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**ALEXANDRA & EASTERN HILLS CRICKET  
ASSOCIATION INCORPORATED**

**TWENTY20 COMPETITION BY-LAWS &  
PLAYING CONDITIONS**

**SEASON 2024 – 2025**

## REVISION HISTORY

Version Date	Season Applicable	Summary of Changes
<b>Current Edition</b>		
15 December 2024	2024 – 2025	<ul style="list-style-type: none"><li>• Changes to player qualifications</li><li>• Clubs with teams in Div 1 &amp; Div 2 Player nominations</li></ul>
<b>Previous Editions</b>		
27 September 2023	2023 – 2024	<ul style="list-style-type: none"><li>• Initial development for standalone two division competition</li></ul>
26 October 2022	2022 - 2023	<ul style="list-style-type: none"><li>• Part of overall A&amp;EHCA By-Laws</li></ul>

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## **INTRODUCTION**

The Alexandra & Eastern Hills Cricket Association (the Association) has established a standalone senior Twenty20 competition which shall be played across two divisions. The Division 1 competition will be open to Clubs which are both existing members of the Association and members of neighbouring associations. The Division 2 competition will be open to Clubs who are members of the Association and do not have a team competing in the A Grade competition.

## **1. REGISTRATION**

- a) Prior to 20 October each year, Clubs are required to advise the number of teams they wish to field in Division 1 and Division 2.
- b) For Division 1 only, the Association may accept nominations from Clubs affiliated with neighbouring associations, for example the Murray Towns, Hills, Torrens Valley and Great Southern Cricket Associations.
- c) Division 2 is restricted to Clubs affiliated with the Association playing in A2, B, C or D Grade. Clubs from associations other than the A&EHCA who do not fill a 'A' Grade in that competition may apply to the A&EHCA for review to play in the Division 2 competition.
- d) Clubs affiliated with the Association who do not otherwise field a team in the A Grade competition may nominate for Division 1 with permission from the Association Executive Committee.
- e) All matches featuring a member Club of the Association will be played on an oval within the Association.
- f) For Clubs with two or more teams in the same grade of competition, a list of nine players per team shall be nominated prior to the start of the second Division 1 match and sent to Association Secretary. These players cannot alternate between teams thereafter.

## **2. FEES AND CHARGES**

- a) The fees and charges for the Twenty20 competition applicable to participants are detailed in the Association's Constitution & By-Laws for Season 2024 – 2025 (the Rules). For clarity, these include:
  - i) Division 1 team nomination is \$100 per team.
  - ii) Division 2 team nomination is complimentary for the 2024 – 2025 season.
  - iii) Umpire payments for matches with one umpire are \$110, split equally between the participating Clubs. Clubs will be invoiced for umpire payments by the Association who will take responsibility for paying umpires.
  - iv) All other fines and penalties are applied in accordance with the Rules.

## **3. INSURANCE**

- a) The Association requires that all participating Clubs must always have player accident and public liability insurance cover in place.

- b) If requested, Clubs may need to provide proof insurance cover is in place at any time.
- c) In the event that proof of insurance cover is not provided by a Club upon request, any team affiliated with that Club may not participate in the Association's Twenty20 competition until evidence of insurance cover is provided.
- d) In the event that a Club cannot participate in a match because of failure to provide evidence of insurance in accordance with this Clause, the result of the affected match will be a loss by forfeit by the offending Club.

#### **4. PERMITS, REPORTS AND DISPUTES**

- a) The function and powers afforded to the Association's Permits, Reports and Disputes Committee (PRDC) under the Rules apply also to the Twenty20 competition.

#### **5. SHIELDS AND TROPHIES**

- a) The Association shall award a pennant to the winner of each of the Division 1 and Division 2 competitions.
- b) A premiership trophy (or shield) shall be presented to the successful team in the Division 1 competition. This team may hold the trophies for 12 months.
- c) The Association Executive Committee may elect at its sole discretion to award a perpetual trophy to the successful team in the Division 2 competition.
- d) Any Club presented with a premiership trophy in accordance with this rule shall be deemed responsible to the Association for any loss or damage whilst it is in their possession.
- e) All shields are the property of the Association for the time being and shall, on demand, be returned to the Association. If a Club fails to comply with this rule, the Association may take legal action for the recovery of the trophies.
- f) The Association Executive Committee may elect at its sole discretion to award individual trophies for performances in the Twenty20 competitions in accordance with the provisions of the Rules.

#### **6. PLAYER REGISTRATIONS**

- a) Player registrations shall be completed via the PlayHQ website.
- b) Each Club shall maintain a list of all Players registered to the Club on the PlayHQ website.
- c) No person shall be eligible to play unless they are a registered player of the Club with which they intend to play.
- d) In the event of a breach of Clause 6(c), the offending Club will be considered to have forfeited the game (consistent with the provisions of the Rules) and any individual player statistics gained shall not be counted towards awards and net run rate shall be calculated in accordance with the provisions consistent with a forfeit.

## **7. PLAYER ELIGIBILITY**

- a) To qualify to play in the Twenty20 competition, a player must
  - i) Be registered for that Club on the PlayHQ system, and
  - ii) Have been named on the official PlayHQ record of at least one game for the Club in the regular weekend competition in the current season prior to the first round of the Twenty20 competition, and
- b) For Division 1 only, each Club may nominate one player per match who is a 'Marquee Player'.
- c) The Marquee Player is any player who would not, other than for the sole purpose of playing in the Twenty20 competition, be registered to the Club.
- d) Marquee Players may not have played at a level of cricket considered higher than SACA Premier Cricket A Grade in the previous twelve months. Note: No overseas, state, Australian and big bash contracted players are allowed.
- e) All proposed Marquee Players must be nominated to the Association Executive Committee not later than seven days prior to the start of the Twenty20 competition.
- f) Only Marquee Players approved by the Association Executive Committee are eligible to play in Division 1.
- g) Players who previously represented the Club in junior cricket and have an ongoing bona fide relationship with the Club who play SACA Premier Cricket are not considered Marquee Players. These players may play without the restrictions of Clauses 7(a)(i) – (ii) and 7(f) provided they are approved by the Association Executive Committee not later than seven days prior to the start of the Twenty20 competition.
- h) For Division 2 only: If an A grade club does not enter a team in Division 1 but nominates a Division 2 team players are eligible only if they have been named on the official PlayHQ record for the Club in more games in A2 Grade or lower than A Grade in the regular weekend competition in the current season prior to the first round of the Twenty20 competition.
- i) In the event of a breach of Clause 7(a), (f), (g) or (h) the offending Club will be considered to have forfeited the game (consistent with the provisions of the Rules) and any individual player statistics gained shall not be counted towards awards and net run rate shall be calculated in accordance with the provisions consistent with a forfeit.
- j) Clubs with Division 1 and Division 2 teams for the T20 season must;
  - i) Nominate 8 A grade players who cannot play in their Division 2 team, this will be approved by executive committee prior to Round 1.
  - ii) No player may play in 2 x T20 games per scheduled week/round
  - iii) A player not listed in j) i) & who has played the previous match in a higher grade (including Saturday Comp) and not batted in the top six or been one of the first four bowlers used may play in the clubs Division 2 team. In the event of extraordinary circumstances, Clubs may apply to the A&EHCA &/or PRDC for a permit who do not fit the above.

## **8. MATCH COMMENCEMENT & DELAY**

- a) The commencement time of all matches will be advised by the Association Executive Committee during programming of the competition. In general, weekday evenings will be utilised for matches.
- b) The commencement location, day and time for any match may be amended by the Association Executive Committee with mutual agreement of both competing Clubs.
- c) If the commencement of play is delayed due to pitch, ground, weather or light conditions, the number of minutes of playing time that is lost shall be divided by seven. The resultant whole number (rounded to the nearest whole number) shall determine the number of overs to be deducted from each team's innings quotas.
- d) In the event of a match commencement being delayed, the maximum overs per bowler is determined by ensuring that no one bowler can bowl more than one fifth of the total overs (rounded up to the nearest whole number).
- e) In the event of a match commencement being delayed for an extended period, the match shall be abandoned if the resultant match would be less than five overs per team.
- f) Once a match has commenced, there is to be no reduction in overs in the event of any delay.
- g) No alteration to venues shall be made without first obtaining the permission of the Association Executive Committee.
- h) All Division 1 and Division 2 matches must be scored using PlayHQ E-Score system. Score books shall be checked and signed by both Captains and any umpire appointed by the association at the end of each day's play. Where online scoring is used, both Captains shall witness the closure of the match. In the case of a match where independent umpires are in charge, the match is not considered complete until one or both umpires sight the score books.

## **9. MATCH ABANDONMENT & FORFEIT**

- a) All matches forming part of the Twenty20 competition must be played as programmed or will be abandoned. Rescheduling of any match by participating Clubs shall not be permitted.
- b) In the event of a forfeit within one hour of, or after, the scheduled start of play, the forfeiting Club will be charged a fine as defined in the Rules plus the full cost of any umpire fees if an umpire had been appointed by the Association.

## **10. PREMIERSHIP POINTS**

- a) For both Division 1 and Division 2, premiership points are determined as follows:
  - i) 4 points for a win (including win on forfeit).
  - ii) 2 points for an abandoned match.
  - iii) Net run rate (NRR) will be used as the method for ranking teams on equal premiership. NRR will be calculated by deducting the average

runs per over scored against a team from the average runs per over scored by that team. In the event of a team being all out in less than its full quota of overs, the calculation of its 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.

- iv) In the event of a forfeit, NRR will be as calculated based on the following:
  - 1) Both teams will be considered to have batted the full amount of overs in each innings, with the winning team to receive a number of runs equal to a run rate of 6.00, and the forfeiting team to receive a number of runs equal to a run rate of 3.00.
  - 2) The ladder adjustment for the team receiving the forfeit shall be as follows:
    - A) Overs For: 20 overs.
    - B) Runs For: 120 runs.
    - C) Overs Against: 20 overs.
    - D) Runs Against: 60 runs.
  - 3) The ladder adjustment for the team conceding the forfeit shall be as follows:
    - A) Overs For: 20 overs.
    - B) Runs For: 60 runs.
    - C) Overs Against: 20 overs.
    - D) Runs Against: 120 runs.
- b) In the event of a team playing fewer matches than other teams because of a bye, those teams shall have their own points averaged; for the types of games for which the bye occurs and adjusted to the number of matches played.

## **11. NOTIFICATION OF MATCH RESULTS**

- a) The winning team shall be responsible for entering the match result on the PlayHQ website as well as the player scores for their team.
- b) The opposing team is required to log onto the PlayHQ website to confirm or dispute the match result and enter the player scores for their team.
- c) In the event of an abandoned match, the home team shall have responsibility for entering the match result.
- d) Both teams have 48 hours after the conclusion of the match to enter the detailed match results and player scores. This deadline also applies to the entering of team lists for abandoned matches.

## **12. FINALS PLAYER QUALIFICATION**

- a) A maximum of eleven players can be named for any match.



- b) To qualify for a finals match, a player shall have been named on the official PlayHQ record for at least one minor round Twenty20 match for that Club.

### **13. FINALS STRUCTURE**

- a) For Division 1 only, the finals series will be played as follows:
  - i) The first round of matches will consist of semi finals.
  - ii) The winners of the semi finals will play in the grand final.
- b) The Association Executive Committee shall nominate the grounds to be used for all finals matches.
- c) If in a Semi Final no result is possible or the match is abandoned, then the team finishing higher on the premiership table at the end of the minor round shall be declared the winner.
- d) In the event of the scheduled grand final day being abandoned due to inclement weather or the Association Hot Weather policy, the match will be played at a time as directed by the Association Executive Committee.
- e) If there is no result possible in a grand final match, or the match is abandoned the team finishing higher on the premiership table at the completion of the minor round shall be declared the winner.
- f) For Division 2 only, the Association Executive Committee shall notify competing Clubs of the structure prior to the start of the competition. The structure may be a knockout format, round robin or extended round and finals depending on the level of interest from Clubs and the availability of facilities.

### **14. PLAYING CONDITIONS**

#### **14.1 Introduction**

- a) The Twenty20 competition shall be played under the *Laws of Cricket* as varied under Part III of the Rules of the Association. Laws which vary further for Twenty20 cricket are detailed in this section.
- b) Where a particular law is not explicitly referenced the interpretation shall be consistent with that of the Rules of the Association.

#### **14.2 Player's Attire (Law 1.5)**

- a) For Division 1 only, Clubs must wear full coloured kit for all Twenty20 matches.
- b) For Division 2 only, Clubs may or may not wear full coloured kit. At a minimum, teams must wear a coloured shirt and white pants for Twenty20 matches.

#### **14.3 The Ball (Law 4)**

- a) In all Twenty20 matches a 156 gram Kookaburra two-piece white ball shall be used, irrespective of if the match is on a turf or synthetic wicket.
- b) The same type and grade of Kookaburra ball shall be used by both teams.

#### **14.4 The Creases (Law 7)**

- a) The home side will be required to place a mark on each side of the stumps in the form of lines drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43 cm) from the return crease on both sides of the pitch.

#### **14.5 Oval Preparation (Law 9)**

- a) The home side will be required to mark a 27 metre ring around the pitch. The 27 metre ring should be clearly marked in a fashion which will not interfere with play such as by a continuous white line or a series of plastic/rubber discs at 5 metre intervals.

#### **14.6 Intervals (Law 11)**

- a) No drinks intervals are permitted, except as required under the *Hot Weather Policy* per the Rules of the Association.
- b) The interval between innings shall be limited to ten minutes.

#### **14.7 Innings (Law 13)**

- a) Each team shall bat for twenty overs unless all out earlier. A team shall not be permitted to declare its innings closed.

#### **14.8 The Result & Super Over (Law 16)**

- a) A result can be achieved only if both teams have had the opportunity of batting for at least five overs, unless one team has been all out in less than five overs or unless the team batting second scores enough runs to win in less than five overs.
- b) Matches in which both teams have not had an opportunity of batting for a minimum of five overs shall be considered to have been abandoned.
- c) Matches in which the scores are equal (i.e. the number of runs scored would result in a tie) the result shall be determined through a tie-breaker "Super Over" where by each team bats for one further over.
- d) The Super Over shall commence five minutes after the conclusion of the match.
- e) Prior to the commencement of the Super Over each team shall select three batters and one bowler who shall already have played in the match and the selected players are given in writing to the umpires.
- f) The team which was batting at the conclusion of the match will face the first Super Over.
- g) The fielding side shall choose which end to bowl from.
- h) Each team's Super Over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match.
- i) The same ball used at the end of the second team's innings shall be used for both team's Super Over.
- j) At the conclusion of the first Super Over, there shall be a five minute interval before the second Super Over starts.

- k) The loss of two wickets in the Super Over ends the team's Super Over.
- l) The team scoring the most runs from their batting Super Over shall be declared the winner.
- m) In the event of the teams having the same score after the Super Over has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the Super Over shall be declared the winner.
- n) If the number of sixes hit by both teams are also equal, the team that hit the most number of boundaries (fours and sixes combined) from its two innings in both the main match and the Super Over will be declared the winner.
- o) In the event that the result is still a tie after the Super Over and application of Clauses (m) and (n) above the Super Over shall be repeated until a winner is obtained.
- p) If circumstances make it unsafe for otherwise impossible for a Super Over to be carried out the match shall be considered as abandoned.

#### **14.9 The Over (Law 17)**

- a) No bowler may bowl more than four overs, This may be adjusted for delayed starts as described in these By-Laws.
- b) Overs shall be bowled in five over blocks from each end to increase the speed of the game. Where the bowling end does not change, the batters shall swap ends between overs unless a mode of dismissal has occurred that would normally see the striking batter retain strike.

#### **14.10 No Ball & Free Hit (Law 21)**

- a) The delivery following any form of No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become the free hit for whichever batter is facing it.
- b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a "Wide ball". Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or to correct a fielding position breach which was the reason for the No ball and free hit being awarded.
- c) The bowler's end umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

#### **14.11 Wide Ball (Law 22)**

- a) Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- b) A delivery passing the striker on the offside outside the Off Side Wide Line shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the off side Wide shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.

- c) Any delivery that passes the striker outside the return crease on the off side shall be a Wide regardless of whether he/she has brought the ball within reach.
- d) A delivery passing the striker's stump on the leg side without any contact with the striker's bat or person shall be a Wide unless;
  - i) The ball passes between the striker and the stumps.
  - ii) The striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
  - iii) The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

#### **14.12 The Fielder & Fielding Restrictions (Law 28)**

- a) At the instant of delivery there shall not be more than five fielders on the leg side.
- b) For the first six overs of the fielding innings, only two fielders shall be permitted outside the 27 metre ring at the instant of delivery.
- c) For the remaining overs, only five fielders shall be permitted outside the 27 metre ring at the instant of delivery.
- d) In circumstances when the number of overs of the batting team's innings 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 teams' innings of the match.

Total Overs in Innings	No. of Overs for Which Fielding Restrictions in Clauses Playing
5 or 6	1
7 to 9	2
10 to 13	3
14 to 16	4
17 to 19	5
20	6

- e) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal "No Ball".

#### **14.13 Timed Out (Law 31)**

- a) The incoming batter must be in position to take guard or for his/her partner to be ready to receive the next ball within two minutes of the fall of the previous wicket.

## 15. HOT WEATHER POLICY

- a) For the removal of doubt, the *Hot Weather Policy* as detailed in the Rules of the Association also applies to the Twenty20 competitions.

## 16. HELMET POLICY

- a) For the removal of doubt, the *Helmet Policy* as detailed in the Rules of the Association also applies to the Twenty20 competitions.

## 17. PLAYERS CODE OF ETHICS

- a) For the removal of doubt, the *Players Code of Ethics* as detailed in the Rules of the Association also applies to the Twenty20 competitions.
- b) Events within the Twenty20 competitions which lead to reports may result in penalties that impact the Saturday coemption at the discretion of the PRDC.
- c) Any player suspended in the Saturday competition may not count missing a Twenty20 match against their sentence and further are not eligible to play in the Twenty20 competition while suspended.