

Cricket Hong Kong, China

Code of Behaviour, Playing Conditions & Competition Rules.



ACO
CRICKET
HONG KONG
香港板球

2024 - 2025

Official Handbook

*Published by Cricket Hong Kong, China and the CHK, Association of
Cricket Officials*

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Preamble – The Spirit of Cricket

Laws of Cricket (2017 Code)

*Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within **the Spirit of Cricket**.*

*The major **responsibility for ensuring fair play rests with the captains**, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.*

***Respect is central to the Spirit of Cricket**. Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair. Accept the umpire's decision.*

***Create a positive atmosphere by your own conduct** and encourage others to do likewise. Show **self-discipline**, even when things go against you. Congratulate the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.*

*Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within **the Spirit of Cricket**.*

Cricket Hong Kong, China

Code of Conduct for Players and Player Support Personnel

Effective as from 1st August 2024

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CRICKET HONG KONG, CHINA

CODE OF CONDUCT FOR PLAYERS AND PLAYER SUPPORT PERSONNEL

INTRODUCTION

Cricket Hong Kong, China (hereafter referred to as **CHK**) is the sole national sports association responsible for the governance of the sport of cricket in Hong Kong and the Code of Behaviour for *Players, Player Support Personnel* (the **Code of Behaviour**), Member Clubs and Match Officials is adopted and implemented as part of *CHK's* ongoing efforts to maintain the public image, popularity and integrity of cricket by providing:

- a) an effective means to deter any participant from conducting themselves improperly on and off the 'field-of-play' or in a manner that is contrary to the 'spirit of cricket'; and
- b) a robust disciplinary procedure pursuant to which all matters of improper conduct can be dealt with fairly, with certainty and in an expeditious manner.

CHK has adopted a zero tolerance towards corruption and indiscipline in the game.

The Code of Behaviour shall apply to all forms of cricket under the auspices of the CHK, hereafter referred to as a *CHK Domestic Match*, in respect of the following disciplinary matters:

1. Any allegation of corruption (as defined in Article 2 of the ICC Anti-Corruption Code for Players and Player Support Personnel or as provided in Appendix 1 of the ICC Code of Conduct for Umpires) in connection with any form or level of cricket under the authority of *CHK*;
2. Alleged breaches of the Code of Conduct (in Article 2) which occur on or off the field in connection with any of the following fixtures or competitions:
 - a) International fixtures, either official or unofficial, involving any Hong Kong team;
 - b) Any fixtures or competitions organised by *CHK*;
 - c) Any other fixture or competition in which it is agreed by the parties thereto that any disciplinary matters relating thereto shall be the responsibility of *CHK*,

except where the matter (be it an alleged breach of the Code of Behaviour or of corruption) occurs under the authority of another body whose authority *CHK* has acknowledged shall apply to such matters.

Matters relating to anti-doping or employment contracts are not governed by the Code of Behaviour. Unless otherwise indicated, references to Articles and Appendices are to articles and appendices of the *Code of Behaviour*.

Throughout the Code of Behaviour:

- a) words importing the masculine gender include the feminine;
- b) unless the contrary intention appears, words in the singular include the plural and words in the plural include the singular.

Words in italicised text in the Code of Behaviour are defined terms and their definitions are set out in Appendix 1.

ARTICLE 1 SCOPE AND APPLICATION

- 1.1** All *Players* and *Player Support Personnel* are automatically bound by and required to comply with all of the provisions of the *Code of Conduct*. Accordingly, by their participation (in the case of a *Player*) or assistance in a *Player's* participation (in the case of a *Player Support Personnel*) in a *CHK Domestic Match*, such *Players* or *Player Support Personnel* shall be deemed to have agreed:
 - 1.1.1** that it is their personal responsibility to familiarize themselves with all of the requirements of the *Code of Conduct*, including what conduct constitutes an offence under the *Code of Conduct*;
 - 1.1.2** to submit to the exclusive jurisdiction of any *Match Rules and Disciplinary Committee, Judicial Commissioner or Appeal Panel* convened under the *Code of Conduct* to hear

and determine charges brought (and any appeals in relation thereto) pursuant to the *Code of Conduct*; and

- 1.1.3** not to bring any proceedings in any court or other forum that are inconsistent with the foregoing submission to the jurisdiction of the *Match Rules and Disciplinary Committee, Judicial Commissioner or Appeal Panel*.
- 1.2** Without prejudice to Articles 1.1 and 1.2, *CHK* and the *CHK Member Clubs* shall be responsible for promoting *Code of Conduct* awareness and education amongst all *Players* and *Player Support Personnel*.
- 1.3** It is acknowledged that certain *Players* and *Player Support Personnel* may also be subject to other rules of their *CHK Member Club* that govern discipline and/or conduct, and that the same conduct of such *Players* and/or *Player Support Personnel* may implicate not only the *Code of Conduct* but also such other rules that may apply. For the avoidance of any doubt, *Players* and *Player Support Personnel* acknowledge and agree that: (a) the *Code of Conduct* is not intended to limit the responsibilities of any *Player* or *Player Support Personnel* under such other rules; and (b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the *Match Rules and Disciplinary Committee*,

Judicial Commissioner or Appeal Panel to determine matters properly arising pursuant to the Code of Conduct.

1.4 For the avoidance of any doubt:

1.4.1 where a representative side of a *CHK Member Club* participates in an *CHK Exhibition Match* against an invitational team from outside of Hong Kong, for the purposes of their participation in such *CHK Exhibition Match*:

1.4.1.1 all *Players* and *Player Support Personnel* representing the *CHK Member Club's* representative side are automatically bound by, required to comply with, and shall submit themselves to the jurisdiction of this *Code of Conduct*; and

1.4.1.2 all players or player support personnel representing the invitational team shall not be bound by this *Code of Conduct*. Instead, such individuals will be bound by, required to comply with, and shall submit themselves to the jurisdiction of the relevant cricket board's own applicable rules of conduct.

ARTICLE 2

CODE OF CONDUCT OFFENCES

The Preamble of CHK Playing Conditions, sets out the definition of the Spirit of Cricket, as follows:

“Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire’s decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

how self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.”

The conduct described in Articles 2.1 to 2.22 amounts to conduct which breaches the Spirit of Cricket and therefore, if committed by a *Player* or *Player Support Personnel*, shall amount to an offence by such *Player* or *Player Support Personnel* under the *Code of Conduct*.

COMMENT: *Where considered helpful, guidance notes have been provided in text boxes beneath the description of a particular offence. Such notes are intended only to provide guidance as to the nature and examples of certain conduct that might be prohibited by a particular Article and should not be read as an exhaustive or limiting list of conduct that may be prohibited by such Article.*

The Code of Conduct offences cover a variety of different behaviours and levels of seriousness. It is not intended to penalize trivial behaviour. For the purpose of determining the appropriate sanction for an offence, levels of charging have been assigned for each offence, ranging from Level 1 for conduct of a minor nature, up to Level 4 for conduct of an extremely serious

nature. Where an offence is alleged to have been committed, the individual reporting the alleged offence must determine which of the assigned levels of offence is appropriate for the conduct in question. Reports can only be laid at the levels identified in respect of each particular offence below.

For the purposes of the Code of Conduct, the phrase “during an CHK Domestic Match” should be interpreted broadly to cover all conduct which takes place at the ground on the day of an CHK Domestic Match, and not just conduct which takes place on the field of play. It will therefore include conduct which takes place off the field of play, for example in the changing rooms, or during any of the intervals in the match.

For the avoidance of doubt, the CHK’s jurisdiction to take action against a Player or Player Support Personnel under this Code of Conduct is limited to incidents which take place (i) during, or in relation to, an CHK Domestic Match or (ii) during, or in relation to, an CHK Event. In circumstances where a Player or Player Support Personnel is involved in an off-field incident which may warrant action under this Code of Conduct and any code of conduct or disciplinary rules of the Player or Player Support Personnel’s Club, the CHK will consult with the relevant Club in order to determine what the most appropriate course of action against the Player or Player Support Personnel should be.

2.1	Excessive appealing during a CHK Domestic Match
<i>Note:</i>	<i>For the purpose of Article 2.1, ‘excessive’ may include (a) repeated appealing of the same decision; (b) repeated appealing of different decisions when the bowler/fielder knows the batter is not out with the intention of placing the Umpire under pressure; (c) charging or advancing towards the Umpire in an aggressive manner when appealing; or (d) celebrating a dismissal without appealing to the Umpire when a decision is required. It is not intended to prevent loud or enthusiastic appealing.</i>
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable
2.2	Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a CHK Domestic Match.
<i>Note:</i>	<i>Article 2.2 includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets and any action(s) which deliberately (i.e. intentionally), recklessly or negligently (in either case even if accidental) results in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings. For example, this offence may be committed, without limitation,</i>

	<i>when a Player swings his/her bat vigorously in frustration and causes damage to an advertising board.</i>
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable
2.3	Use of an audible obscenity during a CHK Domestic Match.
<i>Note:</i>	<i>Article 2.3 covers the use of words commonly known and understood to be offensive, obscene and/or profane (in any language) and which can be heard by the spectators and/or the viewing public whether by way of the stump-microphone or otherwise. This conduct may include, for example, swearing in frustration at one's own play or fortune.</i>
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.4	Disobeying an <i>Umpire's</i> instruction during a CHK Domestic Match
<i>Note:</i>	<i>Article 2.4 includes any repeated failure to comply with the instruction or directive of an Umpire during a CHK Domestic Match.</i>
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable
2.5	Using language, actions or gestures which disparage or which could provoke an aggressive reaction from a batter upon his/her dismissal during a CHK Domestic Match.
<i>Note:</i>	<p><i>Article 2.5 includes any language, action or gesture used by a Player and directed towards a batter upon his/her dismissal which has the potential to provoke an aggressive reaction from the dismissed batter, whether or not any reaction results, or which could be considered to disparage or demean the dismissed batter, regardless of whether the batter him/herself feels disparaged or demeaned (in other words, a 'send-off'). Without limitation, Article 2.5 includes: (a) excessive celebration directed at and in close proximity to the dismissed batter; (b) verbally abusing the dismissed batter; and (c) pointing or gesturing towards the pavilion.</i></p> <p><i>Nothing in this Article 2.5 is, however, intended to stop Players celebrating, in an appropriate fashion, the dismissal of the opposing team's batter.</i></p>

Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable
2.6	Using a gesture that is obscene, offensive or insulting during an CHK Domestic Match.
<i>Note:</i>	<p><i>Article 2.6 includes, without limitation, obscene gestures which are not directed at another person.</i></p> <p><i>When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation; and (ii) whether the gesture is likely to: (a) be regarded as obscene; (b) give offence; or (c) insult another person.</i></p> <p><i>This offence is not intended to cover any use of gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under CHK's Anti-Racism Code and must be dealt with according to the procedures set out therein.</i></p>
Level 1	✓
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable

7	Showing dissent at an <i>Umpire's</i> decision during a CHK Domestic Match.
Note:	<p><i>Without limitation, Article 2.7 includes: (a) excessive, obvious disappointment with an Umpire's decision; (b) an obvious delay in resuming play or leaving the wicket; (c) shaking the head; (d) pointing or looking at the inside edge when given out lbw; (e) pointing to the pad or rubbing the shoulder when caught behind; (f) snatching the cap from the Umpire; (g) requesting a referral to the TV Umpire (other than in the context of a legitimate request for a referral as may be permitted in such CHK Domestic Match); and (h) arguing or entering into a prolonged discussion with the Umpire about his/her decision.</i></p> <p><i>This offence is not intended to punish a batter showing his/her instinctive disappointment at his/her dismissal.</i></p> <p><i>When assessing the seriousness of the breach, the following factors (without limitation) should be considered: (i) whether the conduct contains an element of anger or abuse which is directed at the Umpire or the Umpire's decision; (ii) whether there is excessive delay in resuming play or leaving the wicket; or (iii) whether there is persistent re-reference to the incident over time.</i></p> <p><i>It shall not be a defence to any charge brought under this Article to show that the Umpire might have, or in fact did, get any decision wrong.</i></p>
Level 1	✓
Level 2	✓

Level 3	Not applicable
Level 4	Not applicable
2.8	Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a <i>Player, Player Support Personnel, Umpire, Match Rules and Disciplinary Committee</i> or any other third person in an inappropriate and/or dangerous manner during a <i>CHK Domestic Match</i>.
<i>Note:</i>	<i>This offence will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion, or from throwing the ball at the stumps or to a teammate when attempting a run out.</i> <i>When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation, whether the action was deliberate, reckless, negligent, and/or avoidable; (ii) whether the ball/object struck the other person; (iii) the speed at which the ball/object was thrown; and (iv) the distance from which the ball/object was thrown.</i>
Level 1	✓
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable

2.9	<p>Any of the following conduct which constitutes 'unfair play' under clause 41 of the MCC Laws of Cricket:</p> <p>2.9.1 deliberate attempt to distract striker.</p> <p>2.9.2 deliberate distraction, deception or obstruction of batter</p> <p>2.9.3 bowling of dangerous and unfair short pitched deliveries.</p> <p>2.9.4 bowling of dangerous and unfair non-pitching deliveries.</p> <p>2.9.5 bowling of deliberate non-pitching deliveries.</p> <p>2.9.6 bowling of deliberate front foot no balls.</p> <p>2.9.7 time wasting by any Player or team.</p> <p>2.9.8 fielder causing deliberate or avoidable damage to the pitch.</p> <p>2.9.9 bowler running on protected area.</p> <p>2.9.10 batter causing deliberate or avoidable damage to the pitch.</p> <p>2.9.11 striker in the protected area.</p> <p>2.9.12 batter stealing a run.</p> <p>2.9.13 unfair actions not covered elsewhere in clause 41 of the MCC Laws of Cricket</p>
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Note:	<i>When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation and where relevant, whether the action was deliberate, reckless, negligent, and/or avoidable; (ii) the potential of the action to injure an opponent; and (iii) the degree of advantage offered by the 'unfair play'.</i>
Level 1	✓
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable
2.10	Any attempt to manipulate a CHK Domestic Match for inappropriate strategic or tactical reasons.
Note:	<i>Article 2.10 is intended to prevent the manipulation of CHK Domestic Matches for inappropriate strategic or tactical reasons (such as when a team deliberately loses a pool Match in a CHK Event in order to affect the standings of other teams in that CHK Event). It</i>

	<p><i>might also apply to the inappropriate manipulation of a net run rate or accumulation of bonus points or otherwise.</i></p> <p><i>Article 2.10 is not intended to cover any corrupt or fraudulent acts (including any use of inside information and/or related betting activity). Such conduct is prohibited under CHK's Anti-Corruption Code and must be dealt with according to the procedures set out therein.</i></p> <p><i>The Team Captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this Article.</i></p>
Level 1	Not applicable.
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable
2.11	<i>Inappropriate physical contact with a Player, Player Support Personnel, Umpire, Match Rules and Disciplinary Committee or any other person (including a spectator) during a CHK Domestic Match.</i>

<p>Note:</p>	<p><i>Any form of inappropriate physical contact is prohibited in cricket. Without limitation, Players will breach this regulation if they deliberately, recklessly and/or negligently walk or run into or shoulder another Player or Umpire.</i></p> <p><i>When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation, whether the contact was deliberate (i.e. intentional), reckless, negligent, and/or avoidable; (ii) the force of the contact; (iii) any resulting injury to the person with whom contact was made; and (iv) the person with whom contact was made.</i></p>
<p>Level 1</p>	<p>(Level 1 is available only in the case of contact with <i>Players, Player Support Personnel</i> or any other person).</p>
<p>Level 2</p>	<p>(Level 2 is available only in the case of contact with <i>Players, Player Support Personnel</i> or any other person).</p>
<p>Level 3</p>	<p>(Level 3 is available only in the case of contact with <i>Umpires and Match Rules and Disciplinary Committees.</i>)</p>
<p>Level 4</p>	<p>(Level 4 is available only in the case of contact with <i>Umpires and Match Rules and Disciplinary Committees.</i>)</p>
<p>2.12</p>	<p><i>Personal abuse of a Player, Player Support Personnel, Umpire or Match Rules and Disciplinary Committee during a CHK Domestic Match.</i></p>

<p>Note:</p>	<p><i>Article 2.12 is intended to cover a Player or Player Support Personnel directing language of a personal, insulting, obscene and/or offensive nature at any Player, Player Support Personnel, Umpire or Match Rules and Disciplinary Committee during a CHK Domestic Match. It is also intended to cover language of a personal, insulting, obscene and/or offensive nature relating to a family member of the Player, Player Support Personnel, Umpire or Match Rules and Disciplinary Committee at whom it is directed.</i></p> <p><i>When considering the seriousness of the breach, the following factors (without limitation) shall be considered: (i) whether such language was excessive and/or orchestrated; and (ii) the person at whom the language was directed, i.e. whether they were a Player, Player Support Personnel, Umpire, Match Rules and Disciplinary Committee or other person.</i></p> <p><i>This offence is not intended to cover any use of language that is likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under CHK's Anti-Racism Code and must be dealt with according to the procedures set out therein.</i></p>
<p>Level 1</p>	<p>Not applicable</p>
<p>Level 2</p>	<p>(Level 2 is not available in the case of personal abuse of an Umpire or Match Rules and Disciplinary Committee).</p>
<p>Level 3</p>	<p>✓ (Level 3 is available in all cases)</p>

Level 4	Not applicable
2.13	Changing the condition of the ball in breach of clause 41.3 of MCC Laws of Cricket
Note:	<p><i>Any action(s) likely to alter the condition of the ball which are not specifically permitted under clause 41.3.2 may be regarded as 'unfair'. The following actions shall, therefore, not be permitted (this list of actions is not exhaustive but included for illustrative purposes): (a) deliberately throwing the ball into the ground for the purpose of roughening it up; (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball; (c) lifting or otherwise interfering with any of the seams of the ball; and (d) scratching the surface of the ball with finger or thumb nails or any implement.</i></p> <p><i>The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.</i></p>
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓
Level 4	Not applicable

2.14	Attempting to gain an unfair advantage during a CHK Domestic Match
<i>Note:</i>	<p><i>Article 2.15 is intended to cover any attempts to cheat or gain an unfair advantage during a CHK Domestic Match (other than conduct prohibited under Articles 2.10 or 2.13 of the Code of Conduct or CHK's Anti-Corruption Code). It includes, without limitation: (a) deliberate attempts to deceive an Umpire (for example by claiming a catch when the Player concerned knew that he/she had not caught the ball cleanly); (b) any attempts by a Player on the field of play to seek assistance from any person off the field of play in order to decide whether to request a referral to the TV Umpire; or (c) taking a foreign object onto the field whose most likely reason for being there is to change the condition of the ball.</i></p> <p><i>When assessing the seriousness of the breach, consideration should be given to whether the conduct was deliberate, reckless and/or negligent on the part of the relevant Player or Player Support Personnel.</i></p>
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓
Level 4	Not applicable
2.15	Intimidation of an Umpire or Match Rules and Disciplinary Committee whether by language or

	conduct (including gestures) during a CHK Domestic Match.
<i>Note:</i>	<i>Article 2.15 is intended to cover any form or intimidation of an Umpire or Match Rules and Disciplinary Committee. It includes, without limitation: (a) any form of continual verbal or physical harassment; (b) any form of intentional behavior that would cause the person at whom it is directed to fear injury or harm; and (c) attempts to impede or block movement.</i>
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓
Level 4	Not applicable
2.16	Threat of assault on another <i>Player, Player Support Personnel, Umpire or Match Rules and Disciplinary Committee</i> or any other person (including a <i>Spectator</i>) during an <i>CHK Domestic Match</i>.
<i>Note:</i>	<i>Without limitation, Players or Player Support Personnel will breach this Article 2.16 if they do or say anything which would cause the Player, Player Support Personnel, Umpire, Match Rules and Disciplinary Committee or other person to whom such action was directed to fear harmful or offensive contact, for example and without limitation, threatening to hit the relevant individual while at the same time raising a fist, or threatening to physically harm another Player's family.</i>

Level 1	Not applicable
Level 2	Not applicable
Level 3	✓ (Level 3 is available in the case of threat of assault on anyone other than an <i>Umpire or Match Rules and Disciplinary Committee</i>)
Level 4	(Level 4 is available in the case of threat of assault on <i>Umpires and Match Rules and Disciplinary Committees</i> only. Not available in the case of threat of assault on any <i>Player, Player Support Personnel</i> or other person)
2.17	Physical assault of another <i>Player, Player Support Personnel, Umpire, Match Rules and Disciplinary Committee</i> or any other person (including a spectator) during a <i>CHK Domestic Match</i>
<i>Note:</i>	<i>Without limitation, Players or Player Support Personnel will breach this Article 2.17 if they intentionally or recklessly cause the Player, Player Support Personnel, Umpire, Match Rules and Disciplinary Committee or the other person bodily harm or injury.</i>

Level 1	Not applicable
Level 2	Not applicable
Level 3	Not applicable
Level 4	✓
2.18	Any act of violence on the field of play during a CHK Domestic Match
<i>Note:</i>	<i>Without limitation, Players or Player Support Personnel will breach this Article 2.18 if they kick or punch or fight another Player, Player Support Personnel, Umpire, Match Rules and Disciplinary Committee or any other person (including a spectator).</i>
Level 1	Not applicable
Level 2	Not applicable
Level 3	Not applicable
Level 4	✓
2.19	Conduct that is contrary to the spirit of the game
<i>Note:</i>	<i>Article 2.19 is intended to cover all types of conduct that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct. By way of example, Article 2.19 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) the use of an illegal bat or illegal wicket-keeping gloves; and (b) failure to comply with the provisions of CHK Playing Condition 13 (Ground, Weather and Light).</i>

	<i>When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence)).</i>
Level 1	✓
Level 2	✓
Level 3	✓
Level 4	✓
2.20	Conduct that brings the game into disrepute

<p>Note:</p>	<p><i>Article 2.20 is intended to cover all types of conduct that bring the game into disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct, including Article 2.19.</i></p> <p><i>By way of example, Article 2.20 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) public acts of misconduct; (b) unruly public behaviour; and (c) inappropriate comments which are detrimental to the interests of the game.</i></p> <p><i>When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence)).</i></p>
<p>Level 1</p>	<p>✓</p>
<p>Level 2</p>	<p>✓</p>
<p>Level 3</p>	<p>✓</p>
<p>Level 4</p>	<p>✓</p>

**ARTICLE 3 REPORTING AN ALLEGED OFFENCE UNDER THE
CODE OF CONDUCT**

- 3.1** Any one of the following individuals can report an alleged offence under the *Code of Conduct* (other than *Minimum Over Rate Offences* - as to which see Appendix 2) by lodging a report in the manner described in Article 3.2, below (a **“Report”**):
- 3.2** an *Umpire* that officiated in *CHK Domestic Match* during which the alleged offence was committed.
- 3.3** the head representative (Captain of Cricket or equivalent) of either of the two *CHK Member Club* whose representative teams participated in *CHK Domestic Match* during, or in relation to which, the alleged offence was committed, or his/her designee (provided that the identity of such designee is advised to *CHK* by the *CHK Member Club* in advance of, or at least at the same time as, the *Report* is lodged);
- 3.3.1** *CHK’s Domestic Cricket Manager*; or
- 3.3.2** provided it is a *Level 4 Offence* that is alleged to have been committed (or a *Level 1 Offence*, *Level 2 Offence* or *Level 3 Offence* in relation to which the *Match Referee* was the victim of the alleged offence), the *Match Referee* that was appointed to officiate in *CHK Domestic Match* during which the alleged offence was committed. (For the avoidance of any doubt, the *Match Referee* is not entitled to lodge a *Report* in relation to an alleged *Level 1 Offence*, *Level 2*

Offence or Level 3 Offence unless he/she was the victim of the alleged offence).

3.4 All *Reports* must be completed on Form “Rep 1” (or such other form as may be made available for such purpose by CHK from time to time). All *Reports* must be signed and dated by the person lodging the *Report* as follows:

3.4.1 Where the *Report* is lodged by an *Umpire* (pursuant to Article 3.1.1):

Level of Offence	On or Off- Field	Reporting Deadline	Report lodged with
Levels 1 & 2	On Field	24 hours, from the next working day of the commission of the alleged offence (unless there is an exemption from the Secretary of the MRDC), in the relevant <i>CHK Domestic Match</i>	<i>Match Rules and Disciplinary Committee</i>
	Off-Field	72 hours, from the next working day (unless there is an exemption from the Secretary of the MRDC), after:	

		<p>(a) the commission of the alleged offence; or</p> <p>(b) the alleged offence was brought to his/her attention, save that the <i>Report</i> cannot be lodged more than 7 days after the conclusion of the relevant <i>CHK Domestic Match</i>.</p>	
Level 3	On or Off Field	<p>72 hours, from the next working day (unless there is an exemption from the Secretary of the MRDC), after:</p> <p>(a) the commission of the alleged offence; or</p> <p>(b) the alleged offence was brought to his/her attention, save that the <i>Report</i> cannot be lodged</p> <p>more than 7 days after the conclusion of the relevant <i>CHK Domestic Match</i>.</p>	

Level 4	On or Off Field	7 days, from the next working day of the commission of the alleged offence (unless there is an exemption from the Secretary of the MRDC), in the relevant <i>CHK Domestic Match</i>
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3.4.2 Where the *Report* is lodged by the head representative of either of the two *CHK Member Clubs* (pursuant to Article 3.1.2);

Level of Offence	On or Off- Field	Reporting Deadline	Report lodged with
Levels 1 & 2	On Field	72 hours, from the next working day of the commission of the alleged offence (unless there is an exemption from the Secretary of the MRDC), in the relevant <i>CHK Domestic Match</i>	<i>Match Rules and Disciplinary Committee</i>
	Off-Field	96 hours, from the next working day (unless there is an exemption from the Secretary of the MRDC), after: <ul style="list-style-type: none"> (a) the commission of the alleged offence; or (b) the alleged offence was brought to his/her attention, save that the <i>Report</i> cannot be lodged more than 7 days after the conclusion of the relevant <i>CHK Domestic Match</i>. 	
Level 3	On or Off Field	96 hours, from the next working day (unless there is an exemption from the Secretary of the MRDC), after:	

		<p>(a) the commission of the alleged offence; or</p> <p>(b) the alleged offence was brought to his/her attention, save that the <i>Report</i> cannot be lodged more than 7 days after the conclusion of the relevant <i>CHK Domestic Match</i>.</p>	
Level 4	On or Off Field	7 days, from the next working day of the commission of the alleged offence (unless there is an exemption from the Secretary of the MRDC), in the relevant <i>CHK Domestic Match</i>	

3.4.3 Where the *Report* is lodged by *CHK's Domestic Cricket Manager* (pursuant to Article 3.1.3):

Level of Offence	On or Off- Field	Reporting Deadline	Report lodged with
Levels 1, 2 & 3	On or Off- Field	7 days, from the next working day (unless there is an exemption from the Secretary of the MRDC), after the alleged offence is brought to his/her attention.	Match Rules and Disciplinary Committee

Level 4	On or Off Field	7 days, from the next working day (unless there is an exemption from the Secretary of the MRDC), after the alleged offence is brought to his/her attention.
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3.4.4 Where the *Report* is lodged by the *Match Referee* (pursuant to Article 3.1.4):

Level of Offence	On or Off-Field	Reporting Deadline	Report lodged with
Levels 1, 2 & 3	On or Off-Field	72 hours from the next working day of the commission of the alleged offence (unless there is an exemption from the Secretary of the MRDC), after: <ul style="list-style-type: none"> (a) the commission of the alleged offence; or (b) the alleged offence was brought to his/her attention, save that the <i>Report</i> cannot be lodged more than 7 days after the conclusion of the relevant <i>CHK Domestic Match</i>. 	Match Rules and Disciplinary Committee

Level 4	On or Off- Field	7 days, from the next working day (unless there is an exemption from the Secretary of the MRDC), after conclusion of the relevant <i>CHK Domestic Match</i>
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Note: For the purposes of Articles 3.2.1 to 3.2.4 above, Reports should be lodged as soon as reasonably practicable. The time limits set out in the above tables constitute the latest time by which a Report can be lodged.

In all circumstances where a Report is to be lodged with the Match Rules and Disciplinary Committee if, for logistical reasons, it is impractical to lodge the Report with the Match Rules and Disciplinary Committee, it shall be lodged with the CHK's Cricket Operations Department within the same deadline

Where it is alleged that a *Player* or *Player Support Personnel* has committed more than one offence under the *Code of Conduct* during, or in relation to a *CHK Domestic Match* or during, or in relation to a *CHK Event* (whether on the field of play or otherwise), whether arising out of the same set of facts or otherwise, then a separate Report should be filed in accordance with this Article 3 for each of the offences that are alleged to have been committed.

NOTE: For the avoidance of doubt, only one Report should be laid per offence. As such, where the incident in question could fall within more than one offence under Article 2, for example Article 2.7 (public criticism or inappropriate comment) and Article 2.21 (conduct that brings the game into disrepute) a Report should be laid

only in respect of the offence which most specifically covers the relevant conduct (in the example above, Article 2.7) and not both offences.

ARTICLE 4 NOTIFICATION PROCEDURE

Level 1 Offences, Level 2 Offences, Level 3 Offences:

- 4.1 Where a *Report* is to be filed against a *Player* or *Player Support Personnel*, the individual filing the *Report* must first make all efforts to notify the individual being reported about their intention to file said *Report* against them. This should include details on which Article and Level of Offence the individual is being reported for, where practical.
- 4.2 Where a *Match Rules and Disciplinary Committee* receives a *Report* lodged under Articles 3.2.1, 3.2.2 or 3.2.3, they must review the *Report* and determine whether the *Player* or *Player Support Personnel* named in the *Report* has a case to answer in relation to the offence identified in the *Report*. Where the *Match Rules and Disciplinary Committee* determines that there is a case to answer, they must promptly provide a copy of the *Report*, together with a completed Form “Not 1”, (such documents comprising the ‘**Notice of Charge**’), to the following individuals:

- 4.2.1** the *Player* or *Player Support Personnel* named in the *Report*, or, where appropriate in the case of an offence under either Article 2.10 (manipulating a *CHK Domestic Match*) or 2.13 (changing the condition of the ball), the relevant *Team Captain*; and
- 4.2.2** the Head Representative of the *CHK Member Club* to which the relevant *Player* or *Player Support Personnel* is affiliated.
- 4.3** The *Notice of Charge* shall specify that the *Player* or *Player Support Personnel* shall have the following three options:
- 4.3.1** he/she may admit the offence charged and accede to the proposed sanction specified in the *Notice of Charge* (which sanction shall be strictly at the *Match Rules and Disciplinary Committee's* discretion, but at all times within the appropriate range for the level of offence). In such circumstances, no further action shall be taken, save the notification of the decision as described in articles 5.1.4, 5.1.5 and 5.1.6.
- 4.3.2** he/she may admit the offence charged but dispute the proposed sanction specified in the *Notice of Charge*, providing an explanation or any evidence they deem appropriate, in which case the matter shall be further reviewed in accordance with Article 5.1; or
- 4.3.3** he/she may deny the offence charged, providing an explanation or any evidence they deem appropriate, in

which case the matter shall be further reviewed in accordance with Article 5.1.

- 4.4** The *Player* or *Player Support Personnel* should respond to the *Notice of Charge* in writing within three (3) working days. If no response is received, the MRDC shall proceed with the *Disciplinary Procedure* described in Article 5.1 without it.

Level 4 Offences:

- 4.5** Where a *Report* is to be filed against a *Player* or *Player Support Personnel*, the individual filing the *Report* must first make all efforts to notify the individual being reported about their intention to file said *Report* against them. This should include details on which Article and Level of Offence the individual is being reported for, where practical.
- 4.6** Where CHK's *Match Rules and Disciplinary Committee* receives a *Report* lodged under Articles 3.2.1., 3.2.2., 3.2.3 or 3.2.4, they must promptly conduct a review to determine whether the *Player* or *Player Support Personnel* named in the *Report* has a case to answer in relation to the specific type and/or level of offence identified in the *Report* (i.e. to determine, in CHK's opinion, whether the specific type and level of offence noted in the *Report* is properly identified when reviewed against the conduct complained of).

- 4.7** If the initial review of the *Report* reveals that there is no case to answer in relation to the specific type and/or level of offence, then CHK shall notify the person who filed the *Report* of that fact, advising them of the reasons that such a determination has been made and, where applicable, providing guidance on which specific type and level of offence CHK considers to be appropriate. Upon receipt of such a decision, the person who filed the *Report* shall, notwithstanding the provisions of Article 3.2 and having considered CHK's guidance in good faith, within a period of twenty-four (24) hours from the time of notification by CHK, notify CHK whether he/she wishes to: (a) revise the specific type and/or level of the offence charged, in which case a revised *Report* must be lodged with CHK within such twenty-four (24) period; (b) proceed on the basis of the original *Report* lodged; or (c) withdraw the *Report*.
- 4.8** If the initial review of the *Report* reveals that there is a case to answer, or a revised *Report* is lodged with CHK pursuant to Article 4.5, then CHK shall promptly provide a copy of the *Report*, together with a completed Form "Not 1" (such documents comprising the '**Notice of Charge**') to the following individuals:
- 4.8.1** the *Player* or *Player Support Personnel* named in the *Report*; and
- 4.8.2** the *Team Captain* of the relevant *Player* or *Player Support Personnel* named in the

Report; and

- 4.8.3** the Head Representative of the *CHK Member Club* to which the relevant *Player* or *Player Support Personnel* is affiliated.
- 4.9** The *Notice of Charge* shall specify that the *Player* or *Player Support Personnel* shall have the following options:
- 4.9.1** he/she may admit the offence charged and accede to the proposed sanction specified in the *Notice of Charge* (which sanction shall be strictly at CHK's discretion, but at all times within the appropriate range for the level of offence). In such circumstances, the hearing before the *Judicial Commissioner* shall not be required and no further action shall be taken, save the notification of the decision as described in articles 5.1.4, 5.1.5 and 5.1.6.
- 4.9.2** he/she may admit the offence charged but dispute the proposed sanction specified in the *Notice of Charge*, in which case the matter shall proceed to a hearing in accordance with Article 5.2; or
- 4.9.3** he/she may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with Article 5.2.
- 4.10** The *Player* or *Player Support Personnel* should respond to the *Notice of Charge* in writing within three (3) working

days. If no response is received, the MRDC shall proceed with the Disciplinary Procedure without it.

ARTICLE 5 THE DISCIPLINARY PROCEDURE

Level 1 Offences, Level 2 Offences, Level 3 Offences:

- 5.1** Where a matter proceeds to the Disciplinary Procedure under Articles 4.3.2, 4.3.3 or 4.4, then:
- 5.1.1** Upon the receipt of the *Player or Player Support Personnel's* response to the *Notice of Charge* or, in the case where no response has been received, after the 3-day period has elapsed, the *Match Rules and Disciplinary Committee* shall decide whether to maintain their originally proposed sanction or to alter it.
- 5.1.2** The *Match Rules and Disciplinary Committee* can contact the person who filed the *Report*, the *Player or Player Support Personnel* reported, or any other individual involved with the incident for further information that they deem necessary to reach their decision.
- 5.1.3** For the purposes of confidentiality, the members of the *Match Rules and Disciplinary Committee* may not discuss the details of the case with anyone outside of the committee without first obtaining consent from all the other members of the committee.

- 5.1.4** Upon coming to a decision, a copy of the decision shall be provided to the *Player or Player Support Personnel*, the relevant *Team Captain*, the Head Representative of the *CHK Member Club* to which the relevant *Player or Player Support Personnel* is affiliated, and the individual(s) who filed the report.
- 5.1.5** The decision shall be updated on the website, along with the date of the offence, the offence nature and level, and the *Player or Player Support Personnel* involved.
- 5.1.6** Subject only to the right of appeal under Article 8, the *Match Rules and Disciplinary Committee's* decision shall be the full, final and complete disposition of the matter and will be binding on all parties.

Level 4 Offences:

- 5.2** Where a matter proceeds to a hearing under Article 4.9.2 or 4.9.3, then the case shall be referred to a *Judicial Commissioner* for adjudication in accordance with the following procedure:
- 5.2.1** As soon as reasonably possible, the *CHK Match Rules and Disciplinary Committee* Chairperson shall appoint one member from *CHK's Code of Conduct Commission* to sit as the *Judicial Commissioner* to hear the case sitting alone.

The appointed member shall be independent of the parties, have had no prior involvement with the case and shall not, unless otherwise agreed between the parties, be from one of the *CHK Member Clubs* participating in the *CHK Domestic Match*, during, or in relation to which, the alleged offence was committed.

5.2.2 The *Judicial Commissioner* shall convene a preliminary hearing with the individual lodging the *Report* pursuant to Article 3.1 (the **Complainant**) and his/her legal representatives (if any), together with the *Player* or *Player Support Personnel* and his/her legal representatives (if any). The preliminary hearing should take place as soon as possible by telephone conference call unless the *Judicial Commissioner* determines otherwise. The non-participation, without compelling justification, of the *Player* or *Player Support Personnel* or his/her representative at the preliminary hearing, after proper notice of the preliminary hearing has been provided, shall not prevent the *Judicial Commissioner* from proceeding with the preliminary hearing, whether or not any written submissions are made on behalf of the *Player* or *Player Support Personnel*. Where the initial *Report* was lodged by someone other than the individual described in Article 3.1.3, *CHK* will be notified and invited to participate in any such preliminary hearing convened by the *Judicial Commissioner* through its representative.

5.2.3 The purpose of the preliminary hearing shall be to allow the *Judicial Commissioner* to address any preliminary issues

that need to be resolved prior to the hearing date. In particular (but without limitation), the *Judicial Commissioner* shall:

- 5.2.3.1** determine the date(s) upon which the full hearing shall be held. Save in exceptional circumstances or where the parties otherwise agree, the full hearing should take place no longer than fourteen (14) days after the receipt by the *Player* or *Player Support Personnel* of the *Notice of Charge*.
- 5.2.3.2** establish dates reasonably in advance of the date of the full hearing by which:
- (a) the *Complainant* shall submit an opening brief with argument on all issues that the *Complainant* wishes to raise at the hearing and a list of the witnesses that the *Complainant* intends to call at the hearing (and a summary of the subject areas of the witness's anticipated testimony), and enclosing copies of the exhibits that the *Complainant* intends to introduce at the hearing;
 - (b) the *Player* or *Player Support Personnel* shall submit an answering brief, addressing the *Complainant's* arguments and setting out argument on the issues that he/she wishes to raise at the hearing, as well as a list of the witnesses that he/she intends to call at the hearing (and a summary of the subject areas of the witness's anticipated testimony), and enclosing

copies of the exhibits that he/she intends to introduce at the hearing; and

- (c) the *Complainant* may (at its discretion) submit a reply brief, responding to the answer brief of the *Player or Player Support Personnel* and listing any rebuttal witnesses that the *Complainant* intends to call at the hearing (and a summary of the subject areas of the witness's anticipated testimony), and enclosing copies of any other exhibits that the *Complainant* intends to introduce at the hearing; and

5.2.3.3 make such order as the *Judicial Commissioner* shall deem appropriate in relation to the production of relevant documents and/or other materials between the parties.

5.2.4 Subject to the discretion of the *Judicial Commissioner* to order otherwise for good cause shown by either party, or if otherwise agreed between the parties, hearings before the *Judicial Commissioner* shall take place in the country in which the alleged offence was committed.

5.2.5 The procedure followed at the hearing shall be at the discretion of the *Judicial Commissioner*, provided that the hearing is conducted in a manner which offers the *Player or Player Support Personnel* a fair and reasonable opportunity to present evidence (including the right to call and to question witnesses by telephone or video-conference

where necessary), address the *Judicial Commissioner* and present his/her case.

- 5.2.6** The hearing before the *Judicial Commissioner* shall be in English, and certified English translations shall be submitted of any non-English documents put before the *Judicial Commissioner*. The cost of the translation shall be borne by the party offering the document(s). If required by the *Judicial Commissioner* (at his/her discretion), CHK shall make arrangements to have the hearing recorded or transcribed.
- 5.2.7** Where video evidence of the alleged offence is available at the hearing before the *Judicial Commissioner*, then it may be relied upon by any party, provided that all other parties shall have the right to make such representations in relation to it that they may see fit.
- 5.2.8** Unless exceptional circumstances apply, each of the following individuals must attend any hearing before the *Judicial Commissioner*: (a) the *Player* or *Player Support Personnel* who has been charged with the alleged offence; and (b) the *Complainant*. Where any such individual has a compelling justification for his/her non-attendance, then they shall be given the opportunity to participate in the hearing before the *Judicial Commissioner* by telephone or video conference (if available). In addition, a representative of CHK's legal department shall be entitled to attend any such hearing. Without prejudice to the *Player* or *Player Support Personnel's* ability to call and to question such

witnesses as may be necessary and/or to be represented by such other person of his/her own choosing pursuant to Article 5.2.9, one of the *Team Captain*, *Team Vice-Captain* or *Team Manager* of the team that the *Player* or *Player Support Personnel* represents may also attend such hearing to provide additional support and assistance to the *Player* or *Player Support Personnel*.

- 5.2.9** Each of the individuals described in Article 5.2.8(a) and (b) shall have the right (at his/her or its own expense) to be represented at the hearing before the *Judicial Commissioner* by such representative (including legal counsel) of his/her or its own choosing.
- 5.2.10** The non-attendance of the *Player* or *Player Support Personnel* or his/her representative at the hearing, after proper notice of the hearing has been provided, shall not prevent the *Judicial Commissioner* from proceeding with the hearing in his/her absence, whether or not any written submissions are made on his/her behalf.
- 5.2.11** At the end of a hearing, where the *Judicial Commissioner* considers that further evidence is necessary or further time is required to consider the evidence that has been presented, he/she shall adjourn the hearing for an appropriate period of time and make such directions as may be necessary.
- 5.2.12** Alternatively, at the end of a hearing:

5.2.12.1 brought under Article 4.9.2:

- (a) as soon as possible after the conclusion of the hearing (and, in any event, no later than forty-eight (48) hours thereafter), the *Judicial Commissioner* will confirm the *Player* or *Player Support Personnel's* admission that he/she had committed a *Code of Conduct* offence and announce the substance of his/her decision. Within seven (7) days after conclusion of the hearing, the *Judicial Commissioner* shall announce his/her written decision, with reasons, setting out: (a) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (b) the date that any period of suspension shall come into force and effect; and (c) any rights of appeal that may exist pursuant to Article 8.

5.2.12.2 brought under Article 4.9.3 (or where the *Player* or *Player Support Personnel* has failed to respond in a timely fashion to the *Notice of Charge*):

- (a) the *Judicial Commissioner* shall adjourn the hearing (for a period of no less than ten (10) minutes and no more than twenty-four (24) hours), following which he/she will reconvene the hearing and verbally announce his/her finding as to whether a *Code of Conduct* offence has been committed;
- (b) where the *Judicial Commissioner* determines that a *Code of Conduct* offence has been committed, the *Player* or *Player Support Personnel* may request a short adjournment (of no

more than thirty (30) minutes) to prepare any submissions that he/she might wish to make in relation to the appropriate sanction that ought to be applied; and

- (c) as soon as possible after the conclusion of the hearing (and, in any event, no later than forty-eight (48) hours thereafter), the *Judicial Commissioner* will announce the substance of his/her decision. Within seven (7) days after conclusion of the hearing, the *Judicial Commissioner* shall announce his/her written decision, with reasons, setting out: (a) the finding as to whether a *Code of Conduct* offence had been committed; (b) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (c) the date that any period of suspension shall come into force and effect; and (d) any rights of appeal that may exist pursuant to Article 8.

5.2.13 A copy of the written reasoned decision will be provided to the *Player* or *Player Support Personnel*, the Head Representative of the *Player* or *Player Support Personnel's* *CHK Member Club*, the *Complainant* and *CHK's Domestic Cricket Manager*.

5.2.14 Subject only to the rights of appeal under Article 8, the *Judicial Commissioner's* decision shall be the full, final and complete disposition of the matter and will be binding

5.2.15 on all parties.

General Principles of Procedure

- 5.3** Where a *Report* is filed by more than one of the individuals described in Article 3.1 in relation to the same alleged offence under the *Code of Conduct*, then the *Player* or *Player Support Personnel* alleged to have committed the offence will only be served with one *Notice of Charge* in accordance with the procedures set out in Article 4. However, in the case of a Level 4 offence, all persons who filed a *Report* in relation to the alleged offence are required to attend the hearing before the *Match Rules and Disciplinary Committee* or *Judicial Commissioner* unless there is a compelling justification for his/her non-attendance, in which case they shall be given the opportunity to participate in the hearing by telephone or video conference (if available).
- 5.4** Where two or more *Players* or *Player Support Personnel* are alleged to have committed Level 4 offences under the *Code of Conduct*, they may both be dealt with at the same hearing where the proceedings arise out of the same incident or set of facts, or where there is a clear link between separate incidents.
- 5.5** Where a *Player* or *Player Support Personnel* is alleged to have committed more than one breach of the *Code of Conduct* during, or in relation to the same *CHK Domestic*

Match, then all of the alleged offences may be dealt with at the same time, as follows:

- 5.5.1** any number of *Level 1 Offences* and/or *Level 2 Offences* and/or *Level 3 Offences* can all be determined by a *Match Rules and Disciplinary Committee* at once
- 5.5.2** any number of *Level 4 Offences* can all be determined by a *Judicial Commissioner* at the same hearing; and
- 5.5.3** a *Level 1 Offence* and/or *Level 2 Offence* and/or *Level 3 Offence* can be determined by a *Judicial Commissioner* at the same hearing as a *Level 4 Offence*; but
- 5.5.4** a *Level 4 Offence* cannot be determined by a *Match Rules and Disciplinary Committee* at the same time as a *Level 1 Offence* or a *Level 2 Offence* or a *Level 3 Offence*, and separate proceedings should therefore be issued in relation to each alleged offence.
- 5.6** Any failure or refusal by any *Player* or *Player Support Personnel* to provide assistance to a *Match Rules and Disciplinary Committee* or *Judicial Commissioner* in connection with any charge made pursuant to this *Code of Conduct* may constitute a separate offence (depending upon the seriousness and context of such failure or refusal) under Article 2.19 of the *Code of Conduct*.

5.7 Where a *Judicial Commissioner* is, or becomes unwilling or unable to hear a case (for example, where he/she finds him/herself in a position of conflict), then *CHK's Match Rules and Disciplinary Committee Chairperson* shall have the discretion to appoint another member of *CHK's Code of Conduct Commission* (who shall have had no prior involvement with the case and shall not, unless otherwise agreed between the *CHK Member Clubs*, be from a country participating in *CHK Domestic Match* during, or in relation to which, the alleged offence was committed) as a replacement to the *Judicial Commissioner* and all of the remaining procedure will apply accordingly.

5.8 *CHK* will update their website regarding any decision of the *Match Rules and Disciplinary Committee or Judicial Commissioner* made under the *Code of Conduct*, as soon as is reasonably practicable after the decision has been communicated to the parties. The details on the website may include details of the offences committed under the *Code of Conduct* and of the sanctions imposed, if any. Until such time as these details are published, all parties and participants in the proceedings shall treat such proceedings as strictly confidential. For the avoidance of doubt, nothing in this Article shall prevent any party (or any relevant *CHK Member Club*) publicly confirming the date of the hearing, the offence that is alleged to have been committed and/or the name of the *Player or Player Support Personnel* charged.

ARTICLE 6

STANDARD OF PROOF AND EVIDENCE

- 6.1** Unless otherwise described herein, the standard of proof in all cases brought under the *Code of Conduct* shall be whether the *Match Rules and Disciplinary Committee* or *Judicial Commissioner* is comfortably satisfied, bearing in mind the seriousness of the allegation that is made, that the alleged offence has been committed. This standard of proof in all cases shall be determined on a sliding scale from, at a minimum, a mere balance of probability (for the least serious offences) up to proof beyond a reasonable doubt (for the most serious offences).
- 6.2** The *Match Rules and Disciplinary Committee* or *Judicial Commissioner* shall not be bound by judicial rules governing the admissibility of evidence. Instead, facts relating to an offence committed under the *Code of Conduct* may be established by any reliable means, including admissions.
- 6.3** The *Match Rules and Disciplinary Committee* or *Judicial Commissioner* may draw an inference adverse to the *Player* or *Player Support Personnel* who is asserted to have committed an offence under the *Code of Conduct* based on his/her refusal, without compelling justification, after a request made in a reasonable time in advance of the hearing, to appear at the hearing (either in person or telephonically as directed by the *Match Rules and Disciplinary Committee* or *Judicial Commissioner*) and/or to answer any relevant questions.

ARTICLE 7 PERSONNEL

SANCTIONS ON PLAYERS AND PLAYER SUPPORT

COMMENT: *The aim of the sanctioning regime under this Code of Conduct is to (a) sanction those Players and Player Support Personnel found to have committed an offence under the Code of Conduct, and (b) to act as a deterrent to other Players and Player Support Personnel to deter them from conducting themselves improperly on and off the “field of play”. The CHK believes that the threat of a suspension is the strongest deterrent to bring about a change in behavior, hence the system of accumulated Demerit Points which is included in the Code of Conduct.*

- 7.1** Where a *Match Rules and Disciplinary Committee* or *Judicial Commissioner* determines that an offence under the *Code of Conduct* has been committed, he/she will be required to impose an appropriate sanction on the *Player* or *Player Support Personnel*.
- 7.2** In determining the appropriate sanction, the *Match Rules and Disciplinary Committee* or *Judicial Commissioner* shall take into account any factors that they deem relevant and appropriate to the mitigation or aggravation of the nature of the *Code of Conduct* offence before determining, in accordance with the table set out in Article 7.3 below, what the appropriate sanction(s) should be.

7.3 In addition to sanctions imposed by a *Match Rules and Disciplinary Committee* or *Judicial Commissioner* under Article 7.2 above, *Demerit Points* will be imposed upon a *Player* or *Player Support Personnel* found to have committed an offence under the *Code of Conduct*. The number of *Demerit Points* imposed will be calculated by reference to the sanction imposed for the particular offences, as set out in the following table.

LEVEL OF OFFENCE	CORRESPONDING <i>DEMERIT POINTS</i>
Level 1	1 to 2 points
Level 2	3 to 4 points
Level 3	5 to 6 points
Level 4	7 to 8 points

Demerit Points will remain on a *Player* or *Player Support Personnel's* disciplinary record for a period of thirty-six (36) months from their imposition following which they shall be immediately expunged.

7.4 Each time a *Player* or *Player Support Personnel* is found to have committed an offence under the *Code of Conduct* and a sanction is imposed by a *Match Rules and Disciplinary Committee* or *Judicial Commissioner*, corresponding *Demerit Points* as per the table in Article 7.3 above shall be added to the *Player* or *Player Support Personnel's* record and accumulated with any existing *Demerit Points* imposed on the *Player* or *Player Support Personnel* within the previous thirty-six (36) months. CHK's Cricket Operations Department will keep an accurate and up-to-date record of all *Demerit Points* imposed upon *Players* and *Player Support Personnel* and will carry out the process of accumulating *Demerit Points* each time a *Player* or *Player Support Personnel* is found to have committed an offence and sanctioned.

7.5 Where a *Player* or *Player Support Personnel* accumulates a total of four or more *Demerit Points* as set out in the table below, these *Demerit Points* shall be converted into Suspensions as follows:

Accumulated <i>Demerit Points</i>	Corresponding <i>Suspension Length</i>
4-7	2 matches
8-11	4 matches
12-15	6 matches
16 and above	8 matches

7.6 Notice of the amount of *Demerit Points* imposed and the accumulated total, together with any resulting *Suspensions*, will be communicated by CHK's Cricket Operations Department, as soon as is reasonably practicable, to the *Player* or *Player Support Personnel* at the same time as notice is provided to the Head Representative of the *Player* or *Player Support Personnel's CHK Member Club* of the commission of the offence and resulting sanction. Any resulting *Suspensions* imposed on the basis of accumulated *Demerit Points* shall be applied in accordance with the principles set down in Article 7.7 below and shall take effect immediately upon notice of the same to the *Player* or *Player Support Personnel*.

EXAMPLE OF THE APPLICATION OF DEMERIT

POINTS:

- 1. A Player commits a Level 1 offence and receives two (2) Demerit Points in respect of that offence on his/her disciplinary record.*
- 2. The same Player then commits a Level 2 offence three (3) months after the Level 1 offence was committed and is sanctioned with four (4) Demerit Points by the Match Rules and Disciplinary Committee.*
- 3. As the second offence took place within three (3) months of the first offence, the Demerit Points imposed in respect of the second offence are added to the Demerit Points imposed in respect of the first offence, meaning that the Player now has an accumulated total of six (6) Demerit Points.*
- 4. Six (6) Demerit Points equate to a suspension equivalent to two matches*
- 5. After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for a period of thirty-six (36) months.*
- 6. Three (3) months later, the Player commits another Level 2 offence and sanctioned a further three (3) Demerit Points. These will then be added to the Player's disciplinary record in respect of that offence, taking his/her accumulated total within thirty-six (36) months to nine (9) Demerit Points.*

7. *Nine (9) Demerit Points equate to a suspension equivalent to four (4) matches. Such suspension will be served by the Player immediately upon notice of the same in accordance with Article 7.7.*
8. *After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for a period of thirty-six (36) months.*

7.7 Where *Suspensions* are imposed against a *Player* or *Player Support Personnel*, then such *Suspensions* will be applied in accordance with the following principles:

7.7.1 the *Match Rules and Disciplinary Committee, Judicial Commissioner* or *CHK* (as applicable) shall have regard to the *Player's* or *Player Support Personnel's* participation in the various formats of *CHK Domestic Matches* over the previous two years in order to determine (to the best of their ability) which of the forthcoming *CHK Domestic Matches* the *Player* is most likely to participate in or the *Player Support Personnel* is most likely to assist the participation of a *Player* in;

7.7.2 where necessary, the *Match Rules and Disciplinary Committee* or *Judicial Commissioner* shall be entitled to consult with *CHK* in order to make a determination as to which of the forthcoming *CHK Domestic Matches* the *Player* is most likely to participate in or the *Player Support*

Personnel is most likely to assist the participation of a *Player* in;

- 7.7.3** in so far as is reasonably possible, the *Match Rules and Disciplinary Committee, Judicial Commissioner* or *CHK* (as applicable) shall apply the *Suspension* to the subsequent *CHK Domestic Matches* in which the *Player* is most likely to participate in or the *Player Support Personnel* is most likely to assist the participation of a *Player* in, on a chronological basis immediately following the announcement of the decision;
- 7.7.4** where a *Player* or *Player Support Personnel* has his/her *Suspension Points* applied to a *CHK Domestic Match* that is subsequently cancelled, postponed or otherwise abandoned prior to the actual day on which it is scheduled to take place, then such *Suspension Points* must be reallocated to the next subsequent *CHK Domestic Matches* in which the *Player* is most likely to participate in or the *Player Support Personnel* is most likely to assist the participation of a *Player* in. Where a *CHK Domestic Match* is cancelled, postponed or otherwise abandoned at any time on the actual day on which it is scheduled to take place, then the *Suspension Points* will remain allocated to that *CHK Domestic Match*, irrespective of such cancellation, postponement or abandonment.
- 7.8** For the avoidance of any doubt:

- 7.8.1** the *Match Rules and Disciplinary Committee* or *Judicial Commissioner* will have no jurisdiction to adjust, reverse or amend the results of any *CHK Domestic Match*;
- 7.8.2** where a *Player* or *Player Support Personnel* is found guilty of committing two separate *Code of Conduct* offences that do not relate to the same incident or set of circumstances arising during a *CHK Domestic Match* and sanctioned separately for each offence, then any sanctions should run cumulatively (and not concurrently);
- 7.8.3** where a *Player* or *Player Support Personnel* is found guilty of committing two *Code of Conduct* offences in relation to the same incident or set of circumstances arising during a *CHK Domestic Match* and sanctioned separately, then any sanctions imposed should run concurrently (and not cumulatively);
- 7.8.4** nothing in this *Code of Conduct* shall permit plea bargaining in relation to any alleged offence committed under this *Code of Conduct*;
- 7.8.5** where the *Match Rules and Disciplinary Committee* or *Judicial Commissioner* finds a *Player* or *Player Support Personnel* not guilty of the offence allegedly committed under the *Code of Conduct*, then it remains open to them, at their discretion, to find the *Player* or *Player Support Personnel* guilty of an offence of a lower level than that with which he/she has been charged. For example where a *Player* or *Player Support Personnel* has been charged with

(but been found not guilty of) 'showing dissent at an *Umpire's* decision' (Article 2.8) at Level 2, the *Match Rules and Disciplinary Committee* may, instead, find the *Player* or *Player Support Personnel* guilty of the same offence at Level 1 and impose an appropriate sanction; and

7.9 Where a *Player* or *Player Support Personnel* has had *Suspensions* imposed against him/her or has been suspended for a fixed period of time, he/she may not play, coach or otherwise participate or be involved in any capacity in *CHK Domestic Match(es)* which: (a) are covered by the application of his/her *Suspensions* as determined in accordance with Article 7.7; or (b) take place during the fixed period of his/her suspension.

NOTE: For the avoidance of any doubt, a *Player* or (where relevant) *Player Support Personnel* who has been suspended for a fixed period of time shall not, during the *CHK Domestic Matches* which are covered by his/her *Suspension Points* or the period of suspension:

a) be nominated as, or carry out any of the duties or responsibilities of, a substitute fielder; or

b) enter any part of the playing area (which shall include, for the avoidance of doubt, the field of play and the area between the boundary and perimeter boards) at any time, including during any scheduled or unscheduled breaks in play.

In addition, Player Support Personnel so sanctioned shall not be permitted to enter the players' dressing room (including the viewing areas) during any CHK Domestic Match covered by his/her period of suspension. Players so sanctioned will, however, be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the relevant CHK Domestic Match is not within the player area described in (b) above (for example, no such Player shall be permitted access to an on-field 'dug-out').

Finally, any Player or Player Support Personnel so sanctioned shall not be prevented from attending any post-match ceremonies or presentations taking place anywhere on the field of play or otherwise following the conclusion of an CHK Domestic Match covered by his/her period of suspension unless the suspension have been imposed in respect of a Level 3 or Level 4 Offence under this Code of Conduct. In such circumstances, the Player or Player Support Personnel shall not be permitted to attend such ceremonies or presentations.

7.10 Once any period of suspension has expired, the *Player* or *Player Support Personnel* will automatically become re-eligible to participate (in the case of a *Player*) or assist the participation (in the case of a *Player Support Personnel*) in *CHK Domestic Matches*.

NOTE: *For the avoidance of doubt, the right of appeal will be determined by reference to the level of offence which the decision of the Match Rules and Disciplinary Committee or Judicial Commissioner (as applicable) relates to, and not necessarily the Level of offence originally reported.*

By way of example, a Judicial Commissioner may have been asked to determine a Level 4 Offence, but in coming to his/her decision, he/she has exercised the right afforded to him/her in Article 7.8.5 and found the Player or Player Support Personnel concerned not guilty of the Level 4 Offence, but guilty of a Level 3 Offence. In such circumstances, the right of appeal shall be determined on the basis of the Level 3 Offence and thus in accordance with Article 8.2.

In circumstances where the application of this note would lead to the same level of adjudicator hearing the appeal as heard the first instance case, then the relevant adjudicatory body shall be the higher body. By way of example, in the example listed above, an Appeal Panel would have the jurisdiction to hear the appeal against the Level 3 Offence even though technically under the Code of Conduct a Judicial Commissioner would hear the appeal, as the first instance hearing was held before a Judicial Commissioner. The terms of this Article 8 should therefore be construed accordingly.

ARTICLE 8 APPEALS

8.1 Appeals from decisions in relation to a *Level 1 Offence*

- 8.1.1** Decisions made under the *Code of Conduct* by a *Match Rules and Disciplinary Committee* in relation to a *Level 1 Offence* shall be non-appealable and shall remain the full and final decision in relation to the matter.

8.2 Appeals from decisions in relation to: (a) a *Level 2 or Level 3 Offence*;

8.2.1 Decisions made under the *Code of Conduct* by a *Match Rules and Disciplinary Committee* in relation to: (a) a *Level 2 or Level 3 Offence* shall be non-appealable and shall remain the full and final decision in relation to the matter.

8.2.2 The only parties who may appeal a decision, in the case of an offence under either Article 2.10 (manipulation of a *CHK Domestic Match*), 2.13 (changing the condition of the ball), (a) the Player or Player Support Personnel found guilty of the offence (if applicable) or the relevant *Team Captain*; (b) the person who lodged the *Report* pursuant to Article 3,1; and (c) *CHK's Domestic Cricket Manager*

8.2.3 Any notice to appeal under this Article must be lodged with *CHK's Match Rules and Disciplinary Committee Chairperson* within 48 hours of receipt of the written decision of the *Match Rules and Disciplinary Committee*. In all cases, a copy of such notice will also be provided to the Head Representative of the *CHK Member Club* and the person who lodged the *Report* pursuant to Article 3.1. Thereafter, the following will apply:

8.2.3.1 Within 48 hours of receipt of a notice to appeal: (a) *CHK's Match Rules and Disciplinary Committee Chairperson* will appoint a member of *CHK's Code of*

Conduct Commission who is (unless otherwise agreed between the parties) from a CHK Member Club other than those participating in CHK *Domestic Match* during, or in relation to which, the alleged offence was committed, to act as *Judicial Commissioner* and hear the appeal sitting alone; and

(b) the *Match Rules and Disciplinary Committee* will provide a written statement to CHK's *Match Rules and Disciplinary Committee Chairperson* setting out any relevant facts (to be copied to the CHK Member Club who committed the alleged offence).

8.2.3.2 The *provisions* of Articles 5.1.1 to 5.1.6, applicable to proceedings before the *Match Rules and Disciplinary Committee*, shall apply *mutatis mutandis* (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the *Judicial Commissioner*.

8.2.3.3 The *Judicial Commissioner* shall hear and determine all issues arising from any matter which is appealed pursuant to this Article on a *de novo* basis, ie he/she shall hear the matter over again, from the beginning, without being bound in any way by the decision being appealed. For the avoidance of doubt, the *Judicial Commissioner* shall have the power to increase or decrease, amend or otherwise substitute a new decision on the appropriateness (or otherwise) of the sanction imposed at first instance, provided that any new sanction must be within the permitted range of sanctions set out in the table in Article 7.3 (or, where applicable, Article 4 of Appendix 2).

8.2.3.4 Appeal hearings pursuant to this Article 8.2 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than seven (7) days after the appointment of the member of the *Judicial Commissioner*. It shall be open to the *Judicial Commissioner*, in his/her discretion, to determine that the matter (or any part thereof) be dealt with by way of written submissions only.

8.2.3.5 Any decision made by the *Judicial Commissioner* under this Article 8.2, shall be the full, final and complete disposition of the matter and will be binding on all parties.

8.3 Appeals from decisions in relation to a *Level 4 Offence*

8.3.1 Decisions made under the *Code of Conduct* by a *Judicial Commissioner* in relation to a *Level 4 Offence* may be challenged solely by appeal as set out in this Article 8.3. Such decision shall remain in effect while under appeal unless any properly convened *Appeal Panel* orders otherwise.

8.3.2 The only parties who may appeal a decision made in relation to a *Level 4 Offence* shall be:

(a) the *Player* or *Player Support Personnel* found guilty of the offence; (b) the person who lodged the *Report* pursuant to Article 3.1; and (b) *CHK's Domestic Cricket Manager*.

8.3.3 Any notice to appeal under this Article must be lodged with *CHK's Match Rules and Disciplinary Committee Chairperson* within seven (7) days of receipt of the written decision of the *Judicial Commissioner*. In all cases, a copy of such notice will also be provided to the CEO of the *CHK Member Club* to which the *Player* or *Player Support Personnel* is affiliated. Thereafter, the following will apply:

8.3.3.1 Upon filing a *Notice of Appeal* pursuant to this Article 8.3, the party appealing the decision shall pay to *CHK* an appeal fee of HKD \$5,000 (the "**Appeal Fee**"). In circumstances where the appeal is successful (i.e. where either the sanction originally imposed is reduced, and/or the decision on guilt is overturned), the *Appeal Fee* shall be refunded to the appealing party.

8.3.3.2 Within seventy-two (72) hours of receipt of a notice to appeal: (a) *CHK's Match Rules and Disciplinary Committee Chairperson* will appoint three members of *CHK's Code of Conduct Commission* each of whom are (unless otherwise agreed between the parties) from a club other than those participating in the relevant *CHK Domestic Match* to sit as the *Appeal Panel* to hear the appeal; and (b) the *Judicial Commissioner* will provide a written statement to *CHK's CHK Match Rules and Disciplinary Committee Chairperson* setting out any

relevant facts (to be copied to the *Player* or *Player Support Personnel*).

- 8.3.3.3** The provisions of Articles 5.2.2 to 5.2.14, applicable to proceedings before the *Judicial Commissioner*, shall apply *mutatis mutandis* (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the *Appeal Panel*.
- 8.3.3.4** Where required in order to do justice (for example to cure procedural errors at the first instance hearing), the appeal shall take the form of a re-hearing *de novo* of the issues raised by the case. In all other cases, the appeal shall not take the form of a *de novo* hearing but instead shall be limited to a consideration of whether the decision being appealed was erroneous.
- 8.3.3.5** Appeal hearings pursuant to this Article 8.3 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than thirty (30) days after the appointment of the *Appeal Panel*. It shall be open to the *Appeal Panel*, in its discretion, to determine that the matter (or any part thereof) be dealt with by way of written submissions only.
- 8.3.3.6** Any decision made by the *Appeal Panel* under this Article 8.3, shall be the full, final and complete disposition of the matter and will be binding on all parties.

8.4 No appeal in relation to an accepted sanction

- 8.4.1** For the avoidance of doubt, where a *Player* or *Player Support Personnel* admits the offence charged and accedes to the proposed sanction specified in the *Notice of Charge* in accordance with the procedure described in Articles 4.23.1 or 4.7.1, the *Player* or *Player Support Personnel* waives his/her right to any appeal against the imposition of such a sanction.

ARTICLE 9 RECOGNITION OF DECISIONS

- 9.1** Any hearing results or other final adjudications under the *Code of Conduct* shall be recognized and respected by CHK and its *CHK Member Club* automatically upon receipt of notice of the same, without the need for any further formality. Each of CHK and its *CHK Member Club* shall take all steps legally available to it to enforce and give effect to such decisions.
- 9.2** It shall be a condition of membership of CHK that all *CHK Member Club* shall comply with the *Code of Conduct*.

ARTICLE 10 AMENDMENT AND INTERPRETATION OF THE CODE OF CONDUCT

- 11.1** The *Code of Conduct* may be amended from time to time by the Board of Directors of CHK, with such amendments coming into effect on the date specified by CHK.
- 11.2** The headings used for the various Articles of the *Code of Conduct* are for the purpose of guidance only and shall not be deemed to be part of the substance of the *Code of Conduct* or to inform or affect in any way the language of the provisions to which they refer.
- 11.3** The *Code of Conduct* shall come into full force and effect on 1st September 2024 (the “**Effective Date**”). It shall not apply retrospectively to matters pending before the *Effective Date*; provided, however, that any case pending prior to the *Effective Date*, or brought after the *Effective Date* but based on an offence that is alleged to have occurred before the *Effective Date*, shall be governed by the predecessor version of the *Code of Conduct* in force at the time of the alleged offence, subject to any application of the principle of *lex mitior* by the hearing panel determining the case.
- 11.4** If any Article or provision of this *Code of Conduct* is held invalid, unenforceable or illegal for any reason, the *Code of Conduct* shall remain otherwise in full force apart from such Article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.
- 11.5** The *Code of Conduct* is governed by and shall be construed in accordance with English law. Strictly without prejudice to

the arbitration provisions of Articles 5 and 8 of the *Code of Conduct*, disputes relating to the *Code of Conduct* shall be subject to the exclusive jurisdiction of the English courts.

APPENDIX 1 – DEFINITIONS

Appeal Fee. As defined in Article 8.3.3.1.

Appeal Panel. A panel of three persons appointed by CHK from the members of CHK *Code of Conduct Commission* to perform the functions assigned to the *Appeal Panel* under the *Code of Conduct*. Each member of the *Appeal Panel* shall be independent of CHK.

Complainant. As defined in Article 5.2.2.

Demerit Points. Points which are accrued by a *Player* or *Player Support Personnel* pursuant to Article 7 each time he/she commits an offence under the *Code of Conduct*.

Effective Date. As defined in Article 11.3.

CHK. Cricket Hong Kong, China or its designee.

CHK's Domestic Cricket Manager. The person employed by CHK as CHK's Domestic Cricket Manager

CHK's Clothing and Equipment Regulations. CHK's Clothing and Equipment Regulations, in force from time to time.

CHK Code of Conduct Commission. An official committee of CHK established, amongst other things, to enquire into conduct which is prejudicial to the interests of the game of cricket. Each member of CHK *Code of Conduct Commission* shall be independent of CHK

CHK Events. Any event organized or sanctioned by CHK from time to time to which CHK deems it appropriate that the *Code of Conduct* should apply. The *Code of Conduct* shall apply for the “Support Period” of the relevant *CHK Event* (as such term is defined by CHK in respect of each *CHK Event*).

CHK Playing Conditions. The Playing Conditions that govern all CHK Domestic Cricket

CHK Domestic Match. (a) any *Match* played between representative sides of any *CHK Member Club* as part of any *CHK Event*; (b) any other *Match* organised or sanctioned by CHK from time to time to which CHK deems it appropriate that the *Code of Conduct* should apply.

CHK Exhibition Match. Any *Match* played between a representative side of any *CHK Member Club* and a visiting side from outside of Hong Kong, China, that is not part of any *CHK Event* but is otherwise sanctioned and approved by CHK

Judicial Commissioner. The independent person appointed by CHK from *CHK Code of Conduct Commission*, to perform the functions assigned to the *Judicial Commissioner* under the *Code of Conduct*.

Level 1 Offence. Any offence charged at Level 1.

Level 2 Offence. Any offence charged at Level 2.

Level 3 Offence. Any offence charged at Level 3.

Level 4 Offence. Any offence charged at Level 4.

Match. A cricket match of any format and duration in length played between representative teams (male or female) of two *CHK Member Club* affiliated to CHK.

Match Rules and Disciplinary Committee. The body appointed by CHK to handle all reports related to Level 1, 2 and 3 Offences under the CHK Code of Behaviour. The body consists of 5 members, all of whom are appointed at the start of each season, with the CHK Director of Cricket acting as Chairperson.

CHK Member Club. A Club whose representative teams participate in any *CHK Event* and that participates in *CHK Domestic Matches*

Notice of Charge. As defined in Article 4.1, 4,2 and/or Article 4.6.

Player. Any cricketer who is selected in any playing or touring team or squad that is chosen to represent a *CHK Member Club* in any *CHK Domestic Match*.

Player Support Personnel. Any coach, trainer, manager, selector, team official, doctor, physiotherapist or any other person employed by, representing or otherwise affiliated to a playing/touring team or squad that is chosen to represent a *CHK Member Club* in any *CHK Domestic Match*.

Report. As defined in Article 3.1.

Team Captain or Vice Captain. The official captain or vice captain of any team participating in a *Match*.

Team Manager. The official manager of any team participating in a *Match*.

Umpire. Any umpire (including any third or other umpires) appointed to officiate in a *Match*.

APPENDIX 1: Lost Time Calculation Sheets

APPENDIX 1- 1A

Calculation sheet for use when a delay or interruptions occur in the
First Innings

Time

Playing time available at start of the match _____ (A)

Time innings in progress _____ (B)
(i.e. time of stoppage less scheduled start time)

Playing time lost _____ (C)
(i.e. restart less time of stoppage)

Extra Time Available _____ (D)

Time made up from reduced interval _____ (E)

Effective playing time lost [C – (D+E)] _____ (F)

Remaining playing time available (A - F) _____ (G)

G divided by 3.75 (to 2 decimal places) _____ (H)

Max overs per team [H/2] (round up fractions) _____ (I)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [I / 5] (rounded down) _____
plus one up to maximum overs

Duration of Powerplay Overs (initial, batting side) _____ + _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings [I x 3.75] (round up fractions) _____ (K)

Rescheduled first innings cessation time $[J + (K - B)]$ _____ (L)

Length of interval _____ (M)

Second innings commencement time $[L + M]$ _____ (N)

Rescheduled second innings cessation time $[N + K]$ _____ *(O)

** Ensure that the match is not ending earlier than the original or rescheduled finish time, by applying Clause 7.2a iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.*

APPENDIX 1 - 1B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use
of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled $[R / 3.75]$ (round up fractions)
_____ (S)

Number of complete overs faced to date in first innings
_____ (T)

If S is greater than T then revert to Appendix 1A

If S is less than or equal to T then the first innings is terminated and go to Appendix 1-2A

APPENDIX 1- 2A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled

(If first innings was terminated, S from Appendix 1B)

_____ (A)

Scheduled length of innings: [$A \times 3.75$] (round up fractions)

_____ (B)

Start time

_____ (C)

Scheduled cessation time [$C + B$]

_____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$A / 5$] (rounded own) _____
overs, plus one over up to maximum

Duration of Powerplay overs (initial, batting side) _____ + _____

APPENDIX 1 - 2B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)
 Restart time _____ (D)
 Length of interruption [D – B] _____ (E)
 Additional time available: (Any unused provision
 for earlier than scheduled start of second innings) _____ (F)
 Total playing time lost [E – F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)
 Overs lost [G / 3.75] (rounded down) _____ (I)
 Adjusted maximum length of innings [H – I] _____ (J)
 Rescheduled length of innings [J x 3.75 rounded up] _____ (K)
 Amended cessation time of innings [D + (K – C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] (rounded down) _____
 overs plus one over up to maximum
 Duration of Powerplay overs (initial, batting side) _____ + _____

APPENDIX 2: Slow Over Rate Calculation



Over Rate Calculation Sheet

*To be completed and signed by on-field and 3rd TV umpires

Match Details:	v	Date:	
Bowling Team:			
Actual Start Time of Innings:			[A]

Allowances

Description	Source*	Start	Stop	Mins
Total Allowance B				

*Key: All discretionary allowances should be classified as U, P or G, where U = Umpires (Consultations)
 P = Players (e.g. injuries, batsmen's drinks/equipment), G = Ground (e.g. sightscreens, spectator movement). O = Other.

Start Time of Final Over:		[C]
Actual Length of Innings (before allowances):	[C] – [A]	mins [D]
Allowances:	[B]	mins [E]
Length of Innings (after allowances):	[D] – [E]	mins [F]
Expected Overs Bowled (ignore fractions):	[F] /	overs [G]
Actual Overs Bowled:		overs [H]
Rate Difference:	[H] – [G]	

On-field Umpire:

on-field Umpire:

3rd Umpire:

APPENDIX 3: Suspect Bowling Process

The objective of CHK Suspect Bowling Process is to oversee matters relating to the assessment and rectification of suspect delivery actions by bowlers, covering both international and domestic cricket. The process will be directed by CHK Suspect Bowling Committee.

1. CHK Suspect Bowling Committee

The Suspect Bowling Committee will comprise of four members by CHK. For the 2024-25 season, they are:

- 1) Chairman Of Committee – Tabarak Dar
- 2) CHK Head of Operations (Mr Ravi Nagdev),
- 3) National Coach (Mr Simon Wallis), and
- 4) Team Performance Analyst (Mr Chris Pickett)

The goal of this process for players and officials are to:

- a) Minimize suspect bowling actions in Hong Kong;
- b) Have a clearly understood remedial management process to benefit the competitions, the national squads, all players (in terms of ability to continue bowling and develop their abilities) and the clubs.
- c) Minimize on-field calling of suspect actions, other than obvious or intentional throwing as opposed to flaws in technique.

2. Suspect Bowling Process in Domestic Cricket

Upon first time identification by the umpire(s) and/or CHK full- time coaching staff of a bowler with a suspect/doubtful action during a CHK sanctioned match, the following action will be taken:

The umpires or CHK coach reports to CHK Operations Manager in writing within 2 days of the match using the Suspect Bowling Action Report Form.

- a) CHK Operations Manager informs CHK Suspect Bowling Committee and the player's club representative.
- b) The Chairman of the Suspect Bowling Committee organizes for Video Footage of the player to the committee and if required, the Team Performance Analyst arranges a slow-motion video recording of the bowler under match conditions at the earliest convenient opportunity for assessment by the Suspect Bowling Committee; and
- c) The Suspect Bowling Committee submits a report to the player's club and CHK Projects Coordinator confirming the outcome
- d) The Above process should be completed within 30 Days of receiving the Suspect Bowling Action Report.

3. Illegal Action

- a) If the player is considered to have an illegal action by the suspect bowling committee, the player will be banned for a period of 6 months (From the date CHK Suspect Bowling committee sends the report) to work on his/her action with his/her clubs coaching staff.
- b) During the banned period if the player is allowed to bowl by the captain, the captain commits Level 1 offence.
- c) The club then must submit in writing if they believe the player has done the appropriate remedial work and inform CHK Operation Manager if the bowler in question will begin bowling in matches (after they have served the 6 months). If the bowler is reported again in the proceeding 12 months and found to have an illegal bowling action by CHK Suspect Bowling Committee, the player will be banned for a further 12 months.

4. Appeal

If a club/player does not agree with the outcome of CHK Suspect Bowling Committee they have a right of appeal which must be made in writing within 14 days of receiving the report. The player will not be allowed to bowl in CHK sanctioned matches during this time and will undergo testing at and ICC or HKSJ testing facility at the most appropriate time/location available (Hong Kong – HKSJ, Chennai, Perth or London). The costs involved in this will be as follows:

a) **Legal**

Flights, Accommodation, insurance, transfers and testing costs are to be shared 50/50 between the player's club and CHK.

b) **Illegal**

Flights, accommodation, insurance, transfers and testing costs are to be met in full (100%) by the player's club.

Note: *The club must make a deposit to CHK of the estimated full cost prior to confirming the testing*

5. Doubtful Action

If the player is considered to have a doubtful action by CHK Suspect Bowling Committee they will be closely monitored and filmed under match conditions using the slow-motion camera after 21 days at the most appropriate opportunity. Note: The player will then either be considered ILLEGAL or LEGAL.

6. Legal Action

If the player is confirmed to have a legal action, he/she will be able to continue bowling in all CHK sanctioned matches. The player will also not be allowed to be reported again in the coming 12 months.

7. Suspect Bowling Process in International Cricket

If a Hong Kong player is reported for suspect bowling by the ICC, CHK (Suspect Bowling Committee) may be asked to take remedial action and submit a report to the ICC for further, joint action.

If a player is suspended by the ICC for an illegal bowling action the player will also be suspended from bowling in CHK sanctioned cricket for the same period.

Following suspension, the bowler's action must be cleared by the ICC through the formal testing procedures

CHK will cover all costs associated with the first testing whether the player is a National Squad member or not.

Follow up testing

- a) If the player is no longer a national squad member and requires a further test, the players club must pay a deposit of \$8,000HKD to undergo the testing. If the player is declared to have a legal action then the \$8,000HKD will be reimbursed to the club, if the player is still considered to have an illegal bowling action they will forfeit the \$8,000HKD as a contribution towards the costs of testing. Any further testing for a non-national squad player will be at the expense of the player/club.
- b) It is imperative that the Suspect Bowling Committee works with the club/player and makes a recommendation whether the bowler should undergo further testing or continue to work on the suspect action.

Note: *The club must make a deposit to CHK of \$8,000HKD prior to confirming the test.*

Suspect Bowling Process in International Cricket with a desire to return only to Domestic Cricket

If a player has been suspended by the ICC and does not endeavour to play as a bowler for Hong Kong in the future and/or retires from international cricket:

- a) If a Hong Kong player is reported and suspended by the ICC for an illegal bowling action by the ICC, the player will automatically be banned for a minimum of 6 months in domestic cricket to work/remodel his/her action.
- b) If the player then wishes to be cleared to bowl in Domestic Cricket only, they will need to write to the Suspect Bowling Committee requesting a bowling test (all deliveries they wish to be cleared for).
- c) The Suspect Bowling Committee will then arrange a test using a slow-motion camera at the most convenient time to all parties (an effort to be made within 14 days of receiving the written request).

7. Illegal Action

If the player is considered to have an illegal action by the suspect bowling committee, the player will be banned for a further period of 6 months (From the date CHK Suspect Bowling committee sends the report) to work on his/her action with his/her clubs coaching staff.

The club then must submit in writing (after the banned period) if they believe the player has done the appropriate remedial work and inform the Suspect Bowling Committee. The process will then be repeated as above.

8. Appeal

If a club/player does not agree with the outcome of CHK Suspect Bowling Committee they have a right of appeal which must be made in writing within 14 days of receiving the report. The player will not be allowed to bowl in CHK sanctioned matches during this time and will undergo testing at and ICC or HKSI testing facility at the most appropriate time/location available (Hong Kong – HKSI, Chennai, Perth or London). The costs involved in this will be as follows:

a) Legal

Flights, Accommodation, insurance, transfers and testing costs to be shared 50/50 between the player's club and CHK

b) Illegal

Flights, accommodation, insurance, transfers and testing costs to be met in full (100%) by the player's club

Note: *The club must make a deposit to CHK of the estimated full cost prior to confirming the testing*

APPENDIX 4: CHK Clothing Policy

This policy applies to all CHK Domestic Cricket Leagues

White clothing is to be worn in the Premier League 2-Day, Saturday Championship, and all Junior Leagues. Coloured clothing is to be worn in all other competitions, unless specified otherwise

Either White or Coloured clothing is acceptable in the Challenge League, but the colour Yellow must not be used

1. SHIRTS

- a) Maximum of 4 sponsors logos: one small logo on each sleeve and larger logo permitted on back and front
- b) Sponsor logo size on sleeves not to exceed 10 sq. inches (64.5cm sq.)
- c) Sponsor logo size on front not to exceed 32 sq. inches (206.45cm sq.)
- d) Club logo size not to exceed 10sq inches (64.5cm sq.)
- e) CHK/Sponsor logo size not to exceed 10sq inches (64.5cm sq.)
- f) Sponsor logo size on back not to exceed 32sq inches (206.46cm sq.)
- g) Height of number on back of shirt: minimum 9.75 inches (25cm); maximum 13.65 inches (35cm)

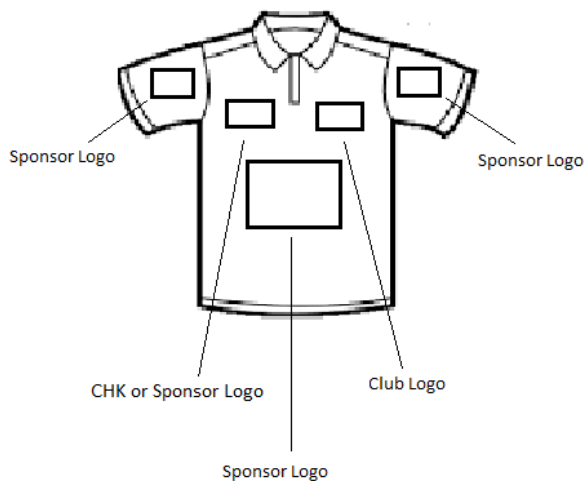
2. CRICKET SHOES

Cricket spikes **MUST** be worn at all games played on a turf pitch, and removed for all games played on synthetic pitches

White shoes (at least 70%) must be worn when playing in white clothing

Coloured shoes may be worn when playing in coloured clothing

FRONT



BACK

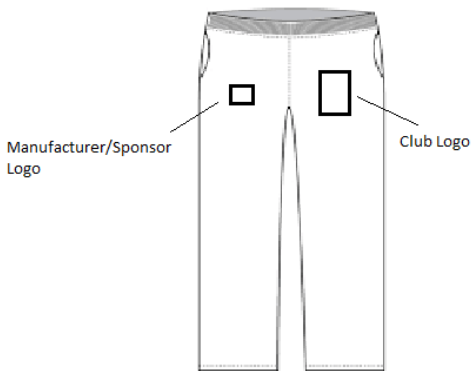
3. HELMETS

In all formats of the game:

- a) Helmets shall be one plain colour; preferably same as predominant team colour
- b) The colour of the helmet shall be uniform to all members of the same team

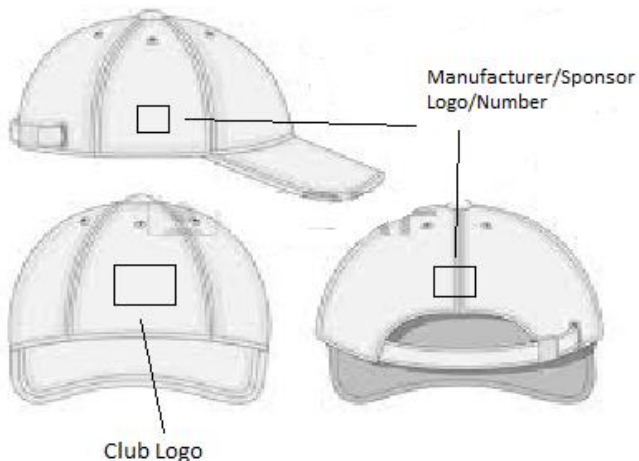
4. TROUSERS

- a) Club logo on left trouser leg (optional)
- b) Manufacturer or sponsor logo on right trouser leg (optional)
- c) Club logo size not to exceed 10 sq. inches (64.5cm sq.)
- d) Manufacturer or sponsor logo not to exceed 2 sq. inches (12.9cm sq.)
- e) No poppers, buttons or Velcro are permitted anywhere from the knee up to the waist



5. CAPS/HATS

- a) Club logo on the front of the cap
- b) Manufacturer, number and sponsor logo permitted on the back and one side of the cap (optional)
- c) Club logo size not to exceed 10 sq. inches (64.5cm sq.)
- d) Manufacturer or sponsor logo size not to exceed 2 sq. inches (12.9cm sq.)



CHK Playing Conditions 2024-25

The following are the Playing Conditions of Cricket Hong Kong China for the domestic cricket season. These apply to all competitions and should be read in conjunction with the specific rules issued for each competition and CHK *Code of Conduct for Players and Officials*.

1. General

Except as specified below or by the relevant Competition Rules, the Laws of Cricket shall apply.

2. Captain's and Representatives Meetings

- a) A Captain's and/or Representatives Meeting will be held twice a year. Once at the start of the season -to discuss rules and formats- and the other at the end of the season -to gain feedback on the season passed.
- b) Team captains and/or their representatives should attend all Captain Meetings.
- c) Minutes from each Captain's/Representatives Meeting will be published and distributed to the attendees of the meeting.

3. The Code of Behaviour Committee (CBC)

CHK shall establish a *Code of Behaviour Committee* (CBC) to which responsibility for *Code of Behaviour* and other disciplinary issues is allocated. It shall consist of at least five members, including a Chairman, Vice-Chairman and Secretary (usually the Cricket Operations Manager) to deal with administrative matters.

A member of the CBC shall also act, where required, as an Appeal Commissioner, provided he has had no involvement in the matter

being appealed. An Appeal Commissioner shall be a qualified solicitor or barrister or judge.

Application of Law 42, Players' Conduct

Law 42 of The Laws of cricket October 2022 Code shall be applied to ALL matches in the 2024-25 season

Should an incident occur in any game under which Law 42 may be or may have been applied but is covered by the CHK Code of Conduct rules detailed then it is umpires, other officials or persons responsible should report the incident as a breach of the applicable Code of Conduct detailed above to the CBC Secretary or CHK Management.

4. Participation Agreement

All clubs must sign a Participation Agreement ahead of the new season. By signing the agreement, all clubs are agreeing to:

- Pay all outstanding league fees and invoices (Issued prior to 1st Aug 2024) owed to CHK by 25th August 2024, failure of which will see the Club's teams barred from participating in the 2024-25 CHK leagues.
- Play all the fixtures as per the schedule set out by CHK.
- Pay a \$1000 penalty for each game forfeited.
- Agree to adhere to the CHK Playing Conditions, and adopt CHK's Code of Behaviour, Anti-Corruption and Anti Doping Polices and ensure all participants in your teams are aware of the codes.
- Adhere to CHK's Child Protection Policy and work towards appointing a Child Protection Officer within each major club
- Ensure they have received consent from the parents/legal guardians of all players under 18 years of age to play and train for your club.

- Accept all reasonable rescheduling requests from CHK provided:
 - there is at least 2 weeks’ notice before the new fixture date
 - that the rescheduled match does not clash with an existing league fixture for either team involved
 - that the rescheduled match does not fall on an unavailable date for either team (as advised prior to the finalising of the fixtures)
- Whether or not a rescheduling request is ‘reasonable’ will be at the sole discretion of the CHK management.
- If it is not possible to achieve a result in a League Final, the match will not be rescheduled and the provisions in that competition’s playing conditions will apply.
- Ensure the safety and wellbeing of all their players, coaches, and other support staff during a game.

5. Umpires and Scorers

- a) The Cricket Hong Kong Association of Cricket Officials (CHK, ACO) will appoint umpires for the:
 - i. All Stars Series (Men’s and Women’s)
 - ii. Men’s and Women’s Premier League (T20, OD and 2-Day)
 - iii. Sunday Elite Competitions (League and T20 Cup)
 - iv. Women’s League Competitions (T20 League and T10 Cup)
- b) Cricket Hong Kong will appoint umpires for the:
 - i. Junior Leagues
 - ii. School and University Leagues
 - iii. Challenge League

- iv. Saturday League Finals and Saturday Cup KO Stages
- v. Other unspecified domestic leagues and competitions
- c) In the Saturday Championship League, Neutral Team Umpires will be used, with the appointments being handled by CHK – see below for more details.
- d) In the U11 and U13 leagues, teams shall provide umpires and scorers for all group-stage matches.
- e) At all other times, the appointment of umpires is the responsibility of the batting side.
- f) Any unofficial, non-playing umpire(s) may only stand with prior approval of both captains.

Neutral Team Umpires – Saturday Championship League

- g) All Saturday Championship teams are required to have at least one ICC or CHK ACO Level 0 qualified umpire as a member of their squad for the 2024-25 season.
- h) Umpires for Saturday Championship League matches will be allocated on a team basis. It is then the responsibility of the team to appoint two representatives to umpire in each allocated match.
- i) Failure of teams to provide umpires will result in a **half point (0.5) penalty** deduction per umpire per fixture.
- j) An umpire must arrive no later than 15 minutes before the scheduled start time and should be dressed appropriately (ideally white shirt and black pants – shorts, vests, bright colours, flip flops / sandals and other such items are not allowed). Should an umpire fail to adhere to either of these then the penalty will be applied even if the umpire stands for some or all of the game.

- k) In the event of inclement weather, it shall be the responsibility of the two nominated umpires to liaise with the two captains and the ground authority involved in the fixture.

Scorers

- l) The CHK ACO will provide scorers for all All Stars and Premier League fixtures
- m) All teams across all other leagues are to provide a scorer for their games.
- n) All games, unless otherwise specified, must be live scored on CHK App.
- o) The scorer must ensure his or her name is added to the CHK App scoring application along with the two umpires and opposition scorer prior to the commencement of the match.
- p) The scorecard must be uploaded onto the CHK App system by both teams no later than 9am on the second working day after the match.
- q) Any team that either
 - i. does not provide a scorer,
 - ii. fails to score the match on the CHK App application,
 - iii. fails to upload the scorecard within the specific timewill be subject to a 0.5 point penalty (or equivalent for leagues where a win is worth more than 2 points), unless otherwise specified.

6. Disputes and the MRDC

- a) All disputes during a match shall be determined by the umpires appointed or, in their absence, by the team captains. If they disagree the existing state of affairs shall continue.

- b) All disputes, including but not limited to the interpretation of rules, player eligibility, correctness of scores and match results, may be referred to CHK Match, Rules and Disciplinary Committee (MRDC) for final adjudication.
- c) The CHK Board of Directors will appoint individuals to the MRDC on a year basis, with a member of the Cricket Operations Team acting as secretary.
- d) Disputes, with all relevant details, shall be submitted to the Cricket Operations Manager by email within 24 hours of the end of the match.
- e) The MRDC may contact the person who lodged the Dispute, the individual(s) the Dispute is with, or any other individual involved with the incident for further information if necessary.
- f) Rulings given by the MRDC on any disputes brought before them shall be final.
- g) The MRDC will also rule on any Level 1, 2 or Level 3 Code of Behaviour Offences – see Article 3 of the COB.

7. Payment of CHK Fees

- a) All teams participating in CHK's domestic leagues must pay the CHK Fees prior to the start of the season. CHK fees for each competition are set by the CHK Board of Directors.
- b) Teams that can provide access to a cricket ground, for the purpose of playing league matches, may receive a full or partial waiver of the Fees.
- c) Before the start of the season, the CHK Office will issue invoices to clubs for all CHK Fees due, and these must be settled in full on or before the due date.

- d) Should the required CHK Fees not be paid in full prior to the due date, the team will be suspended from further competition matches until all fees have been settled in full. Consideration will be given to removing the team from competition.

8. Registration and Eligibility of Players

- a) All Teams taking part in CHK's leagues are required to register their squad with CHK before the commencement of their first game.
- b) Teams can register new players as the season progresses, provided that player is eligible to compete in competition the team is taking part in (as per the competition's rules), and that the CHK Cricket Operations Manager has been informed.
- c) The CHK Operations Team must be informed of a new addition to a team before the player has played a game. This can be done no later than before the toss of the first game the player will be taking part in for that team.
- d) Clubs are responsible for creating new player profiles on CHK App and adding profiles to teams. Refer to Playing Condition 26.2
- e) Each team may field only one person who does not have the legal right to reside in Hong Kong per game. That is, every other player taking part in the game for that team must have a HKID, or be able to provide supporting documentation that they can live in HK;

Registering Junior Players

- f) Each Junior player can only take part in two age groups during the season. Requests for an exemption to this must be made in writing to CHK management
- g) Clubs shall be responsible for determining the most appropriate age group (s) that each child shall play in. This should take into account the player's physical maturity in relation to players of the

same age and their playing ability.

- h) Boys and Girls that are named in representative squads or emerging player squads at age-group levels may have to undergo physical testing to determine their 'correct' age. This may involve a bone test, in line with the ACC's testing of players for age-group competitions.
- i) All Junior Registrations will be subject to the approval of CHK Management. CHK may choose to arrange an in-person assessment of a player if they feel they may be unsuited for the age group they have been registered for. A panel will be set up to assess all such cases.
- j) Player details must be entered into CHK App and a player consent form must be signed for each player, the consent form must contain the following text:

"I hereby give consent for ("my child") to train and play cricket for _____(enter Club name) and/or Cricket Hong Kong and participate in age-group and adult/open age cricket matches organised by _____(enter Club name) and/or Cricket Hong Kong, both in Hong Kong and abroad.

I acknowledge that cricket can be inherently dangerous and that serious accidents can happen, which may result in injury to my Child. I am fully aware and accept sole and unconditional responsibility for the health and safety of my Child in the cricket environment, including the risk of personal injury. I agree as a condition of my Child participating in the cricket environment, including playing in matches organised by _____ (enter Club name) and/or Cricket Hong Kong, that to the maximum extent permitted by law I absolve and shall hold _____ (enter Club name) and Cricket Hong Kong harmless and indemnify them from all liability arising out of any injury to my Child howsoever caused in the cricket environment, including while training or playing cricket. I release and forever discharge

_____ (enter Club name) and/or Cricket Hong Kong from all claims that I may have on behalf of my Child in connection with my Child participating in the cricket environment. I authorise _____(enter Club name) and/or Cricket Hong Kong representatives to arrange medical or hospital treatment for my Child if I am unable to do so.”

- k) CHK will at random, request signed parental consent forms throughout the year from all clubs.

Unregistered or Improperly Registered Players

An unregistered player is defined as a player that does not have a profile on CHK App and/or that CHK has not been informed about.

An improperly registered player is one who does have a CHK App profile, but whose key information (full name, date of birth, gender, HKID number, phone number and email ID) has not be shared with CHK and has not been entered on to their CHK App profile. The first occasion that a team fields an Unregistered or Improperly Registered player in a game will lead to a First and Final warning for that team. The 2nd offence will lead to a 0.5 point penalty (or equivalent for leagues where a win is worth more than 2 points), the 3rd offence a 1 point penalty (or equivalent), and all subsequent offences a 2 point penalty (or equivalent).

Fielding Ineligible Players

- l) It is the team’s responsibility to ensure that all players in their team are eligible for the competition they are participating in.
- m) Playing an ineligible player is considered as serious breach of CHK rules by a team. Should a team play with an ineligible player they will forfeit the game with maximum points for the match awarded to the opposition. If both teams field ineligible players the match is void and neither team shall earn match points. For clarity, the playing of ineligible players includes, but is not limited to, the

following:

- i. Playing more than one person who is not legally permitted to reside in Hong Kong;
 - ii. Playing a person, not U17, who has played for a different team in the same competition but has not received approval from CHK Management for transfer;
 - iii. Allowing a player to bowl whilst suspended due to suspect bowling action;
 - iv. Playing a player who has been suspended by the CBC and is yet to complete the suspension;
 - v. Playing one player in 3 or more age groups in Junior Cricket without CHK approval
 - vi. Playing an over-age player in Junior Cricket without CHK approval
- n) Teams that forfeit matches in this manner will be reported to the CHK Management, and could be liable to further sanctions. Refer to Playing Condition 30.
- o) Male U17 players and Women may play for any senior men's team in the Saturday Championship and Sunday Elite competitions (see Rule 10)
- p) Female players of any age may play in any men's competition including U17 and U19 Leagues.
- q) Girls are allowed to play in age-group leagues if aged no more than two years above the age limit for boys. E.g. a girl born on or after 1st September 2010 may play in the Under-11 league; a girl born on or after 1st September 2008 may play in the Under-13 league etc.

9. Transfer of Players

- a) A player shall not, without the prior permission of the CHK Management, play for more than one team in the same competition, unless covered under Rule 10.
- b) Women's players may only play for one club during the season in all forms of women's cricket unless with prior CHK permission. That is, a player cannot transfer clubs or play for different clubs in different women's competitions.
- c) In exceptional circumstances, applications for transfer may be submitted in writing to CHK (Attn: Cricket Operations Manager) at least 72 hours before the transfer is to take effect. This must be submitted by the player in question, and should be accompanied by the written approval of the captain or representative of the player's previous team, and a full explanation of the reason for the transfer by the applicant. Breaches of this rule will be referred to the CHK Rules Committee, who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.

Off-season Transfers

- d) If a player changes clubs during the off-season, he or she (THE PLAYER) must submit a completed player transfer request form (ie, signed by both the original club and the new club) to CHK.
- e) It is incumbent on the player to ensure there are no unpaid dues (e.g. membership fees, coaching fees, playing kit costs, etc) with their original club.
- f) If there are unpaid dues, the original club may deny the transfer request until the dues are settled, or until the season is completed.

- g) If there are no unpaid dues, and if the original club fails to respond to the applicant within 14 days, the matter can then be referred to CHK, who may approve the transfer without the original club's approval.
- h) For clarity – any transfer that occurs during the season, of a player who has played in the previous season, but who has not yet played during the current season, will be considered an 'off-season' transfer, and the above process will apply.
- i) Breaches of this rule will be referred to the CHK Match and Rules Committee, who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.

10. Under-17s, Women and Under-15 Girls representing multiple teams

Any male cricketer who, on 1st September 2024, is below the age of 17 years, and has registered with CHK

OR

Any female cricketer

Will be eligible to play an unlimited number of games for any side in the Men's Saturday and Sunday competitions. That is, they will be able to represent multiple teams within the Saturday and Sunday competitions.

Any female cricketer who, on 1st September 2024, is below the age of 15 years, and has registered with CHK, will be eligible to play an unlimited number of games for any side in the Women's competitions. However, they may only represent one team on any given weekend.

11. Fixtures

CHK Office shall publish the schedule of fixtures for League and Cup matches. The CHK Management must approve any changes to the fixtures after they have been published.

12. Postponement of Matches

Postponements of 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 for in the Competition Rules. Player availability will not be considered good reason to postpone or change any fixture. In exceptional circumstances, requests may be made to the CHK Management whose decision shall be final.

Rain-Affected or Washed-Out matches will not be rescheduled.

In case a result can not be reached in a League finals, or any other Knock Out or Play-Off match, the game will not be rescheduled, and the provisions listed in that competition's playing conditions will apply instead.

13. 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. In the absence of the ground authority, the decision rests with the nominated CHK staff present at the ground. If no CHK staff is present, then it lies with the umpires appointed by CHK or CHK, ACO and in their absence, the team captains.
- b) After the toss has taken place, subject to c), the appointed umpires 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.

- c) The ground's authority has the right to intercede in a game and stop play if they reasonably consider continuance or resumption of play would likely lead to significant/unreasonable damage to any part of the ground or facilities. Where qualified umpires have been officially appointed such action should be subject to consultation and agreement with the umpires, who should take potential damage to the ground and pitch into consideration.
- d) **Application of Law 2.8.3** – 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 and ground conditions as a result, given c), plus allowing for further possible deterioration, would not have caused a stoppage then play shall resume immediately.
- e) If any league match is adversely affected by weather or ground conditions to the extent that a result cannot be achieved, the match shall be abandoned and the points for that game shall be shared equally between the teams (assuming the minimum number of overs to constitute a match has not been bowled).
- f) Where one Umpire is of the opinion it is unsafe or unsuitable for play to continue the game will be stopped and players asked to leave the ground.
- g) 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 distracted by the action. If the umpire considers the movement was a deliberate attempt to distract the batsman the umpire will take action under Law 42.4 (Deliberate attempt to distract striker).

- h) Play shall cease immediately, in the event that a lightning flash is followed by thunder within 30 seconds. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.
- i) Games will be abandoned when there is a BLACK RAINSTORM WARNING and/or TYPHOON SIGNAL No. 8 or above.

14. Toss, Team Nomination and Punctuality

- a) Unless otherwise specified, the toss shall be conducted in the presence of an umpire and a representative of both teams not earlier than 30 minutes nor later than 15 minutes prior to the scheduled start of play.
- b) Each team must provide a team list to the umpire/s at or prior to the toss. If no umpire is present, the team captains, or their representatives, should toss the coin at the designated time and exchange their respective team lists.
- c) In the event that a team does not have a representative available for the toss as outlined in a), the incident must be reported to the Cricket Operations Manager. The offending team will be liable to having the result of the game in question overturned to a forfeit.
- d) A side shall be of no less than seven players, or as specified, at the scheduled start of play. In the event of any team being unable to raise a side at the scheduled time for start of play, a walkover may be awarded to the opposition, together with full points for a win, for Premier League 2-Day matches, outright points.

- e) For Women's T20 League Division 2 the team list must identify players with less than two seasons of cricket experience.
- f) For Senior Cricket, players under the age of 18 at September 1st 2024 must be marked along with age.
- g) If neither team has the required seven players, or as specified, at the scheduled start of play, the match shall be cancelled by the umpires and no match points shall be awarded to either team. The match will not be rescheduled.
- h) If players from both teams are late to arrive, the start of play can be postponed, with an appropriate reduction of overs (as outlined in the competition rules). The incident must be reported to the CHK Management.

15. The Ball

- a) Unless otherwise stated in the Competition Rules, teams are to supply a new CHK-approved match ball for each game and sufficient spare balls or varying conditions for use during their innings. 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.
- b) CHK Management will decide which balls are to be used for CHK competitions. Non-approved balls are not to be used. Breaches of this rule shall be dealt with by CHK Management who may impose penalties, including the deduction of points.
- c) If a ball is lost during the first five overs of the innings , a new ball -where available- shall be used.

16. Bowlers – Permitted Overs

- 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. 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.

17. Minimum Over Rates

- a) All teams are expected to bowl at the average minimum over rate specified for each League in the Competition Rules.
- b) Appendix 2 of the Competition Rules provides a worksheet for such calculations.
- c) Unless otherwise specified in the competition rules, failure to bowl the minimum over rate in an innings accounting for allowances will result in a 5 run penalty per over they are slow for the batting team and a first and final warning for the captain of the fielding team, a further indiscretion by the captain in future matches will result in a one match suspension. Cases of this are to be reported to the CHK Operations Team.
- d) For clarity, in the example whereby the team bowling second are found guilty of bowling with a slow over rate and the match cannot be completed due to ground, light, or other factors, the umpires shall instruct the scorers to add 5 penalty runs for each over behind the rate to the batting team. If this pushes the score above the opposition teams score (including by Duckworth Lewis Stern) the batting team will be declared the winners.
- e) Unless otherwise specified, over rates will be inclusive of drinks breaks.
- f) In circumstances of a slow over rate at completion of an innings,

umpires are to record in their match report the required quota of overs, the number of completed overs bowled at the scheduled finish time and any Good Cause allowance. This is to enable a suspension to be applied. If the umpires fail to maintain a proper record of over rate, any shortfall will be allowed as Good Cause. Umpires will be required to explain a failure to record such information.

18. Free Hit after a No ball

- a) This rule applies in all CHK Leagues, unless specified otherwise.
- b) The delivery following a No ball called (all modes of No ball) 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) then the next delivery will become a free hit for whichever batsman is facing it.
- c) 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 Wide.
- d) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
 - a. There is a change of striker (the provisions of MCC Law 41.2 shall apply), or
 - b. The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- e) The bowler's end 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.

19. Wide ball

All CHK limited-overs matches shall follow the same interpretation of a Wide. ICC One Day International playing condition 22 shall apply.

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2:

22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke

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

22.4 Delivery not a Wide

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

Interpretation and Guidelines for Leg-side Wides:

A delivery that pitches outside the line of leg stump and moves further away shall be called a Wide by the umpire, other than:

- a) A delivery that passes to the leg-side irrespective of where it pitches and 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.
- b) A delivery that passes between the leg stump and the batsman's legs shall NOT be called a Wide.

Height Consideration

Law 21.10 No Ball – Ball passing over head height is replaced

A delivery that passes above the head of a batsman standing upright at the popping crease is to be called a "wide", even where this is marginal. The call by the bowler's end umpire will be guided by the striker's end umpire, unless the latter is unsighted or fails to signal.

20. Bowling of fast, short-pitched balls

Law 21.10 will not apply. Law 41.6 will be applied where:

- a) In 50-over and 2-Day competitions, a bowler shall be limited to TWO fast, short-pitched deliveries per over. In all other competitions, 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 popping 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 standing upright at the popping crease and prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called “Wide”. Refer above, this replaces Law 21.10.
- e) To avoid doubt, any fast, short-pitched delivery that is called “Wide” under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- f) In the event of a bowler bowling more than the allowed number of fast, short-pitched deliveries 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 bowler bowling more than the allowed number of fast, short-pitched balls 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 the allowed number of fast, short-pitched deliveries 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 DOC.
- l) Irrespective of the above Law 41.6 Bowling of dangerous and unfair short pitched deliveries maybe applied in regard, for instance in incidents of repetition and consideration of a batsman's skill, which the umpires may apply at any time.

21. Bowling of high, full-pitched balls

Law 41.7 is to be applied

22. Time-wasting by the fielding side

Law 41.9.3 is replaced:

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 CHK Management after the match.

23. Fielder's Absence from Field of Play – Penalty Time

Law 24.2 Fielder absent or leaving the field of play shall be revised to allow:

- a) a fielder to be absent from the field of play for eight, 8, minutes without penalty time being required.
- b) the maximum penalty time to be served is specified for each League, refer the respective Competition Rules. These are:

Premier League Two-day	120 minutes
Premier League One-day	120 minutes
Premier League T20	40 minutes
Sunday Elite League	120 minutes
Sunday Elite T20 Cup	40 minutes
Saturday Championship	70 minutes
Women's T20 League	35 minutes
Women's T10 League	20 minutes

Note, under Law 24.2.3 the maximum is 90 minutes

24. Runners for Injured Batsmen

Law 25.5 Runners - Use of a runner is not permitted.

25. Restrictions for young players

25.1 Fast Bowling Limits for Young Bowlers

All CHK League teams are recommended to follow these guidelines relating to the number of overs that young fast bowlers should bowl. A young fast bowler is defined as any bowler for whom the wicketkeeper, in the umpire's judgment, would normally stand back.

Age Group	Max Overs:	
	Per Spell	Per Day

U10-U11	3	6
U12-U13	4	8
U14-U15	5	12
U16-U17	6	16
U18-U19	8	20

Age is determined as at 1st September 2024

Having completed a spell and allowing for a legal change of ends, the bowler cannot bowl again from either end, either as a fast or slow bowler, until the equivalent number of overs as he/she bowled have been bowled by other bowlers from the same end as the bowler finished his/her spell, or a minimum of 40 minutes have expired from the end of the spell should there be a break in play – scheduled or unscheduled other than a drink break. A spell cannot be resumed after it is ended until the break is complete.

Note: *once a bowler starts bowling fast they will be considered a fast bowler and, even if changing to spin or slow bowling after this, the spell shall be deemed to be delivered as a fast bowler from the start of the over where they begin bowling fast. Overs bowled wholly as a slow bowler prior to bowling fast shall be not included in the count of overs as a fast bowler.*

25.2 Fielding Regulations for Young Players

- a) All CHK League teams are required to follow the guidelines relating to the minimum distance that young fielders should stand from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. These apply even if the fielder is wearing a helmet.

Age Group	Minimum distance from middle stump (yards/metres)
Up to U13	11 / 10
U14-U15	8 / 7.3

Age is determined as at 1st September 2024

- b) Should a young player in these age groups come within the restricted distance, either umpire must stop the game immediately (*call Dead Ball if in play*) and instruct the fielder to move back.

25.3 Helmets

All players under the age of 18, as at 1st September 2024, shall wear a helmet with grille when batting and close fielding. Close fielding is defined as any static position within 10 metres of the striker including keeping wicket but excluding positions behind the wicket on the off side (i.e. slip & gully). Young players are also recommended to wear a neck/stem guard with their helmets.

26. Clothing, Uniforms and Equipment

This section is to be read in conjunction with Appendix 4

26.1 Wearing of Spikes

It is preferable for all players to wear spiked footwear when taking part in matches played on turf wickets. Footwear will be preferably white, being defined as 70% white inclusive of the laces and tongue, or alternatively the same colour as the playing kit.

Players should not wear spikes when playing on Synthetic pitches across any CHK league, as to avoid causing damage to the pitch.

Appointed umpires and/or the ground authority can request any player found to wearing spikes to remove them.

26.2 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 CHK domestic competitions, club trainings, or any other activities. This is a Code of Behaviour offence and players contravening this will be reported to the CBC.

26.3 Clothing

- a) All clothing worn by players and supporting officials or personnel shall comply with specified requirements for clothing in each respective competition.
- b) Clubs and Teams are required to submit their uniform designs to CHK for approval before the start of the competition.

Club, Manufacturer or Sponsor's Logos & Branding

- c) Any branding or logo on clothing and uniform should be approved by CHK management before being worn during competitions. This recognizes the potential for branding or logos to be of significant scale to conflict with requirements in c) and d); or with CHK contractual obligations.

White Clothing and Uniforms

- d) Where it is specified that a competition shall be played in traditional white clothing there should be no significant coloured markings on the clothing worn by players.

Coloured Clothing and Uniforms

- e) In competitions played using white cricket balls, all teams are

required to wear coloured uniforms. The amount of white, cream and/or very light colouring on the uniform fabric and on any logos displayed on the uniform shall be kept to a minimum. Coloured clothing must be consistent throughout the team.

Base Layer Clothing

- f) The colour of Base Layer Clothing (e.g. Skins) must be the same as the primary colour of the uniform. For example, if a player wears a white uniform then the base-layer must also be white; if a player wears a red uniform then the base-layer must be red. Umpires may request a player to remove the base-layer garment if it does not comply and is visible in any way.

Reserve Players clothing

- g) Reserve players who enter the field, or who remain outside but near the boundary, must wear distinctive clothing (t-shirt/vest/bib/etc.) so as not to be confused with the on-field players. The vest must be of different colour to the playing uniform.

Display of Political/Religious Slogans

- h) Players should refrain from wearing any items, objects and clothing displaying political, religious, offensive or race-related messages, slogans or images.

Penalties for Breaching Clothing Policy

- i) Umpires will closely monitor team uniform and equipment during a game, and may require immediate adjustment, where necessary.
- j) If a player, or players, is thought to have breached of the Clothing Policy, an umpire will report them under the code of conduct (section 2.2) to the Secretary of the CBC. If found in violation, this will result in a first and final warning for the offending player, a

second offence will result in an automatic one match suspension. Subsequent breaches will result in additional automatic one match suspensions. These will be published on the CHK website and roll over from year to year.

26.4 Equipment

- k) Teams must provide their own cricket equipment.
- l) All players under the age of 18, as at 1st September 2024, shall wear a helmet with grille when batting and close fielding. See Playing Condition 24.3
- m) Helmets shall be one plain colour; preferably same as predominant team colour. The colour of the helmet shall be uniform to all members of the same team. Refer to Appendix 4, paragraph 3.
- n) Wooden cricket bats must be used in all CHK competitions

27. CHK Administrative Requirements

27.1 Captains Report on Umpires

- a) For all Premier League (men's and women's), Sunday Elite and Women's League matches, both captains are required to submit an ACO Captains Report on Umpires Form to CHK by 9am on the second working day following the match. Failure to do so can lead to a half point penalty.
- b) Reports can be submitted either by filling out the paper form in writing and emailing a scanned copy it to umpirerpts@hkcricket.org, or by filling out the Captain's Report on Umpires Google Form.
- c) The Captains Report on Umpires PDF file and Google Form link

will be made available to all club representatives at the start of the season.

- d) Captains in other CHK Leagues may submit reports as well, but it is not mandatory for them to do so.

27.2 CHK App

- a) All games, unless otherwise specified, must be live scored on CHK App. Refer to Playing Condition 5, k) through o).
- b) All clubs participating in CHK's Leagues are required to maintain their own club's page on the CHK App system. CHK App data-entry tasks include:
- i. Maintaining the Team Profiles for each team registered under the club in active CHK competitions, and ensuring that the squads on CHK App align with those provided to CHK.
 - ii. Maintaining the personal player profiles of their players, and ensuring that all the data entered (including, but not limited to, full name, date of birth, gender, HKID/Passport number, contact details and guardians contact details) are accurate and kept up to date.
 - iii. Creating new team and player profiles where necessary.
- c) CHK must be informed before any new player profile is created, in order to ensure that this player has been registered with CHK, and to prevent the creation of duplicate player profiles. Refer to Playing Condition 8.
- d) CHK must be informed before a player profile is either transferred between clubs, merged with another profile, or added to a new team. Refer to Playing Condition 8.
- e) Training on the use of the CHK App system will be provided by CHK.

Admin Access to a Club's page will be provided by CHK to the club representatives and anyone nominated by them. Clubs are free to give admin access to their own pages to other individuals at their discretion

28. Runs Behind the Wicket at PKVR Reservoir Ground

- a) This Playing Condition applies to all CHK League games played at PKVR Reservoir Ground at the centre wicket.
- b) A region between third man and fine leg, relevant to the centre wicket, will be marked out by CHK.
- c) Only two runs will be scored for all deliveries that cross the boundary within this marked region.
- d) The ball crossing the boundary within this marked region is to be treated the same as crossing any other boundary, except only for the runs awarded.
- e) This applies only when the ball comes off the bat, and regardless of if it crosses the boundary on the full or not. For clarity – wides, byes and legbyes crossing the marked region shall still score 4 runs.
- f) In the case of overthrows or wilful act of fielder, four runs will be awarded.
- g) The area on the field where the inner circle and boundary within the marked region overlap shall all be considered to be part of the inner circle.

29. Adult Supervision in Junior Cricket

- a) It is compulsory for all Junior-League teams to be accompanied

and supervised by at least **two** adults over the age of 18 years at all times.

- b) Any team that fails to have the requisite adult supervisors present for the duration of the match shall forfeit their game, and shall be referred to CHK Management for disciplinary action.
- c) The CHK Management shall issue a warning letter to the team and any repeat offence may result in suspension from the league.
- d) At no stage during the match should spectators, including team coach or accompanying adults, enter the field of play, unless he/she is serving as an umpire.
- e) In the interests of player development, CHK encourages team coach, team representatives or accompanying adults to direct their advice to teams during intervals only and that must be done outside of the field of play.

30. Penalties

Teams that fail to comply with these conditions of play will be sanctioned by CHK.

In particular, if teams are found to have breached rules regarding

- a) Player Registration and Eligibility (Playing Conditions 8 and 9)
- b) Well-being of Junior cricketers (Playing Conditions 25 and 29)
- c) Punctuality (Playing Condition 14)

They will be penalised as follows:

For the first offence – the offending team shall forfeit the game in which the offence occurred. The opposition team will be awarded maximum points from the game.

For the second offence – the offending team shall forfeit the game and will lose all points scored in the competition so far. The opposition team will be awarded maximum points from the game.

For the third offence – the team will be suspended from the league.

All other violations of CHK's Playing Conditions not covered by the above, or by the Code of Conduct, will still be liable to sanctioning at the CHK Rules Committee discretion.

31. Players Retirement

- a) Players who retire from a higher level of cricket (e.g. Premier League, Sunday League) to play a lower level of cricket (e.g. Saturday League, Challenge League) will not be allowed to return to the higher-level competition for a period of 12 months.

- b) Players retiring from higher level of cricket will only be allowed to play higher standard of division in lower level of cricket. For example, if a player retires from Premier League to play Saturday League, he will be only allowed to play in Saturday League Div 1 and vice versa

Match Day Responsibilities:

Home & Away Teams

The following are the responsibilities of the Home and Away teams participating in all CHK competitions for 2024-25.

The HOME team is named first in the fixtures list on CHK website (i.e. all fixtures are listed as HOME team v. AWAY team), irrespective of the match venue.

1. Cricket Balls

- a) For all CHK league matches, each team must provide a new approved match ball and sufficient spare balls of varying conditions;
- b) For Two-Day Premier League, each team must provide two new, approved balls and sufficient spare balls for their innings.
- c) The fielding team must provide their own spares.

Note: Only CHK approved cricket balls specified for each league may be used, including spare balls.

2. Lunch, Tea and Water

Sunday Elite and Premier League – 50 over match

- a) The HOME team must ensure lunch is arranged for both teams, umpires and scorers. For clarity the home team must cater for 24 players (12 from each team) and all appointed match officials. If the away team wish to bring additional players or support staff, the F&B costs must be incurred by them and they must inform the home team in advance.

- b) For matches at KCC, HOME teams need to arrange with KCC by Wednesday before the match: 3473-7125/169 (F&B Coordinator Teresa/Dorothy) or fnb@kcc.org.hk
- c) For matches at HKCC, HOME teams need to arrange with HKCC at the beginning of the week before the game: 9469-9494 (Samson Lam).
- d) Each team is to provide their own water and sports drinks. The umpires and scorers are to provide their own water and sports drinks.

Premier League – Two-Day Match

- e) It is the responsibility of both teams to contact each other to make arrangements in advance.
- f) All lunch and tea arrangements and costs must be decided and shared between both teams (the umpires and scorers to be catered for by the teams).
- g) Each team is to provide their own water and sports drinks. The umpires and scorers are to provide their own water and sports drinks.

All Other CHK Leagues

- h) Both teams should make their own F&B arrangements.
- i) Tea is not required.
- j) Each team is to provide their own water and sports drinks. The umpires and scorers are to provide their own water and sports drinks.

Note: For all CHK leagues, Water is provided during matches at both KCC and HKCC. Water fountains are available at Tin Kwong Road Recreational Ground (Mission Road) and at Po Kong Village Road Park and Reservoir grounds.

3. Ground Responsibilities – PKVR Park

This section explicitly deals with the set up and clearing of the ground at PKVR Park. At all other venues, the ground authorities will be responsible for these duties.

- a) Before the start of play, and unless otherwise agreed upon by team captains, the HOME team is required to:
 - i) Ensure stumps and bails are set.
 - ii) Ensure chalk is provided at each end of the pitch.
 - iii) Put boundary ropes out.
 - iv) Mark the fielding circles.
 - v) Put the scoreboard out.

All the above equipment should be provided at the venue. Please notify CHK Office if any items are missing.

- b) After the match has finished, the AWAY team is to ensure all stumps, bails, chalk, boundary ropes, circle markers, sightscreens and scoreboard are put back in their rightful place.

It is especially important that these tasks are completed as quickly as possible after the end of the game since there will be other users waiting to use the ground.

4. End of Match Responsibilities

- a) Both captains, the scorers and umpires must agree on the score entered into the CHK App application at the completion of the game.
- b) If there are any disputes the facts must be recorded in the notes section of CHK App and a decision will be made by CHK on the final result. In the event no decision can be reached the points will be

shared (1 per team).

- c) Once agreed the scorecard must be uploaded onto the CHK App database by both teams, this must be done by 9am on the second working day. Refer to Playing Condition 4, k) through o)

5. Inclement Weather

- a) A WhatsApp group will be created by CHK at the start of the season to keep all team and ACO (CHK) representatives up to date with the conditions at various grounds.
- b) CHK will inform teams if games are called off. Teams are expected to show up to the ground in time for their games unless instructed otherwise.
- c) Refer to Playing Condition 13 for further instructions.

CHK COMPETITION RULES 2024-25

Premier Two-Day League

These are the rules drawn up for the conduct of CHK Premier Two-Day League competition. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Format

CHK Premier Two-Day League games shall be contested by four teams participating in a single division.

The four participating teams are Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club. Each match shall consist of two-innings per team played over two consecutive days, with a minimum of 90 overs to be bowled per day. There shall be no automatic declarations.

Teams shall play each other once in their traditional matches (HKCC vs KCC and DLSWCC vs PACC).

2. Player Eligibility

Open to any player who has represented their respective club in the 2023-24 season in either the Sunday Elite, Saturday Championship, Women's or Junior Leagues.

3. Hours of Play

All matches shall commence no later than 10 am and shall be played over a scheduled six hours per day subject to a minimum of 90 overs being bowled each day. Games at KCC affected by preceding hockey

matches shall commence at 10.30 am, or as soon as possible thereafter, with a corresponding adjustment to the following:

Periods of Play and Intervals

First Session	1000-1200 (2 hours)
<i>Lunch Interval</i>	<i>1200-1240 (40 minutes)</i>
Second Session	1240-1440 (2 hours)
<i>Tea Interval</i>	<i>1440-1500 (20 minutes)</i>
Third Session	1500-1700 (2 hours)

Mission Road will commence at 9.30am and follow the same intervals as above

4. The Toss and Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes before the scheduled start of play, in the presence of an umpire.
- b) Signed CHK team nomination forms must be presented to the umpires prior to the toss. All juniors (under the age of 18) as registered with CHK, should be marked with their age on the team list together with nominated reserve players.

5. Clothing

The League shall be played in white clothing. There should be no significant coloured markings on the clothing worn by players.

6. The Ball

- a) A CHK approved Kookaburra Platinum red leather four-piece 156g cricket ball shall be used.

- b) At least three new balls are to be provided by each team. Both captains must provide at least three spare balls of varying degrees of wear to be used during their innings.
- c) A new ball shall be used at the start of each innings.
- d) In any innings, the umpire shall offer a second new ball to the bowling team after 80 overs have been completed.

7. Innings

- a) Matches shall be of two days' duration with a minimum of 96 overs to be bowled per day.
- b) There shall be a maximum of two innings per side with no automatic declaration required.
- c) Each session shall be made up of 32 over (16 overs per hour).
- d) An extra 30 minutes is available at the end of play to make up for slow over rates.

8. 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.

Law 11.7 Lunch & Tea interval - 9 wickets down

- d) If at the scheduled time for the lunch or 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.

Intervals for Drinks

- e) A drink 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.
- f) 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.
- g) 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.

9. Loss of Time

Should there be loss of time prior to play or during the first day's play then, subject to amount of time lost and to be recovered:

- a) The close of play shall be delayed, subject to playing conditions, for up to 30 minutes. That is until 5.30 pm (5pm at Mission Road) or the minimum number of overs are bowled.
- b) The start of play on the second day shall be rescheduled up to 30 minutes earlier, subject to playing conditions. That is start of play shall be 9.30 am (9am at Mission Road).
- c) Should time be lost prior or during the second day's play, the close of play may be delayed for up to 30 minutes to 5.30pm (5pm at Mission Road).
- d) Where time is lost from the scheduled playing time on either day, the starting and closing times maybe rescheduled as above. That is for the first 90 minutes lost on or before the first day this time may be recovered as above, while up to 30 minutes lost from

playing time can be recovered by extending the close of play. The adjustment to closing and starting times will be limited to time actually lost.

- e) Where time is lost beyond time recoverable, the minimum overs to be bowled in a day's play shall be reduced at a rate of one over for each period of 4 minutes of playing time or part thereof lost during the day. For example, 16 minutes lost playing time after using all recoverable time, shall constitute a 4 over reduction.
- f) Likewise, on the second day, where play has been extended due to loss of time on the first day the required number of overs will be extended by one over for each period of 4 minutes. For example, 30 minutes extra time requires eight additional overs to be bowled (i.e. 104 overs); an extension of 60 minutes will require a total 112 overs to be bowled.

10. Number of Overs per Bowler

There shall be no limit to the number of overs any individual bowler may bowl in an innings subject to restrictions on young bowlers as defined in CHK Playing Conditions.

11. Fielder's Absence- Maximum Penalty Time

Under CHK Plating Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

For clarity, under 24.2.7 any unserved Penalty time shall be carried forward into the next days and innings of the match, as applicable.

12. The Result

The match will be awarded to the side who wins the game outright by scoring more runs over the two innings under the Laws of Cricket.

Should an outright result not be achieved then the game shall be awarded to the side scoring the most runs in the first innings. In the absence of a result on first innings the team who has achieved the most bonus points (runs and wickets) will be awarded the win. If a ball is not bowled the winner will be determined by who won the match in the preceding year.

13. Points

Outright Results	Points
Win outright with first innings lead	12
Win outright with first innings tie	10
Win outright but behind on first innings	8
Match Tied with first innings lead	8
Match Tied with first innings tie (each team)	6
Match Tied but behind on first innings	4
Loss outright with first innings lead	4
Loss outright with first innings tie	2
Loss outright and behind on first innings	0
First Innings Results	
Win on first innings lead	4
Tie on first innings (each team)	2
No Result on first innings (each team)	2
Loss on first innings	0

Match Forfeit - Opposing team will be awarded 12 points or the maximum points achieved in that particular round including incentive points, whichever is higher.

Incentive Points for Two-day Matches:

- a) Each run scored in the match: 0.01 points
- b) Each wicket taken in the match: 0.20 points

14. Premier Two-Day League Champions

There will be no champion crowned in the Premier League Two-Day competition.

Premier League One Day

These are the competition rules for the CHK Premier League One Day league. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) CHK Premier One Day League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 50-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

2. Player Eligibility

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Pakistan Association Cricket Club will be able to draw from players representing 'Independent' clubs in other competitions.

3. Hours of Play and Intervals

All matches shall commence no later than 10 am and shall be of a maximum 100 overs duration (one, 50-over innings per side).

Games at KCC delayed by preceding hockey matches shall commence as soon as possible thereafter, with a corresponding adjustment to the following scheduled playing times:

Periods of Play and Intervals

First Innings	0930-1300 (3 hour 30 minutes)
<i>Lunch Interval</i>	<i>1300-1340 (40 minutes)</i>
Second Innings	1340-1710 (3 hour 30 minutes)

Playing time per innings, including drinks breaks: 210 minutes plus the over in progress at the scheduled time

Required over rate: 14.28 overs per hour (4.20 minutes per over), inclusive of drinks.

*Under normal conditions, **two drinks break** will be taken on the field in each innings after one hour and ten minutes play.*

The Lunch Interval is scheduled for 40 minutes, however due to loss of time this may be reduced to a minimum of 30 minutes unless taken during the interruption to play, in which case a 10-minute innings break will be allowed.

TKRRG games will commence 30 minutes earlier; i.e. 0900. A scheduled second Innings will be from 1310 to 1640. The TKRRG ground must be vacated by 5:00pm, 1700.

4. The Toss and Team Nomination

- a) Team lists must be provided to them umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.
- b) The CHK team nomination form must be used.

5. The Ball

An CHK approved Kookaburra Platinum white leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings.

6. Length of Innings

- a) Each side shall bat for 50 overs unless all out earlier or the match is restricted through delay or interruption.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 14 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended and the next innings shall commence at the scheduled time, subject to a minimum Lunch Interval of 30 minutes.
- e) If the side batting first is dismissed in less than 50 overs, the side batting second shall be entitled to bat for 50 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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 9 shall apply, NOT the provisions for allowances.*

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance 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) See Rule 14 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

7. Lunch Interval

- a) An interval of 40 minutes is allowed for the Lunch Interval.
- b) Should there be a delay or interruption of play then the lunch interval maybe reduced to a minimum of 30 minutes.
- c) 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.

- d) If the innings of the side batting first is completed more than 30 minutes prior to the scheduled interval a 10-minute break will occur and the side batting second will commence its innings and the interval will occur as scheduled.
- e) Should the schedule start of play be delayed or an extended interruption to play occur the Lunch Interval maybe taken 30 minutes early, provided meals have arrived.
- f) If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

8. Drinks Intervals

- a) Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart.
- b) The Drinks Intervals 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 an allowance for over rate calculations.
- 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.
- e) when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a batsman is dismissed or retires, or the players have occasion to

leave the field, whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

9. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra 30 minutes (or only until 1650 at TKRRG, and 1710 at PKVR Park) and are to take this into account in their revised overs calculations.
- c) 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 complete 8.40 minutes lost, being 4.20 minutes per over (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 **10b and 13f**. This calculation must not cause the match to finish earlier than the original cessation time.

Illustration:

Due to ground, light, or weather conditions playing time is reduced by 42 minutes, after allowance for a reduced lunch (15 minutes) The game will be reduced by a total of 10 overs (42 minutes divided by 8.4 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 45 overs. The playing lost is divided

across both innings, i.e. 5 x 4.2 minutes = 21 minutes (rounded down) deducted from each innings (original playing time of 3 hours 30 minutes, minus 21 minutes = new playing time of 3 hours 9 minutes). Therefore, the revised hours of play will be 10.57 to 2.06 pm and 2.36 to 5.45 pm.

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

10. 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.

11. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer to Playing Condition 18 for outline on this rule

12. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

13. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) 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. At the instant of delivery:

Powerplays

- c) There are three phases of Powerplay:
 - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of

Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

- 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 applies to both the 1st and 2nd innings of the match.
- g) If play is interrupted during an innings and the table below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over.

Illustrations:

1) A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the Powerplay 2 fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. Powerplay 3 begins after 26 overs have been bowled.

2) A 40-over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, Powerplay 3 fielding restrictions apply for the remaining 3.1 overs.

Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

14. Over Rate Penalties

- a) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings. In delayed or interrupted matches where there has been a reduction of 3 or more overs, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- b) Where this requirement is not met, clause 13c) iii shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 13b).
- c) If a Slow Over Rate penalty is enforced the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- d) This clause shall not apply where
 - i. a side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or
 - ii. a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.
- e) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:
 - i. the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and
 - ii. any time allowances as and when they arise

- f) This is the only penalty for a slow over rate. A 5 run penalty for slow overrate will not apply

15. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

b) Interrupted or Prematurely Terminated Matches

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

c) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16. Points

Points for matches will be awarded as follows:

Win	2 points
Tie or No Result	1 points each
Loss	0 points

17. League Champion

The Premier League One Day Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- If teams are still equal then the title will be shared.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Premier League T20

These are the competition rules for the CHK Premier League T20 competition. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) CHK Premier T20 League will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Pakistan Association Cricket Club and United Services Recreational Club in a single division.
- b) Teams shall play each other once in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

2. Player Eligibility

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Pakistan Association Cricket Club will be able to draw from players representing 'Independent' clubs in other competitions.

3. Hours of Play and Intervals

All matches shall commence no later than 2 pm and shall be of a maximum 40 overs duration (one, 20-over innings per side).

Unless otherwise stated, the periods of play and intervals shall be as follows:

Periods of Play and Intervals

First Innings	1330-1455 (1 hour 25 minutes)
<i>Interval</i>	<i>1455-1515 (20 minutes)</i>
Second Innings	1515-1640 (1 hour 25 minutes)

Playing time per innings: 85 minutes, plus the over in progress at the scheduled time, inclusive of the drinks break

Required over rate: 14.11 overs per hour (4.25 minutes per over)

KCC games will commence 30 minutes later.

The TKRRG ground must be vacated by 5:00pm, 1700.

Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

Intervals for Drinks

One scheduled drinks interval of 2 minutes 30 seconds may be taken at the midpoint of each innings. The following shall apply for the drinks break:

- i. No practice is allowed.
- ii. If the scheduled number of overs in an interrupted match is 14 overs or less there will be no drinks break.
- iii. Following a lengthy delay or interruption prior to the drinks break, the match referee may, at his/her discretion, cancel all the remaining drinks breaks for the match.

- iv. The Head Coach may consult with the on-field players during the drinks break for tactical reasons.
- v. 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. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in CHK Playing Condition 26.3(g)).

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.
- b) The CHK team nomination form must be used.

5. The Ball

A CHK approved Kookaburra Platinum white leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If either fielding side fails to bowl the required number of overs by

the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.

- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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 7 shall apply, NOT the provisions for allowances.*

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account

all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

- j) Late commencement of the game will not normally be considered an allowance 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) See Rule 13 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

7. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1700 at TKRRG) and are to take this into account in their revised overs calculations.
- c) 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 complete 8.5 minutes lost, being 4.25 minutes per over (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 **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

Illustration:

Due to ground, light, or weather conditions playing time is reduced by 34 minutes, after allowance for a delayed start (30 minutes) and reduced innings break (10 minutes) The game will be reduced by a total of 8 overs (34 minutes divided by 8.5 minutes = 4 x 2 overs), four overs deducted from each innings. Each side will now bowl 16 overs. The playing lost is divided across both innings, i.e. 4 x 4.25 minutes = 17 minutes deducted from each innings (original playing time of 1 hour 25 minutes, minus 17 minutes = new playing time of 1 hour 8 minutes). Therefore, the revised hours of play will be 2.39 to 3.47 pm and 3.57 to 5.05 pm.

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

8. Number of overs per bowler

- a) No bowler shall bowl more than **four** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
 - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number

per bowler necessary to make up the balance.

- ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

Illustration: after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.

Should the overs be reduced to 7, then four bowlers may bowl 2 overs

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9. Free Hit after a No ball

A Free Hit after a No Ball is applied to all No Balls. Refer to CHK Playing Condition 18 for outline on this rule.

10. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

11. Timed out

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **1 minute 30 seconds** of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

12. Fielding Restrictions

- a) At the instant of delivery there shall be no 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 drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction 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 first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2

9–11	3
12–14	4
15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called

13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- g) Where this requirement is not met, clause 12d) shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 12b).
- h) An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- i) If a Slow Over Rate penalty is enforced the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).

- j) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- k) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- l) This is the only penalty for a slow over rate – a 5 run penalty per slow over will not be applied.

14. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

b) Interrupted or Prematurely Terminated Matches

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should

be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

c) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

15. Tied Matches – Super Over

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match there shall be a Super Over to determine the winner.

- a) The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
- b) The umpires shall stand at the same end as that in which they finished the match.
- c) The fielding side shall choose from which end to bowl.
- d) Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
- e) Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
- f) The team batting second in the match will bat first in the Super Over.
- g) The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.

- h) The loss of two wickets in the over ends the team's one over innings.
- i) In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- j) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- k) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

Illustration:

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.

16. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

17. League Champion

The Premier League T20 Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- b) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- c) If the NRR is equal then the team with the most wins in the competition finishes higher.
- d) If the number of wins is equal, then the head-to-head result between the two teams in the round robin stage will decide who proceeds to the final.

If the final can not be completed, for any reason, then the highest place team after the round robin stage (using the above if required) shall be declared champions.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Women's Premier League T20

These are the competition rules for the CHK Women's Premier League T20 competition. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The CHK Women's Premier League T20 will feature five teams - Hong Kong Cricket Club, Kowloon Cricket Club, Little Sai Wan Cricket Club, Craigengower Cricket Club and Lantau Cricket Club in a single division.
- b) Teams shall play each other once in round-robin matches of 20-overs per innings.
- c) Teams will score points in each match (see point 16). The top two teams on the points table after the league stage shall play in a Final. The team that wins the final will be the winner of the competition.

2. Player Eligibility

- a) Players may only represent one club for the duration of the Premier League season
- b) There are no restrictions on who can play Premier League Cricket.
- c) Little Sai Wan Cricket Club and Kowloon Cricket Club will be able to draw from players representing 'Independent' clubs in other competitions.

3. Hours of Play and Intervals

All matches shall commence no later than 2 pm and shall be of a maximum 40 overs duration (one, 20-over innings per side).

Unless otherwise stated, the periods of play and intervals shall be as follows:

Periods of Play and Intervals

Morning Games	
First Innings	0900-1015 (1 hour 15 minutes)
<i>Interval</i>	<i>1015-1030 (15 minutes)</i>
Second Innings	1030-1145 (1 hour 15 minutes)
Afternoon Games	
First Innings	1330-1445 (1 hour 15 minutes)
<i>Interval</i>	<i>1445-1500 (15 minutes)</i>
Second Innings	1500-1615 (1 hour 15 minutes)

Playing time per innings: 75 minutes plus the over in progress at the scheduled time

Required over rate: 16 overs per hour (3.75 minutes per over)

KCC games will commence 30 minutes later.

The TKRRG ground must be vacated by **5:00pm, 1700.**

Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

Intervals for Drinks

One scheduled drinks interval of 2 minutes 30 seconds may be taken at the midpoint of each innings. The following shall apply for the drinks break:

- i. No practice is allowed.

- ii. If the scheduled number of overs in an interrupted match is 14 overs or less there will be no drinks break.
- iii. Following a lengthy delay or interruption prior to the drinks break, the match referee may, at his/her discretion, cancel all the remaining drinks breaks for the match.
- iv. The Head Coach may consult with the on-field players during the drinks break for tactical reasons.
- v. 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. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in CHK Playing Condition 26.3(g)).

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. All juniors (i.e. under the age of 18) along with age, as registered with CHK, should be marked on the team list.
- b) The CHK team nomination form must be used.

5. The Ball

A CHK approved Kookaburra Silver Senator white leather four-piece 142g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed

nor interrupted) each team shall bat for 20 overs unless all out earlier.

- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
 - a. Injury to players of either side.
 - b. 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.
 - c. Delays caused by the batting side, e.g. changes of equipment.

Note: *In instances of inclement weather, **Rule 7** shall apply, NOT the provisions for allowances.*

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance 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) See Rule 13 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

7. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1650 at TKRRG) and are to take this into account in their revised overs calculations.
- c) 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 complete 7.5 minutes lost, being 3.75 minutes per over (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 **8b and 12e**. This calculation must not cause the match to finish earlier than the original cessation time.

Illustration:

Due to ground, light, or weather conditions playing time is reduced by 37 minutes, after allowance for a delayed start (30 minutes) and reduced innings break (10 minutes). The game will be reduced by a total of 10 overs (37 minutes divided by 7.5 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 15 overs. The playing lost is divided across both innings, i.e. 5 x 3.75 minutes = 18 minutes deducted from each innings (original playing time of 1 hour 15 minutes, minus 18 minutes = new playing time of 57 minutes). Therefore, the revised hours of play will be 2.42 to 3.39 pm and 3.49 to 4.46 pm.

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

8. Number of overs per bowler

- a) No bowler shall bowl more than **four** overs in an innings.

- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
 - a. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 - b. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

Illustration: after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.

Should the overs be reduced to 7, then four bowlers may bowl 2 overs

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9. Free Hit after a No ball

A Free Hit after a No Ball is applied to all No Balls. Refer to CHK Playing Condition 18 for outline on this rule

10. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

11. Timed out

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **1 minute 30 seconds** of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

12. Fielding Restrictions

- a) At the instant of delivery there shall be no 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team

is reduced, the number of fielding restriction 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 first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called.

13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- b) Where this requirement is not met, clause 12d) shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 3 fielders shall be permitted outside the fielding restriction area referred to in clause 12b).

- c) An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- d) If a Slow Over Rate penalty is enforced the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- e) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- f) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- g) This is the only penalty for a slow over rate. A 5 run penalty per slow over will not be applied.

14. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other

matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

b) Interrupted or Prematurely Terminated Matches

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

c) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

15. Tied Matches – Super Over

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match there shall be a Super Over to determine the winner.

- a. The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
- b. The umpires shall stand at the same end as that in which they finished the match.
- c. The fielding side shall choose from which end to bowl.
- d. Only nominated players in the main match may participate

- in the Super Over with the same rules for substitutes, etc.
- e. Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
 - f. The team batting second in the match will bat first in the Super Over.
 - g. The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
 - h. The loss of two wickets in the over ends the team's one over innings.
 - i. In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
 - j. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
 - k. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No Ball or Penalty Runs.

Illustration:

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4

Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.

16. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

17. League Champion

The Women's Premier League T20 Champion shall be the team that wins the final.

The two teams with the most points after the round robin stage will play in the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine who proceeds to the final:

- Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal, then the head-to-head result between the two teams in the round robin stage will decide who

proceeds to the final.

If the final can not be completed, for any reason, then the highest place team after the round robin stage (using the above if required) shall be declared champions.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Sunday Elite League

These are the competition rules of the CHK Sunday Elite, played predominantly on Sundays. This competition will follow the same rules as the *CHK Premier League One Day*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The Sunday Elite shall be contested by thirteen teams participating in two divisions.
- b) Teams shall play each other twice in round-robin matches of 50-overs per innings giving a total number of 10 to 12 matches per team.
- c) Teams will score points in each match (see point 8). The top two teams on the points table in each division after the league stage shall play in a Final. The team that wins the final will be the winner of that Division.
- d) The winner of the Division 2 Final shall be promoted to Division 1 for the next season and the lowest placed team in Division 1 shall be relegated to Division 2.

2. Player Eligibility

- a) All players must be registered with CHK before playing their first Sunday Elite match. Refer to CHK Playing Condition 8 for the penalty on fielding unregistered players.
- b) Sunday Elite League Division 2 players will be allowed to play in Sunday Elite League Division 1 when National Players are away on

tour. However, they will only be allowed to play a maximum of 12 games in a season.

- c) Each team may field only one non-Hong Kong Resident Permit Holder per game. Inclusion of more than one non-Hong Kong Resident Permit Holder constitutes playing an ineligible player.
- d) Players may only represent one club for the duration of the Sunday Elite season

3. Hours of Play and Intervals

All matches shall commence no later than 10 am and shall be of a maximum 100 overs duration (one, 50-over innings per side).

Games at KCC delayed by preceding hockey matches shall commence as soon as possible thereafter, with a corresponding adjustment to the following scheduled playing times:

Periods of Play and Intervals

First Innings	1000-1315 (3 hour 15 minutes)
<i>Lunch Interval</i>	<i>1315-1355 (40 minutes)</i>
Second Innings	1355-1710 (3 hour 15 minutes)

Playing time per innings, including drinks breaks: 195 minutes plus the over in progress at the scheduled time

Required over rate: 15.38 overs per hour (3.9 minutes per over), inclusive of drinks.

Under normal conditions, two drinks break will be taken on the field in each innings after one hour of play.

The Lunch Interval is scheduled for 40 minutes, however due to loss of time this may be reduced to a minimum of 30 minutes unless taken

during the interruption to play, in which case a 10-minute innings break will be allowed.

TKRRG games will commence 40 minutes earlier; i.e. 0920. A scheduled second Innings will be from 1315 to 1630. The TKRRG ground must be vacated by **5pm, 1700.**

PKVR Park games will commence 25 minutes earlier; i.e. 0935. A scheduled second Innings will be from 1330 to 1645. The PKVR Park ground must be vacated by **5.15pm, 1715.**

4. Drinks Intervals

- a) Two drinks breaks per session shall be permitted, each 1 hour minutes apart.
- b) Drinks breaks should be no more than 5 minutes each and are considered as part of the playing time.
- c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- 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.

5. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should

allow the scheduled finish time to be extended by an extra by 30 minutes (or only until 1650 at TKRRG, and 1710 at PKVR Park) and are to take this into account in their revised overs calculations.

- c) 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 complete 7.80 minutes lost, being 3.90 minutes per over (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 CHK Premier League One Day Playing Conditions **10b and 13f**. This calculation must not cause the match to finish earlier than the original cessation time.

Illustration:

Due to ground, light, or weather conditions playing time is reduced by 39 minutes, after allowance for a reduced lunch (20 minutes) The game will be reduced by a total of 10 overs (39 minutes divided by 7.8 minutes = 5 x 2 overs), five overs deducted from each innings. Each side will now bowl 45 overs. The playing lost is divided across both innings, i.e. 5 x 3.9 minutes = 19 minutes (rounded down) deducted from each innings (original playing time of 3 hours 15 minutes, minus 19 minutes = new playing time of 2 hours 56 minutes). Therefore, the revised hours of play will be 10.59 am to 1.55 pm and 2.15 to 5.11 pm.

- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than

that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

6. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 15 minutes playing time. In the event of them failing to do so, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area. This will apply to both innings of the match. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If a Slow Over Rate penalty is enforced the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 30 overs or more duration. In innings of less than 30 overs duration, umpires shall

apply the penalty run Laws for time wasting especially strictly.

- e) This is the only penalty for a slow over rate. A 5 run penalty for slow overrate will not apply.

7. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

- b) **Interrupted or Prematurely Terminated Matches**

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

- c) **Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie.

Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

8. Points

Points for matches will be awarded as follows:

Win	2 points
Tie or No Result	1 points each
Loss	0 points

9. League Champion

The Sunday Elite League Divisional Champions shall be the teams that win their Division's final.

If a result can not be reached in the final, the top of the table team after the league stable will be declared Champions.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which teams proceed to the Final:

- Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- If teams are still equal then the title will be shared.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the*

competition.

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Saturday Championship League

These are the competition rules of CHK Saturday Championship League, played predominantly on Saturdays. These rules should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The CHK Saturday Championship shall be contested between twenty-four teams participating in two Divisions of 12 each
- b) Teams shall play each other once (11 games per team), followed by a final in each division between 1st and 2nd place.
- c) The winner of the finals will be the champions. The two finalists from Division 2 will promote to Division 1, with the bottom two teams in Division 1 relegating down.

2. Player Eligibility

- a) All players must be registered with CHK before playing their first match. Refer to CHK Playing Condition 8 for the penalty on fielding unregistered players.
- b) There is no restriction on the number of Sunday Elite players appearing in Saturday Championship teams as long as a team's squad has met the criteria stipulated by CHK.
- c) Each team may field no more than one non-Hong Kong Resident Permit Holder per game. Inclusion of more than one non-Hong Kong Resident Permit Holder in a team will constitute playing an ineligible player in the game.
- d) Players that are above the age of 20 (as of 1st Sept 2024), and

that have played 5 or more Premier League Games (combined across all formats) in the 2023-24 season or 4 or more Premier League Games (combined across all formats) in the 2024-25 season, or that have played in a 'First Class', 'List A' or 'T20' match in the last 12 months, are not eligible to play in the Saturday Championship. Fielding such a player will constitute playing an ineligible player. To clarify, 'T20' refers to a Twenty20 match that would be considered of equivalent standard to a List A game, as defined by the ICC and Association of Cricket Statisticians and Historians.

- e) A team can apply for an exemption for a player that has taken part in Premier League cricket in the 2023-24 season but has no intention of playing Premier League in 2024-25. This has to be made in writing to the CHK management, and is subject to CHK approval.
- f) If a player, having received the exemption outlined in e), plays in a Premier League game during the season, the result of every Saturday Championship game he took part in during the season until that point will be overturned to a forfeit loss for his team.
- g) Players that are above the age of 20 (as of 1st Sept 2024), and who are part of the 2024-25 Men's HK National Squad are not eligible to play in the Saturday Championship. Special exemption will be given to 'Emerging' Men's National Squad players. The squad, with ages and exempted players highlighted, will be posted on the CHK website at the start of the season.

3. Hours of Play

All matches (except those at PKVR Park, TKRRG and occasionally GDB) will commence at 1 pm and follow the schedule below with a ten-minute interval between innings.

First Innings	1300 – 1515 (2 hours 15 minutes)
<i>Interval</i>	<i>1515 – 1525 (10 minutes)</i>
Second Innings	1525 – 1740 (2 hours 15 minutes)

Playing time per innings, including drinks break: 135 minutes.

Required over rate: 15.58 overs per hour or 3.85 minutes per over.

Matches at TKRRG will commence at 12.50 pm and conclude at 17.30pm with an innings break at 3.05pm. Teams must vacate the ground by 5.30pm

Matches at Po Kong Village Road Park (PKVR) will commence at 12.35 pm and conclude at 5.15pm with the innings break at 2.50 pm. Teams must vacate the ground by 5.15 pm.

Matches at Gin Drinkers Bay CHK Cricket Centre (GDB) will sometimes be scheduled for a 12:30pm start (innings break 2:45 pm, conclude at 4:40pm) to account for poor light. Teams must leave the premises by 6:00 PM.

4. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team lists must be provided to umpires prior to the toss being conducted. Juniors along with age as registered with CHK should be marked on the team list.
- c) The official CHK team nomination form is not mandatory.

5. The Ball

CHK approved Pink Kookaburra four-piece 156g leather cricket balls shall be used; one per innings. Each team is to provide a new ball for its bowling innings together with sufficient spare balls.

6. Length of Innings

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 35 overs.
- b) To constitute a match, a minimum of ten overs must be completed in the second innings.
- c) Declarations are not permitted.
- d) If either bowling side fails to complete 35 overs within the scheduled time, the innings shall be extended until 35 overs are completed subject to conditions and ground availability. An over in progress at the scheduled time shall count as a completed over for over rate calculations.
- e) If the side batting first is dismissed in less than 35 overs, the side batting second shall be entitled to bat for 35 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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, CHK Playing Conditions Rule 8 shall apply, NOT the provisions of Good Cause.*

- h) Late commencement of the game will not normally be considered an allowance 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. All occurrences of late commencement must be reported to the CHK Operations Manager for further action.
- i) See CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.85 minutes per over, if the number of overs to be bowled is less than 35 – see Rule 8 below.

7. Drinks Intervals

- a) A drinks break is to be taken at the halfway mark of an innings (normally at the end of the 17th over). This drinks break is part of the playing time.
- b) If for any reason (e.g. severe heat conditions) both captains agree to have additional drink intervals, this should be communicated to the umpires before the toss. The option to take such intervals shall be available to either side (though at any time, both captains may agree to forgo the drinks interval).
- c) Each drinks interval shall not exceed four minutes. In the event that more than one drinks break is taken, the duration of the additional drinks break(s) should be treated as an interruption and the number of overs to be bowled in the innings shall be reduced by one, 1, over and time by 3.75 minutes each innings. This is

subject to Umpire and Captains agreement.

- d) No drinks break if play has been reduced to 90 minutes in an innings

8. Delayed or Interrupted Matches

In order to achieve a result in a match delayed or interrupted by adverse conditions of weather, ground, light or other allowances beyond the teams' control, the following procedures apply:

- a) If before or during in the first innings is delayed or interrupted on one or more occasions, two overs shall be deducted from the original 70 for every complete 7:30 minutes lost (i.e. 3.75 minutes per over), i.e. one over deducted from each innings.
- b) A minimum of 10 overs per innings is require to constitute a completed game
- c) If the reasons for a delay starting an innings are attributable to the batting side, the facts are to be reported to the CHK Management.
- d) The second innings shall consist of the same number of overs as the first. If the second innings is not completed for any reason other than that of a result already being achieved, the game will be decided on DLS method provided that the minimum ten overs have been completed.

Please see the following example for clarification:

Scenario: *Due to ground, light, or weather conditions, the start of a match is delayed by 40 minutes and will now commence at 1.40 pm. The game will be reduced by a total of 10 overs (40 minutes divided by 7.5 rounded up= 5 x 2 overs), seven overs deducted from each innings. Each side will now bowl 30 overs. The lost time is attributed across both innings, i.e. 18 minutes (5 x 3.75 rounded down) deducted from each innings (original playing time of 2 hours*

15 minutes, minus 18 minutes = new playing time of 1 hour 57 minutes). Therefore, the revised hours of play will be 1.40 to 3.37 and 3.47 to 5.44 pm.

9. Number of Overs per Bowler

- a) No bowler shall bowl more than **seven** 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 number of overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

10. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

11. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Conditions 22, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

12. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) 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.

- c) At the instant of delivery, there may not be more than five (5) fielders permitted outside this fielding restriction area. To clarify, if a side has less than 11 players on the field, they will still be allowed 5 fielders outside of the inner circle

13. The Result

- a) A result is achieved after both teams have completed their innings as above. The team scoring the higher number of runs shall win.
- b) Where there has been an interruption during play affecting either innings, or if it is not possible to complete the required number of overs in the second innings and the minimum 10 overs have been bowled, the result will be decided by the DLS method of determining the result.
- c) In the event of a Tie, points will be shared.

14. Points

Points for matches will be awarded as follows:

Win	2 points
Tie or No Result	1 points each
Loss	0 points

15A. Divisional Champions

After completion of the 11 matches the two teams with the most points shall play in a Final. The winner of this Final will be declared the champion of the division. Should two or more teams finish on the

same points the following criteria shall apply in deciding which team qualifies for the Final:

- a) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the title will be shared.

15B. Promotion & Relegation

- a) After completion of all 11 matches, teams finishing in the bottom two places on the Division 1 ladder shall automatically be relegated to Division 2 for the following season.
- b) The top two teams from Division 2 (ie, the Finalists) shall be promoted to Division 1 for the following season.
- c) In the event that two or more teams score the same number of points, the same criteria as used to determine the ladder positions after the round-robin games shall be used to determine the final league places for the purposes of relegation.

16. Umpiring Duties

- a) All Saturday Championship teams are required to register at least one ACO or ICC Level 0 qualified umpire as part of their squad at the start of the season.
- b) The CHK ACO will appoint umpires for the Saturday Championship League finals
- c) Umpiring duties for the Saturday Championship League round robin stage matches will be allocated on a team basis. It is then

the responsibility of the team to appoint two representatives to umpire in each allocated match and advise Cricket Hong Kong of the two umpire names at least 24 hours before the start of the match.

- d) It is not mandatory that the Level 0 umpire registered at the start of the season umpire on behalf of the team that registered them
- e) Failure of teams to provide umpires will result in a half point (0.5) penalty deduction per umpire per fixture.
- f) An umpire must arrive no later than 15 minutes before the scheduled start time, and should be dressed appropriately (ideally white shirt and black pants – shorts, vests, bright colours, flip flops / sandals and other such items are not allowed). Should an umpire fail to adhere to either of these then the penalty will be applied even if the umpire stands for some or all of the game.
- g) In the event of inclement weather, it shall be the responsibility of the two nominated umpires to liaise with the two captains and the ground authority involved in the fixture.
- h) In the absence of appointed umpires, the captain of the batting side is to nominate player-umpires during his side's innings. It is the responsibility of the captain to ensure that his nominees are familiar with the Laws of Cricket, CHK Playing Conditions and the Competition Rules. Both captain and player-umpire will be held responsible in any case of unfair conduct or negligence.
- i) No person under the age of 18 shall umpire in a Saturday Championship match unless appointed by the CHK ACO or as agreed by both captains before the toss.
- j) When only one umpire is appointed for a Saturday Championship match, the umpire at his/her absolute discretion may stand at both ends during the match, following consultation

- with both captains. In such cases, the batting team captain shall nominate the square-leg umpire for the duration of the innings.
- k) Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match. Teams that have been excused from providing umpires in the competition are required to nominate at least four representatives to attend umpire training courses run by the CHK ACO.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Women's T20 League

These are the competition rules of CHK Women's T20 League. This competition will follow the same rules as the *Sunday Elite T20 Cup*, except for as specified as below. They should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The CHK Women's T20 League shall be contested by fifteen (15) teams participating in two divisions, eight (8) teams in division 1 and seven (7) in division 2.
- b) All matches shall be 20-overs per innings.
- c) Teams will score points in each match. (See rule 15)
- d) The seven or eight teams in each Division shall play each other once in the first round. The standings after the first round will be used to determine the fixtures of the second round.
- e) The top 3 teams in the league table after the first round in each division will automatically qualify for the semi-finals. They will play each other once more in the second round. The points from the second round will be added to their points from the first round to determine their final standings.
- f) The bottom 4 or 5 teams in the league table after the first round in each division will play each other once more in the second

round. The points from the second round will be added to their points from the first round. The team with most points after both rounds will be the 4th team in the Semi Finals

- g) The Semi Finals will be played after the second round – 1st vs 4th and 2nd vs 3rd – in each division. The winners of the semi finals will proceed to the finals.
- h) In case a result can not be reached in the Semi Finals, the higher ranked teams will proceed to the Finals.
- i) The winner of the finals will be declared division Champions. In case a result can not be reached in the Final, the higher ranked team will be declared Champions.

2. Player Eligibility

- a) Only female players may take part in this competition.
- b) A player may only register for a single club throughout the season across all the Women's competitions
- c) Refer to Playing Condition 8 for rules regarding Player Registration
- d) Refer to Playing Condition 9 for rules regarding Player Transfer
- e) Refer to Playing Condition 10 for U15 Girls playing in multiple teams

3. Hours of Play and Intervals

There may be up to three games played in a day at PKVR Reservoir Ground. The periods of play and intervals for Women's T20 League games at PKVR Reservoir are as follows:

Game 1

First Innings	0830-0945 (1 hour 15 minutes)
<i>Interval</i>	<i>0945-1000 (15 minutes)</i>
Second Innings	1000-1115 (1 hour 15 minutes)
Game 2	
First Innings	1130-1245 (1 hour 15 minutes)
<i>Interval</i>	<i>1245-1300 (15 minutes)</i>
Second Innings	1300-1415 (1 hour 15 minutes)
Game 3	
First Innings	1430-1545 (1 hour 15 minutes)
<i>Interval</i>	<i>1545-1600 (15 minutes)</i>
Second Innings	1600-1715 (1 hour 15 minutes)

Playing time per innings: 75 minutes.

Required over rate: 16 overs per hour or 3.75 minutes per over.

At all other grounds, the hours of play will be as specified by CHK.

4. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form template must be used.
- c) Juniors along with age as registered with CHK should be marked on the team list.

5. The Ball

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T20 League matches.

6. Length of Innings

Refer to CHK Women's Premier League T20 Playing Condition 6.

7. Number of overs per Bowler

Refer to CHK Women's Premier League T20 Playing Condition 8.

8. Legitimate Balls per Over

- a) An over shall consist of six balls. No Balls and Wides shall not count as one of the over, and are to be re-bowled.
- b) Law 21 No Ball shall apply, and Law 21.10 Ball Bouncing over Head Height, will be replaced refer Condition of Play rule on Dangerous and Unfair Bowling.
- c) Law 22 Wide shall apply, note provision for a Wide for balls bouncing overhead height under dangerous and Unfair Bowling in Conditions of Play
- d) In Division 2 Matches ONLY:

The first 19 overs will have a maximum of eight balls each, while the last over must have the six legal balls.

Law 21.7 – No Ball – run for a no ball – a no ball is worth 2 runs and only re-bowled in the final over (20th Over)

Law 22 – Wide Ball – run for a wide ball – a wide ball is worth 2 runs and only re-bowled in the final over (20th Over)

9. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 35 minutes.

10. Restrictions on the Placement of Fielders

- a) At the instant of delivery there shall be no 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground
- d) For the first six overs of each innings only **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- e) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- f) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that this table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
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5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- g) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs for the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- h) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

11. Delayed or Interrupted Matches

Refer to CHK Women's Premier League T20 Playing Condition 7

12. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

13. Tied Matches – Super Over

A Super Over is only to be played in Eliminators and Finals. See CHK Women's Premier League T20 Playing Condition 15

14. Runs Behind the Wicket at PKVR Reservoir Ground

See CHK Playing Condition 28.

15. Points

Points for matches will be awarded as follows:

Win	2 points
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Loss	0 points
No Result	1 points each

16. Divisional Champions

The Division Champions shall be the teams that win that Division's Final. In case a result can not be reached in the Final, the higher ranked team will be declared Champions.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the top 3/semi-finals:

- a) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2023-24 shall be used to determine who proceeds, with the higher-ranked team proceeding to the next stage

If the semi-final can not be completed, for any reason, then the higher placed team after the round robin stage (using the above if required) shall proceed to the final.

If the final can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*

Women's T10 Cup

These are the competition rules of CHK Women's T10 Cup. This competition will follow the same rules as the *Women's T20 League*, except for as specified as below. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The CHK Women's T10 Cup shall be contested by fifteen teams contesting in four groups – Group A (3 teams), Group B, Group C and Group D (4 teams each) – seeded based on last season's standings.
- b) Each group will play a single stage round robin of 10-over cricket, with the same points system as the Women's T20 League, followed by the Knock Out stages.
- c) The top team from each group will after the round robin stage will proceed directly to the Semi Finals.
- d) The winner of the Semi Finals will play in the Final, and the winner of the Final will be the Women's T10 Cup Champions.
- e) In case a result can not be reached in any of the KO stage matches, the higher ranked team will proceed to the next round.

2. Player Eligibility

- a) Same eligibility rules as the Women's T20 League apply.
- b) A player may only register for a single club throughout the season across all the Women's competitions

3. Hours of Play and Intervals

There may be up to six games played in a day at PKVR Reservoir Ground.

Unless otherwise specified, the periods of play and intervals for Women's T10 Cup games at PKVR Reservoir are as follows:

Game 1	
First Innings	0800-0838 (38 minutes)
<i>Interval</i>	<i>0838-0847 (9 minutes)</i>
Second Innings	0847-0925 (38 minutes)
Game 2	
First Innings	0930-1008 (38 minutes)
<i>Interval</i>	<i>1008-1017 (9 minutes)</i>
Second Innings	1017-1055 (38 minutes)
Game 3	
First Innings	1100-1138 (38 minutes)
<i>Interval</i>	<i>1138-1147 (9 minutes)</i>
Second Innings	1147-1225 (38 minutes)
Game 4	
First Innings	1230-1308 (38 minutes)
<i>Interval</i>	<i>1308-1317 (9 minutes)</i>
Second Innings	1317-1355 (38 minutes)
Game 5	
First Innings	1400-1438 (38 minutes)
<i>Interval</i>	<i>1438-1447 (9 minutes)</i>

Second Innings	1447-1525 (38 minutes)
Game 6	
First Innings	1530-1608 (38 minutes)
<i>Interval</i>	<i>1608-1617 (9 minutes)</i>
Second Innings	1617-1655 (38 minutes)

Playing time per innings: 38 minutes.

Required over rate: 3.8 minutes per over.

At all other grounds, the hours of play will be as specified by CHK.

4. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 20 minutes nor later than 10 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form must be used.
- c) Juniors along with age as registered with CHK should be marked on the team list.

5. The Ball

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T10 Cup matches.

6. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 10 overs unless all out earlier.

- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
 - c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 12 (Over Rate Penalties) shall apply.
 - d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
 - e) If the side batting first is dismissed in less than 10 overs, the side batting second shall be entitled to bat for 10 overs
 - f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
 - g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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 11 shall apply, NOT the provisions for allowances.*
- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate

- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance 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) See Rule 12 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

7. Number of Overs per Bowler

- a) No bowler shall bowl more than **two** overs in an innings.
- b) In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

8. Legitimate Balls per Over

- a) An over shall consist of six balls. No Balls and Wides shall not count as one of the over and are to be re-bowled.
- b) Players that have played less than two seasons of cricket as of 1st September 2024 are limited to a maximum of 8 balls an over – refer to Women’s T20 League Playing Conditions 8d) for more details.

9. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 20 minutes.

10. Restrictions on the Placement of Fielders

- a) At the instant of delivery there shall be no 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground
- d) At the instant of delivery, during any point of the innings, there may not be more than four (4) fielders permitted outside this fielding restriction area. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- e) To further clarify – there shall be no powerplays.
- f) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

11. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the

second team be provided the opportunity to bat more overs than the first.

- b) Where there is a delayed or interrupted match, umpires should begin reducing overs immediately, with focus on finishing the match within original cessation time.
- c) 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 complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced. See rule **7b**. This calculation must not cause the match to finish earlier than the original cessation time.
- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

12. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 10 overs within 38 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is

credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of five overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

13. Tied Matches – Super Over

A super-over is only to be played during the Knock Out stages. See CHK Premier League T20 Playing Condition 15.

14. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
Tie or No Result	1 points each

15. Champions

The T10 Cup Champion shall be the team that wins the Final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the eliminators / semi finals.

- Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
- If teams are still equal then the higher seeded team will proceed to the next round

If any of the Knock Out stage matches cannot be completed for any reason, the higher seeded team will proceed to the next round

If the Final cannot be completed, then the two finalists shall be declared Joint Champions.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Challenge League

These are the rules for CHK Challenge League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. They should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Player Eligibility

- a) All players must be registered with CHK before playing their first Challenge League game. Playing an unregistered player will constitute playing an ineligible player.
- b) The following players are NOT eligible to play in CHK Challenge League:
 - i) Any player who has played any Sunday Elite or Premier League Game in the 2023-24 or 2024-25 seasons.
 - ii) Any player that is ineligible for Saturday League cricket shall also be ineligible for Challenge League cricket
 - iii) Any player that has played three or more games in the CHK Saturday Championship in either the 2023-24 or 2024-25 seasons.
 - iv) CHK Playing Condition 9 (Under-17s and Women representing multiple teams) will **not** apply. However, players under the age of 17 as of 1st September 2024 (apart from Premier League or National Team players) will be exempt from Rules i) and ii) above. They will be limited to representing just one team in the Challenge League for the entire season.
- c) It will be the responsibility of the respective captains to ensure that they do not field an ineligible player.
- d) Any breach of the above rules will automatically lead to the match

being forfeited and awarded to the opposition with all points. There is no appeal on this matter.

- e) A player may not play for more than one team in the competition and no transfer of players is allowed during the season.
- f) A team can apply for an exemption for a player that has taken part in Saturday/Sunday/Premier League cricket in the 2023-24 season, but who has no intention of playing in these leagues in 2024-25. This has to be made in writing to the CHK management and is subject to CHK approval.
- g) If a player, having received the exemption outlined in f), plays in a Saturday/Sunday/Premier league game during the season, the result of every Challenge League game that he has taken part in until that point will be overturned to a forfeit loss for his team.

2. Competition Format

- a) The Challenge League will consist of three divisions of ten teams each. All matches will be T20 format.
- b) Teams will play each other once in a single stage round robin, for a total of 9 games each team.
- c) Teams will score points from each match
- d) The top two teams in each division after the round robin stage will compete in a Final to determine that division's champion
- e) The finalists of Division 3 and Division 2 will be promoted up, with the last placed teams in Division 2 and Division 1 being relegated down.
- f) The champion of Division 1 will be awarded the *Rahuman Farcy Trophy*.

3. Hours of Play and Intervals

- a) Start times for all matches will be determined by CHK, and all

teams must adhere to the schedule.

- b) Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.
- c) No drinks intervals are permitted. 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.

4. Number of Players

- a) Any team that has assembled less than **six** players by twenty minutes after the scheduled start of play will, at the opposing captain's discretion, forfeit the match. The opposition team may insist to start the game at the scheduled time as soon as **six** players are present. Captains must agree the revised number of overs to complete the game as scheduled.
- b) Any team that has assembled six or more players will be entitled to contest the match. An opposing captain may, at his discretion, lend fielders to the outnumbered team, but has no obligation to do so. No batsman may bat twice.

5. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs

- d) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- e) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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 6 shall apply, NOT the provisions for allowances.

- f) In the event of any time allowances being granted to the fielding team under e) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- g) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- h) Late commencement of the game will not normally be considered an allowance 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.
- i) See Rule 19 for penalties for slow over rates.

6. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, the umpire should ensure the match ends as per the scheduled finished time. The total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced, see 7b. This calculation must not cause the match to finish earlier than the original cessation time.
- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

7. Number of overs per Bowler

- a) No bowler shall bowl more than four overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
 - i. for innings of rescheduled length of at least 10 overs, no

bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

- ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

Illustration: *after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

Should the overs be reduced to 7, then four bowlers may bowl 2 overs

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. Fielding Restrictions

- a) There may be no more than **five** fielders fielding at the boundary at any stage in the innings. Whether or not a fielder is considered to be on the boundary is at the Umpire's discretion. If an inner circle is prepared at the ground, there may be no more than five fielders outside of it.
- b) No more than eleven players may field at any one time. Substitutes are allowed only in the case of injury or in other acceptable circumstances at the umpires' discretion or, in his absence, the

opposing captain. Teams must inform the umpires and the opposition captain before bringing on substitutes.

9. Match Balls

Only pink cricket balls approved by Cricket Hong Kong (CHK) are to be used. Each team is to provide a new CHK-approved ball for their fielding innings. If they are unable to do so, an older ball may be used.

10. Batsman Retirement

- a) A batsman must retire upon his score reaching 50 runs, but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batsmen must return to the crease in the same order that they retired.
- b) Batsmen are not allowed to 'Retire Out' – MCC Law 25.4.3 will not apply to the Challenge League.

11. Postponement of Matches

Refer to CHK Playing Conditions 12.

12. Ground, Weather and Light

Refer to CHK Playing Conditions 13.

13. Umpires

CHK will appoint one neutral, bowler's end umpire, where possible, for all games. The batting team captain must provide the striker's end umpire. The CHK appointed umpire can over-rule the square-leg umpire in any dispute. In the absence of a CHK appointed umpire, team captains are to provide both umpires for their batting innings.

14. Scoring

- a) It is mandatory to upload a full scorecard to CHK App by 9 AM on the second working day after the match.
- b) This responsibility is shared between the two teams playing, and failure to do so will lead to a **0.5-point penalty for both teams**.
- c) It is preferred, but not mandatory, that each game is live scored using the CHK App app.

15. Tied Matches – Super Over

A super-over is only to be played during the finals. See CHK Premier League T20 Playing Condition 15.

16. Results & Points

Competition Points shall be allocated as follows:

Win	2 points
Tie/No Result	1 point
Loss	0 points

17. League Champions

- a) The Champion of each Division shall be the team that wins that division's Final.
- b) The two highest ranked teams after the league stage shall proceed to the final.
- c) If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the Final:
 - i) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;

- ii) If the NRR is equal then the team with the most wins in the competition finishes higher.
 - iii) If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.
 - iv) If teams are still equal, then the final league positions from 2021-22 shall be used to determine who proceeds to the final.
- d) If the Final can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.
- e) The Division 1 Champion will be awarded the *Rahuman Farcy Trophy*. The Division 2 and 3 Champions will also be awarded trophies.
- f) The Finalists of Division 3 and Division 2 will be promoted up, with the last placed teams in Division 2 and Division 1 being relegated down.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

18. Clothing & Uniforms

Either white or coloured clothing is acceptable, provided the colour Pink is not used, and that the entire team is wearing the same uniform. If teams do not have uniforms, then whites are recommended. Players wearing shorts or not wearing sport shoes will not be allowed to play. Umpires can remove them from the field.

19. Slow Over Rate

- a) If, without good cause, the side bowling first fails to complete 20 overs within 80 minutes, then the innings shall be extended until 20 overs are completed, and the second innings will be restricted to the number of overs completed at the 80 minute point in the first innings. There will be no adjustment made to the target in the second innings. The over in progress at the scheduled time shall count as a completed over.
- b) If the team fielding second fails to bowl the required number of overs, without good cause, in 80 minutes, and the game has to conclude due to lack of time, then the result will be decided by DLS as per the CHK App App.
- c) Only the umpire or in his absence the batting captain can interpret Good Cause.
- d) Teams that repeatedly have a slow over-rate may be liable to further penalties from the CHK Management.

20. Bowling from One End

- a) Unless otherwise specified, teams must bowl from only one end at all venues.
- b) Both teams must bowl from the same end for the duration of the game.
- c) At venues where bowling from both ends is possible, then unless otherwise specified by the ground manager, the two captains should agree on which end to bowl from before the toss and should inform the umpire accordingly.
- d) Teams can opt to swap ends during an innings either at 5 over

intervals or at the 10 over mark, provided the venue is fit to bowl at both ends on and both captains agree on an arrangement before the toss takes place. The appointed umpire must be informed of such an arrangement at the toss.

Friday Master's League (35-Over)

These are the rules for the Friday Master's League – a CHK sanctioned competition that is independently organised. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format & Rules

- a) The format is 35 over cricket using Cricket HK Pink balls as used in Saturday League Cricket
- b) There are 9 teams in the competition.
- c) The rules will follow Saturday league rules with some modifications.
- d) Matches are played mornings and afternoons with a few possible exceptions.
- e) All overs bowled are an 8 ball maximum, except the final over which must be fully bowled out.
- f) Batsmen retire at 50 and will not return. These players are deemed NOT OUT.
- g) Bowlers bowl a maximum of 5 overs up to the 27th over and **can bowl an additional 2 overs, AFTER the 27th over**. In a game maximum 7 overs per bowler.
- h) All no balls will be a free hit for the batsman, except when the last ball of an 8 ball over is a no ball. No free hit will carry to the next over.
- i) Runner is allowed for injured players at the discretion of the opposition Captain.
- j) All players must be registered with HK Cricket in their system and must be registered to play.

2. Points System

30 Points for a win

0 points for a loss

Bonus Points as follows:

- a) Any player 40 or over – 1 bonus point
- b) Any player 50 or over – 2 bonus points
- c) Any player 60 years or over - 3 bonus points
- d) Any player 70 years or older – 4 bonus points
- e) Any female player – 4 bonus point
- f) Bonus points for age and females will be a maximum of 15 per match per team
- g) 5 bonus points for both teams if game goes into the 31st over, 1st ball of 31st over MUST be bowled. This will be in addition to age / female bonus.

Forfeit / Walkover – team unable to have at least 8 players for a game it will be deemed a walkover. The team forfeiting the game will also lose 20 penalty points.

Washout – games washed out will have points split, no bonus or penalty points will be incurred. There will be no replay or washed-out games or Semi Finals. Semi Finals will not be replayed if washed out and the team higher on the ladder will progress. The Final will have one reserve day only.

3. Player Eligibility

- a) Any player may play but NO Premier League players, no players

who have played 2 or more Sunday League matches in this or the previous season. Saturday League and Challenge League players welcome.

- b) Any player playing for CHK Dragons will be eligible to play.
- c) Players under 40 and playing for Challenge League or Saturday League can only play for one nominated team. If any player plays for two teams this will be deemed a forfeit and those penalties will apply. If discovered after a game the winning team will be accredited any bonus points.
- d) Players 40 years or over can play for multiple teams as a pool player.
- e) Other Pool Players – these will be players who can play for any team any week – no limitation on games or teams.

4. Match Timings and Penalties

- a) All matches will be 4 hours and 30 minutes in length. One end will be used for 17 overs and the end changed after drinks where a further 18 overs will be bowled.
- b) Drinks breaks will be NO longer than 5 minutes including leaving the field, returning and play recommencing.
- c) Each match will have two drinks breaks, one for each innings and 10 minutes change of innings.
- d) Each batting innings will be for 2 hours and 5 minutes. This equates to 3.57 minutes per over.
- e) In calculating late over penalties good cause may be allowed from the umpire. If no good cause the following apply:
 - i. 5 penalty runs per over NOT completed. That is if 29.4 overs bowled 6 overs are deemed late.
 - ii. In addition DLS shall be applied from over 29.4 for example

above.

iii. The winner shall be deemed from DLS.

5. Finals

- a) Semi finals will be played between 1st and 4th and 2nd and 3rd as at the end of the season schedule.
- b) Players must have played for their team during the current or the previous season to be eligible.
- c) Teams may request an exemption to the FML Admin team but there is no guarantee this will be approved.
- d) The Final will be played between the winners of the first and second semi final.
- e) In the event of a tie in Semi Finals the higher placed team will be deemed the winner.
- f) In the event of a tie in the final both teams will be deemed champions.
- g) There will be no super over in 35 over series.
- h) In the event of a washout on the second rescheduled day of a final the highest placed team will be deemed champions.

Friday Master's League "Smash and Grab" (T20)

These are the rules for the Friday Master's League – a CHK sanctioned competition that is independently organised. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format & Rules

- a) The format is T20 over cricket using either Pink Dweller Raised seam balls or Cricket HK Pink balls as used in Saturday League Cricket.
- b) There are 6 teams in the competition.
- c) The rules will follow Challenge League rules with some modifications.
- d) Matches are played mornings and afternoons with a few possible exceptions.
- e) All overs bowled are a 6 ball over as per Challenge League games.
- f) Batsmen retire at 50 and do not return, they are not out for stats purposes.
- g) Bowlers bowl a maximum of 4 overs.
- h) There will be a powerplay for the first 6 overs of the match where only 2 players may be outside the 30 yard circle.

- i) After the powerplay no more than 5 fielders may be outside the 30 yard circle.
- j) No more than 5 fielders may be on the legside at anytime.
- k) All no balls will be a free hit for the batsman.
- l) Runner is allowed for injured players at the discretion of the opposition Captain.
- m) All players must be registered with HK Cricket in their system and must be registered to play.

2. Points System

20 Points for a win

0 points for a loss

The team in front at the end of 10 overs will get **10 points**.

Bonus Points as follows:

- a) Any player 40 or over – 1 bonus point
- b) Any player 50 or over – 2 bonus points
- c) Any player 60 years or over - 3 bonus points
- d) Any player 70 years or older – 4 bonus points
- e) Any female player – 4 bonus point
- f) Bonus points for age and females will be a maximum of 15 per match per team

Forfeit / Walkover – team unable to have at least 8 players for a game it will be deemed a walkover. The team forfeiting the game will also lose 20 penalty points.

Washout – games washed out will have points split, no bonus or penalty points will be incurred. There will be no replay or washed out games. Finals will have one reserve day only.

3. Player Eligibility

- a) Any player may play but NO Premier League players, no players who have played 2 or more Sunday League matches in this or the previous season. Saturday League and Challenge League players welcome.
- b) Any player playing for CHK Dragons will be eligible to play.
- c) Players under 40 and playing for Challenge League or Saturday League can only play for one nominated team. If any player plays for two teams this will be deemed a forfeit and those penalties will apply. If discovered after a game the winning team will be accredited any bonus points.
- d) Players 40 years or over can play for multiple teams as a pool player.
- e) Other Pool Players – these will be players who can play for any team any week – no limitation on games or teams.

4. Match Timings and Penalties

- a) All matches will be 3 hours in length. One end will be used for 10 overs and the end changed after drinks where a further 10 overs will be bowled.
- b) Drinks breaks will be NO longer than 5 minutes including leaving the field, returning and play recommencing.
- c) Each match will have two drinks breaks, one for each innings and 10 minutes change of innings.
- d) Each batting innings will be for (80 minutes). This equates to 4 minutes per over.
- e) In calculating late over penalties good cause may be allowed from the umpire. If no good cause the following apply:
 - i. 5 penalty runs per over NOT completed. That is if 17.1 overs bowled 3 overs are deemed late.

- ii. In addition DLS shall be applied from over 17.1 for example above.
- iii. The winner shall be deemed from DLS.

Under-19 Boys T20 League

These are the competition rules of the CHK Under-19 Boys T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The Under-19 Boys T20 League will consist of eleven teams in two groups – Group A with 6 teams and Group B with 5 teams.
- b) Teams will play each other once in round robin stage. All matches will be T20 format.
- c) Teams will score points in each match.
- d) The top team from each group will proceed directly to the final.
- e) The winners of the Finals shall be crowned U19 T20 League champions

2. Player Eligibility

- a) Only players born on or after 1st September 2005 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

3. Hours of Play

- a) Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.
- b) Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.
- c) No drinks intervals are permitted. 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.

4. Toss and Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form template is not mandatory.

5. The Ball

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall

apply.

- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs.
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play.
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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 6 shall apply, NOT the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- i) if a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance 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) See CHK Playing Condition 17 for penalties for Slow Over Rate.

7. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, the umpire should ensure the match ends as per the scheduled finished time. The total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced, see bb. This calculation must not cause the match to finish earlier than the original cessation time.
- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

8. Number of overs per Bowler

- a) No bowler shall bowl more than four overs in an innings.

- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
 - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

Illustration: *after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

Should the overs be reduced to 7, then four bowlers may bowl 2 overs

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9. Fielding Restrictions

- a) At the instant of delivery there shall be no 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 drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction 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 first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called

10. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

11. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

12. Tied Matches – Super Over

A Super Over is only to be played in the Final match. See CHK Premier League T20 Playing Condition 15.

13. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

14. League Champions

The team that wins the final in each division shall be declared the U19 T20 League divisional Champions.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the play-off / semi-finals / eliminator/final:

- a) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the Finals can not be completed, then the trophy shall be shared between both finalists.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*

Under-19 Girls T20 League

These are the competition rules of CHK U19 Girls' T20 League. This competition will follow the same rules as the *Women's T20 League*, except for as specified as below. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The CHK U19 Girls' T20 League shall be contested by five teams.
- b) All matches shall be 20-overs per innings.
- c) Teams will score points in each match. (see rule 15)
- d) The team that tops the league table after the round-robin stage will proceed directly to the final.
- e) The teams placed 2nd and 3rd will play each other in an 'Eliminator' game, with the winner proceeding to the final.
- f) In case the Eliminator cannot be played, the 2nd placed team will proceed to the finals.
- g) The winner of the finals will be declared Champions.

2. Player Eligibility

- a) Only female players may take part in this competition. Only players born on or after 1st September 2005 are eligible to take part.
- b) A player may only register for a single club throughout the season across all the Women's competitions.
- c) Refer to Playing Condition 8 for rules regarding Player Registration
- d) Refer to Playing Condition 9 for rules regarding Player Transfer

- e) Playing Condition 10 for U15 Girls playing in multiple teams will not apply to this competition. All players may play for a single team throughout this competition.

3. Hours of Play and Intervals

Games will usually be played on Saturday Afternoons at PKVR Reservoir. Unless otherwise specified, the periods of play and intervals for U19 Girls are as follows:

First Innings	1430-1545 (1 hour 15 minutes)
<i>Interval</i>	<i>1545-1600 (15 minutes)</i>
Second Innings	1600-1715 (1 hour 15 minutes)

Playing time per innings: 75 minutes.

Required over rate: 16 overs per hour or 3.75 minutes per over.

No drinks intervals are permitted. 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.

4. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form template is not mandatory.

5. The Ball

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T20 League matches.

6. Length of Innings

Refer to CHK Women's Premier League T20 Playing Condition 6.

7. Number of overs per Bowler

Refer to CHK Women's Premier League T20 Playing Condition 8.

8. Legitimate Balls per Over

- a) No Balls and Wides shall be re-bowled up to a maximum of eight deliveries per over, except the final over of an innings when six legitimate balls must be bowled.
- b) If the eight ball of the over is a no-ball, there will be no free-hit on the subsequent delivery.
- c) Law 21 No Ball shall apply, and Law 21.10 Ball Bouncing over Head Height, will be replaced refer Condition of Play rule on Dangerous and Unfair Bowling.
- d) Law 22 Wide shall apply, note provision for a Wide for balls bouncing overhead height under dangerous and Unfair Bowling in Conditions of Play

9. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 35 minutes.

10. Restrictions on the Placement of Fielders

- a) At the instant of delivery there shall be no 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground.
- d) For the first six overs of each innings only **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- e) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- f) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that this table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4

15–18	5
19–20	6

If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs for the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions. In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

11. Delayed or Interrupted Matches

Refer to CHK Women's Premier League T20 Playing Condition 7

12. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled

cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

13. Tied Matches – Super Over

A Super Over is only to be played in the Eliminator, Play-Off and Final. See CHK Women's Premier League T20 Playing Condition 15

14. Runs Behind the Wicket at PKVR Reservoir Ground

See CHK Playing Condition 28.

15. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

16. Champions

The Champions shall be the team that win the Final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the eliminator / play-off:

- a) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the eliminator can not be completed, for any reason, then the higher placed team after the round robin stage (using the above if required) shall proceed to the final.

If the Final can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Under-17 T20 League

These are the competition rules of the CHK Under-17 T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The Under-17 T20 League will consist of two divisions – a Premier Division with 7 teams and a Elite Division with 6 teams split into two pools of 3 teams each.
- b) Teams will play each other once in a single-stage round robin in the Premier division, and twice in two-stage round robin in Elite division (subject to ground space). All matches will be T20 format.
- c) Teams will score points in each match.
- d) In the Premier Division, the top team after the round-robin stage will proceed directly to the Final, while 2nd will face 3rd in an Eliminator to determine the second finalist.
- e) In the Elite Division, the top two teams in each pool will play the cross-pool Semi-final, with the winners playing the Final/
- f) In case the Eliminator or semi-final cannot be played, the higher ranked team from the round-robin stages will proceed to the final.
- g) The winners of the Finals shall be crowned U17 T20 League divisional champions

2. Player Eligibility

- a) Only players born on or after 1st September 2007 are eligible to

take part.

- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

3. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

No drinks intervals are permitted. 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.

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

5. The Ball

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out

earlier.

- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 13 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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 6 shall apply, NOT the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such

time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

- i) if a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance 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) See CHK Playing Condition 17 for penalties for Slow Over Rate.

7. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, the umpire should ensure the match ends as per the scheduled finished time. The total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced, see bb. This calculation must not cause the match to finish earlier than the original cessation time.
- c) In all reduced overs matches, the fielding team will be given one

over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

8. Number of overs per Bowler

- a) No bowler shall bowl more than four overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second:
- i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

Illustration: *after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

Should the overs be reduced to 7, then four bowlers may bowl 2 overs

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9. Fielding Restrictions

- a) At the instant of delivery there shall be no 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 drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction 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 first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4

15–18	5
19–20	6

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called

10. Fielder Absence – Max Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

11. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the

captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).

- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

12. Tied Matches – Super Over

A Super Over is only to be played in Eliminator, Semi-finals and Final matches. See CHK Premier League T20 Playing Condition 15.

13. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

14. League Champions

The team that wins the final in each division shall be declared the U17 T20 League divisional Champions.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the final / eliminator:

- a) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the eliminator or semi-finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall proceed to the Final.

In the Premier Division, if the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions

In the Elite Division, if the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions given the number of teams are equal in both pools. If the number of teams are not equal in both pools then the trophy will be shared between the both finalist.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Under-17 35-Over League

These are the competition rules of the CHK Under-17 35-Over League. This competition will follow the same rules as the *CHK Sunday Elite League*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The Under-17 35-Over League will consist of two divisions – a Premier Division with 7 teams and a Elite Division with 6 teams split into two pools of 3 teams each.
- b) Teams will play each other once in a single-stage round robin in Premier Division and double-stage round robin in Elite Division. All matches will be 35-Over format.
- c) Teams will score points in each match.
- d) In the Premier Division, the team that tops the league table after the round-robin stage will proceed directly to the Final, while 2nd will face 3rd in an Eliminator to determine the second finalist.
- e) In the Elite Division, the top two teams in each pool will play cross pool Semi-Finals, with the winner playing the Final, while the 3rd ranked team from each group after the round-robin stage will play against each other in 5th/6th place play-off.
- f) In case the Eliminator or Semi-Final cannot be played, the higher ranked team from the round robin stages will proceed to the final.
- g) The winners of the Finals shall be crowned U17 35-Over League divisional champions

2. Player Eligibility

- a) Only players born on or after 1st September 2007 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

3. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last for 4 hours and 40 minutes. There will be 2 hours 15 minutes per innings (3.85 minutes/over) with a 10-minute break between innings.

One drinks break will be taken in each innings after 1 hour of play. This is included in the 2 hours 15 minutes.

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

5. The Ball

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 35 overs.

- b) To constitute a match, a minimum of ten overs must be completed in the second innings.
- c) Declarations are not permitted.
- d) If either bowling side fails to complete 35 overs within the scheduled time, the innings shall be extended until 35 overs are completed subject to conditions and ground availability. An over in progress at the scheduled time shall count as a completed over for over rate calculations.
- e) If the side batting first is dismissed in less than 35 overs, the side batting second shall be entitled to bat for 35 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
 - ii. Injury to players of either side.
 - iii. 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.
 - iv. Delays caused by the batting side, e.g. changes of equipment.

Note: *In instances of inclement weather, CHK Playing Conditions Rule 8 shall apply, NOT the provisions of Good Cause.*

- h) Late commencement of the game will not normally be considered an allowance 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. All occurrences of late commencement must be reported to the CHK Operations

Manager for further action.

- i) See Rule 13 and CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.75 minutes per over, if the number of overs to be bowled is less than 35 – see Rule 9 below.

7. Drinks Intervals

- a) One drinks break per innings shall be permitted after 1 hour of play.
- b) The Drinks Intervals 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 an allowance for over rate calculations.
- 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. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 15 minutes

- c) 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 complete 7.5 minutes lost, being 3.75 minutes per over (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 **9b and 12f**. This calculation must not cause the match to finish earlier than the original cessation time.
- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

9. Number of Overs per Bowler

- a) No bowler shall bowl more than **seven** 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.

10. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

11. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Conditions 23, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

12. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) 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. At the instant of delivery:

Powerplays

- c) There are three phases of Powerplay:
 - iv. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 7 inclusive.
 - v. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 8 to 28 inclusive.
 - vi. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings

of 35 overs, these are overs 29 to 35 inclusive.

- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 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 applies to both the 1st and 2nd innings of the match.

- g) If play is interrupted during an innings and the table below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over

Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7

13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 35 overs within 2 hours 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs per over not bowled in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of 15 overs or more duration. In innings of less than 15 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

14. Tied Matches – Super Over

A Super Over is only to be played in Eliminator and Final matches. See CHK Premier League T20 Playing Condition 15.

15. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
Tie or No Result	1 points each

16. League Champions

The team that wins the final in each division shall be declared the U17 35-Over League divisional Champions.

If the number of points scored by two or more teams in a group is the same, the following criteria shall be used to determine which team proceeds to the final/eliminator:

- Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the Final can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Under-15 T20 League

These are the competition rules of the CHK Under-15 T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The Under-15 T20 League will consist of two divisions. The Premier division will have 6 teams, and Elite division 10 teams split into two pools of 5 teams each.
- b) Teams will play each other twice in a two-stage round robin (subject to the ground space). Teams will score points in each match.
- c) In the Premier Division, the team that tops the league table after the round-robin stage will proceed directly to the final, with 2nd playing 3rd place in an eliminator to determine the second finalist.
- d) In the Elite Division, the top two teams in each pool will play cross pool Semi- Finals, with the winners playing the Final.
- e) In case the eliminator or semi-final cannot be played, the higher ranked team from the round robin stages will proceed to the finals.
- f) The winner of the final shall be crowned League champions for the division.
- g) There is no automatic promotion/relegation between divisions

2. Player Eligibility

- a) Only players born on or after 1st September 2009 are eligible to

take part.

- b) Girls born on or after 1st September 2007 are eligible to take part (see CHK Playing Condition 8q)

3. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

No drinks intervals are permitted. 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.

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

5. The Ball

A CHK approved Montgomery pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

Refer to CHK Under-17 T20 League Playing Condition 6.

7. Delayed or Interrupted Matches

Refer to CHK Under-17 T20 League Playing Condition 7

8. Number of overs per Bowler

Refer to CHK Under-17 T20 League Playing Condition 8

9. Fielding Restrictions

Refer to CHK Under-17 T20 League Playing Condition 9. The radius of the semi-circles shall be 25.15 yards instead of 30.

10. Fielder Absence – Max Penalty Time

Under CHK Playing Condition 23, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

11. Over Rate Penalties

The 5 run penalty for slow over rates will apply. Refer to Refer to CHK Under-17 T20 League Playing Condition 11.

12. Tied Matches – Super Over

A Super Over is only to be played in the Eliminator, Semi Finals and Final matches. See CHK Premier League T20 Playing Condition 15.

13. Batsman Retirement

A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

14. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

15. League Champions

The champions for each division in the U15 T20 League will be the side that win's that division's final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the eliminator or semi-finals:

- Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the eliminator or semi-finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall proceed to the Final.

In the Premier Division, if the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions

In the Elite Division, if the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions given the number of teams

are equal in both pools. If the number of teams are not equal in both pools then the trophy will be shared between the both finalist.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Under-15 30-Over League

These are the competition rules of the CHK Under-15 30-Over League. This competition will follow the same rules as the *Premier League One Day*, except for as specified as below. These rules should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The Under-15 30-over League will consist of two divisions. The Premier division will have 6 teams, and Elite division 10 teams. All matches will be 30-Over format.
- b) In the Premier division, teams will play each other once in a single-stage round robin. In the Elite division, teams will be divided in two pools and will play each other once within the pool.
- c) Teams will score points in each match.
- d) In the Premier Division, the team that tops the league table after the round-robin stage will proceed directly to the final, with 2nd playing 3rd place in an eliminator to determine the second finalist
- e) In the Elite Division, Top two teams in each pool will play a cross pool Semi- Final and the winners of that will play the Final.
- f) In case the eliminator or semi-finals cannot be played, the higher ranked teams will proceed to the finals.
- g) The winner of the final shall be crowned League champions for the division.
- h) There is no automatic promotion/relegation between divisions

2. Player Eligibility

- a) Only players born on or after 1st September 2009 are eligible to take part.
- b) Girls born on or after 1st September 2007 are eligible to take part (see CHK Playing Condition 8q)

3. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last for 4 hours. There will be 1 hour 55 minutes per innings (3.83 minutes/over) with a 10-minute break between innings.

One drinks break will be taken in each innings after 15 overs of play. This is included in the 1 hour 55 minutes.

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

5. The Ball

A CHK approved Montgomery pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 30 overs.

- b) To constitute a match, a minimum of ten overs must be completed in the second innings.
- c) Declarations are not permitted.
- d) If either bowling side fails to complete 30 overs within the scheduled time, the innings shall be extended until 30 overs are completed subject to conditions and ground availability. An over in progress at the scheduled time shall count as a completed over for over rate calculations.
- e) If the side batting first is dismissed in less than 30 overs, the side batting second shall be entitled to bat for 30 overs.
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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, CHK Playing **Conditions Rule 8** shall apply, NOT the provisions of Good Cause.*

- h) Late commencement of the game will not normally be considered an allowance 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. All occurrences of late commencement must be reported to the CHK Operations

Manager for further action.

- i) See CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.75 minutes per over, if the number of overs to be bowled is less than 30 – see Rule 8 below.

7. Drinks Intervals

- a) One drinks break per innings shall be permitted after 15 overs or 1 hour of play, whichever comes first.
- b) The Drinks Intervals 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 an allowance for over rate calculations.
- 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. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 15 minutes

- c) 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 complete 7.5 minutes lost, being 3.75 minutes per over (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 **9b and 12f**. This calculation must not cause the match to finish earlier than the original cessation time.
- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CHK App.

9. Number of Overs per Bowler

- a) No bowler shall bowl more than **six** 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.

10. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

11. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Conditions 22, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

12. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) 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. At the instant of delivery:

Powerplays

- c) There are three phases of Powerplay:
 - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 6 inclusive.
 - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 7 to 24 inclusive.

- iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 25 to 30 inclusive.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of

Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6

Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

- 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 above. For the sake of clarity, it should be noted that the table applies to both the 1st and 2nd innings of the match.
- g) If play is interrupted during an innings and the table above applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over

13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 30 overs within 1 hour 55 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs per over not bowled in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for

the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of 15 overs or more duration. In innings of less than 15 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

14. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
Tie or No Result	1 points each

15. League Champions

The champions for each division in the U15 30-Over League will be the side that wins that division's final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the final / eliminator / semi-finals:

- a) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the semi-finals can not be completed, then the higher placed team

after the round robin stage (using the above if required) shall proceed to the Final.

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Under-13 Competition Rules – General

These are the general competition rules for the CHK Under-13 Leagues and should be read in conjunction with the playing conditions for each competition, and the 2024-25 CHK Playing Conditions.

1. The 2024-25 CHK Under-13 League is open to players born on or after 1st September 2011.
2. Girls born on or after 1st September 2009 are eligible to take part (see CHK Playing Condition 8q)
3. The Under-13 League is split in two divisions – Premier (Division 1) and Elite (Division 2). Clubs should determine the relative strength of their players and to select their teams to play in each division accordingly.
4. Both divisions will be 11-a-side T20 Cricket during the season, with a 30-Over KO Cup scheduled at the end of the season if time and ground space permits
5. There will be no automatic promotion/relegation between the Premier and Elite divisions at the end of the season.
6. A Montgomery brand 2-piece 142gm Pink leather cricket ball will be used in all league matches. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.
7. Teams will normally bowl from one end unless otherwise instructed by the CHK staff present to bowl from both ends.
8. For group stage games, each team will provide an umpire for the match. The umpires shall swap between square leg and officiating umpire at the completion of every over. If it is not possible to provide two umpires for each game, the batting team will provide a square leg umpire. The decisions of the Umpires are final.

9. The length of the pitch will be equal to 20 yards.
10. The Toss must be conducted no more than 10 minutes before the start of the game, and must be conducted in front of adult representatives from both teams.
11. It is not mandatory to submit a written team list before the toss. However, the playing 11 must be selected on the CHK App scoring App before the game gets underway.
12. Refer to CHK Playing Condition 28 regarding Adult Supervision requirements

Under-13 T20 League – Premier Division

These are the competition rules of the CHK Under-13 T20 League – Premier Division. This competition will follow the same rules as the *CHK Under-17 T20 League*, except for as specified as below. These rules should be read in conjunction with the CHK Under-13 *Competition Rules – General*, *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The Under-13 Premier Division consists of 6 teams.
- b) Teams will play each other twice in a two-stage round robin.
- c) Teams will score points in each match. Each team will play 10 matches.
- d) The top two teams after the round-robin stage will directly proceed to the division's Final, while 2nd will face 3rd in an Eliminator to determine the second finalist.
- e) In case the Eliminator cannot be played, the higher ranked team (ie 2nd place) will proceed to the finals
- f) The winner of the final shall be crowned U13 T20 League Premier Division champions
- g) There is no automatic promotion/relegation between divisions

2. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings. This includes one drinks break at the 10 over interval in each innings.

3. Free Hit after a No ball

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 18 for outline on this rule

4. Length of Innings

Refer to CHK Under-17 T20 Playing Condition 6.

5. Delayed or Interrupted Matches

Refer to CHK Under-17 T20 League Playing Condition 7

In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

6. Number of overs per Bowler

Refer to CHK Under-17 T20 League Playing Condition 8

7. Fielding Restrictions

A six-over powerplay at the start of the innings will be in effect. Refer to CHK Under-17 T20 League Playing Condition 9. The radius of the semi-circles shall be 25.15 yards instead of 30.

At KGV and DB Plaza, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

8. Tied Matches – Super Over

A super-over is only to be played during the semi-finals and finals.
See CHK Premier League T20 Playing Condition 15.

9. Runs Behind the Wicket at PKVR Reservoir Ground

See CHK Playing Condition 28.

10. Over Rate Penalties

Over Rate Penalties do not apply to the Under-13 Leagues. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.

11. Batsman Retirement

A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

12. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
Tie or No Result	1 points each

13. League Champions

The champions for the U13 League Premier Division will be the side that wins the final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals / final:

- d) Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- e) If the NRR is equal then the team with the most wins in the competition finishes higher.
- f) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.

If the semi finals can not be completed, then the higher placed team after the round robin stage (using the above if required) will proceed to the finals.

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Under-13 T20 League – Elite Division

These are the competition rules of the CHK Under-13 T20 League – Elite Division. These rules should be read in conjunction with the CHK Under-13 T20 League – Premier Division playing conditions, CHK Under-13 *Competition Rules – General*, CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The Under-13 Elite Division consists of 14 teams, split into two groups of 7 teams each.
- b) Teams will play each other once within their pool in a single-stage round robin of 11-a-side, 20-over matches.
- c) Teams will score points in each match. Each team will play 6 matches.
- d) The two teams that top the league table in each pool after the round-robin stage will proceed to the semi-finals, where 1st will play 2nd in the opposite group.
- e) The winners of the semifinals will proceed to the final. The winner of the final shall be crowned U13 T20 League – Elite Division Champions
- f) In case the semi-finals cannot be played, the higher ranked teams will proceed to the finals (ie, 1st vs 1st)
- g) There is no automatic promotion/relegation between divisions

2. Hours of Play

Refer to CHK Under-13 T20 League – Premier Division Playing Condition 2.

3. Wides and No Balls

Wides and No-balls will only be re-bowled for the final over of the innings and shall be worth 2 runs each.

4. Free Hit after a No ball

A Free Hit after a No Ball is applied to all No Balls. However, if the final ball of an over is a No Ball, the free hit will not carry over to the next over. Refer CHK Playing Condition 18 for more on this rule.

5. Length of Innings

Refer to CHK Under-17 T20 Playing Condition 6.

6. Delayed or Interrupted Matches

Refer to CHK Under-17 T20 League Playing Condition 7

In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

7. Number of overs per Bowler

No bowler shall bowl more than three (3) overs per match. This is to be reduced if the number of overs available during the innings is reduced due to delays/inclement weather/other issues. Refer to CHK Under-17 T20 League Playing Condition 8 for more guidance.

8. Fielding Restrictions

A 6-over PowerPlay will not be applied. At any point during the innings there may be:

- a) No more than 5 fielders may field outside the inner circle.
- b) No more than 5 fielders on the legside.
- c) No more than 2 fielders behind square on the legside.

At KGV, where no inner circle is provided, players are considered inside the circle as long as they are a few steps in from the boundary.

9. Tied Matches – Super Over

A super-over is only to be played during the semi-finals and final. See CHK Premier League T20 Playing Condition 15.

10. Runs Behind the Wicket at PKVR Reservoir Ground

See CHK Playing Condition 28.

11. Over Rate Penalties

Over Rate Penalties do not apply to the Under-13 Leagues. However, all teams are encouraged to complete their overs in a timely manner and repeat occurrences of slow over-rates could result in penalties from the CHK Management.

12. Batsman Retirement

A batsman must retire upon his score reaching 50 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batmen must return to the crease in the same order that they retired.

13. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
Tie or No Result	1 points each

14. League Champions

The champions for the U13 T20 League Elite Division will be the side that wins the final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1st playing 2nd in the opposite pool

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals:

- Net Run Rate (NRR)*, as calculated by the CHK App system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds to the Semi Finals

If the semi finals or any of the cross-pool play-off matches can not be completed, the higher ranked team will proceed to the finals / relevant ranking match.

If the finals can not be completed, then the trophy will be shared between the two finalist teams.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.*

Under-11 Competitions Rules – General

1. These rules should be read in conjunction with *CHK Junior League Playing Conditions*.
2. The 2024-25 CHK Under-11 competitions are open to players born on or after 1st September 2013.
3. Girls born on or after 1st September 2011 are eligible to take part (see CHK Playing Condition 8q)
4. For the 2024-25 season CHK's Under-11 program shall comprise two competitions:
 - a. Under-11 League (pairs cricket)
 - b. Under-11 Championship
5. The Under-11 League will feature games of 12 overs per innings (pairs cricket) while the Under-11 Championship will feature games of 15 overs per innings ('proper' cricket)
6. A pink Montgomery 135g leather ball will be used in Pool 1 of the Under-11 League and Championship. A soft 'incrediball' will be used in Pools 2 and 3. Teams shall provide their own Montgomery balls, purchased from Montgomery Sports, and CHK will provide Incrediballs.
7. Teams playing in Pool 1 must ensure their players are adequately equipped and skilled to play hard-ball cricket. All batsmen must wear helmets, pads and gloves when batting and wicket-keepers must wear helmets and wicket-keeping gloves at all times. Teams that cannot provide the appropriate equipment for all players should not enter a team into the Premier groups.
8. Clubs should determine the relative strength of their players and to select their teams to play in each division/pool accordingly.
9. Players that participate in the Under-11 League are eligible to play

- in the Under-11 Championship and do not need to register again.
10. A player may transfer to a different team for the Under-11 Championship to the one that they played for in the Under-11 League, but they must play for only one team in each competition (i.e. a player cannot play for multiple teams).
 11. A player that is already playing Under-13 Hardball Cricket cannot play in Pool 2 or 3 of the Under-11 League and Championship without consent from CHK
 12. Unless otherwise directed by CHK, all Under-11 matches in the 2024-25 season will be played at Po Kong Village Road Reservoir Ground on Saturday mornings.
 13. Up to four sessions of matches may be played on each match day, with two matches per session. All matches should be completed within 1 hour and 40 minutes of the start time. The start time for matches will be as follows:
 - a. First session of matches will start at 8 am.
 - b. Second session of matches will start at 9.30 am.
 - c. Third session of matches will start at 11:00 am.
 - d. Fourth session of matches will start at 12:30 pm.
 14. Over Rate Penalties do not apply to the Under-11 Competitions. However, all teams are encouraged to complete their overs in a timely manner, and repeat occurrences of slow over-rates could result in penalties from the CHK Management.
 15. Teams should be at the ground and be ready for the coin toss at least ten minutes before the scheduled start time of their match and every effort should be made to start matches on time.
 16. All Under-11 matches shall be played by teams of eight (8) players. Any team with less than six (6) players shall not be allowed to play and a walk-over shall be awarded to the opposition.

17. Teams that do not have six (6) players available at the scheduled start time shall forfeit the match to the opposition. If neither team has six players at the scheduled start time, the match will be cancelled and no points will be awarded.
18. Wooden bats must be used and the use of abdominal protectors is encouraged.
19. All matches shall be played using the shortened length (18-yards) wicket. At the PKVR Reservoir ground, teams bowl from one end only. The non-striking batsman shall run from the 18-yard crease line.
20. Bowlers can choose to deliver the ball from the 22-yard bowling crease.
21. Two (2) runs will be added to the total of the batting side in the case of wide plus runs scored from byes. No extra ball will be bowled.
22. In the case of a "No-ball", 2 runs will be added to the total plus any runs scored off the bat or byes etc. No-balls include a full toss that reaches the batsman above his waist, balls that roll along the ground and, where specified, deliveries that bounces more than '**twice**' before the popping crease. **No** extra ball will be bowled. There will be **no** 'free hit' for a no-ball.
23. The person bowling the last over of the innings is required to bowl six legitimate deliveries (i.e. extras must be re-bowled).
24. Each team will provide an umpire for the match, the two umpires shall swap between square leg and officiating umpire after the completion of every over. The decisions of the Umpires are final.
25. At no stage during the match should spectators, including team coach or accompanying adults, enter the field of play, unless he/she is serving as an umpire.
26. In the interests of player development, CHK encourages team

coach, team representatives or accompanying adults to direct their advice to teams during intervals only and that this is done outside of the field of play.

27. CHK will appoint a Ground Manager each week to manage the Under-11 matches on that day. The Ground Manager's duties will include but not be limited to:
- a) Informing teams which pitch they will be play their games.
 - b) Checking that all teams have adult supervision.
 - c) Providing umpires with the match balls for Under-11 League and Under-11 Championship (Elite Division) matches.
 - d) Coordinating with teams on the appointment of umpires.
 - e) Requesting teams to nominate the scorer/s for each match.
 - f) Facilitating the timely start and finish of games.
 - g) Handling any disputes that might arise and reporting back to CHK on any incidents.
 - h) Assisting with the tidying of the ground and equipment at the end of the day's play.

Loss:	0 points + batting and bowling bonus points (maximum of 10 points)
Tie:	7 points + batting and bowling bonus points (maximum of 17 points)
No Result:	12 points for each team
Walk-over:	24 points

Bonus Points

Batting: One (1) batting point for the team score reaching 155, 170, 185, 200 and 215 or more runs (maximum of 5 batting points)

Bowling: One (1) bowling point each for 1, 2, 3, 4, 5 wickets taken (maximum of 5 bowling points)

11. Due to the short timeframe to complete matches, teams must make every effort to start their matches at the scheduled time and team managers/coaches must ensure their players move quickly between overs and between innings to ensure a timely conclusion of matches. Matches that do not start on time may see a reduction in the number of their overs to ensure they finish within the allowable time. For every five (5) minutes of time lost, there will be a deduction of 2 overs per match or one over per innings.

Illustration

A match starting ten minutes late will be reduced by four overs or two overs per innings (i.e. each team will face only 14 overs) with the last pair of batters in each innings only facing two overs instead of four (or the last two pairs facing three overs each).

If a match starts more than ten minutes late, the match will be reduced to 12 overs per side and each batting pair will only face

three overs. Each bowler will be restricted to a maximum of three overs.

A match starting more than 20 minutes late will be reduced to 8 overs per side with each batting pair facing only two overs each and each bowler restricted to a maximum of two overs.

12. In case a result can not be reached due to any circumstances, the game shall be considered abandoned and points will be shared. DLS or any other similar method is not to be applied.

Under-11 Championship

1. Upon completion of the Under-11 League, the Under-11 Championship will be played.
2. Matches in the Under-11 Championship shall be of 15-overs per innings.
3. Teams that have registered for the competition will be split into three Pools based on their strength and factoring in club requests
4. Teams will play the other teams in their division once. Pool 1 will play with the hard ball, while Pools 2 and 3 will play with the soft 'incrediball'.
5. At the end of this phase, the top three teams from Pool 1 and the top four teams from Pool 2 will proceed to the KO stages to determine the Under-11 Divisional Champions. All KO matches will be played on a single day.
6. In Pool 1, the 1st placed team will proceed to the Final directly, while the 2nd and 3rd place team will play an Eliminator match. In Pool 2 and 3, the Semi Finals will be 1st vs 4th and 2nd vs 3rd.
7. In the event that the semi-final / eliminator cannot be played, the higher placed team after the round-robin matches shall progress to the final. In the event that the final is washed out, the team that topped the round-robin stages will be the champion.
8. All Under-11 Championship matches played in a standard cricket match format. That is, the batting side shall start on a score of zero and shall accumulate runs in the traditional manner. Batsmen shall not be allowed to continue their innings once they have been dismissed.
9. A batsman must retire upon reaching a score of 20 runs but may return to the crease to bat again when six of his team players are out or retired. Retired batsmen must return to the crease in the

same order in which they retired. An innings is over when one of the final pair of batsmen is dismissed.

10. The incoming batsmen must cross on the field of play with the dismissed batsman otherwise the batting side will be penalised, and 5 runs deducted from that team's total runs scored.
11. Every player (excluding the wicketkeeper) must bowl a minimum of 1 over. No bowler shall bowl more than three (3) overs per match and all bowlers must use an over-arm action to deliver the ball.
12. The 2024-25 points system is as follows:

Win	14 points + batting and bowling points (maximum of 24 points)
Loss	0 points + batting and bowling points (maximum of 10 points)
Tie	7 points + batting and bowling points (maximum of 17 points)
No Result	12 points for each team
Walk-over	24 points

Bonus Points

Batting: One (1) batting point for the team score reaching 60, 70, 80, 90 and 100 or more runs (maximum of 5 batting points)

Bowling: One (1) bowling point each for 1, 2, 3, 4 and 5 wickets taken or all out (maximum of 5 bowling points)

13. In case a result cannot be reached due to any circumstances, the game shall be considered abandoned, and points will be shared. DLS or any other similar method is not to be applied.

Helmets and Neck Protectors

Players must wear a helmet in the following circumstances where:

- batters are facing pace bowlers,
- wicket keepers are standing up to the stumps, and
- fielding close to the batter in front of the wicket



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