

# **KOOKABURRA CUP**

## **WGCA Twenty20 Competition**

### **KC 1 PLAYING CONDITIONS**

- 1.1 The Laws of Cricket and West Gippsland Cricket Association Local Rules, except as varied hereafter, shall apply.
- 1.2 An entry fee will be invoiced to clubs to cover the costs of balls (including finals) & any other expenses incurred for the running of the competition.

### **KC 2 PLAYER ELIGIBILITY**

- 2.1 Players may only be eligible to play a Kookaburra Cup match if they are registered at their competing club and have played at least 2 regulars competition matches within the WGCA (any grade) in the current season.
  - 2.1.1 If a T20 match is scheduled during October, players who have not qualified under KC2.1 may play but must play the required number of games to qualify by the completion of round 1 (mid-November).
  - 2.1.2 Any club who fails to qualify a player under 2.1.1 shall be disqualified &/or fined.
- 2.2 A team of 12 players shall be named prior to the toss of the coin.
- 2.3 Of these 12 players, only 11 shall bat, and 11 may bowl. Clubs may have a designated batsman and a designated bowler.
- 2.4 Only 11 players may take the field at any time.
- 2.5 Only players named in the initial 12 may take the field.

### **KC 3 HOURS OF PLAY**

- 3.1 The matches will consist of one innings per side with each innings to be completed within one hour and 15 minutes.
- 3.2 Standard Scheduled Start and Cessation Time are as follows: -
  - First Session 2.00pm – 3.15pm
  - Interval 3.15pm – 3.30pm
  - Second Session 3.30pm – 4.45pm
  - In the event of a double header, the first match shall commence at 11.00am and conclude by 1.45pm.
- 3.3 Game starting times (and dates) may vary at the agreement of the competing clubs. In this case, clubs are asked to inform the organisers and local press to ensure adequate notice is given to spectators and other clubs.
- 3.4. Intervals between innings shall be of 15 minutes duration. No other drinks intervals are permitted.
- 3.5 If no play is possible, the match shall be declared a draw.

### **KC 4 LENGTH OF INNINGS**

- 4.1. Uninterrupted matches
  - a) Each team shall bat for 20 overs unless dismissed earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall only be entitled to bat for 20 overs.
- 4.2. Interrupted matches
  - a) In double headers, curtain raisers may be delayed until the expected conclusion of the match is not beyond 3pm.

- b) The second match of a double header, or a single match, may be extended so that the expected finishing time of the match is 6.00pm. KOOKABURRA CUP WGCA Twenty20 Competition 2019 – 2020
- c) Matches that cannot be concluded in this time shall be declared a draw.
- d) Should a semi-final or final not be completed due to rain, a 'bowl-out' shall occur to determine the winner.

## **KC 5 OVERS & OVER RATES**

- 5.1 Each side must bowl their allotted 20 overs with the 1 hour 15 minutes timeframe.
- 5.2 Should the side bowling first fail to bowl their allotted overs within 1 hour 15 minutes, then they shall receive only the overs bowled within the timeframe, including any over that had commenced before the 1 hour 15-minute deadline.
- 5.3 Should the side bowling second fail to bowl their allotted overs within 1 hour and 15 minutes, then they shall forfeit any runs scored during their innings off overs they have yet to bowl (i.e. if the side bowling second has only bowled 17 overs at the deadline, they shall forfeit any runs they scored off over 18, 19 and 20).
- 5.4 Five overs shall be bowled consecutively from each end (i.e., overs 1-5 from one end, 6-10 from the other etc).
- 5.5 The bowling team shall determine which end the innings will start.
- 5.6 Each bowler may bowl a maximum of four overs.

## **KC 6 THE BALL**

- 6.1 Only Kookaburra 4-piece cricket balls of the type designated and distributed by the Association prior to the commencement of each round may be used.
- 6.2 The WGCA will bulk-order the balls and will distribute them to the competing clubs prior to each match.
- 6.3 One new ball shall be used for each innings.

## **KC 7 THE RESULT**

- 7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie is equal runs, irrespective of wickets lost.
- 7.2 Should a match not be completed within the allotted time; it shall be declared a draw. Should a final or semi-final not be completed due to rain, a bowl out shall take place to determine the winner.
- 7.3 Except for finals, any match not completed by the round completion date set by the Association shall be declared as a draw with a team chosen at random by the Association, to progress through to the next round.

## **KC 8 SUPER OVER**

- 8.1 In the event a semi-final or final is washed out or tied, and if conditions permit (umpire/s shall decide), a Super Over will be contested to achieve a result.
- 8.2 Each team selects three batsmen, with their Super Over innings ending if two of their batsmen get out. The team who batted second in the match bats first in the Super Over, while the bowling team chooses the end to bowl from. If the Super Overs of both teams also end in a tie, the

original rules stated that the winner is determined by either the number of boundaries scored throughout the match and Super Over, the number of boundaries scored throughout the match but excluding the Super Over, or a count-back conducted from the last ball of the Super Over.

## **KC 9 FIELDING RESTRICTIONS**

- 9.1 A field restriction line hereafter referred to as the circle, must be marked on the ground prior to each T20 match. The circle is to be marked at a radius of 30 meters from the centre of the stumps at each end and from a straight line up the centre of the pitch.
- 9.2 At the instant of delivery there shall not be more than five fieldsmen on the leg-side.
- 9.3 During the first 6 overs, only two fieldsmen are permitted outside the circle.
- 9.4 At the completion of the 6th over, no more than 5 fieldsmen are permitted to be outside the circle.

## **KC 10 UMPIRES**

- 10.1 Official umpire may be allocated to matches but only at the request of the 2 clubs competing with the payment to be arranged by the competing clubs prior to the commencement of the second innings.
- 10.2 If no official umpires are in attendance, then each competing side must supply 1 umpire for each innings unless both sides agree upon neutral umpires.
- 10.3 Official umpires will attend all finals matches.

## **KC 11 DECLARATIONS**

- 11.1 The Captain of the batting side may not declare his innings closed at any time during a match.

## **KC 12 FREE HIT AFTER A NO-BALL**

- 12.1 The delivery following a '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), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 12.2 Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.
- 12.3 The ball following a wide shall not be declared a 'free hit'.

## **KC 13 TIMED OUT**

- 13.1 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 near the boundary to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

## **KC 14 CLOTHING**

Players shall be permitted to wear coloured club shirts and equipment in their club's colours, so long as all players are wearing the same-coloured attire and that it conforms to the Association guidelines regarding sponsors logos etc., otherwise full whites as per a regular game must be worn.

## **KC 15 PRIZE MONEY**

Prize money of \$2000 shall be distributed on the following basis:

- \$1000 to the winner
- \$500 to the runner up
- \$250 to the losing semi finalist

## **KC 16 COMPETITION FORMAT**

- 16.1 Teams will compete in knockout competition, or another format as specified by the Executive prior to the commencement of the season.
- 16.2 Four points shall be awarded for a win in the group stage, with two points for a tie or draw, and none for a loss.
- 16.3 A bonus point shall be awarded to a side that can chase down its target within 15 overs or restrict its opponent to 75% of its score.

## **KC 17 FIXTURES**

- 17.1 The fixture shall be drawn at random by the Fixtures Committee with round completion dates set at the start of the season.
- 17.2 The first club drawn shall be the home side with the 2 competing clubs to arrange a suitable playing date and time prior to the round completion date.
- 17.3 If a match has not been completed by that round's set completion date (unless an extension has been granted), then a team from that game will be selected at random to go through to the next round.

## **KC 18 MATCH & PRESS REPORTING**

- 18.1 Clubs are asked to keep track of the number of balls each batsman faces.
- 18.2 Both competing teams are to complete the match results and full scorecards in the online MyCricket system within 24 hours of the completion of the match but no later than 9pm on the scheduled match completion date.
- 18.3 All reporting for finals matches must be completed online by 8pm on the day of the match.
- 18.4 Any press reports will be taken from the online match reporting, however, further information may be provided via email to the Association's Press Officer.

## **KC 19 DISPUTES**

- 19.1 The organisers retain the right to interpret and amend these rules where necessary. All disputes shall be settled by the organisers, and the organiser's decision is final.

## **KC 20 MARQUEE PLAYER**

Clubs are permitted 1 Marquee player only the Marquee player name is to be nominated in writing to the Secretary of the WGCA by October 31st of each season Clubs are not permitted to change their marquee player once the marquee player is nominated.