

BOX HILL REPORTER DISTRICT CRICKET ASSOCIATION INC

Competition Rules



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INDEX

	Page
INDEX	03
CODES AND POLICY DOCUMENTS	
Code of Behaviour	04
Heat Policy	05
Injury Code	05
COMPETITION RULES	
1. COMPETITION	06
Follow-on & Declaration	06
Points	06
Readiness for Play	06
Contrived Result	07
2. TWO DAY GAMES	07
Table 1 Calculator Table - Time and Overs Lost	20
Compulsory Closure	08
Table 1 - Overs Compulsory Closure	20
Non Compulsory Closure	08
3. ONE DAY GAMES	09
Table 3 - Reduced Overs One Day Games (daylight saving time)	21
Table 4 - Reduced Overs One Day Games (non-daylight saving time)	22
4. SEMI FINAL MATCHES	11
5. FINAL MATCHES	11
6. PENALTIES	12
7. GROUNDS AND MATERIAL	12
Playing Surface	12
First Aid	12
Score Boards	12
8. NO BALLS, WIDES	13
9. GROUND, WEATHER AND LIGHT CONDITIONS	13
10. PLAYERS	13
Eligibility, Registration	13
Conduct	14
Transfers	15
Permits	16
11. RESULTS OF MATCHES	17
Scores	17
Match Reports	17
Captains' Report on Umpires	17
12. PROTESTS	17
13. UMPIRES	17
Umpires' Report on Match	17
Breach of Rules	17
14. TROPHIES AND SHIELDS	18
Average Qualifiers	18
15. FORFEITURE OF GAMES	18
16. SCHEDULE OF FINES	19

CODE OF BEHAVIOUR

It is to be hoped that all games will be conducted in the true spirit of the game of cricket. Cricket is a game of skills associated with a knowledge of the rules. However skills and knowledge are only part of the pleasure to be derived from playing the game.

Attitude and sportsmanship are vital ingredients.

To achieve this, managers and captains are to adopt and enforce the following code of behaviour.

1. That in-going and out-going batsmen cross on the field of play.
2. That bowlers return to the start of their run-up quickly, and are ready to bowl without wasting time.
3. Insist on players maintaining a standard of dress commensurate with the game's traditions, and that team and individual equipment is serviceable and well maintained.
4. Encouraging players to respect the umpires by accepting decisions without dissent and, if possible, to honestly assist umpires in the making of difficult decisions.
5. Co-operating with the opposing captain and both umpires in the "running" of the game which includes preparation of the pitch and surrounds for play.
6. Thoroughly, and firmly briefing their teams spelling out what is expected of them in terms of behaviour, both on, and off the field.
7. That all fieldsmen move quickly between overs and whenever required to change position.
8. That the setting or changing of the field is undertaken without wasting time.
9. Be courteous at all times to the umpires.

Players must not dispute or react in a disapproving manner, either towards an umpire, his decision, or generally after an umpiring decision is given.

When given out walk quickly from the crease, do not dawdle off the field or indulge in ill-mannered tantrums.

10. Avoid making unnecessary and uncomplimentary remarks to opponents.
11. Remember that the visiting team and the umpires are guests and should be treated as such.
12. In making his report to the Association on umpires the captain should be constructive and not be influenced by a win or loss or a bad decision.

GOOD CRICKET IS AN ATTITUDE OF MIND

GOOD SPORTSMANSHIP IS PART OF THE GAME OF CRICKET

HEAT POLICY

Play in all grades will be cancelled (senior and junior) if the weather forecast in the 3LO (774) news broadcast at 7.45am on the Saturday/Sunday is 40°C or more. If the forecast temperature exceeds 30°C there must be a minimum of two drinks breaks per session.

Clubs are directed to the BHRDCA Extreme Heat Guidelines which have been adapted from the Extreme Heat Guidelines issued by Cricket Victoria. These Guidelines are available on the Association website or from the Secretary

INJURY CODE

1. Where a player suffers an injury during the course of a game which causes bleeding, then the Umpires, (or captains or junior team managers where no umpire is present), shall decide that player must immediately retire from the game until such time as First Aid has been administered to prevent further bleeding. He cannot resume playing unless the bleeding has stopped or the wound is securely covered.
2. A batsman who is injured and has temporarily retired under clause 1, and who is unable to return after the fall of the ninth wicket, shall be deemed Retired Hurt and the innings of the batting team deemed closed.
3. Where an injury occurs to a batsman involved in the tenth wicket partnership, a maximum of ten minutes will be allowed in order to comply with clause 1. Where this injury occurs within ten minutes of the scheduled tea adjournment, tea shall be taken immediately with no extra time being added. If that batsman is unable to resume within the ten minute time limit or at the end of the tea break, then he shall be deemed to be Retired Hurt and the innings of the batting team deemed closed.
4. There shall be no reduction to the number of overs to be bowled when time is lost due to an injury.
5. All home teams shall provide a First Aid Kit - Rule 7(d) - to be available to both competing teams. Shall kit shall contain as a minimum: Bandages, Cotton Wool, Gauze, Adhesive Plaster, Band-aids, Closures, Scissors, Tweezers, Antiseptic, Disposable Gloves, Disposable Plastic Bags, Ice Pack.
6. Each team scorebook - Rule 7(d) shall have names, addresses and phone numbers of three local doctors available to give emergency treatment during the course of a match.

COMPETITION RULES

1 COMPETITION

(a) Laws of Cricket

Competitions arranged by the Association shall be played under the Laws of Cricket except where otherwise provided for in these rules.

(b) Grades

- (i) Teams taking part in the Competition(s) may be divided into grades as decided by the Committee of Management.
- (ii) The highest grade of the Premier Competition is to be known as McIntosh Shield Grade.

(c) Matches

Notwithstanding the provisions herein, matches shall be played on dates and at times as decided by the Committee of Management which may introduce Competition Rules to accommodate matches played on such dates and at such times as not to be adequately described in these Rules.

(d) Follow-on and Declaration

Any team being 80 or more runs ahead on the first innings in a two day game may compel the opposing side to follow on. A captain may declare the first innings of his team closed after 30 minutes play, but if no declaration is made at the end of the first day's play a declaration cannot be made until time allotted for start of play on the second day.

(e) Points

Points shall be allocated as follows:

- 10 points for outright win if winning team leads first innings.
- 8 points for outright win where first innings is a tie.
- 7 points for outright tie if ahead on first innings.
- 6 points for outright win if winning team behind on first innings.
- 5 points each for outright tie if tied on first innings.
- 6 points for first innings win.
- 4 points for first innings win if beaten outright.
- 3 points for each team for tie on first innings.
- 3 points for outright tie if behind on first innings.
- 2 points for outright loss if tie on first innings.
- 2 points for a draw.

Points for bye or forfeit to be maximum match points scored by any team in that grade in that round.

If no play is possible on the complete day or days of any scheduled match, such match shall be declared a draw.

If there is a bye in a grade and the number of teams in that grade equals one more than the number of rounds in the draw, then a bye will count as 6 points and the side's percentage will not alter.

(f) Readiness for Play and the Toss

Matting, boundary markers (where applicable) and stumps shall be fixed 20 minutes prior to the time for play to commence. The two opposing captains shall toss in the presence of the Umpires not less than 20 minutes prior to the time set for commencement of play. The captain winning the toss shall immediately signify his intention to the opposing captain and umpire(s).

In the event of weather, bad light and/or ground conditions delaying the start of, or interrupting play, both teams shall assist in making the ground ready for play. The home team shall have a broom available. Any club failing to comply with this clause shall be fined for each breach in accordance with Rule 16.

(g) Team Sheets

Team sheets shall be exchanged by the two captains prior to the toss being made. No subsequent change shall be made to the named side without the consent of the opposition captain who should initial the change on the team sheet in his possession and in the scorebook if the team was listed there. Any club infringing this rule shall be deemed to have forfeited the match in which such infringement took place, and shall be dealt with as the Committee of Management may think fit.

(h) Percentages

If two or more teams are equal on points, their relative positions shall be determined by percentages calculated by:

- (i) dividing total runs scored by total wickets lost, (batting average).
- (ii) dividing total runs against by total wickets taken, (bowling average).
- (iii) dividing the batting average (i) by the bowling average (ii).

A team declaring its innings closed or having it compulsorily terminated under Rules 2 or 3 shall be deemed to have lost only those wickets which have actually fallen.

(i) Late Start

Any club causing a late start shall be fined for each offence according to Rule 16. If play does not commence within 30 minutes of the time appointed without such explanation as shall be deemed satisfactory by the Committee of Management the offending club shall lose the match and be penalised according to Rule 16. The opposing team shall receive the maximum number of points gained by any team in that grade in the round.

(j) Drinks Breaks

One drinks break is permitted at the mid point of each session provided there has been no loss of play prior to that time during that session. For 1:00pm start games the break times are 2:10pm and 4:50pm; for 1:30pm start games the break times are 2:30pm and 4:55pm. With agreement of both captains prior to start of play on any day the breaks may either be foregone or, on days of extreme heat, one additional break scheduled for each session with times adjusted accordingly (eg. a break about every 45 minutes). Breaks are to be taken at the end of an over or at the fall of a wicket and should take no longer than two minutes.

(k) Contrived Result

- (i) If the Committee of Management suspects reasonably that competing clubs with or without the involvement of any other person or club have colluded to contrive the result of a match, it shall have full authority to investigate or direct the investigation of a game, the actions of club officials, team captains, players and/or any other person(s) involved with such a match.
- (ii) Given a finding that contrivance of the outcome of a match or collusion in an attempt to bring about such contrivance has occurred, the Committee may at its absolute discretion do one or more of the following:
 - impose a fine or fines;
 - suspend a captain or player;
 - disallow any points earned by a club in respect of the match;
 - amend any points earned by a club in the match; or
 - take any action it deems appropriate.

2 TWO DAY GAMES

(a) Playing Hours

With due regard to rules 2(d) & (e), normal playing hours shall be 1:00pm to 6:00pm (12:30pm to 5:30pm non daylight saving). Playing time can be extended to make up time lost due to weather, bad light or exceptional circumstances. The extension of time is to be equal to the time lost up to a maximum of 30 minutes with the latest rescheduled time for stumps being 6:30pm (6:00pm non daylight saving).

(b) Tea Interval

A twenty minute tea interval shall be taken at the completion of the over in progress at 3:20pm (2:50pm) unless:

- (i) At the time nine wickets are down, in which case play will continue for a period not exceeding 30 minutes or until the innings is completed.
- (ii) An innings is completed after 2:50pm (2:20pm), or there is a stoppage caused by weather, bad light or exceptional circumstances at or after 2:50pm (2:20pm), in which case tea will be taken immediately.
- (iii) A wicket falls within two (2) minutes of the tea interval, in which case tea will be taken immediately. (Except as in (i) above).
- (iv) Play on any day starts at or after 2:50pm (2:20pm) in which case no tea break will be taken.

(c) Overs in a Day

80 (65) overs shall be bowled during the playing time on each day unless reduced under other provisions of this rule. The umpire(s) prior to recommencement of play after any break shall advise both captains of the number of overs remaining to be bowled. If necessary play will continue after 6:00pm until the required overs have been bowled. The umpire(s) shall signal to the scorers at the start of the first over commenced after the specified finishing time. The scorebook shall be marked accordingly.

The day's play shall cease when 80 (65) overs (or the reduced overs) have been bowled.

Note: When playing time has been extended under Rule 2(a) the overs shall be bowled by the rescheduled finishing time.

(d) Reduction in Overs

The overs shall be reduced at the rate of one per full three and a half minutes for playing time lost due to (See Table 1):

- weather, bad light or exceptional circumstances
- Exceptional circumstances which in the opinion of the Umpire(s) were beyond the control of either side.
- Change of innings outside of a break (tea, weather, bad light or exceptional circumstances) - three over reduction.

If the reduced number of overs is bowled by the specified finishing time then no penalties will apply.

Note: When time lost is 30 minutes or less and the time lost is able to be made up under Rule 2(a) there is no reduction to the overs. Where time lost exceeds 30 minutes and time is able to be made up under Rule 2(a) the reduction applies to the time lost in excess of 30 minutes.

(e) Slow Over Rate

In grades specified by the Committee of Management, the Umpire(s) shall report the actual start and finish time on each day. The report by the umpire(s) shall indicate the number of overs incurring penalty bowled beyond the specified finishing time and the subsequent apportionment of penalty to each side. The apportionment (in terms of full overs) may be made wholly or partially to the batting and/or bowling side. Penalties will be applied according to Rule 6. Note: This penalty also applies to overs bowled after a rescheduled finishing time under Rule 2(a)

(f) Compulsory Closure

Compulsory Closure conditions apply

- where a full day's play is achieved on the first day or
- where less than 30 minutes in total is lost on either day due to weather, bad light or exceptional circumstances.

Note: This rule also applies when playing time has been extended under Rule 2(a) and the time lost is able to be made up or, where after making up 30 minutes, less than 30 additional minutes were lost.

(i) Innings of Side Batting First

The innings of the side batting first shall be compulsorily closed when the required overs have been bowled for the day. The innings is deemed to be compulsorily closed if completed within 3 overs of the required total.

The number of completed overs includes the final over of the innings even if a full six fair deliveries may not have been bowled in the over

If the innings of the side batting first is interrupted for weather, bad light or exceptional circumstances after 6:00pm (5:30pm), if playing time has been extended under rule 2.(a) and the overs completed are within the totals of Table 2, compulsory closure applies.

(ii) Innings of Side Batting Second

The second side, if not dismissed beforehand, is entitled to receive the greater of the actual overs received by the first side or the required overs in a day. (eg. In 80 over grades: First side dismissed in 77th over, second side entitled to 80 overs; first side not dismissed in 80 overs second side entitled to 80 overs).

(iii) Second Innings

If sufficient overs remain after completion of both first innings a new innings shall commence & play shall continue until the remaining overs for the day have been bowled giving due regard to rule 2(k).

(iv) Result of Match

The match shall be decided by the number of runs scored in each first innings irrespective of wickets lost unless an outright decision is reached.

(g) Non Compulsory Closure

Non Compulsory closure conditions apply when:

- The innings of the side batting first is completed on the first day & more than three overs remain.
- The first innings of both sides is completed.
- More than 30 minutes playing time is lost on either day.

(i) Completion of Innings on First Day

Where the innings of the side batting first is completed on the first day, the side batting second is entitled to receive the balance of overs on the first day allowing three overs for change of innings where this does not coincide with a break (tea, weather, bad light or exceptional circumstances) plus the required overs on the second day.

Unless dismissed beforehand, the total number of overs received by the side batting second shall be no less than those received by the side batting first and play shall continue to this end (conditions permitting) on the second day beyond the scheduled finishing time without penalty.

(ii) First Innings of Both Sides Completed

The match continues for the required overs on each day allowing three overs reduction for each change of innings not coinciding with a break (tea, weather, bad light or exceptional circumstances) and ends immediately an outright decision is reached.

(iii) Loss of More Than 30 Minutes Playing Time First Day

Where more than 30 minutes playing time is lost on the first day due to stoppages for weather, bad light or exceptional circumstances the side batting first is entitled to bat into the second day up to an innings maximum of 80 (65) overs. The second side is then entitled to receive the balance of the overs on the second day allowing three overs for a change of innings outside a scheduled break. The innings of the side batting second can continue for a maximum of 80 (65) overs (time permitting) if the first innings was closed at 80 (65) overs.

(iv) Loss of More Than 30 Minutes Playing Time Second Day

Where stoppages for weather, bad light or exceptional circumstances exceed 30 minutes on the second day, play continues, weather and light permitting, until the recalculated overs required for the day have been bowled.

(v) Second Innings

If sufficient time remains after completion of both first innings' a new innings shall commence and play shall continue until the remaining overs have been bowled. Three overs shall be allowed for change of innings outside a break (tea, weather, bad light or exceptional circumstances).

(vi) Result of Match

Provided the side batting second has received at least the same number of overs as the side batting first the winner shall be the side scoring the greater number of runs in the first innings irrespective of wickets lost unless an outright result is achieved. Where the side batting second has not received at least the same number of overs in its first innings as the side batting first (having not been dismissed nor having passed the score beforehand), the match will be drawn.

(h) No play, Cancellation of Play

On the first day where less than half the scheduled overs are completed or play has not commenced by 3:40pm (3:10pm non daylight saving), play shall be cancelled and scores declared null and void. The game shall then be played as a one-day game under Rule 3 and a new toss made on that day. Where more than 50% of scheduled two day games have been cancelled under this criterion then the whole round will be played as a one day game under Rule 3 and a new toss made on that day. This rule is not applicable to semi-final or final matches.

(i) Last Over of Days Play

Any over commenced before the time fixed for play to cease shall be completed notwithstanding a fall of wicket(s).

(j) Cessation of Play

If a first innings result has been reached and there is no likelihood of any further result the Captains by agreement may request the Umpire(s) to draw stumps at any time after 4:30pm (4:00pm non daylight saving) on the second day.

(k) Designated Grades - Reduced Overs/Playing Time

In grades designated by the Committee of Management play will be restricted to 65 overs per day. Normal Playing Hours will be 1:30pm to 5:30pm (1:00pm to 5:00pm non daylight saving). All other provisions of Rule 2 apply.

(l) Scorers

Scorers must alert umpire(s) at the start of the last over of each innings.

3 ONE DAY GAMES

(a) Playing Times

Play in all Grades is to commence at 1:00pm and to be of divided overs, each side to bowl an equal number of balls, with a twenty minute break between innings. There will be no second innings for either team.

When daylight saving is not in effect play shall commence at 12:30pm.

(b) Compulsory Closure

If the team batting first has not completed its innings, the innings shall be compulsorily closed on the completion of 40 overs being bowled, or such lesser number as determined under Rule 3(f). The team batting second if it is not dismissed is entitled to bat for the same number of balls unless a result is achieved beforehand, whereupon the match shall end.

(c) Slow Over Rate

In Grades specified by the Committee of Management, the Umpire(s) may impose penalty points in respect of any or all required overs commenced after the innings finish time specified in Table 3. (See Rule 6 Penalties).

(d) Dismissal

If the side batting first is dismissed in less than 40 overs the side batting second is entitled to bat for 40 overs (unless a result is achieved beforehand) whereupon the match shall end.

(e) Scorers

Scorers must alert umpire(s) at the start of the last over of each innings.

(f) Late Start and Interruptions to Play

- (i) In the event of late start due to adverse weather conditions, bad light or exceptional circumstances time is to be equally divided, allowing three and a half minutes per over to ascertain the number of overs to be bowled (see Table 3 or 4).
- (ii) If adverse weather conditions, bad light or exceptional circumstances interrupt play for more than 30 minutes in aggregate the game shall conclude under Rule 2(g) Non Compulsory Closure Conditions with the proviso that the innings of the side batting first is limited to a maximum of 40 overs or lesser number as reduced under these rules.
- (iii) Where more than 30 minutes are lost in aggregate over both innings the number of overs to be bowled will be reduced by one over for each three and a half minutes lost. The Umpires shall notify the scorers of the number of overs to be bowled in each innings.
- (iv) Playing time can be extended to make up time lost where play has commenced but is subsequently interrupted by adverse weather, bad light or exceptional circumstances. The extension of time is to be equal to the time lost up to a maximum of 30 minutes with the latest rescheduled time for stumps being 6:30pm (6pm non daylight saving).
- (v) If the game has not commenced by 3:15pm (2:45pm non daylight saving) then play is abandoned.

(g) Result of Match

Unless the game is being played under Non Compulsory Closure conditions the team scoring the greater number of runs irrespective of wickets lost shall be the winner.

(h) Bowling Restriction

At least four bowlers are to be used in each innings with the maximum number of overs to be bowled by any bowler being limited to ten (10) in either a full days play (40 overs per side) or if play is conducted under Non Compulsory Closure conditions. Where play starts late and a reduced number of overs is to be bowled as determined under Rule 3(f), no bowler may bowl more than 25% of the overs in any innings.

(i) Batting and Bowling Restriction One Day Grades

In grades designated by the Committee of Management as one day grades the maximum number of overs to be bowled by any bowler is eight (8) or 20% of the overs bowled in any innings if the innings is to consist of less than 40 overs.

Batsmen must retire at the end of the over in which their score reaches 50 runs. Batsmen who retire may return in the order of retiring at the fall of the last wicket.

4 SEMI FINAL MATCHES

(a) Playing Hours

Normal playing hours shall be from 1:00pm to 6:00pm (daylight saving time).

When daylight saving is not in effect hours of play shall be 12:30pm to 5:30pm with the tea interval brought forward 30 minutes.

Times of play on either day whether daylight saving is in effect or not may be extended by up to thirty (30) minutes to compensate for time lost due to adverse weather, bad light or exceptional circumstances.

(b) Playing Conditions

The first team shall play the fourth team in one Semi Final and the second team shall play the third team in the other Semi Final.

Semi Final Matches shall be played as Two Day Matches under Rule 2 modified as below. The Committee of Management may schedule reserve days as it sees fit in order to maximize the chances of achieving a result should major disruption to play occur.

(i) Time Loss Exceeding 30 Minutes Either Day

Where more than 30 minutes playing time is lost on either day and a third day is available to schedule the match, the innings of the second side may continue on the third day for an innings maximum of 80 (65) overs or the recalculated reduced overs. Where the game extends into the extra day play concludes immediately a first innings result is achieved.

(ii) No Play, Cancellation of Play

Rule 2(h) does not apply.

(c) Overs in Days Play

80 (65) overs must be bowled in each day's play in accordance with the provisions of Rule 2. In the event of the required over rate not being achieved penalties may be applied in accordance with these rules. The Umpire(s) shall be the sole judge(s) of which side was responsible for the delay.

(d) Result of Match

If no decision is reached or the result is a tie, whichever team is positioned higher on the ladder at the end of home and away matches shall be deemed the winner.

(e) Designated Grades

In grades designated by the Committee of Management as other than two day grades, semi finals shall be conducted in the same manner as home and away games except that the committee may impose such variations as are deemed necessary from time to time.

5 FINAL MATCHES

(a) Playing Times

Playing hours in all grades except those designated under rule 2(l) as being from 1:30pm to 5:30pm are from 1:00pm to 6:00pm with tea interval to be taken from 3:20pm to 3:40pm.

When daylight saving is not in effect hours of play shall be brought forward 30 minutes.

In all cases playing time may be extended by up to thirty (30) minutes to compensate for time lost due to adverse weather, bad light or exceptional circumstances.

(b) Playing Conditions

Finals are to be played as two day 160 over games (130 overs in grades designated under rule 2(l)). The Committee of Management may schedule reserve days as it sees fit in order to maximize the chances of achieving a result should major disruption to play occur.

(c) Overs in Days Play

The provisions of Rule 4(c) shall apply, except that a three over reduction is not made for change of innings outside of a scheduled break.

(d) Compulsory Closure

The provisions of Rule 2 apply.

(e) Non Compulsory Closure

If the innings of the side batting first is completed other than by compulsory closure, the side batting second, if it is not dismissed, is entitled to bat for 80 overs and any further overs to a match total of 160 overs (130 overs in grades designated under rule 2(l)).

(f) Interruptions to Play

In the event of play being delayed or interrupted by adverse weather conditions, bad light or exceptional circumstances, playing time may be extended by a maximum of 30 minutes to make up for the time lost.

The number of overs to be bowled in a day shall be reduced at the rate of one over for each three and a half minutes lost in excess of 30 minutes.

(g) Result of Match

- (i) The provisions of Rule 2 apply.
- (ii) If no decision is reached or the result is a tie, whichever team is positioned higher on the ladder at the end of home and away matches shall be deemed the winner.

(h) Designated Grades

In grades designated by the Committee of Management as other than two day grades, finals shall be conducted in the same manner as home and away games except that the committee may impose such variations as are deemed necessary from time to time.

6 PENALTIES

(a) Deduction of Points

Should the minimum number of overs not be bowled before the end of the specified playing time a penalty of 0.2 premierships points may be applied to each over commenced after time.

(b) Umpires Role

The umpire(s) shall be the sole judge(s) of which side was responsible for the required overs not being bowled and the decision shall be final. The number of overs bowled beyond the specified finishing time and incurring a penalty shall be apportioned, either wholly or partly, to the batting and/or bowling side.

(c) Notification

The umpire(s) should notify the captains of any penalties at the end of the days play, however the onus is on each captain to check for existence of penalties. The number of overs incurring a penalty and the apportionment to each side shall be noted on the umpires report form.

7 GROUND AND MATERIAL

Each breach of this rule shall be subject to the penalty prescribed in Rule 16.

(a) Playing Surface

All matches shall be played on turf or other materials as recommended by the Committee of Management and approved by the member clubs of the Association, Such materials and pitch to be at least 1.8 metres wide.

(b) Boundary

Where a ground has neither a fence nor clearly defined boundary, it shall be clearly identified by boundary markers, such markers to be of a distinctive colour and spaced approximately 20 metres apart. The boundary is to be a straight line between markers unless otherwise marked.

Clubs shall use a string line from the centre of the pitch (and put the boundary markers in the same position each week), the recommended radius to be 70m. Where this is not possible, then the radius is to be notified to both the Umpire(s) and the visiting Captain prior to commencement of play.

(c) Ball

A new leather ball conforming to the laws of cricket, together with a suitable substitute ball, shall be provided by each team. A new ball will be used at the commencement of each team's first innings. A new ball may be used at the commencement of a second innings, but if a used ball is used to start a second innings, a new ball cannot be claimed.

There is no entitlement to a second new ball during the progress of any innings in any game.

The ball used must be approved by the Committee of Management.

(d) First Aid

Each team shall provide an efficient First Aid Kit. Each team shall have endorsed in its scorebook the names, addresses and phone numbers of three local doctors at whose surgery emergency medical treatment can be obtained during a match.

(e) Scoreboards

Each club's first and second eleven must have an operative scoreboard clearly readable from the wicket.

(f) Crease Markings

Clubs shall ensure that crease lines are kept painted on all synthetic wickets. Additionally in Shield and A1 grades appropriate batting crease lines shall be marked at square leg/point for guidance of umpires and runners substituting for injured batsmen.

(g) Pitch Cleaning

Clubs are responsible for keeping pitch surfaces clean and free of sand/dirt. The Committee of Management may direct clubs to undertake cleaning.

(h) Umpires' Rooms

At all grounds provided with pavilions accessible to the home club and containing umpires' change rooms these rooms are to be made available for use by the umpires.

8 NO BALLS, WIDES

(a) No Balls

Any ball pitched wide of a matting or pitch surface or striking the concrete or leather bindings and lashings joining the matting, shall constitute a no ball.

Either umpire shall call and signal "no ball" for any full pitched delivery bowled at any pace that passes, or would have passed at or above waist height of the striker standing upright at the crease.

(b) Wides.

Any ball bowled so wide of the wicket (even if it struck the matting or pitch surface) that, in the opinion of the Umpire is not within reach of the striker in his normal batting position, shall be called wide.

(c) No Ball One Day Games

Either umpire shall call and signal "no ball" for any delivery which passes or would have passed above the shoulder of the striker standing upright at the crease.

(d) Wide Balls One Day games

In addition to the above any delivery not being a no ball with which the striker has not made contact shall be called 'wide ball' if:

- (i) It passes either side of the wicket so that the striker, whether he moves from his normal stance at the crease or not, does not have a reasonable opportunity to score.
- (ii) It lands outside the line of the striker's leg stump and then veers further to the on side.

9 GROUND, WEATHER AND LIGHT CONDITIONS

(a) Start of Play

Prior to the commencement of play on any day, the Captains shall decide whether the ground, weather or light conditions are suitable for play. In the event of disagreement the official Umpire(s) shall decide.

(b) Appeal

An appeal against the light or weather conditions must be decided by the Umpire(s) from the point of objection. No more than two appeals against the fitness of light shall be allowed in any one innings on any day. After the second appeal, the fitness of light shall be in the hands of the Umpire(s). However, in the event of inclement weather, the Umpire(s) has power, without appeal to call cessation of play.

(c) Resumption of Play

After any cessation of play, other than for a successful light appeal, the Captains shall decide if and when conditions are suitable for play to recommence. In the event of any disagreement the official Umpire(s) shall decide.

(d) Playing Surface

Where agreement can't be reached between Captains/Team Managers regarding condition of the playing surface for commencement or continuation of a match, and there is/are no BHRDCUA Umpire(s) officiating, the Association is to be advised immediately. Upon receipt of such advice an appropriate independent inspection of the playing surface shall be conducted as soon as is practical by a BHRDCA representative who will make the necessary determination.

10 PLAYERS

(a) Eligibility

(i) Registration

All competing Clubs must register their players at a time, not later than 8.00pm on the Thursday following the date arranged for the commencement of the first match in which a player takes part, and in a manner determined by the committee of management.

(ii) Professional Players

Only one professional player shall be allowed to play with each club in competition matches. A professional to mean anyone who is paid for their services.

(iii) Junior Players

Junior Players shall automatically belong to the senior club i.e. as registered with senior teams.

Junior Players may play in the BHRDCA competition while playing senior Premier or Sub District cricket.

Clubs must obtain written permission of parents or guardians of junior players before selecting them in senior teams.

(iv) Unregistered Players

Any club infringing clauses (i), (ii) and/or (iii) of this rule shall be deemed to have forfeited the match in which such infringement took place, and shall be dealt with as the Committee of Management may think fit.

(v) New Players

Players who have not played in any other Association during the season may register up to the completion of home-and-home matches.

(vi) Transferred Players

Should a player transfer from one Club to another in this Association during the season, it is not necessary for him to re-register.

(vii) Responsibility for Compliance

Both the Club and the Player shall be held responsible for inclusion in any team of a player ineligible to play under the provisions of Rule 10. Any such ineligible player shall be deemed to be unregistered for the match in question and the provisions of Rule 10(a)(iv) invoked.

It is primarily incumbent upon Clubs themselves to monitor opposition teams for ineligible players. Action against players and/or Clubs for such breaches may only be initiated within a specific time frame as stipulated by the Committee of Management from time to time.

(viii) Appeal

The Clearance and Permit Committee shall be constituted as a Board of Appeal, and empowered to decide all appeals resulting from the registration or non registration of players.

(ix) Termination

All registrations shall terminate at the Annual General Meeting.

(x) Semi Finals and Finals

To be eligible to play in Semi Final or Final matches in any season a player must have:

- played at least three (3) games with the club and
- qualified for that grade by playing at least three (3) games in the grade or a lower grade. In grades where predominantly one day games are played this qualification standard is 25% of the games played by that team or a lower team. Any player having accrued a total of five (5) days play in lower grades of one and/or two day competitions is deemed to have qualified.

Where a player has not met this grade qualifying standard a permit to play under rule 10 (d) may be granted on application where, in the opinion of the Permit & Clearance Committee, extenuating circumstances apply. Players breaching this rule will be deemed unregistered and the club penalised in accordance with Rule 10(a)(iv).

(b) Conduct

All reports made by umpires for Conduct or Code of Behaviour Violation shall be in the form as proscribed by the Committee of Management.

(i) Misconduct

Any player or official of any club complained of, or disputing an Umpire's decision on the cricket field during a match, using foul language, or smoking on the cricket field, or otherwise misconducting himself shall be liable to be disqualified from the Association for any period as determined by the Association.

(ii) Code of Behaviour Violation

The umpires shall report all instances of Code of Behaviour violations. Players named twice in the season (not the same game) shall have the option of either taking an automatic two weeks suspension or arguing their case before a tribunal hearing. Such hearing may waive the penalty, apply the standard penalty or increase the penalty.

The captain of any team incurring two violations in a season shall have the option of either taking an automatic two weeks suspension or arguing his case before a tribunal hearing. Such hearing may waive the penalty, apply the standard penalty or increase the penalty.

Any team incurring three Code of Behaviour violations in any one season will be penalized two premiership points. Each subsequent violation will incur a further two point penalty. The club whose team has incurred such penalty will have the option of accepting the penalty or arguing its case

before a tribunal hearing. Such hearing may waive the penalty, apply the standard penalty or increase the penalty.

(iii) Liquor

Consumption of intoxicating liquor at the ground by competing players during the hours of play is strictly prohibited. The club responsible is liable for penalty under Rule 16.

(iv) Attire

Players in this Association shall appear in correct cricketing attire as defined herein and by regulations enacted from time to time in accordance with the Corporate Rules and By-Laws. Umpires shall report any player infringing this rule. Correct cricketing attire shall mean - white shirt with collar, white pullover (if required), long white trousers, white socks and white footwear. White shorts may be worn by players eligible to compete in Under Age competitions. No player shall wear metal spikes or similar protrusions in his footwear. Players in McIntosh Shield and AI Grade wishing to use headwear excluding protective helmets must wear either their recognised club cap or approved white hat. Players in all other senior grades wishing to use headwear excluding protective helmets must wear either their recognised or superseded club cap, approved white hat or baseball style club cap.

No player is permitted to take the field in incorrect attire. The Club responsible shall be fined in accordance with Rule 16 for each player incorrectly attired and on each occasion on which a player offends (except as recommended in the Umpires report).

Any player eligible to play junior cricket must wear a helmet with grille when batting in senior teams.

(v) Notification of Infringements

Any infringements under this rule, including the nature of the infringement and the player involved, shall be included on the umpires' and/or player report to the Association.

(c) Transfers

(i) Transfers Between Clubs

When a player transfers from one Club to another in this Association a clearance must be produced from the Club for which he last played. This clause does not apply to any player who did not play in this Association during the current or previous season.

(ii) Clearance Applications

Applications for transfer between Clubs shall be made in duplicate on the form prescribed by the Association. One copy must be delivered to the Association Secretary and the other to the Club concerned. The Club receiving the application shall reach a decision and forward advice of this decision to the player and Association within fourteen (14) days of the application being received.

Any clearance not dealt with in this time is automatically granted and a permit will be issued for the player to play with his new Club.

(iii) Right of Appeal

Should a clearance application be refused the player concerned has right of appeal to the Permit and Clearance Committee. One representative each of both Clubs and the player concerned have the right to be heard at the Committee hearing. The decision reached by the Committee shall be conveyed to the player and is binding and final.

(iv) Permission to Play

No player shall be allowed to play with more than one Club in this Association (non competition matches excepted) unless a permit has been granted to such player by the Clearance and Permit Committee in accordance with Rule 10(d).

(v) Closure of Transfers

Applications for permits relating to transfers between clubs [Rule 10 (c)(iv)] or transfers from clubs in other Associations [Rules 10 (c)(vii) and 10 (d)(ii)] will close at 8:00pm on the Thursday prior to the first scheduled match in January.

(vi) Transfer to V.C.A.

Transfer of a player to the V.C.A. competition shall cease on the 31st of December except with the written consent of the club concerned and then the player shall only play with the consent of the V.C.A. Pennant Committee.

(vii) Transfers to or from Other Associations

A player having played with a club of an Association affiliated with the Victorian Metropolitan Cricket Union (VMCU) during the current season shall, before playing with any team entered in competition with this Association, first obtain a clearance from the club he wishes to leave.

(viii) Clubs with Teams in other Associations

Players of a club with teams in more than one Association shall be permitted to interchange freely throughout the season between the teams of that club which competes in another Association. Such players must comply with eligibility requirements under clauses (a) and (d) of this rule.

Players breaching this rule will be deemed unregistered for that round and the club penalised in accordance with Rule 10(a)(iv).

(ix) Return to this Association

Any player having played in this Association, during the current or any of the preceding three seasons, then leaving to play Premier or Sub District pennant cricket must obtain a clearance from his original Club upon returning to this Association if he wishes to go to another club.

(d) Permits

(i) Applications

Applications for permits must be on the prescribed form and in the hands of the Chairman of the Permit and Clearance Committee not later than 8:00pm on the Thursday prior to any round.

(ii) Playing in Other Associations

Except as provided in Rule 10(c), no player shall be allowed to play in this Association having played with a club in another Association affiliated with the VMCU during the same season unless he first obtains a permit; the application for such permit shall be accompanied by the signature of the player.

(iii) Interchange of Players

In the case of any Club having more than one team in the Association, players may be freely interchanged within a competition except that at no time during the season can a player play more than two teams below that in which he last played without obtaining a permit. After Round 8 no player who has played more than four (4) matches in a higher grade shall be allowed to transfer to a lower grade without obtaining a permit. If a player breaches this rule he will be deemed unregistered for the grade in which he plays and the club penalized in accordance with Rule 10(a)(iv).

Players may be interchanged between different competitions within the association (eg. U12, U14, U16, two-day open, one-day open, veteran's etc) subject to the respective competition rules and requirements of the Committee of Management as decided from time to time.

If a player plays in a lower grade than that for which a permit was granted or if conditions of a permit are breached he will be deemed to be unregistered for that grade and the club will be penalized accordingly.

(iv) Interchange of Players Semi Final Matches

In semi final matches clubs with consecutive sides engaged are permitted to freely interchange players within such teams provided that no player is permitted to move more than one team from that in which he last played.

(v) Interchange of Players Final Matches

Players can only play in final matches if they have qualified for that grade or a lower grade under the provision of Rule 10(a)(x). Under the provision of Rule 10(a)(x) a player not meeting the qualifying standard must apply for a Permit to play unless the club has a higher consecutive side engaged in a final match and the player is qualified for that higher grade.

(vi) Interchange of Players to VCA Clubs

Players with VCA clubs are eligible to play with their former club in the BHRDCA under permit under the following restrictions:

- They are not selected by their VCA club
- They are Under 21 at 1 September of the current season
- They may not play in one day grades

Permits for such players will not be granted after 31 December.

They are limited to a maximum of eight interchange games in the BHRDCA over 2 seasons.

Permit applications for such players are subject to all other provisions of this rule.

(vii) Conditional Permits

The Permit and Clearance Committee may impose conditions of use on any permit granted.

11 RESULTS OF MATCHES

(a) Scores

The Secretary of the Home Club shall be responsible for reporting progress of the match after the conclusion of each playing day by telephone or otherwise as directed by the Committee of Management.

(b) Match Reports

The Secretary of the Home Club shall submit a completed match report by 8:00pm on the Tuesday following completion of the match or by such other date and in such other manner as directed by the Committee of Management from time to time. If no play is possible in the time set-aside for the match, a report shall still be forwarded, and the relevant players shall be deemed to have played in the match for the purpose of qualification for finals matches in accordance with Rule 10(a)(x).

Teams receiving byes or forfeits may submit a match report within the above time limit listing players deemed to have played for the purpose of qualification under rule 10.

(c) Score Books

Captains must check and sign the score books after each day's play.

(d) Captains' Report on Umpires

After each match Captains must provide a report on the performance of officiating umpires in a manner specified by the Committee of Management.

(e) Infringements

A penalty in accordance with Rule 16 will be applied for each infringement of this rule.

12 PROTESTS

All protests must be made in writing on official Club letterhead, be countersigned by the Club President or Secretary and forwarded to the Association Secretary by 8:00pm on Tuesday following completion of the match. A deposit of \$50 shall be lodged with each protest. If any protest is deemed frivolous the offending Club shall lose its deposit.

The club against whom the protest is lodged shall be furnished with a copy by the Association Secretary.

13 UMPIRES

(a) Appointments

Umpires for all grades shall be selected and appointed by the Umpires Committee.

(b) Fees

Each Club shall share the expense of the Umpire(s) each Saturday. If no play takes place from any cause, the Umpires shall be paid half fees if they are in attendance, and if detained after 3:40pm full fees shall be paid. Umpires fees must be paid no later than the end of the tea break on each day.

(c) Attendance

Umpires appointed for each round of matches must be at the ground at least 45 minutes before the scheduled time for play to commence. They must notify both Captains or their Deputy that they are within 15 minutes of starting time.

(d) Conduct of Game

Before and during a match the Umpire(s) shall ensure that the conduct of the game, and the implements used are strictly in accordance with the laws. They are the final judges of the fitness of the ground, weather and light in the event of decisions being left to them.

All disputes during play shall be determined by the Umpire(s), and if they disagree the actual state of things shall continue.

(e) Umpires' Report on Match

In addition to procedural requirements published by the association from time to time, umpires for each match, shall forward to the Association Secretary by 8:00pm on the Tuesday following completion of the game, a match report in the manner prescribed by the Association.

(f) Code of Behaviour Violations

The umpires shall report all instances of Code of Behaviour violations.

(g) Breaches of Rules

Umpires must report any breach of these rules to the Association Secretary by the Tuesday following completion of the match, such report to be on the official form.

(h) Dress

All Umpires shall officiate in correct dress which shall be white shirt, hat and coat, tie, and dark navy or black trousers unless given dispensation by the Committee of Management.

Where there is only one official umpire, the square leg umpire must be dressed in correct cricketing attire with some dark distinguishing apparel (preferably dark pants white shirt).

Where no official umpire is present officiating umpires must be appropriately attired (shirt, footwear etc) with at least one item of dark distinguishing apparel. Playing members of teams officiating as umpires must be dressed in correct cricketing attire in addition.

Breaches of this rule are subject to penalties under Rule 16

(i) Finals Matches

Any Umpire appointed to a Senior Semi-Final or Final shall not be allowed to umpire on the morning of such match.

(j) Umpire's Association

Any Umpire appointed by this Association must become a member of the Umpires Association and attend their meetings. An Umpire infringing any requirement of Rule 13 shall appear when called upon by the Committee of Management or the Umpires Committee, failing which they shall be dealt with as either Committee think fit.

14 TROPHIES AND SHIELDS

(a) Trophies

Trophies shall be provided in each grade for the best batting and bowling averages. The winner of the batting average must have scored at least 300 runs and have played in a minimum of six (6) matches in that particular grade. The winner of the bowling average must have taken at least 30 wickets and have played in a minimum of at least six (6) matches in that particular grade. Only performances in home-and-home matches will be used in compiling these averages.

(b) Average Qualifiers

Each Club Secretary shall forward to the Association as required, a list of all qualifiers from their Club within fourteen (14) days of the completion of the last home-and-home match (including a nil return if applicable). Such list shall include a summary of each performance during the season on the form prescribed by the Association. Breaches of this requirement will incur a fine in accordance with Rule 16.

(c) Pennants

Pennants shall be provided in each grade for premierships teams.

(d) McIntosh Shield Grade

A Shield shall be awarded to the premierships team(s) in McIntosh Shield Grade. The Shield shall be held for a period decided by the Committee of Management. The Club holding the Shield shall take all reasonable care of same while in their custody.

(e) Shields will remain the property of the association at all times

(f) Insurance of Shields

The Association shall arrange for the insurance of Shields owned by it.

15 FORFEITURE OF GAMES

(a) Notification

Any Club failing to notify the Association Secretary prior to 8.00pm on any Thursday prior to the commencement of a round that they will be forfeiting the game shall pay the Association the total cost of umpires fees for that match.

The Club forfeiting is also required to notify the opposing Club by that time.

(b) Side Forfeited.

Any Club forfeiting a game shall forfeit the lowest side entered by that Club in the Competition.

(c) Infringements

All breaches of this Rule are subject to penalty under Rule 16.

(d) Automatic Withdrawal

Any team forfeiting two matches in succession shall be adjudged to have withdrawn, and shall be disqualified for the season at the discretion of the Committee.

16 SCHEDULE OF FINES

(a) The following schedule of fines applies to breaches of Association Rules as detailed herein:

Late Start [Rule 1(i)] - <i>for each offence</i>	\$20.00
Late Start causing loss of match [Rule 1(i)]	\$20.00 min.
Grounds and Material [Rule 7] <i>each breach</i>	\$25.00
- use of Non-Approved Match Ball [Rule 7.c]	\$50.00
Incorrect Attire [Rule 10(b)]	\$20.00
No scores [Rule 11(a)] - <i>for each day</i>	\$20.00
Late Match Report [Rule 11(b)]- <i>for each offence</i>	
- up to 7 days late	\$25.00
- more than 7 days late	\$50.00
Late Umpires Match Report [Rule 11(d)]- <i>for each offence</i>	
- up to 7 days late	\$25.00
- more than 7 days late	\$50.00
Incorrect Umpires Attire (Rule 13(h))	\$20.00
Late List of Qualifiers Association Averages [Rule 14(b)]	\$50.00
Forfeit [Rule 15(a)(b)]- <i>for each offence</i>	\$50.00 min.
Slow Over Rate Semi-Finals and Final.	
- [Rules 4(c) over rate not achieved]	\$25.00
Consumption of Intoxicating Liquor [Rule 10(b)(iii)]	\$50.00 min.
Non Attendance Prescribed Assoc. Meetings	\$50.00 (\$25 for 1 st offence)
Failing to assist readiness for play [(Rule 1(f)]	\$20.00
Junior Umpire [Junior Rule 32]	\$25.00
Jnr Safety Rules (fielding restriction, helmets) <i>each breach</i>	\$50.00
Jnr Players to bat in helmets [Rule 10(b)(iv)] <i>each breach</i>	\$100.00

(b) The Committee of Management may at its discretion impose a further penalty up to the maximum allowed under section 54(d) of the act for repeated breaches of the same rule during a season or where a fine is specified as a minimum.

(c) The Committee of Management may at its discretion impose penalties for any breach of competition rules not specified in 16(a).

(d) These fines may also be imposed where applicable to breaches of Junior Rules.

Table 1 Calculator Table - Time and Overs Lost

Mins	Overs	Mins	Overs	Mins	Overs
3.5	1	73.5	21	143.5	41
7.0	2	77.0	22	147.0	42
10.5	3	80.5	23	150.5	43
14.0	4	84.0	24	154.0	44
17.5	5	87.5	25	157.5	45
21.0	6	91.0	26	161.0	46
24.5	7	94.5	27	164.5	47
28.0	8	98.0	28	168.0	48
31.5	9	101.5	29	171.5	49
35.0	10	105.0	30	175.0	50
38.5	11	108.5	31	178.5	51
42.0	12	112.0	32	182.0	52
45.5	13	115.5	33	185.5	53
49.0	14	119.0	34	189.0	54
52.5	15	122.5	35	192.5	55
56.0	16	126.0	36	196.0	56
59.5	17	129.5	37	199.5	57
63.0	18	133.0	38	203.0	58
66.5	19	136.5	39	206.5	59
70.0	20	140.0	40	210.0	60

Table 2 - Overs Compulsory Closure

Minutes Lost	0	3.5	7.0	10.5	14.0	17.5	21.0	24.5	28.0
Overs (80 over grades)	80	79	78	77	76	75	74	73	72
Overs (65 over grades)	65	64	63	62	61	60	59	58	57

**Table 3 - Late Start Due To Adverse Weather, bad light or exceptional circumstances.
Reduced Overs One Day Games (Daylight Saving Time)**

First Innings (PM)	Tea Break (PM)	Second Innings (PM)	Overs Each Team
1:00-3:25	3:25-3:45	3:45-6:10	40
1:15-3:30	3:30-3:50	3:50-6:05	37
1:20-3:35	3:35-3:55	3:55-6:10	37
1:25-3:35	3:35-3:55	3:55-6:05	36
1:30-3:40	3:40-4:00	4:00-6:10	36
1:35-3:40	3:40-4:00	4:00-6:05	34
1:40-3:45	3:45-4:05	4:05-6:10	34
1:45-3:45	3:45-4:05	4:05-6:05	33
1:50-3:50	3:50-4:10	4:10-6:10	33
1:55-3:50	3:50-4:10	4:10-6:05	31
2:00-3:55	3:55-4:15	4:15-6:10	31
2:05-3:55	3:55-4:15	4:15-6:05	30
2:10-4:00	4:00-4:20	4:20-6:10	30
2:15-4:00	4:00-4:20	4:20-6:05	28
2:20-4:05	4:05-4:25	4:25-6:10	28
2:25-4:05	4:05-4:25	4:25-6:05	27
2:30-4:10	4:10-4:30	4:30-6:10	27
2:35-4:10	4:10-4:30	4:30-6:05	25
2:40-4:15	4:15-4:35	4:35-6:10	25
2:45-4:15	4:15-4:35	4:35-6:05	24
2:50-4:20	4:20-4:40	4:40-6:10	24
2:55-4:20	4:20-4:40	4:40-6:05	23
3:00-4:25	4:25-4:45	4:45-6:10	23
3:05-4:25	4:25-4:45	4:45-6:05	21
3:10-4:30	4:30-4:50	4:50-6:10	21
3:15-4:30	4:30-4:50	4:50-6:05	20

**Table 4 - Late Start Due To Adverse Weather, bad light or exceptional circumstances.
Reduced Overs One Day Games (Non-Daylight Saving Time)**

First Innings (PM)	Tea Break (PM)	Second Innings (PM)	Overs Each Team
12:30-2:55	2:55-3:15	3:15-5:40	40
12:45-3:00	3:00-3:20	3:20-5:35	37
12:50-3:05	3:05-3:25	3:25-5:40	37
12:55-3:05	3:05-3:25	3:25-5:35	36
1:00-3:10	3:10-3:30	3:30-5:40	36
1:05-3:10	3:10-3:30	3:30-5:35	34
1:10-3:15	3:15-3:35	3:35-5:40	34
1:15-3:15	3:15-3:35	3:35-5:35	33
1:20-3:20	3:20-3:40	3:40-5:40	33
1:25-3:20	3:20-3:40	3:40-5:35	31
1:30-3:25	3:25-3:45	3:45-5:40	31
1:35-3:25	3:25-3:45	3:45-5:35	30
1:40-3:30	3:30-3:50	3:50-5:40	30
1:45-3:30	3:30-3:50	3:50-5:35	28
1:50-3:35	3:35-3:55	3:55-5:40	28
1:55-3:35	3:35-3:55	3:55-5:35	27
2:00-3:40	3:40-4:00	4:00-5:40	27
2:05-3:40	3:40-4:00	4:00-5:35	25
2:10-3:45	3:45-4:05	4:05-5:40	25
2:15-3:45	3:45-4:05	4:05-5:35	24
2:20-3:50	3:50-4:10	4:10-5:40	24
2:25-3:50	3:50-4:10	4:10-5:35	23
2:30-3:55	3:55-4:15	4:15-5:40	23
2:35-3:55	3:55-4:15	4:15-5:35	21
2:40-4:00	4:00-4:20	4:20-5:40	21
2:45-4:00	4:00-4:20	4:20-5:35	20



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