

BCA SENIOR rule changes for season 2021/2022

The rule change suggestions have been approved by the BCA Rules Committee and BCA Board for voting by all clubs to be implemented in the 2021/2022 season.

Suggestion 1

15.4 **PLAYERS RETURNING FROM OUTSIDE ASSOCIATIONS**

Any player who plays in another Association in his/her last match and desires to return to the Ballarat Cricket Association, shall require a Clearance for the previous Club played for unless Rule 15.5 applies.

Finals qualifications - in order to qualify for Semi-Final or Grand-Final matches, a player within the above category must play six (6) days after his/her return from outside the Association in a particular grade. (Refer Rules 15.1 & 15.2).

This Rule will not apply to players who go and play on trial at a Premier Cricket Club in Melbourne.

Change to: -

15.4 **PLAYERS RETURNING FROM OUTSIDE ASSOCIATIONS**

Any player who plays in another Association in his/her last match and desires to return to the Ballarat Cricket Association, shall require a Clearance for the previous Club played for unless Rule 15.5 applies.

Finals qualifications - in order to qualify for Semi-Final or Grand-Final matches, a player within the above category must play six (6) days after his/her return from outside the Association in a particular grade. (Refer Rules 15.1 & 15.2).

A player may play up to 2 days in another Association without resetting any qualification days only if there are no scheduled BCA matches on those days.

This Rule will not apply to players who go and play on trial at a Premier Cricket Club in Melbourne.

Reasoning: -

To allow for players seeking to play cricket on an 'off' week for the BCA not being penalised. This will not apply to teams/grades with byes during the season.

Suggestion 2

17.1.1	The result of the match shall be recorded on a points system: via:
10 pts	Outright Win if winning team leads on 1 st Innings
8 pts	Outright Win where 1 st Innings was a tie
7 pts	Outright Tie where one team leads on First Innings
6 pts	Outright Win if the winning team was behind on the 1 st Innings
6 pts	First Innings Win
6 pts	Bye in any grade where there is an uneven number of byes
5 pts	Outright Tie
4 pts	First Innings if team beaten outright
3 pts	Tie on First Innings
3 pts	Outright Tie where one team behind on First Innings
2 pts	Outright Loss after Tie on First Innings
3 pts	Drawn or Abandoned match
3 pts	20/20 Win
3 pts	20/20 Abandoned match
0 pts	Bye in any grade where all teams have the same number of byes

Change to: -

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10 pts	Outright Win if winning team leads on 1 st Innings
8 pts	Outright Win where 1 st Innings was a tie
7 pts	Outright Tie where one team leads on First Innings
6 pts	Outright Win if the winning team was behind on the 1 st Innings
6 pts	First Innings Win (1 & 2 Day matches)
6 pts	Bye in any grade where there is an uneven number of byes (3pts for T20 matches)
5 pts	Outright Tie
4 pts	First Innings if team beaten outright
3 pts	Tie on First Innings
3 pts	Outright Tie where one team behind on First Innings
2 pts	Outright Loss after Tie on First Innings
3 pts	Drawn or Abandoned match (1 and 2 Day matches)
3 pts	20/20 Win
3 pts	20/20 Abandoned match
0 pts	Bye in any grade where all teams have the same number of byes

Reasoning: -

To ensure all situations are covered with fairness of points allocations.

Suggestion 3

20.1 NUMBER OF PLAYERS IN GRADES

First XI 11 players
All other grades 12 players (2 Day Split innings matches are permitted 13)
Eleven (11) only to bat or bowl in one innings and eleven (11) only to field at any one time.

Change to: -

20.1 NUMBER OF PLAYERS IN GRADES

1st XI 11 players (12 players in two day and four day matches)
All other grades 12 players (2 Day 4th XI Split innings matches are permitted 13)
Eleven (11) only to bat or bowl in one innings and eleven (11) only to field at any one time.

Reasoning: -

To allow for flexibility as all other grades have with players potentially available only 1st/2nd week.

Affect if supported – Player points allocations will be elevated to 43 points when 12 players are selected, will remain at 40 points when 11 players are selected.

Suggestion 4

22.1 PITCH PREPARATION

Home Clubs are responsible for:

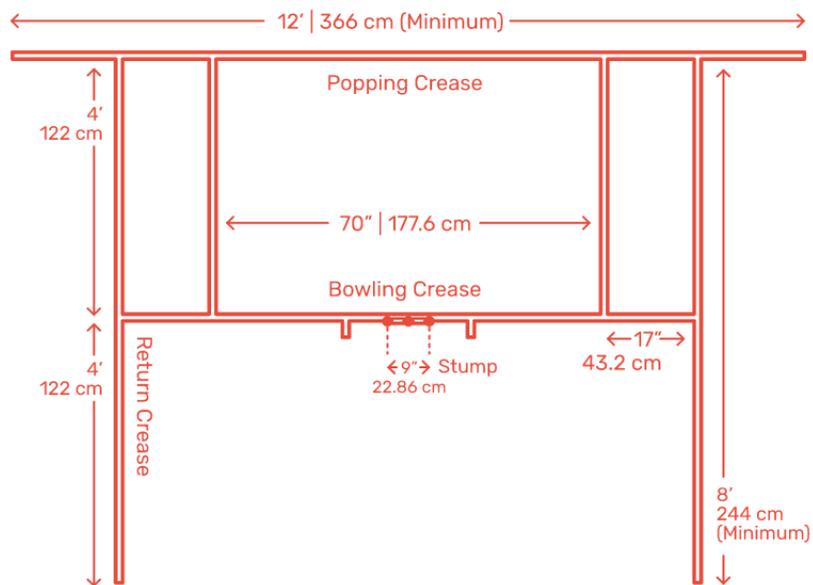
- (a) The marking of the wicket.
- (b) Rolling of the wicket on the morning of each day's play.

Change to: -

22.1 PITCH PREPARATION

Home Clubs are responsible for:

- (a) Rolling of the wicket on the morning of each day's play.
- (b) The marking of the wicket including wide guidelines for 1 day matches as outlined below.



Reasoning: -

To maintain consistency from team to team and match to match.

Suggestion 5

25.11 FOURTH XI 'SPLIT INNINGS' 2 DAY MATCHES

- Up to 13 players may take part in the match, listed on the official team sheet, with no more than 11 to bat, 11 to bowl and 10 wickets to fall in each innings.
- Each day of play will be limited to 70 overs.
- All innings are to be compulsorily closed upon completion of 70 overs.
- The innings of the side batting first, unless bowled out earlier, shall pause after the completion of 35 overs. The team batting second shall commence their first innings up to 35 overs, unless bowled out earlier, or the remaining overs left in the days play.
- On the second day of play, unless bowled out on day one, the team that batted first will continue their innings until compulsory closure at 70 overs or 10 wickets have been lost.
- Upon completion of the above innings, the team batting second may continue their innings until compulsory closure at 70 overs or 10 wickets have been lost.
- If a batter is not out at the end of the first day's play and unable to continue their innings on the second day, they will be deemed retired out and counted as a wicket lost.
- No bowler may bowl more than 15 overs in an innings.
- Unless a result has been achieved on day 1, if there is no play on the second day of the match it will be deemed a draw. Scores on the first day of play will not count towards a result.

The points above relate only to the 4th XI 2 Day Split Innings matches. All other rules and playing conditions for 2 Day matches are to be adhered to as appropriate.

Change to: -

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- On the second day of play, unless bowled out on day one, the team that batted first will continue their innings until compulsory closure at 70 overs or 10 wickets have been lost.
- Upon completion of the above innings, the team batting second may continue their innings until compulsory closure at 70 overs or 10 wickets have been lost.
- If a batter is not out at the end of the first day's play and unable to continue their innings on the second day, they will be deemed retired out and counted as a wicket lost.
- No bowler may bowl more than 7 overs in a day, unless the continuation of or a new innings has commenced. No bowler can bowl more than 14 overs in an innings.
- All batters must retire upon making 100 runs and may return to the crease at the fall of the 9th wicket. Unless they return to the crease they will be recorded as 'Retired Not Out' and not counted as a wicket lost.
- Unless a result has been achieved on day 1, if there is no play on the second day of the match it will be deemed a draw. Scores on the first day of play will not count towards a result.

The points above relate only to the 4th XI 2 Day Split Innings matches. All other rules and playing conditions for 2 Day matches are to be adhered to as appropriate.

Reasoning: -

To assist with player participation as the format was intended for.

Suggestion 6

RULE 26 CONDITIONS OF PLAY FOR ONE DAY MATCHES

One Day Games within Two Day competitions			
	1st XI	2nd XI	3rd, 4th & 5th XI
Times of Play	12:00 – 6:40PM	12:30 – 6:20PM	1:00 – 6:20PM
Scheduled Overs	50	45	40
Tea Adjournments	30 Mins on completion of allocated overs by 3:05pm	20 Mins on completion of allocated overs	20 Mins on completion of allocated overs

Change to: -

RULE 26 CONDITIONS OF PLAY FOR ONE DAY MATCHES

One Day Games within Two Day competitions			
	1st XI	2nd XI	3rd, 4th & 5th XI
Times of Play	12:00 – 6:30PM	12:30 – 6:20PM	1:00 – 6:20PM
Scheduled Overs	50	45	40
Tea Adjournments	20 Mins on completion of allocated overs by 3:05pm	20 Mins on completion of allocated overs	20 Mins on completion of allocated overs

Reasoning: -

To allow for an earlier finish with the break felt to be too long.

Suggestion 7

26.8 OVER LIMITS FOR BOWLERS

26.8.1 **Limit per Bowler:** A bowler shall not deliver more than one-fifth of the maximum of overs permitted for an uninterrupted innings, but where the maximum is reduced because of interruptions, the limit shall be one-fifth of the adjusted maximum except for any bowler who already has exceeded the reduced limit.

When a re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next highest number for as many bowlers as is necessary to absorb the balance in whole overs.

26.8.2 **Limit Reached or Exceeded:**

No further deliveries shall be made by a bowler who has reached or exceeded a recalculated limit except to complete an over previously commenced by them.

26.8.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls must be bowled by another bowler. In those circumstances each bowler will be regarded as having bowled a complete over in so far as each individual's limit is concerned, but only one over will be counted towards the team's total.

Change to: -

26.8 OVER LIMITS FOR BOWLERS AND RUN LIMITS FOR BATTERS

26.8.1 **Limit per Bowler:** A bowler shall not deliver more than one-fifth of the maximum of overs permitted for an uninterrupted innings, but where the maximum is reduced because of interruptions, the limit shall be one-fifth of the adjusted maximum except for any bowler who already has exceeded the reduced limit.

When a re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next highest number for as many bowlers as is necessary to absorb the balance in whole overs.

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26.8.4 All batters must retire upon making 100 runs and may return to the crease at the fall of the 9th wicket. Unless they return to the crease they will be recorded as 'Retired Not Out' and not counted as a wicket lost.

Reasoning: -

To assist with player participation as the format was intended for.

Suggestion 8

26.10 **WIDES:** Wide Bowling - Judging a Wide

FIRST XI, SECOND XI and THIRD XI.

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any off side delivery which in the opinion of the Umpire does not give the batter a reasonable opportunity to score shall be called a wide. Also any ball which passes outside the line of the leg stump, regardless of width, shall be called a wide.

Note: A leg side wide can only be called if the ball passes behind the batter. If the ball passes between the batter and the leg stump – wide will not be called. The above provisions do not apply if the striker makes contact with the ball.

FOURTH & FIFTH XI

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery on either side of the wicket, which in the opinion of the Umpire does not give the batter a reasonable opportunity to score, shall be called a Wide.

Change to: -

26.10 **WIDES:** Wide Bowling - Judging a Wide

FIRST XI, SECOND XI and THIRD XI.

The Home club is responsible for ensuring that the specified pitch markings are provided on turf wickets as per Rule 22.1. For synthetic pitches, the edge of the carpet is to be used in the absence of painted lines. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any off side delivery which passes the batter outside the guidelines in the opinion of the Umpire shall be called a wide. Also, any ball which passes outside the line of the leg stump, regardless of width, shall be called a wide.

Note: A leg side wide can only be called if the ball passes behind the batter. If the ball passes between the batter and the leg stump – wide will not be called. The above provisions do not apply if the striker makes contact with the ball.

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Reasoning: -

To maintain consistency from team to team and match to match.

Suggestion 9

26.6.3 CALCULATION OF TARGET SCORE – DUCKWORTH-LEWIS CALCULATOR

- (a) **Interrupted Matches - Calculation of the 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 of 25 overs), 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 current Duckworth/Lewis method calculated by the MyCricket Live Score App.
- (b) **Prematurely Terminated Matches**
If the innings of the team batting second is suspended (with at least 25 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

INSTRUCTIONS

1. Refer to BCA Rule 26.6.3
 2. Refer to MyCricket Live Score App
 3. Open the App, and select CONTINUE WITHOUT LOGGING IN
 4. Select DL Calculator button
 5. Enter the number of overs to be faced by each team at the start of play
 6. Select SUSPENSION PERIODS Button. Please skip to step 8 if no interruption occurred in the 1st innings of the match
 7. Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption to play occurred and select DONE
 8. Enter total runs scored by the batting team at the close of their innings
 9. Select the 2nd Innings button. (This step is only required if play is interrupted at any stage of the 2nd innings and then resumes, if play does not resume please refer to step 11)
 10. Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption occurred then select DONE. (This will provide an updated Target Score).
 11. Enter the number of overs and wickets lost to receive the Duckworth-Lewis Par Score.
- (c) Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

Change to: -

26.6.3 CALCULATION OF TARGET SCORE – DUCKWORTH-LEWIS CALCULATOR (1ST XI MATCHES ONLY)

- (a) **Interrupted Matches - Calculation of the 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 of 20 overs), 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 current Duckworth/Lewis method calculated by the MyCricket Live Score App.
- (b) **Prematurely Terminated Matches**
If the innings of the team batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

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11. Enter the number of overs and wickets lost to receive the Duckworth-Lewis Par Score.

Refer further to instruction document on BCA website under Info/BCA Rules tab or click [HERE](#)

- (c) Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

Reasoning: -

- 1 – Original intent was for 1st XI only as all matches would have an e-scoring device to make the calculations where required.
- 2 – Align 20 overs with reduced over matches to avoid confusion and incorrect cross-referencing.
- 3 – Direct umpires and captains to the instruction manual to assist in both first and second innings calculations.