

ARMIDALE & DISTRICT CRICKET ASSOCIATION

SENIORS

PLAYER HANDBOOK

Season 2026/27

DRAFT FOR COMMITTEE REVIEW

*Rewritten and restructured from the ADCA General Rules (last modified 19 September 2024)
Prepared: 19 August 2026*

Summary of Changes in This Edition

This edition consolidates and restructures the ADCA General Rules and Playing Conditions into a single Player Handbook. The following substantive changes have been made and should be confirmed by the Rules Committee before adoption:

- Two-day (multi-day) match rules have been removed in full. All grades now compete under a common One-Day playing format, plus a new T20 format (see Part 6).
- A new T20 Playing Conditions section has been added (Part 6), covering duration, powerplay/fielding restrictions, overs per bowler, free hits, and a Super Over tie-breaker. These are drafted for committee sign-off and are not yet tested in competition.
- The Duckworth-Lewis-Stern (DLS) Method has been adopted for all weather-affected or interrupted One-Day and T20 fixtures, replacing the previous manual over-reduction and penalty-run calculations (Part 7).
- Live e-scoring in PlayHQ is now mandatory for all grade matches, with the home team responsible for providing the scoring device. Post-match manual entry in PlayHQ is now restricted to situations where a technical issue prevents live e-scoring. Clubs are also now required to enter team lists in PlayHQ before the start of each match, with a 2-point penalty for non-compliance (Part 2, Section 5).
- A new Spirit of Cricket statement has been added ahead of the Table of Contents, based on the Laws of Cricket preamble.
- Finals eligibility now distinguishes between formats: a minimum of five (5) matches for One-Day finals eligibility, and a minimum of two (2) matches for T20 finals eligibility, both for the relevant club and grade (Part 4, Section 13).
- The Code of Conduct section has been condensed to a direct reference to the Cricket NSW Code of Conduct, replacing the previous locally-drafted conduct and judiciary provisions (Part 3, Section 11).
- Transfer applications must now be lodged via PlayHQ, with a confirmation email to the Transfer & Grading Sub-Committee (Part 1, Section 2).
- Team lists must now identify all players aged under 19 through to under 14 as at 31 August each season, in addition to the existing young-bowler declaration (Part 5, Section 18).
- Added a Playing Condition covering bowlers who change between medium/fast pace and spin/slow bowling mid-innings, clarifying how the overs limit and rest-period rules apply after such a change (Part 5, Section 21).
- Added the CNSW minimum boundary clearance directive, specifying rope/marker placement standards relative to perimeter fencing (Part 5, Section 24).
- Clarified that regular season fixtures are not replayed where weather or another interruption prevents a match from being completed or started (Part 7, Section 34).
- Appendix B (Key Contacts) has been updated to reflect the Association's current office bearer roles (President, Secretary, Treasurer, Fixtures/Competition Convenor, Transfer & Grading Convenor, Junior Vice President).
- All rules have been renumbered sequentially within eight Parts, replacing the previous single numbered list (Rules 42-88) and separate Playing Conditions/Laws mapping.
- Content specific to two-day finals, follow-on, declarations, and 12th/13th man replacements has been removed as it no longer applies once two-day cricket is discontinued.
- Season dates, office bearer and committee contact details are placeholders and must be updated by the Association before publication.

NOTE: This document is a working draft for the purpose of Committee review and consultation. It has not yet been formally adopted by the Armidale & District Cricket Association.

Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

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Part 1 – Registration, Transfers & Grading

1. Player Registration

All players must be registered with the ADCA for the current season before taking the field. Registration is completed online via PlayHQ and requires the player to agree to the ADCA Code of Conduct. A player's date of birth must be recorded in PlayHQ before they take the field.

- A team found to have played an unregistered player forfeits any points earned for that match.
- Players commencing in the ADCA competition, and players transferring in from other associations, are deemed registered with the club of their choice once nomination formalities are finalised.

2. Transfers Between Clubs

A player wishing to transfer between ADCA clubs must be financially clear of their previous club and must provide a statement to this effect from that club or school.

- Transfer applications must be lodged, via PlayHQ, with the convenor of the Transfer and Grading Sub-Committee no later than 6:00pm on the Tuesday prior to the round in which the player wishes to play. An email must also be sent to secretary.adca@gmail.com to notify the Sub-Committee of the transfer.
- A team playing a player without the required clearance loses all points earned for that match; however, the match result still stands for the purpose of awarding points to the opposing side.
- Once a player has played one match for a club in a season, they may not transfer to another club that season unless due cause is shown and approved by the Association.
- A player who has not played for four or more consecutive seasons is free to join the club of their choice without needing clearance from their previous club.

3. Sporting Injuries Insurance

All players are covered under the Marsh Insurance Scheme from the time they register in PlayHQ. Details of the 365-day membership cover are available via PlayHQ's support site.

4. Player Grading

Once graded, a player may not play in a lower grade unless a written request has been approved by the Grading Committee, subject to the finals eligibility exception in Part 4.

- A club that plays a graded player in a lower grade forfeits that match. No penalty applies to other individuals in that team — their performances still count toward season aggregates and averages.
- Requests for a change to a player's grading must reach the convenor of the Transfer & Grading Committee by 6:00pm on the Tuesday prior to the next round.

Part 2 – Match Administration

5. Live e-Scoring and Entering Results in PlayHQ

Live e-scoring within PlayHQ is mandatory for all grade matches. Matches must be scored live in the PlayHQ app as play progresses, not entered retrospectively.

- It is the responsibility of the home team to provide a suitable device for e-scoring.
- Entering the match result and player score details in PlayHQ after the match has concluded is permitted only where live e-scoring could not be used due to technical issues (for example, device failure, loss of connectivity, or an app outage).
- Where post-match entry is required due to technical issues, the winning team must enter the match result in PlayHQ by midnight on the day following the match, and each team must enter its players' score details by 6:00pm on the Tuesday following the match. Penalty for non-compliance with either timeframe: loss of 2 points.
- Matches are locked at 6:00pm on the Tuesday following the match; results and player details cannot be entered after this time.
- It is mandatory for each club to enter its team list in PlayHQ prior to the start of each match. Penalty for non-compliance: loss of 2 points.
- Players nominated on PlayHQ team lists for a washed-out or forfeited match are counted as having played that match.

6. Minimum Players and the Toss

If a side is not represented by at least seven (7) players ten minutes before the official starting time, that side forfeits the right to toss.

7. Changing a Scheduled Ground or Date

A team that changes the scheduled ground or date of a match without prior approval from the Management Committee or the Fixtures Committee convenor loses all points for that match.

Where Team A requests a reschedule and Team B agrees, the match proceeds on the new date. If Team B is subsequently unable to field a team on the rescheduled date, washout points are awarded. If Team B refuses to reschedule, Team A forfeits the match.

8. Cricket Dress

All players must be correctly attired in a white or cream shirt, white or cream trousers (compulsory in 1st and 2nd Grade), white or cream socks, and predominantly white sports shoes or boots. A club cap, white, cream or club-coloured hat, and a white or cream sweater may also be worn. Umpires or the opposing Captain may refuse permission to play to any player who is not correctly attired.

9. Sprigs

Sprigs are banned on all wickets other than turf. On hard wickets, a player wearing sprigs may not bat or bowl; umpires and captains may enforce the ban. Failure to observe the ban renders the player, their captain, team and club liable to penalty. Players are encouraged to wear sprigs on turf wickets to assist curators.

10. The Cricket Ball

1st and 2nd Grade use a Kookaburra four-piece leather ball. All other grades use a Kookaburra two-piece leather ball, of a standard determined by the Association at a General Meeting each year.

Part 3 – Code of Conduct & Discipline

11. Code of Conduct

Refer to the Cricket NSW Code of Conduct.

12. Refusal to Continue Play

Unless both captains mutually agree otherwise, a team that refuses to continue play during scheduled time loses all points for that match, and the opposing team receives maximum points for that round.

Part 4 – Finals Eligibility

13. Player Eligibility for Semi-Finals and Finals

- The player's club must be financial with the ADCA, requiring all monies owed to the Association to be paid by 28 February.
- Players must have played a minimum of five (5) matches for that club in that grade in one-day cricket, and a minimum of two (2) matches for that club in that grade in T20 cricket.
- A player is deemed to have played a match where they took the field, were at the ground available to bat, were absent due to higher representative cricket duties, or were nominated on the score sheet for a match subsequently cancelled due to weather or pitch conditions, or forfeited by the opposing team. Members of a forfeiting team are not deemed to have played that match.
- For finals eligibility, only the playing eleven is counted as having played a match.
- Subject to normal player grading, a player who has played more than five matches in a higher grade is not eligible to play in a lower grade unless their club also competes in the grade immediately above the lower grade, or the player has played more matches in the lower grade than the aggregate of all matches played in higher grades throughout the season.
- No exemptions are permitted to this Rule.

14. Semi-Finals and Finals – General Conditions

- If a semi-final or final is washed out, the match is moved to the following Sunday.
- In the event of a drawn or tied Grand Final, both teams are declared joint premiers.
- In the event of a draw or tie in any other final, the result is determined first by points, then (if points are equal) by comparing wickets lost — the team losing fewer wickets across the innings is considered to have the better performance. If wickets lost are equal, the tie-breaker for the relevant format applies (see Part 5, Section 22 for One-Day matches, or Part 6, Section 33 for the T20 Super Over).

15. Forfeits During the Finals Series

Any club that forfeits a match during the Finals Series is withdrawn from the competition.

Part 5 – One-Day Playing Conditions (Grade Cricket)

Except as varied below, the Laws of Cricket (2019 Code) apply, with the Armidale and District Cricket Association – Seniors as the Governing Body referred to in those Laws. The Preamble – The Spirit of Cricket – applies throughout.

16. Application of the Laws of Cricket

All senior grade matches are played as limited-overs, one-day fixtures. Law 14 (The Follow-On) and Law 15 (Declaration and Forfeiture) do not apply, as no ADCA senior fixture is played over more than one innings per side.

17. Hours of Play and Intervals

Matches are played to the following timetable, subject to variation by the Fixtures Committee:

- 12:45pm – Preparation of the wicket and erection of stumps
- 12:50–1:00pm – Exchange of team lists and toss for innings
- 1:15pm – First session begins
- 3:45–4:05pm – Tea interval / Change of innings (20 minutes)
- 4:05–6:30pm – Second session
- Play may be extended to 7:00pm where required so the side batting second receives the same number of overs as the side batting first.

The team batting first must declare its innings closed at 3:45pm irrespective of overs received (subject to being bowled out earlier), and the team batting second is entitled to receive the same number of overs faced by the team batting first.

18. Team Lists and the Toss

Captains must exchange team lists at the time of the toss. Once a match has started, no replacement players are permitted other than substitute fielders, which are allowed under the Laws of Cricket in cases of injury, illness or another acceptable reason, at the discretion of the opposing captain.

The team list must identify all players under 19, 18, 17, 16, 15 or 14 years of age as at 1 September of the year that the season commences.

19. Length of Innings

Each side is limited to a maximum of 40 overs in its innings.

- Where a match is delayed or interrupted, the overs available to each side are adjusted so that, as far as possible, both teams have the opportunity to bat for an equal number of overs.
- Where the innings of either team is shortened due to weather, bad light, or another interruption, the target score (or the result of the match) is determined using the Duckworth-Lewis-Stern (DLS) Method — see Part 7, Section 34.
- Where a match is washed out in its entirety before a result can be reached, the match is a draw.

20. Overs per Bowler

Each bowler is limited to eight (8) overs per innings. Where a bowler is unable to complete an over due to injury, the remaining balls are bowled by another bowler from the same end; the part-over counts as a full over against the original bowler's limit.

21. Restrictions on Young Bowlers

Team captains must indicate on their declared team sheet which players are under 18, 17, 16, 15 or 14 years of age as at 1 September at the start of the season. Medium-pace or faster bowlers (as determined by the umpire(s)) are limited as follows:

Age at 1 September	Maximum overs in a spell	Maximum overs in a day's play
Under 19	7	20
Under 17	6	16
Under 15	5	12
Under 13	4	8
Under 11	2	4

- A restricted bowler must have a minimum rest period between spells at least equal to the number of overs bowled from that end in the immediately preceding spell.
- A bowler resuming before their minimum rest period has elapsed is treated as extending the same spell, and the spell limit continues to apply; the normal break between spells applies once the spell is complete.
- For calculating the minimum rest period, an interruption to play counts as one over per 3.5 minutes (or part thereof). A scheduled tea interval of 20 minutes counts as approximately 6 overs' rest from each end.
- Where a bowler changes between medium pace (or faster) and spin/slow bowling during an innings:
 - If the bowler begins with medium pace (or faster), the bowler is subject to this Playing Condition throughout the day.
 - If the bowler begins with spin/slow bowling and changes to medium pace (or faster), this Playing Condition applies from the time of the change, and all overs of spin/slow bowling bowled prior to the change are not taken into account in either the current spell or the innings limit.

22. The Result

- The side scoring the most runs, irrespective of wickets lost, is the winner.
- The team batting second is entitled to receive the same number of overs as the team batting first (or the DLS-adjusted allocation where the match has been interrupted).
- Where it is not possible to bowl the entitled overs by 7:00pm and the side batting second has neither been dismissed nor scored the required runs, the match is drawn, unless a result has already been determined under the DLS Method.
- A result may be determined using the DLS Method provided the team batting second has had a reasonable opportunity to bat — ordinarily at least 20 overs, or its innings is completed earlier.
- Where play is washed out completely, the match is a draw.

23. Allocation of Points

Result	Points
Win	4

Result	Points
Bye	4
Win by forfeit	4
Tie	3
Draw	2
Loss	1
Outright / forfeit loss	0

24. Boundaries and Scoring

- Four runs are scored where the ball hits an obstacle within the playing area (e.g. a tree or sightscreen) without passing over the boundary on the full.
- Six runs are scored where the ball passes directly over the boundary after hitting such an obstacle, or passes directly through a sightscreen.
- Six runs are scored if the baseball net at Lambert Park is struck on the full.
- Where the boundary is marked with a mown strip, the boundary is the inside edge of the mown portion. Where boundaries are not otherwise defined, the boundary is the edge of the long grass.
- A player cannot be given out from a ball that has struck an obstacle covered above.
- A dead ball is signalled where a ball hits the edge of a wicket or matting and veers or deflects as described in the Laws of Cricket; such a delivery does not count as a ball in the over and is re-bowled.
- The CNSW minimum boundary clearance directive provides:
 - (a) All boundaries must be designated by a rope, soft dome marker (or similar) or marked line, including boundary markers of a minimum standard as authorised by Cricket New South Wales from time to time.
 - (b) At all times, the rope, soft dome marker (or similar) or marked line must be placed a minimum distance of 2.74 metres (3 yards) inside the perimeter fencing, advertising signs or any other hard or immovable object inside the perimeter fencing or advertising signs.

25. Covering the Pitch

Covers must be placed on turf wickets by the club responsible for the wicket before sundown on the Friday preceding play, unless the curator directs otherwise. For semi-finals and finals, covers must also be placed after the drawing of stumps if the match is not completed on the scheduled day.

Part 6 – T20 Playing Conditions

NOTE: T20 is a new format for ADCA competition. These conditions are proposed for committee sign-off before being trialled or adopted into the fixture calendar.

26. Duration and Format

A T20 fixture consists of one innings per side, each limited to a maximum of 20 six-ball overs. A minimum of five (5) overs per side must be bowled for the fixture to constitute a match.

27. Hours of Play and Intervals

- Play commences at the time set by the Fixtures Committee.
- Each innings must be completed within 75 minutes of its commencement.
- An interval of 10 minutes is taken between innings. Where the first innings has been delayed or interrupted, the interval is reduced to 5 minutes.
- No drinks intervals are permitted except in extreme conditions, as directed by the umpires (or captains, where no umpire is appointed). An individual player may take a drink at the boundary edge or at the fall of a wicket, provided no playing time is lost.

28. Powerplay and Fielding Restrictions

- A maximum of five (5) fielders is permitted on the leg side at the instant of delivery, at all times.
- For the first six (6) overs of each innings (the powerplay), a maximum of two (2) fielders is permitted outside the 30-yard fielding circle.
- For the remaining overs, a maximum of five (5) fielders is permitted outside the fielding circle.
- Where the number of overs in an innings is reduced due to weather or interruption, the length of the powerplay is reduced proportionately (rounded up to the next whole over) and confirmed by the umpires before the resumption of play.

29. Overs per Bowler

No bowler may bowl more than four (4) overs in an innings. Where the total overs available are reduced, no bowler may bowl more than one-fifth of the total overs allowed for that innings (rounded up where the total is not divisible by five). A part-over completed by a replacement bowler, due to injury, counts as a full over against the original bowler's limit.

30. Wide Balls and No Balls

Wide and no-ball calls are interpreted in accordance with the Laws of Cricket, with the following local variations:

- A bowler is permitted one (1) fast, short-pitched delivery per over. A short-pitched delivery is one which, after pitching, passes or would have passed above the shoulder height of the batter standing upright at the crease. A second such delivery in the same over is called a no-ball.
- Umpires apply a consistent interpretation of a wide delivery to discourage negative bowling, in line with the general wide-ball guidance in the Laws of Cricket.

31. Free Hit

The delivery immediately following a no-ball is a free hit for whichever batter is on strike. If that delivery is itself not a fair delivery (a no-ball or wide), the following delivery becomes the free hit. On a free hit, the batter may

only be dismissed in the same circumstances that would apply to a no-ball, even if the free-hit delivery is called wide. Fielding changes are not permitted for a free-hit delivery unless the striker changes.

32. The Result

- The side scoring the most runs from its innings is the winner.
- A result may be determined provided each side has had the opportunity to bat for at least five (5) overs, unless a side is dismissed earlier or the target is reached sooner.
- Where the innings of either side is reduced due to weather or interruption, the target score is determined using the Duckworth-Lewis-Stern (DLS) Method — see Part 7, Section 34.
- Where neither side has had the opportunity to bat for the minimum five overs, the match is a draw.

33. Super Over (Tie-Breaker)

Where scores are level at the end of both innings, the match is decided by a one-over-per-side Super Over, played immediately after a short break:

- Each side nominates three batters and one bowler in writing to the umpires and the opposing captain before the Super Over begins.
- Teams bat in the same order as the main innings; the fielding side chooses which end to bowl from.
- The same fielding restrictions apply as for the final over of a normal T20 innings.
- The loss of two wickets ends a side's Super Over innings early.
- If scores in the Super Over are also level, the winner is the side that lost fewer wickets in the original match; if still level, the side that hit the most sixes across both innings (original match plus Super Over); if still level, the most fours. If the sides remain level after all of the above, the match is a tie in the regular rounds, the higher-placed side progresses in a semi-final, and the sides are declared joint winners in a Grand Final.

Part 7 – Weather-Affected Matches

34. Duckworth-Lewis-Stern (DLS) Method

Where the innings of either team in a One-Day or T20 fixture is shortened by weather, bad light, or another unavoidable interruption, the target score for the team batting second (or the result of the match, if the interruption occurs during the second innings) is determined using the Duckworth-Lewis-Stern Method, applied via the officially approved DLS calculator or app.

- It is the responsibility of the designated home club to ensure the necessary tools are available for the umpires to confirm the DLS calculation.
- For semi-finals or finals played at a neutral venue, this responsibility rests with the lower-placed team following the preliminary rounds.
- Where the team batting first has not had the opportunity to bat for the minimum number of overs required to constitute a result (20 overs for One-Day fixtures, 5 overs for T20 fixtures), DLS is not applied and the match is a draw.
- This Method replaces the previous manual over-reduction and penalty-run calculations that applied under the former two-day and one-day playing conditions.
- Regular season fixtures are not replayed where a match cannot be finished, or play cannot take place at all, due to weather, bad light, or another unavoidable interruption.

35. Air Quality Policy

If the Air Quality Index exceeds 150 AQI (as measured using the AirVisual app), the match must be abandoned.

36. Lightning

The 40/30 Rule applies: play must immediately cease where a lightning flash is followed by thunder less than 40 seconds later, and must not resume until 30 minutes after the last such flash.

Part 8 – Administration & Governance

37. Season Dates

NOTE: Season dates for 2026/27 to be confirmed by the Fixtures Committee and inserted here before publication.

- All players are subject to grading.
- A club wishing to nominate a team in First Grade must also have 1st and 2nd Grade teams in the ADCA competition.

38. Club Championship

Each team's points are averaged across its scheduled games, then weighted by grade: 1st Grade × 3; 2nd Grade × 2.5; 3rd Grade × 2; 4th Grade × 1.5; 5th Grade × 1. The Club Championship is decided by totalling these weighted average points across all teams within a club (and any associated club). Club attachments must be notified to the Association at the time of application.

39. Rules Committee and Grading Committee

- The ADCA Rules Committee comprises a representative from each club, plus one umpire.
- The ADCA Grading Committee comprises three people.

40. Representative Cricket Release

Representative selectors must give players seven days' notice of selection, either personally or to a member of the player's club committee. Once notice has been given, a player who withdraws from representative duty, or fails to attend without appropriate notice to selectors, serves a one-match suspension from the local competition immediately following the scheduled representative match. Selectors must notify clubs of a player's unavailability by 6:00pm on the Thursday prior to the match.

41. Eligibility of Junior Players

- Players Under 16 may play in ADCA competition matches without being a regular player in ADJCA competitions.
- All Under 15 players (and younger) must play in ADJCA competition to be eligible to play in ADCA matches.
- A player's age is based on their age as at 1 September of the current season.
- ADCA only permits players over 14 years of age (as at 1 September of that season) to take part in ADCA-sanctioned matches, except by advance application to the Grading Committee under Section 4. A team that breaches this Rule forfeits all points for that match. A player of any age may be a substitute fielder at the option of the opposing captain, subject to the Laws of Cricket and these Local Rules.

42. Forfeits

- A club that fails to forfeit its lowest-graded team where required is penalised two (2) points for each grade played, excluding the grade that forfeits, which receives nil points.
- A club that forfeits three matches in a season is removed from that competition/grade.

Appendix A – Application of the Laws of Cricket

Except as varied below, the Laws of Cricket (2019 Code) apply, with the Armidale and District Cricket Association – Seniors as the Governing Body referred to in those Laws. The Preamble – The Spirit of Cricket – applies throughout. Section references are to this Handbook.

Law	Application under ADCA Local Rules
Law 1 – The Players	Applies, subject to Sections 1–4, 13, 21, 40 and 41.
Law 2 – The Umpires	Applies, subject to the Lightning policy (Section 36) and Air Quality policy (Section 35).
Law 3 – The Scorers	Applies without variation.
Law 4 – The Ball	Applies, subject to Section 10 (ball specification by grade).
Law 5 – The Bat	Applies to new bats; bats purchased before the current Law remain usable.
Laws 6–9 – Pitch, Creases, Wickets, Ground Preparation	Apply without variation, other than a wide guideline marked on turf pitches for One-Day fixtures.
Law 10 – Covering the Pitch	Applies, subject to Section 25.
Law 11 – Intervals	Applies, subject to the tea interval provisions in Sections 17 and 27.
Law 12 – Start of Play; Cessation of Play	Applies, subject to the Hours of Play in Sections 17 and 27, and the DLS provisions in Section 34 where play is delayed or interrupted.
Law 13 – Innings	Applies, subject to Sections 19 and 26 (one innings per side).
Law 14 – The Follow-On	Does not apply. All ADCA senior fixtures are limited-overs, single-innings matches.
Law 15 – Declaration and Forfeiture	Does not apply, other than the team-forfeit provisions in Sections 7, 15 and 42.
Law 16 – The Result	Applies, subject to Sections 22 and 32, and the DLS provisions in Section 34.
Law 17 – The Over	Applies, subject to the overs-per-bowler limits in Sections 20 and 29.
Laws 18–21	Apply without variation.
Law 22 – Wide Ball	Applies, subject to the local wide-ball guidance referenced in Sections 24 and 30.
Law 23 – Bye and Leg Bye	Applies without variation.
Law 24 – Fielder's Absence; Substitutes	Applies, subject to substitutes being registered players (Section 18).
Laws 25–26	Apply without variation.
Law 27 – The Wicket-Keeper	Applies, subject to Cricket Australia helmet requirements.
Law 28 – The Fielder	Applies, subject to Cricket Australia helmet requirements and the leg-side fielder limits in Sections 24 and 28.
Laws 29–40	Apply without variation.
Law 41 – Unfair Play	Applies, subject to the short-pitched delivery limits in Sections 21, 30 (T20) and the general one-day short-pitched delivery guidance.
Law 42	Applies only where official umpire(s) are in attendance.

Appendix B – Key Contacts

NOTE: To be completed by the Association: President, Secretary, Treasurer, Fixtures/Competition Convenor, Transfer & Grading Convenor, and Junior Vice President for each affiliated club.

Role	Name	Email	Phone
President			
Secretary			
Treasurer			
Fixtures / Competition Convenor			
Transfer & Grading Convenor			
Junior Vice President			