

Guidelines for SSJCA Finals

1 MINIMUM OVERS

- 1) If the innings of the team batting first is completed and there is less than 15 minutes of batting time (i.e. 25 minutes of actual time) remaining before lunch or the end of the day, it shall not be mandatory for the side batting second to begin its innings. However if the team batting second chooses to bat under such circumstances then play will continue until the end of the over in progress at the time scheduled for the break that is due.
- 2) The minimum number of overs required to be bowled in the first innings of each team for a result to be obtained (Unless an innings ends or is declared beforehand):
 - a) 60 overs games - 45 overs
 - b) 50 overs games - 34 overs
 - c) 40 overs games - 28 overs
 - d) 35 overs games - 24 overs
- 3) Drink Breaks shall be taken as provided in the rules during the season.

2 RULES FOR ALL FORMATS

2.1 Determination of Premiership

- 1) In the event of a draw the Minor Premiers in that grade shall be declared Premiers.
- 2) In the event of a Tie both teams shall be declared as “Joint Premiers”.

2.2 Player Eligibility

The issues regarding player eligibility or ineligibility for the Finals have been addressed in the fortnight before the final. The Competition Manager has circulated to each club the full list of players eligible to play in the finals; including all players granted an exemption to play in the final.

2.3 Standard of Dress

- 1) All players are reminded that that clothing, footwear and headwear should be in accord with Regulations 2.1 and 2.2.
- 2) While Umpires and Managers are required to enforce the requirements of the dress code; players not correctly dressed shall be permitted to participate in the final. Infringements of these regulations should be reported to the Management Committee.

2.4 Umpires for Finals

- 1) Official SSCUA umpires will be sought for all Finals. Umpires' fees will be paid by the SSJCA.
- 2) Where the SSCUA is not able to provide sufficient official umpires Clubs will be required to supply neutral umpires.
- 3) Where one SSCUA or SSJCA appointed Umpire is in control of the game, the Square Leg Umpire shall be supplied as follows:-
 - a) Grades 14B and above - by the Batting side.
 - b) Grades 14C and below - by the Fielding side.
- 4) The umpire shall oversight the toss of a coin for the right to determine whether to bat or bowl. The team being the Minor Premier shall have the right to either conduct the toss or elect to call “heads” or “tails”.

2.5 Match Interruptions

2.5.1 Fitness to play

- 1) On the first day set down for a Final any decision relating to fitness of ground, weather or light is vested solely with the SSCUA umpire or the Umpires appointed by the SSJCA.

- 2) If the start of play is delayed until the scheduled end of the 1st innings the match shall be postponed to the following day unless in the opinion of the Umpire(s) conditions make it reasonable to wait after that time.

2.5.2 Extending Play on Day 1

If any interruptions occur after play has commenced the playing times may be adjusted by the umpires. On both days of a final umpires may decide to continue play for not more than 1 hour after the time shown in Regulation 10.4 if they consider such a decision to be warranted; having regard to the fact that no innings or match shall exceed the actual amount of playing time set down in 10.4.

2.5.3 Carry over to day 2

If a Final has been commenced on the first day set down for a Final, umpires may decide to continue the match on day two where they consider such a decision to be warranted.

2.5.4 Cessation of Play

- 1) In uninterrupted games play shall cease at the end of the over in progress at the appropriate time shown in Regulation 10.4 unless the first innings of both teams is concluded beforehand. In this event the provisions of 10.5 will determine the time for cessation of play.
- 2) In interrupted games, playing times shall be determined by the umpires in accordance with 10.5.

2.6 Playing Conditions

- 1) All Finals cricket shall be played under the Regulations applicable to their grade.
- 2) Pace bowling restrictions as per Regulation 6.3 will apply, note the maximum number of overs a player may bowl in a day.
- 3) The first innings of each team shall be limited to the number of overs set down for the various grades by the Management Committee at the beginning of each season. If not dismissed beforehand, the team scoring the greater number of runs shall be declared the winner subject to the following:
 - a) If there has been no loss of time due to the condition of the ground, weather or light the innings of the team batting first shall conclude at the currently applicable time shown in Regulation 10.4 or as otherwise determined pursuant to Regulation 10.4 (for the grade being played) unless the required number of overs have been bowled. The team batting second shall then be limited to receiving the same number of overs.
 - b) If, for any reason, the team batting second should not receive its full quota of overs the result shall be decided on the comparison of the RUN RATE OF BOTH TEAMS. (see 3.10.1).
- 4) If less than the number of overs required by Regulation 10.4 have been bowled by each team the match shall be regarded as drawn unless a result has been previously obtained. A draw shall not be awarded if the minimum over requirements have been satisfied.
- 5) In an uninterrupted match should either team fail to bowl its quota of overs in the time allowed, the matter shall be referred to the Management Committee for decision as to the result of the match and penalties, if any, to be imposed.
- 6) After the first innings of each team has been completed or a first innings result has been obtained and there is still time remaining, play shall continue until the scheduled end of play unless BOTH CAPTAINS agree that no further result is possible in which case stumps may be drawn.
 - a) However if EITHER CAPTAIN is of the opinion that an outright result may be obtained play shall continue until the end of the over in progress at the current applicable time shown in Regulation 10.4 (or as otherwise determined pursuant to Regulation 10.4) unless an outright result is previously obtained or BOTH CAPTAINS agree on a cessation of play.
 - b) Where considered necessary Umpires may allow Captains a maximum of 5 minutes to consult with their Team Managers. This time is to be deducted from the 10-minute changeover time where such an interval applies.
- 7) It is not mandatory for either team to bat for its full quota of overs if a declaration is desired provided that if the team batting first does not wish to bat for its full quota of overs, the team batting second shall still be entitled to receive its full quota of overs regardless of the number of overs received by the team batting first but see Regulation 3.8.

3 RULES SPECIFIC TO MOD CRICKET (10D AND 10E)

3.1 Innings Format

- 1) Each team will bat a half of their innings before the lunch break; and the second part after the lunch break
- 2) The team that bats 1st in the morning session will bat 1st in the afternoon session. In other words ABAB.

3.2 The Number of Batting Pairs

- 1) If either team has 11 or 12 players then the team should still bat 6 pairs, but only the best 5 'complete' pairs are to be counted.
- 2) Where either team has 6 pairs the team officials may need to work hard to complete the pairs in time as well as being flexible with the times stated above.

3.3 On-Field Coaching

- 1) During the match umpires may render to either side whatever on-field assistance is deemed relevant and appropriate without interfering with the reasonable flow of the game.

3.4 Cessation of Play

If the game is in progress at any of the agreed break times play should continue until the current batting pair has received their full quota of overs.

3.5 Determining the Result

- 1) If both teams have 10 or more players the winner of the final will be the team with the best total based on their best 5 'complete' pairs.
- 2) If either team has 8 or 9 players then the result will be based on the total of the best 4 'complete' pairs.
- 3) If the weather interferes with the game so that, even with the time extensions allowed for above, not all pairs can bat then the minimum number of overs required for a result is each team must bat 3 'complete' pairs.

4 RULES SPECIFIC TO SPLIT INNINGS

4.1 Innings Format

- 1) Each team will bat a half of their innings before the lunch break; and the second part after the lunch break
- 2) The team that bats 1st in the morning session will bat 1st in the afternoon session. In a\other words ABAB.

4.2 On-Field Coaching

- 1) In all under 16 and 14B games.
 - (a) Captains shall be in sole control of the game and team.
 - (b) The use of the 12th man to convey messages/instructions to and from the captain during periods of play is a breach of the regulations and may result in a penalty being determined according to the circumstances.
 - (c) Team coaches are not permitted to provide guidance, give instructions, or conduct any form of coaching during periods of play when the team is in the sole control of the captain.
- 2) In all other grades coaching shall be restricted to advice between overs provided that the giving of such advice does not delay the game.