
ZERO ALCOHOL POLICY
The Bradman Cup and Kookaburra Cup Carnivals are alcohol free events. This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in accommodation in view or near under age players. Any infringement of this policy will be dealt with immediately by the Carnival Coordinator.

1. TITLE
These Competitions will be known as the Bradman Cup (under 16s) or Kookaburra Cup (Under 14s).

2. GENERAL

3. PROGRAM
These Competitions shall be conducted in two Pools, as determined by the CCNSW Committee of Management.

At the conclusion of the preliminary rounds the winners of both pools shall play each other in a final match to determine the winner of the competition.

Refer Clause 15 for “Determination of Finalists”.

CCNSW Management in liaison with the host authorities and Zone Administrators, may alter the Program in any manner deemed fit and report such action to the next meeting of the CCNSW Committee of Management.

It is intended that all matches will be played on turf pitches. However, if adverse circumstances prevail, the host authority may arrange to transfer matches to synthetic pitches. Refer to Administration – General for more information.

4. DURATION OF MATCHES, COMPOSITION OF TEAM AND EXCHANGE OF TEAM LISTS
Kookaburra Cup and Bradman Cup matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 50 six-ball overs. A minimum of 20 overs per team shall constitute a match.

A team shall consist of thirteen players with only eleven players allowed to play.

Eleven fieldsmen only shall be on the field of play at any one time.

One player in each team not being the wicket keeper shall not be permitted to bat.
One player in each team not being the wicket keeper shall not be permitted to bowl.

The nominated non batters, non bowlers and wicket keeper are to be indicated on the team nomination sheet.

**Law 2.5** will apply except for three variations.

a) Unlimited Interchange of fieldsmen from only the 13 players without restriction is permitted provided no playing time is wasted.

b) If a fielder is absent for 8 minutes or longer of playing time, the player shall not be permitted to bowl until he has been on the field for at least the length of actual playing time for which he was absent.

c) If a fielder is absent for 8 minutes or longer of playing time, the player shall not be permitted to bat, unless or until, in the aggregate, he has returned to the field and or his side’s innings has been in progress for at least that length of actual playing time for which he has been absent or, if earlier, when his side has lost five wickets.

Matches will normally be played during daylight hours. Day/Night matches may only be played with the prior approval of the CCNSW Committee of Management.

Before the toss for innings, the Captain shall nominate his players who may not thereafter be changed without the consent of the opposing Captain. Team lists so exchanged shall be handed to one official umpire for his retention.

### 5 HOURS OF PLAY AND INTERVALS

#### 5.1 Hours of Play

**a) Day Matches**

<table>
<thead>
<tr>
<th>Session</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Session</td>
<td>10:00am to 1.30pm</td>
</tr>
<tr>
<td>Innings Interval</td>
<td>1.30pm to 2:15pm</td>
</tr>
<tr>
<td>2nd Session</td>
<td>2:15pm to 5.45pm</td>
</tr>
</tbody>
</table>

If the innings of the team batting first is completed when fewer than 30 minutes remain to the scheduled time for the innings interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

If the innings of the team batting first is completed 30 minutes or more prior to the scheduled innings interval, a 10 minute interval will occur and the team batting second will commence its innings and the interval will occur as scheduled.

**b) Day/Night Matches**

Where approved, Day/Night matches will consist of 2 sessions of play, each of 3 and a half hours duration, with intervals equal to those set for day matches. Actual playing times shall be approved by the CCNSW Committee of Management.

**c) Lost Time at Start**

i) Where the start of play is delayed up to 75 minutes, no reduction in the number of overs to be bowled will be made. However, the above hours of play and intervals shall be adjusted accordingly by the umpires, in consultation with the Referee (where available).
ii) Where more than 75 minutes are lost prior to the start of play each innings shall be reduced as follows, and innings intervals shall be adjusted accordingly.

<table>
<thead>
<tr>
<th>Actual Playing Time Lost</th>
<th>Interval</th>
</tr>
</thead>
<tbody>
<tr>
<td>76 – 120 minutes</td>
<td>30 minutes</td>
</tr>
<tr>
<td>121 – 149 minutes</td>
<td>20 minutes</td>
</tr>
<tr>
<td>150 minutes or more</td>
<td>10 minutes</td>
</tr>
</tbody>
</table>

5.2 Extra Playing Time

Provision has been made to allow an extra 75 minutes playing time which means the finishing time can be rescheduled. Overs can be recalculated in the case of lost time so that play does not continue past the end of the over in progress at 7.00pm, but can do if necessary to complete the over. refer 7.2 and 7.3.

7 LENGTH OF INNINGS

7.1 In an uninterrupted match:

a) Each team shall bat for 50 (six-ball) overs unless all out earlier.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (210 minutes), play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpires, in consultation with the Referee (where available), the innings of the team batting second shall be limited to the number of overs bowled by it, at the scheduled time for cessation of the second session.

The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the scheduled time.

The Referee, after consultation with the umpires, may increase the number of overs to be bowled by the team bowling second if the referee is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

c) If the team batting first is all out, and the last wicket falls after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).

d) If the team fielding second fails to bowl 50 overs or the number of overs as provided in 5.1 (a) by the scheduled cessation time, the hours of play shall be extended until the required number has been bowled or a result achieved. Unless determined otherwise by the umpires in consultation with the Match Referee, and in discussions with the Scorers, penalty of six (6) runs per over may be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.
7.2  In matches where a start is delayed by more than 75 minutes or where play is suspended:

a) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team in 50 over matches).

b) The calculation of the number of overs to be bowled shall be based on an average of 14.28 overs per hour, in the total time available for play. The reduction in the number of overs to be bowled shall be determined by the umpires in consultation with the Referee (where available).

In determining the available time for play the umpires, in consultation with the Referee (where available), may:

- extend the hours for play to a rescheduled finish time of 7.00pm, noting that the over in progress at the close of play shall be completed

- reduce the innings interval as per the table in playing condition 5.1

c) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings as determined by recalculation of the overs to be bowled.

d) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and clause 7.1 (b) shall apply in a 50 over match.

e) If the team batting first is all out, and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).

f) If the team fielding second fails to bowl the reduced number of overs, or the number of overs provided in clauses 5.1 (a) and 7.1 (d), the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.

g) If the innings of the team batting second is delayed or interrupted, and it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be calculated at the rate of 4.2 minutes per over in the remaining time available for play.
7.3 Recalculation of Overs

a) In all circumstances where it becomes necessary to calculate a reduced number of overs to be bowled, it is the intent of these playing conditions that overs will be calculated based on the time available for play using the figure of 4.2 minutes per over.

b) Fractions are to be ignored in all calculations of overs.

8 DELAYED OR INTERRUPTED MATCHES

8.1 General

a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 20 overs each team, subject to the provisions of Clause 7.3 (a) and (b)

The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total time available for play.

b) If the team fielding second fails to bowl the required numbers of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with Clause 5.2.

c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

d) A team shall not be permitted to declare its innings closed.

e) Fractions are to be ignored in all calculations re number of overs.

8.2 Delay or Interruption to the Innings of the Team Batting First

a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clauses 5.1 and 7.2 (a)

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, clauses 7.2 and 7.3 shall apply.

8.3 Delay or Interruption to the Innings of the Team Batting Second

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 14.28 overs per hour, for time lost.

The hours of play shall be extended by the amount of time lost up to a maximum of 75 minutes in day matches and up to 75 minutes in day/night matches. Calculations because of any time lost thereafter shall be as per 7.2 (a).
8.4 Calculations of Target Score
Refer clauses 17.

9 Intervals for Drinks
Two drinks breaks per session shall be permitted, after the 17th and 34th overs. Each interval shall be kept as short as possible and in any case shall not exceed 5 minutes. Law 15.9 shall apply except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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.

Team managers and/or coaches are permitted to enter the playing arena during drinks breaks.

10. RESTRICTIONS ON THE PLACEMENT OF FIELDMEN

10.1 Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

Continuous painted white lines or “dots” at five yard (4.5m) intervals shall mark this fielding restriction area. Each “dot” may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.

10.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.

10.3 For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

10.4 For the remaining overs, only four fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

10.5 Should 10.2, 10.3, 10.4 be breached either umpire will call and signal no ball at the instant of delivery.
10.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 10.3 and 10.4 above shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the following table. Fractions are to be ignored in all calculations re the number of overs.

<table>
<thead>
<tr>
<th>Total Overs in Innings</th>
<th>No. of overs for which fielding restrictions in 10.3, and 10.4 above will apply</th>
</tr>
</thead>
<tbody>
<tr>
<td>20-23</td>
<td>6</td>
</tr>
<tr>
<td>24-26</td>
<td>7</td>
</tr>
<tr>
<td>27-29</td>
<td>8</td>
</tr>
<tr>
<td>30-33</td>
<td>9</td>
</tr>
<tr>
<td>34-36</td>
<td>10</td>
</tr>
<tr>
<td>37-39</td>
<td>11</td>
</tr>
<tr>
<td>40-43</td>
<td>12</td>
</tr>
<tr>
<td>44-46</td>
<td>13</td>
</tr>
<tr>
<td>47-49</td>
<td>14</td>
</tr>
<tr>
<td>50</td>
<td>15</td>
</tr>
</tbody>
</table>

10.7 Where the number of overs for the team batting second is reduced, the restrictions in 10.3 and 10.4 will apply in accordance with the table above.

11. **NUMBER OF OVERS PER BOWLER**

No bowler shall bowl more than 10 overs in an innings.

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 are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

12. **RESTRICTIONS ON YOUNG BOWLERS**

Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs which are allowed in a spell and in days’ play. Refer Administration – General page 41 for more information

12.1 **Protective Equipment for Young Players**

Please see Administration – General for more information.
13 **NO BALL**

a) Law 24 in its entirety will apply

b) A bowler is permitted to bowl 1 (one) fast short pitched ball per over which passes, or would have passed, above shoulder height of the striker standing upright at the crease. In the event of any further such delivery in the same over, either umpire shall call and signal ‘No Ball’ on each occasion.

c) Any fast short pitched delivery which passes or would have passed over head height of the striker standing upright at the crease is deemed to be unfair. For any such delivery the umpire at the bowler’s end will call and signal No Ball on each occasion.

d) Laws 42.6, 42.7 and 42.8 will apply with regard to the bowling of high full pitched balls

e) A penalty of one (1) run shall be awarded instantly on the call of No-Ball, and it shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

13.1 **Free Hit after a No Ball**

(a) The delivery following any 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 Wide), then the next delivery will become a free hit for whichever batsman 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. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler’s end umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

14. **WIDE BOWLING - JUDGING A WIDE**

14.1 **Bradman Cup**

Umpires are instructed to apply a very consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

On the off side the ball will be considered as passing wide of the striker unless it is sufficiently within his reach that he is able to hit it with his bat by means of a normal cricket stroke.

The offside of the striker’s wicket shall be determined by striker’s stance the moment the ball comes into play for that delivery.

Any leg side delivery that passes outside the leg stump without any contact with the striker’s bat or person shall be a wide, unless the ball passes between the striker and the stumps.

A penalty of one run shall be awarded instantly on the call of wide ball and shall stand in addition to any other runs which are scored, any boundary allowance and any other runs awarded for penalties.

All runs completed by the batsmen or a boundary allowance, together with the penalty for the wide, shall be scored as wide balls,
14.2 **Kookaburra Cup**

Law 25 shall apply in full. The ball will be considered as passing wide of the striker unless it is sufficiently within his reach, on both sides of the wicket, for him to be able to hit it with his bat, by means of a normal cricket stroke when standing in a normal guard position.

15. **THE DETERMINATION OF FINALISTS, RESULTS, POINTS AND VENUE**

15.1 **Finalists**

Each team will play the others in its' pool once and the team that has obtained the highest number of points at the completion of the preliminary rounds in each pool will qualify to contest the final.

In the event that 2 or more teams in the same pool have equal points after completion of the preliminary rounds, the team with the best *overall net run rate* shall qualify for the final. Please refer to Administration - General for calculation of overall net run rate:

16. **THE RESULT**

A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs (preliminary matches), subject to the provisions of clause 8, 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. A match shall be a “no result” if both teams have not had the opportunity to bat for a minimum 20 overs because:

a) The innings of the team batting first could not commence by 4.02pm daylight saving time

b) The innings of the team batting second could not commence by 5.36pm daylight saving time or

c) The innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its’ commencement.

In any match in which both teams have had the opportunity to bat for the same number of overs-

d) The team scoring the higher number of runs is the winner.

e) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run-rate of each team.

f) A match shall cease when the team batting second passes the total number of runs of the team batting first, or is dismissed, or it receives its maximum number of overs.
16.1 Points

<table>
<thead>
<tr>
<th>Outcome</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win</td>
<td>6 points</td>
</tr>
<tr>
<td>Tie</td>
<td>3 points each team</td>
</tr>
<tr>
<td>No Result (Wash out)</td>
<td>3 points</td>
</tr>
<tr>
<td>Loss</td>
<td>0 points</td>
</tr>
</tbody>
</table>

16.2 Tie in the Final

Where the Final is played out the winner of the match shall be declared the Bradman or Kookaburra Cup winner. In the event that the match is a tie, the following will occur:

- The side losing the least wickets will be declared the winner, or
- If the wickets lost are the same, the side with the best overall net run rate for the duration of the Bradman or Kookaburra Cups (including the Final) will be declared the winner.

Should the Final not be played out or not be played, joint Bradman Cup or Kookaburra Cup winners shall be declared. In this instance, the side to progress to the State Club Challenge Matches against the winner of the A W Green Shield or Harold Moore Shield competitions will be:

- The side with the highest number of overall competition points at the end of round three, or
- If the points are equal, the side with the best overall net run rate will progress.

17. CALCULATION OF 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 20 overs), unless the provisions of clause 8 apply, 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 “Run Rate Method”.

A team’s run-rate is calculated by dividing its total number of runs scored by its total number of overs received.

- For the purposes of run-rate calculations, each fair delivery bowled counts as one-sixth of an over.
- Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that number of overs.
- The team with the higher run-rate wins the match, regardless of the number of wickets that it has lost.

18. PENALTY FOR NOT BOWLING REQUIRED OVERS (SECOND INNINGS).

If the team fielding second fails to bowl 50 overs or the number of overs as provided in clause 5.2 by the scheduled cessation time, the hours of play shall be extended until the required number has been bowled or a result achieved.

Unless determined otherwise by the umpires in consultation with the Match Referee, and in discussions with the Scorers, penalty of six (6) runs per over may be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.
19. SIGHT SCREENS

Wherever possible, all grounds should have suitable sightscreens. It shall be the responsibility of the batting team to provide persons to move sightscreens as required by the batsmen. In the event that this does not occur, the umpire shall require play to continue without the sightscreen being moved.

20. FITNESS OF GROUND, WEATHER AND LIGHT

20.1 Law 3.8, 3.9 and Law 7 in full will apply

20.2 Lightning

Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lighting flash is followed by thunder less than 30 seconds later, and shall remain off the field of play for the duration of the period that play is suspended under this playing condition.

21. TRANSFER OF MATCHES TO SYNTHETIC PITCHES

Refer to Administration – General for more information.

22. QUALIFICATION OF PLAYERS

For the purpose of this playing condition, country player means a player who is an active playing member of any club affiliated with the NSW Country Cricket Association.

a) Any player taking part in the competition must be under the age of 16 years (Bradman Cup) and under the age of 14 (Kookaburra Cup) at midnight on 31st August of the cricket season in question, and must be a registered player of a Country Club or Association and have played a competition game within their respective Zone.

b) A Country player may not play in both the Bradman Cup and A.W. Green Shield competition in any season.

c) A Country player may only register and play with a team competing in the A.W. Green Shield competition having first made themselves available to play for the Bradman Cup or Kookaburra Cup team representing his association or zone and not having been selected for that team, and with the prior approval of the CCNSW Committee of Management.

d) A Country player may only register and play with another team in the Bradman Cup or Kookaburra Cup representing an association or zone in which they are not a registered player, having first made themselves available to play for the team representing his own association or zone and not having been selected for that team, and with the prior approval of the CCNSW Committee of Management.

e) A player who is given approval to register and play with the team in the Bradman Cup or Kookaburra Cup representing an association or zone in
which they are not a registered player, may only do so for that season, and may not register and play with any other team in that competition in that season.

f) Any player breaching (a) to (e) above is considered an ineligible player, and the team for which they have played for in the Bradman Cup or Kookaburra Cup will be deemed to have lost all matches in which they have played.

LAW 42.11 (DAMAGING THE PITCH- AREA TO BE PROTECTED)

Protected Area markings must be the same width as the crease markings.

12" or 30.48cm either side of middle stump

5ft/1.52m from popping crease marked on the edge of the cut portion of the pitch