Mornington Peninsula Cricket Association

Jack Pecock Cup Playing Rules

CONTENTS

1. Jack Peacock Cup Rules and Playing Conditions 3
   - 1.1. Introduction 3
   - 1.2. Venues 3
   - 1.3. Equipment 3
   - 1.4. Uniform 3
   - 1.5. Umpires 3
   - 1.6. Scorers 3
   - 1.7. Match Reports 3
2. Playing Rules 4
   - 2.1. Playing Conditions 4
   - 2.2. Eligibility of Players Participating 4
   - 2.3. The Ball 5
   - 2.4. Duration of Match and Nomination of Teams 5
   - 2.5. Hours of Play and Intervals 5
   - 2.6. Length of Innings 5
   - 2.7. The Result 6
   - 2.8. Inner Field Area Restriction 6
   - 2.9. Bowling 6
   - 2.10. Declarations 7
   - 2.11. Free Hit After a Front Foot No Ball 7
   - 2.12. Timed Out 7
   - 2.13. Investigations, Disputes, Protests and Contrived Results 7
   - 2.14. Conduct - Club Players, Officials, Members and Employees 7

1. JACK PEACOCK CUP RULES AND PLAYING CONDITIONS

1.1. Introduction

1.1.1. Clubs are responsible for familiarising themselves with these Playing Rules and Guidelines. The onus is on each club to comply with them.

1.1.2. Where a club is unclear about any ruling, guideline or procedures contained in these rules, it should seek advice from the MPCA office before the relevant match.

1.1.3. The Senior Pennant Committee shall manage and operate the competition, hereafter referred as the Pennant Committee.

1.1.4. Except as varied by these rules, all other applicable Laws of Cricket and MPCA Senior Pennant Playing Rules shall apply.

1.2. Venues

Where possible, Jack Peacock Cup matches shall be played at the home ground of the first-drawn club. An alternative venue may be arranged by the competing clubs with the endorsement of the Pennant Committee.

Finals venues shall be confirmed by the Pennant Committee.

1.3. Equipment

The home team/host club shall provide stumps and bails, boundary markers, inner-circle markers and a scoreboard.

1.4. Uniform

Clubs may wear approved coloured playing uniforms in accordance with MPCA Senior Pennant requirements. All players in a team must wear the same approved style of uniform.

1.5. Umpires

1.5.1. Where appointed, umpire fees shall be shared equally between the competing clubs for the preliminary three (3) rounds, qualifying and semi-finals finals matches. In the event of no official umpire being available, clubs are to provide umpires themselves.

1.5.2. Where appointed, Grand Finals shall have MPCUA appointed umpire (s), with umpire fees paid by the MPCA.

1.6. Scorers

Each team shall provide a scorer.

The Captains and Official Umpire(s) must sign the match scorebook at the conclusion of the match.

1.7. Match Reports

Within 24 hours of the completion of the match:

1.7.1. Match results must be entered into PlayHQ.

1.7.2. Full scorecards must be completed in PlayHQ.

1.7.3. Both clubs must submit captain's and umpire reports where required.

2. PLAYING RULES

2.1. Playing Conditions

2.1.1. The Laws of Cricket (2017 Code, as amended), as adopted by Cricket Victoria, shall apply except as varied by these rules.

2.2. Eligibility of Players Participating

2.2.1. All participating players must have attained the age of 14 years during the current season of competition.

2.2.2. All participating players must qualify under Rule 2.2.3 and must be registered with, or hold a permit to play for, the club they represent in PlayHQ. The use of the "Fill In Player" option in PlayHQ is not allowed for the Jack Peacock Cup competition.

2.2.3. A participating player must have either:

2.2.3.1. Played at least one MPCA home and away match for the club they represent during the current season; or

2.2.3.2. Played in at least one MPCA Home and Away match during the previous season. Jack Peacock Cup matches are excluded from this requirement.

2.2.3.3. The player named must have participated in the match. Washouts and forfeits do not count as matches played.

2.2.4. In the event of a club receiving a bye or forfeit in the Jack Peacock Cup, the club may still enter a team list in PlayHQ.

2.2.5. Finals Eligibility

Players participating in a Qualifying Final, Semi Final, or Grand Final must have participated in at least one Jack Peacock Cup fixture match during the season.

2.2.6. Marquee Players

2.2.6.1. One marquee player is permitted per match.

2.2.6.2. All marquee players must be approved by the Pennant Committee before participating.

2.2.6.3. A marquee player must play a minimum of one Jack Peacock Cup fixture match to qualify for finals.

2.2.6.4. A marquee player cannot be registered with or playing for another MPCA club.

2.2.6.5. A marquee player may only represent one club in the Jack Peacock Cup during the season.

2.2.6.6. Any permit issued for a marquee player applies only to Jack Peacock Cup matches and does not provide eligibility for the MPCA home and away competition.

2.2.7. Any player serving a suspension at the time of a scheduled Jack Peacock Cup match for their club is ineligible to participate.

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

2.2.9. Playing an Ineligible or Unregistered Player

2.2.9.1. A club playing an ineligible or unregistered player shall forfeit all match points gained from that match.

2.2.9.2. The opposition shall be awarded the match points.

2.2.9.3. The recorded scores and player statistics from the match shall remain unchanged.

2.3. The Ball

2.3.1. One new 156g white MPCA Kookaburra cricket ball shall be used for each innings.

2.4. Duration of Match and Nomination of Teams

2.4.1. Matches shall consist of one innings per side, with each innings limited to a maximum of 20 overs.

2.4.2. Teams shall consist of a maximum of 11 players, including a wicketkeeper.

2.4.3. Before the toss, each captain shall nominate their players in writing. The nominated team may not thereafter be changed without the consent of the opposing captain.

2.4.4. Each participating club shall enter its team into PlayHQ.

2.5. Hours of Play and Intervals

2.5.1. Scheduled playing time is 5:15pm to 8:30pm.

2.5.2. The interval between innings shall be 10 minutes.

2.5.3. No drinks intervals are permitted. Drinks may be brought onto the field provided this does not delay play.

2.6. Length of Innings

2.6.1. Uninterrupted Matches

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

2.6.2. Delayed or Interrupted Matches

2.6.2.1. A minimum of five overs per side is required to constitute a match.

2.6.2.2. One over shall be deducted for every seven minutes of playing time lost.

2.6.2.3. If fewer than five overs per side can be completed, the match shall be abandoned.

2.6.2.4. Where both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the greater number of runs shall be the winner. If the scores are equal, the match is tied.

2.6.3. Revised Target Calculation

If rain or another interruption reduces the number of overs available to the team batting second, the revised target shall be calculated as follows:

Target = (First Innings Run Rate x Available Overs) + 1 run

For example, if Team A scores 120 runs from 20 overs, its run rate is 6 runs per over. If Team B is reduced to 15 overs, the target is (6 x 15) + 1 = 91 runs.

If the team batting first is dismissed in fewer than 20 overs, its run rate for target-calculation purposes shall be calculated over 20 overs.

2.7. The Result

2.7.1. The team scoring the greater number of runs shall be the winner.

2.7.2. Tie - Super Over

If scores are tied, a Super Over shall determine the winner, provided circumstances permit.

2.7.2.1. A coin toss shall determine which team bats first.

2.7.2.2. Each team shall face one over.

2.7.2.3. Three batters and one bowler shall be nominated before the Super Over commences.

2.7.2.4. A maximum of two dismissals shall apply.

2.7.2.5. Four fielders, plus the wicketkeeper and bowler, must remain within the fielding restriction area.

2.7.2.6. The team scoring the most runs shall be declared the winner.

2.7.2.7. If scores remain tied, additional Super Overs shall be played until a result is achieved.

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

2.7.3. Match Abandonment

If weather conditions prevent a result from being achieved, the match shall be declared a draw.

2.8. Inner Field Area Restriction

2.8.1. The inner field restriction area shall have a radius of 27.5 metres from the centre stump at each end and be joined by straight lines.

2.8.2. Painted lines, dots or approved flat markers may be used to identify the fielding restriction area.

2.8.3. At the instant of delivery, no more than five fielders may be positioned on the leg side.

2.8.4. Fielding restrictions shall apply as follows:

Overs	Maximum Fielders Outside Inner Circle
1 – 5 (powerplay)	2
6 – 10	3
11 – 15	4
16 – 20	5

2.9. Bowling

2.9.1. Overs shall be bowled in blocks of five overs from each end until 20 overs are completed. Overs 1-5 are bowled from one end, overs 6-10 from the other end, and so on.

2.9.2. At the end of each over, only the two batters and two umpires change ends. Apart from normal field-position changes, fielders change ends only after each five-over block. At the end of each five-over block, the umpires and batters remain at the same end.

2.9.3. Any delivery bowled down the leg side that does not touch the bat or person of the striker shall be called a Wide.

2.9.4. A bowler may bowl a maximum of four overs in a 20-over innings.

2.9.5. No bowler shall bowl two consecutive overs.

2.9.6. In a reduced-overs innings, no bowler may bowl more than one-fifth of the total overs. Where the total is not divisible by five, the additional overs may be allocated so that no more than one bowler bowls one additional over for each remaining over.

2.10. Declarations

The captain of the batting side may not declare the innings closed.

2.11. Free Hit After a Front Foot No Ball

2.11.1. The delivery following a no ball called for a front-foot fault shall be a free hit for whichever batter is facing it. If the free-hit delivery is itself not a legitimate delivery, the next delivery shall also be a free hit.

2.11.2. For a free hit, the striker may be dismissed only in the circumstances that apply for a no ball, even if the free-hit delivery is called Wide.

2.11.3. Field changes for a free-hit delivery are permitted only if a different batter is on strike.

2.12. Law 31 - Timed Out

The applicable Law of Cricket relating to Timed Out shall apply, Law 31. The incoming batter must be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

2.13. Investigations, Disputes, Protests and Contrived Results

2.13.1. Pennant Committee Investigations

2.13.1.1. The Pennant Committee has power to investigate and adjudicate upon all matters arising out of, or in connection with, Jack Peacock Cup matches.

2.13.1.2. If a member of the Pennant Committee represents a club involved in an investigation, that member shall not act on the Pennant Committee for the duration of that investigation.

2.13.2. Disputes/Protests

A club referring a dispute to the Pennant Committee shall, within two days after completion of the match in which the disagreement occurred, lodge a written statement of the matter in dispute with the MPCA Administration Manager. The matter shall then be referred to the Pennant Committee and the other affected club.

2.13.3. Contrived Results

The Pennant Committee may investigate a match, or the actions of captains, players or clubs, where it reasonably suspects that a result has been contrived through collusion. The Pennant Committee may conduct such inquiries as it sees fit, invite submissions and provide affected persons with an opportunity to be heard.

If the Pennant Committee finds that a club, captain or player has colluded to contrive the outcome of a match, it may, at its discretion, impose a fine, suspend a captain or player, or take any other action it considers appropriate.

2.13.4. Appeals

Any appeal relating to the Jack Peacock Cup competition must be submitted to the MPCA Administration Manager within two working days of the decision being appealed. An appeal fee of $1000 must accompany the appeal. The fee shall be refunded if the appeal is upheld.

2.14. Conduct - Club Players, Officials, Members and Employees

All Jack Peacock Cup matches are sanctioned MPCA matches. Matters of conduct and codes of behaviour are subject to applicable MPCA rules and by-laws.