages, and should be shown on the Scoresheet.
- d) Captains must sign the Scoresheet upon the completion of the match. If the result is in dispute the disputing captain should sign the sheet but in the notes section of the scoresheet include the comment to the effect of "Result under protest by XX team'.
- e) Failure to follow these procedures, including submission of illegible or incomplete Scoresheets, will be referred to the MDC for appropriate action. Late submission of Scoresheets will result in the deduction of points.

15. Dangerous & Unfair Bowling (ICC ODI Interpretation)

The Bowling of Fast, Short Pitched Balls (Law 42.6(a) is replaced)

- a) A bowler shall be limited to one fast, short-pitched delivery per over.
- b) A fast, short-pitched delivery is defined as a ball that passes, or would have passed, above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast, short-pitched delivery has been bowled.
- d) In addition, and subject to (f) below, a ball that passes above head height of the batsman and prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called Wide.
- e) To avoid doubt, any fast, short-pitched delivery that is called Wide under this playing condition shall also count as the allowable short-pitched delivery in that over.
- f) In the event of a bowler bowling more than one fast, short-pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A different signal shall be used to signify a fast, short-pitched delivery. The umpire shall call and signal No Ball then tap his head with the other hand.
- g) In the event of a second fast, short-pitched ball in an over, the umpire, after the call of No Ball, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being No Balled in the innings for bowling more than one fast, short-pitched delivery in an over, the umpire shall caution the bowler and advise him that this is his final warning for the innings.
- i) 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 fielding 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.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side. The matter is to be reported to the MDC.

l) The above is not a substitute for Law 42.7 Dangerous & Unfair Bowling – Action By The Umpire, which the umpires may apply at any time.

16. The Bowling of High Full Pitched Balls (Law 42.6(b) is replaced)

- a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- b) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- c) In the event of a bowler bowling a high, full-pitched ball as defined above, the umpire at the bowler's end shall call and signal No Ball and, when the ball is dead, caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- d) 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. 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.
- e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, the captain of the batting side. The matter is to be reported to the MDC.
- g) If the umpire considers that a high, full-pitch delivery that is deemed unfair as defined above was deliberately bowled, then Law 42.8 shall apply, i.e. the caution and warning process shall be dispensed with and the bowler taken off forthwith. The matter is to be reported to the MDC.

17. Time Wasting by the Fielding Side

Law 42.9(b) is replaced with: If there is any further waste of time in that innings by any member of the fielding side, the umpire shall:

- a) Call and signal Dead Ball, if necessary.
- b) Award five penalty runs to the batting side.
- c) Inform the other umpire, the batsmen at the wicket, the fielding captain and, as soon as possible, the captain of the batting side of what has occurred.
- d) Report the occurrence to the MDC after the match.

18. Umpires

- a) Whenever possible, the ACU&S (HKC) will appoint match officials. At all other times the appointment of umpires is the responsibility of the batting side. Captains are to be circumspect in their choice of player-umpires. Any unofficial, non-playing umpire(s) may only stand with prior approval of both captains.
- b) All teams are to ensure that they have at least two representatives 'qualified' as umpires and one qualified scorer. These representatives are to be registered with the ACU&S (HKC) before the start of the season. Failure to meet these requirements may result in action by the MDC. Any changes to these nominations during the season must be notified in writing.

19. Wide Ball

All HKCA league and cup matches shall follow the same interpretation of a Wide. Law 25 (Wide Ball) and the standard One Day International playing conditions shall apply.

Law 25.1 - Judging a Wide

- a) If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position.
- b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

ODI Playing Conditions

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any off-side or leg delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called Wide.

HKCA Interpretation guidelines for leg-side Wides:

- i) A delivery that pitches outside the line of leg stump and moves further away shall be called a Wide by the umpire.
- ii) A delivery that pitches in line with the stumps and moves towards leg but, in the umpire's opinion, would have struck the batsman on his legs in his normal guard position, i.e. the batsman steps inside the line for whatever reason, shall NOT normally be called a Wide.
- iii) A delivery that passes between the leg stump and the batsman's legs shall NOT be called a Wide.

20. Helmets

All players under the age of 18 shall wear a helmet with grille when batting and close fielding. Close fielding is defined as any static position within ten metres of the striker including keeping wicket but excluding slip and gully.

21. Hong Kong National Squad Kit

Hong Kong National Squad kit should only be worn by National players while training or playing with the National Squad. National players should not wear their Hong Kong kit, nor should they lend their kit to any other player, while taking part in HKCA domestic competitions. Players contravening this rule will be reported to the MDC.