



Mornington Peninsula Cricket Association

Jack Peacock Cup

Twenty20 Competition Rules

Season 2023/2024

RULES AND PLAYING CONDITIONS

Introduction

Clubs are responsible to familiarise themselves with the Player Rules and Guidelines, the onus is on the club to conform to these Playing Rules and Guidelines.

Should a club not be clear on any of the rulings and guidelines or procedures contained herein, they are to seek advice from the MPCA office at their earliest convenience prior to playing.

A tournament committee comprising of nominated representatives from the Senior Pennant Committee shall deal with the management and operation of the event. The tournament committee shall hereafter be known as the Committee.

Venues

Where possible, matches in the Jack Peacock Cup are to be played at the home ground of the first drawn club, however an alternative venue maybe arranged by the two competing clubs with endorsement from the Committee.

Grand Final venues to be confirmed by the Committee.

Equipment

The home teams/host club are required to supply stumps, bails, boundary markers, inner-field discs/lines and scoreboard.

Uniform

Competing clubs will wear their regular cricket uniforms. This can include coloured clothing, provided all players are wearing the same style of uniform. These uniforms including sports brandmarks must be in line with the MPCA uniform guidelines.

Umpires

Each match of the Jack Peacock Cup preliminary three rounds, should have at least one (1) appointed MPCUA umpire. In the event of no official umpire being available, clubs are to provide umpires themselves.

Umpires fees shall be split between the competing clubs.

Grand Finals shall have two (2) appointed MPCUA Umpires. The MPCA shall pay all umpire fees in these Grand Finals.

Scorers

Each team will need to provide a scorer.

The captains and official umpire(s) must sign the match scorebook at the conclusion of the match.

Match Reports

Within 24 hours of the completion of the match:

1. Results are required to be lodged into PlayHQ.
2. Full match details/scorecards to be entered into PlayHQ.
3. Captain's report – both clubs must submit an umpire's report.

PLAYING RULES

1. Playing Conditions

- 1.1. The Laws of Cricket (2017 Code 3rd Edition 2022), as adopted by Cricket Victoria except as varied hereunder, shall apply.

2. Eligibility of Players Participating

- 2.1. All participating players must have attained the age of 14 years of age in the current season of competition.
- 2.2. All participating players must be a registered member of the club they are representing in the season of the competition.

2.3. All participating players **must**:

- 2.3.1. Have played a minimum of two matches in the current season with the club they are representing and/or;
- 2.3.2. Have played a minimum of two matches in the previous season within the MPCA competition.
- 2.3.3. Playing one match in the current season and one match in the previous season does not comply with the above rules.
- 2.3.4. DEFINITION: Match(es) means a two day match or a one day match.
- 2.3.5. DEFINITION: in the paragraphs above, **played** means that a player is in attendance at the match, named in the eleven and actually participates in the match. Forfeits and washouts do not count as played a match to qualify for Jack Peacock Cup; unless rounds 1 or 2 of the current season are washed out, then the Committee will re-evaluate playing qualifications.

Any club who names a player on their team sheet and does not play, must be deleted otherwise penalties may apply.

2.4. Marquee Player Rules

- 2.4.1. Must not be playing in the MPCA competition.
- 2.4.2. Must not be registered with another MPCA club. If so, a transfer will be required.
- 2.4.3. Player Permit to be approved by the Senior Pennant Committee before "Marquee Player" is able to participate in a Jack Peacock Cup game.
- 2.4.4. Only one Marquee Player per game.
- 2.4.5. Marquee Player may only represent one club in the season.
- 2.4.6. Marquee Player has to play two games to qualify for finals.
- 2.4.7. Any unqualified club players can be named as Marquee Player with SPC approval.

Permit only valid for Jack Peacock Cup games and cannot be used in the MPCA home and away season.

For clubs bringing in players from outside the MPCA, please apply for a permit in PlayHQ for that player to your club and send an email saying that you have nominated this player as your marquee player.

For players already assigned to your club, please just apply for the permit.

For any queries with any of the above criteria for a marquee player, please contact admin via email who will pass on the queries to the Pennant for an answer.

- 2.5. For the avoidance of doubt, any player registered or regularly participating at 1st XI or 2nd XI level in Victoria Premier Cricket or Victorian Sub District Cricket or equivalent competitions in any Australian state will be ineligible to participate in the Jack Peacock Cup in a given season. Exceptional cases will be assessed by the Committee.

If a club breaches this rule, refer to rule 2.9 Playing an ineligible or unregistered player.

- 2.6. Any player serving a suspension at the time of a scheduled Jack Peacock Cup match for their club is ineligible to participate.
- 2.7. Players participating in any Grand Final match must have played at least one match in the previous preliminary rounds.

2.8. MPCA Player Points do not apply in the Jack Peacock Cup competition.

2.9. Playing an ineligible or unregistered player

Clubs playing ineligible or unregistered players(s) shall lose all points gained for the match that the ineligible/unregistered player(s) played in and in the case where the team attracted no points, it shall lose 12 points. If the opposition team lost the match, they will be awarded the 12 points. Scores for the match will remain unchanged.

3. The Ball

3.1. One new 4 piece white MPCA Kookaburra 156g regulation ball shall be used for each innings.

4. Duration of Match and Nomination of Teams

4.1. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. Teams shall be 11 per side as nominated by the captain.

4.2. Before the toss, the captain shall nominate his players. The nominations shall be in writing and may not be thereafter changed without the consent of the opposing captain.

4.3. Each participating club shall enter its team into PlayHQ and retain a copy of their team list in the back of their scorebook signed off by both captains prior to the toss.

5. Hours of play and intervals

5.1. Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted, however drink persons may be used providing they do not delay play.

6. Length of Innings

6.1. Uninterrupted matches

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

6.2. Delayed or interrupted matches

6.2.1. Minimum overs

In the event of a delayed or interrupted match, a minimum number of five overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall be used to determine the result of the match.

6.2.2. Reduction of overs

If the first sides innings is delayed or interrupted, the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs the match shall be abandoned.

6.2.3. Teams receiving equal overs

When there is no interruption after play has commenced and when both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. The result will be a tie, irrespective of the wickets lost, if the same number of runs have been scored.

6.2.4. Team batting second receiving less overs than team batting first

Where there is a reduction of overs so the team batting first faces a minimum of 5 overs and the number of overs in the second innings is reduced to less than 5 and both captains agree a win is not possible, the match shall be declared a "no result".

6.2.5. Target score

6.2.5.1. In a match where an interruption to the innings of the team batting second occurs, target score, relevant to the allowable overs shall be determined. To win the match, the team batting second must achieve the target score.

6.2.5.2. The target score is calculated from the run rate per over of the team batting first.
Calculations:

Run rate team batting first = Number of runs / Overs faced.

Target score = Number of overs available to the team batting second multiplied by: Run rate of team batting first + 1 (rounded up to the nearest whole number).

6.2.5.3. Should the team batting first be dismissed in less than 20 overs the remainder shall be deemed to have been received, ie: the target score shall be calculated using 20 overs.

6.2.5.4. Where the recalculated overs for the team batting second are fewer than 5 completed overs the target score shall be calculated on a minimum of 5 overs.

6.2.5.5. The result shall be a “no result” if the batting team does not achieve the target score nor the bowling team dismiss the batting team if the recalculated overs is less than 5.

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. Tie/Super Over

In the event of a tie, if circumstances permit (umpires shall decide) a Super Over will be contested to achieve a result. The Super Over replaces the bowl off if scores are tied.

7.2.1. Super Over rules

7.2.1.1. Toss the coin to decide who bats/fields first.

7.2.1.2. One bowler will bowl the over.

7.2.1.3. Three batters allowed to bat (to be named prior to the over commencing).

7.2.1.4. Maximum two dismissals per Super Over.

7.2.1.5. Four fielders plus wicket keeper and bowler must be in the circle.

7.2.1.6. Team with the most runs wins. If scores are still tied, another Super Over will be played.

7.2.1.7. The team winning the Super Over shall add one run to the batting extras to create the winning score.

7.3. Bowl-Out

In the event of a no result, if circumstances (outdoors or indoors) permit (umpires shall decide) a ‘bowl-out’ will be contested to achieve a result: Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, and then the second bowler from Team A will bowl two deliveries, and so on.

The side which bowls down the wicket (as defined in Law 28.1) the most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a ‘sudden death’ basis. If circumstances make a ‘bowl-out’ impossible on the night, the ‘bowl-out’ may be re-scheduled, and if that is impossible the match shall be decided by the toss of a coin under the supervision of the umpires.

The team winning the ‘bowl-out’ shall add one run to the battings extras to create the winning score.

The following shall also apply in respect of 'bowl-outs':

- The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.
- If a bowler bowls a 'no ball' it will count as one of their two deliveries, but will not count towards the score of the team, ie: if a wicket is taken, it will not count.
- If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 nominated players. If the match has not started, the five cricketers to take part in the 'bowl-out' can be any five eligible, registered players from that club.
- Each side will appoint a wicket keeper to stand behind the wicket but out of reach of the stumps.

8. Inner field area restriction

8.1. Area of restriction

The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one each side.

8.2. Semi-circles and line measurements

The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.

8.3. Marking of Area Limits

The limits of the restricted area shall be clearly marked by a white line or discs. The discs shall be 30 in number and be fixed in place approximately 7 metres apart, with one disc at each extremity of the bases of the semi-circles.

8.4. Restrictions on the placement of fielders

At the instant of delivery, there shall not be more than five fielders on the legside.

For overs 1 – 5 of each innings, only two fielders are permitted to be outside the field restriction circles.

For overs 6 – 10, only three fielders are permitted to be out.

For overs 11 – 15, only four fielders are permitted to be out.

For overs 16 – 20, only five fielders are permitted to be out.

If an interrupted match, the fielding restrictions will be as follows:

Length of innings Overs	TWO fielders out Over numbers	THREE fielders out Over numbers	FOUR fielders out Over numbers	FIVE fielders out Over numbers
20	1 – 5	6 – 10	11 – 15	16 – 20
19	1 – 4	5 – 9	10 – 14	15 – 19
18	1 – 3	4 – 8	9 – 13	14 – 18
17	1 – 2	3 – 7	8 – 12	13 – 17
16	1	2 – 6	7 – 11	12 – 16
15	-	1 – 5	6 – 10	11 – 15
14	-	1 – 4	5 – 9	10 – 14
13	-	1 – 3	4 – 8	9 – 13
12	-	1 – 2	3 – 7	8 – 12
11	-	1	2 – 6	7 – 11
10	-	-	1 – 5	6 – 10
9	-	-	1 – 4	5 – 9
8	-	-	1 – 3	4 – 8
7	-	-	1 – 2	3 – 7
6	-	-	1	2 – 6
5	-	-	-	1 – 5

9. Bowling

- 9.1. Overs are to be bowled in 5 over blocks, alternating between ends. I.e: Overs 1 – 5 are bowled from one end, and then overs 6 – 10 are bowled from the other end, etc.
- 9.2. At the end of each over, only the two batters and two umpires change ends. Apart from the normal field position changes, the fielders only change after each five over block. At the end of each 5 over block, the umpires and batters remain at the same end.
- 9.3. Umpires are instructed to be stricter than usual with regard to wide balls on the off side. All deliveries passing down the leg side, which do not touch the bat or person of the striker, are to be called as wides.
- 9.4. Each bowler will be restricted to a maximum of 4 overs pre innings. Umpires will make adjustments for the matches of reduced overs, based on the following table:

Length of Innings:

Overs	Restriction
20	Maximum 4 overs per bowler.
19	Four bowlers can bowl 4 overs each, one bowler bowls 3 overs.
18	Three bowlers can bowl 4 overs each, two bowlers bowl 3 overs.
17	Two bowlers can bowl 4 overs each, three bowlers bowl 3 overs.
16	One bowler can bowl 4 overs, four bowlers can bowl 3 overs.
15	Maximum of 3 overs per bowler.
14	Four bowlers can bowl 3 overs each, one bowler bowls 2.
13	Three bowlers can bowl 3 overs each, two bowlers bowl 2 overs.
12	Two bowlers can bowl 3 overs each, three bowlers bowl 2 overs.
11	One bowler can bowl 3 overs, four bowlers bowl 2 overs.
10	Maximum of 2 overs per bowler.
9	Four bowlers can bowl 2 overs each, one bowler bowls 1 over.
8	Three bowlers can bowl 2 overs each, two bowlers bowl 1 over.
7	Two bowlers can bowl 2 overs each, three bowlers bowl 1 over.
6	One bowler can bowl 2 overs each, four bowlers bowl 1 over.
5	Maximum of 1 over per bowler.

10. Declarations

The captain of the batting side may not declare their innings closed at any time during the course of a match.

11. Free hit after a front foot no ball

- 11.1. The delivery following a no ball called for a foot fault (Law 24.5) 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 a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- 11.2. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 11.3. Field changes will only be permitted for free hit deliveries if a different batsman is on trike for the free hit delivery.

12. Law 31 – Timed Out

- 12.1. Law 31 will apply. The incoming batter 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 batter is expected to be ready near the boundary to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

13. Investigations, disputes, protests, contrived results

13.1. Committee investigations

- 13.1.1. The Committee shall have power to investigate and adjudicate upon all matters arising out of, or in connection with, matches.
- 13.1.2. If a member of the Committee is a representative of a club involved in an investigation, they shall cease to act on the Committee for the duration of the investigation.

13.2. Disputes/protests

Any club referring a dispute to the Committee shall, within two days after the completion of the match in which the cause of disagreement has occurred, lodge a statement in writing of the matter in dispute to the MPCA General Manager. The General Manager shall forward a copy of the dispute to the Committee and the other affected club.

13.3. Contrived results

- 13.3.1. The Committee shall have power to investigate a game or the actions of the captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club have colluded to contrive the result of a match. If the Committee decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.
- 13.3.2. If the Committee finds that the clubs, captains or players have colluded to contrive the outcome of a match, the committee may, at its absolute discretion do one or more of the following:
 - 13.3.2.1. Fine a club, captain or player;
 - 13.3.2.2. Suspend a captain or player from playing in any match or matches;
 - 13.3.2.3. Take any action it deems appropriate.

13.4. Appeals

Any appeals relating to the Jack Peacock Cup competition must be submitted to the MPCA General Manager within two working days of the decision of which the subject of the appeal. An appeal fee of \$500 must accompany any appeal submitted under this rule. This fee shall be refunded if the appeal is upheld.

14. Conduct: Club players, officials, members and employees

All Jack Peacock Cup matches are sanctioned MPCA matches and issues of conduct and code of behaviour are subject to MPCA rules and by-laws.