

For Sunday 50 Over Matches

20 HOURS OF PLAY

For Sunday 50 Over Matches

- 20.1** Morning Session 9.30am to 12.50pm.
20.2 Interval 12.50pm to 1.20pm.
20.3 Afternoon Session 1.20pm to 4.40pm.
21 NIL

22 INTERVALS

For Sunday 50 Over Matches

- 22.1** When playing time is lost the length of the interval will vary as follows.

Time Lost	Interval
Up to 60 min	30 min
Between 60 & 120 min	20 min
More than 120 min	10 min

- 22.2** If the innings of the team batting first ends before 11.30am then the innings of the team batting second will start after a 10 minute innings break.
22.3 If the innings of the team batting first ends after 11.30am the lunch interval will be taken immediately after the close of the innings.
22.4 At the conclusion of the lunch interval (maximum of 30 minutes) the team batting second will commence its innings.

23 REPLACEMENT PLAYERS

For Sunday 50 Over Matches

Preamble: Substitute fielders are defined in **Law 24.1 (2017 Code 4th ed.)**. **Eligibility to bat** is defined in **Law 25.1 (2017 Code 4th ed.)**. The "Super Sub Rule" applies only to the Sunday 50 over Over 40's and Super 20 competitions.

- 23.1-4** NIL

"SUPERSUB"

- 23.5** Prior to the toss a twelfth player name may be added to the Team List.
23.5.1 On the Team list team captains will identify:
23.5.2 one player of their twelve who is a batting only player
23.5.3 one player of their twelve who is a bowling only player
23.5.4 These players will be swapped at the innings break. The order of replacement is determined by the innings order.
23.5.5 Only in case of injury or other unavoidable circumstances these players may be swapped at any point in the match. The umpire will be informed immediately or as soon as practical when such a replacement is made.

- 23.5.6** After replacement the replaced player may not return to the match except as a substitute fielder.
- 23.5.7** If the replaced player has already batted then the replacement player is not permitted to bat.
- 23.5.8** If the replaced player has already bowled all permitted overs under **Playing Regulation 27** then the replacement player is not permitted to bowl.
- 23.5.9** Teams are also permitted to name and play eleven players in the normal way.

24 LENGTH OF INNINGS

For Sunday 50 Over Matches

24.1 NUMBER OF INNINGS

- 24.1.1** A match will be one innings for each team.
- 24.1.2** Each team will take their innings alternately.
- 24.1.3** **Law 14 The Follow-On (2017 Code 4th ed.)** will not apply.
- 24.1.4** **Law 15 Declaration And Forfeiture (2017 Code 4th ed.)** will not apply.

IN AN UNINTERRUPTED MATCH

- 24.2** Each team will bat for 50 overs unless all out earlier.

25 INNINGS FINISH TIME

For Sunday 50 Over Matches

FIRST INNINGS FINISH TIME

- 25.1** Both teams are expected to be in position ready to bowl the first ball of the final over before the First Innings Finish Time.
- 25.2** For Sunday 50 over matches scheduled to start at 9.30pm the First Innings Finish Time is 12.50pm.
- 25.3** NIL
- 25.3.1** The initial First Innings Finish Time is 200 minutes after the start of play.
- 25.4** If the final over has not started before the First Innings Finish Time is reached the first innings will continue until:
- 50 overs have been bowled
 - or
 - 10 wickets have fallen.
- 25.5** When the team bowling first comes to bat they will receive the number of overs bowled including the one in progress at the First Innings Finish Time.
- 25.6** The number of overs in **Playing Regulation 25.5** is called the entitled number of overs for the second innings
- 25.7** NIL
- IF THE FIRST BATTING TEAM GOES ALL OUT**
- 25.8** If this is before the First Innings Finish Time the team batting second will be entitled to bat for 50 overs.
- 25.9** NIL

25.10 If this is after the First Innings Finish Time the team batting second will bat for the number of overs bowled including the one in progress at the First Innings Finish Time.

25.11 NIL

SECOND INNINGS FINISH TIME

For Sunday 50 Over Matches

25.12 Both teams are expected to be in position ready to bowl the first ball of the final over before the Second Innings Finish Time.

25.13 For 50 over matches scheduled to start at 9.30am the Second Innings Finish Time is 4.40pm.

25.14 NIL

25.14.1 The initial Second Innings Finish Time is 200 minutes after the start of play.

25.14.2 If the Second Innings has reduced entitled overs the Second Innings Finish Time will be number of overs times 4 minutes.

25.15 If the final over has not started before the Second Innings Finish Time is reached play will continue until:

- the entitled number of overs have been bowled
- or
- until 10 wickets have fallen
- subject to conditions of weather ground and light.

25.16 If the team bowling second is not in position ready to bowl the first ball of the final over before the Second Innings Finish Time is reached the team batting second will be credited with penalty runs.

25.17 Penalty runs will equal:

- the average run rate scored in the first innings (rounded up to the next whole number)
- multiplied by
- the number of whole overs not started.

25.18 NIL

IF THE SECOND BATTING TEAM GOES ALL OUT

25.19 If this is before the Second Innings Finish Time no over-rate penalty will apply.

25.20 If this is after the Second Innings Finish Time the team batting second will not receive penalty runs for any whole over they did not face.

25.21 NIL

IF THE SECOND INNINGS ENDS DUE TO BAD LIGHT OR RAIN OR OTHER INTERRUPTION

25.22.1 If this is before the Second Innings Finish Time no over-rate penalty will apply.

25.22.2 If this is after the Second Innings Finish Time has been reached the team batting second will not receive penalty runs for any whole over they did not face.

25.23 An average run rate result will apply. See **Playing Regulation 33.4**

25.23 NIL

- 25.24** All penalty runs added and entitled overs will be confirmed by the umpire(s) with the scorers at the end of the innings.
- 25.25** Both teams are warned that match results can be overturned because of these rules.
- 25.26** The umpire(s) will inform the fielding captain and the batters of any time allowances as they arise for injuries lost balls or other interruptions.
- 25.27** Batting teams are reminded of **Playing Regulation 30 (Timed Out)**.
- 25.28** Batters Captains and all other participants are reminded that **Law 41.9 Fielding Side Wasting Time** and **Law 41.10 Batter Wasting Time (2017 Code 4th Ed.)** will apply at all times in matches.
- 25.29** Changes to First or Second Innings Finish Time will only be made under circumstances due to interruptions as in **Playing Regulations 26.15 and 26.22**.
- 25.3** If either innings is interrupted or delayed the penalties will apply based on the new First or Second Innings Finish Time for that innings. See **Playing Regulations 26.15 and 26.22**

26 IN A DELAYED OR INTERRUPTED MATCH

For Sunday 50 Over Matches

- 26.1** Delayed means a match which does not begin at the scheduled time for reasons of weather light or other conditions.
- 26.2** Interrupted match means any suspension of play that has occurred under **Law 2.7 Fitness for Play** or **Law 2.8 Suspension of play in dangerous or unreasonable circumstances (2017 Code 4th ed.)**
- 26.3** If play is delayed or interrupted the match may be shortened by:
- reducing the number of overs for both teams
 - reducing the number of overs for the team batting second
 - moving Innings Finish Times
 - reducing over limits for bowlers
- 26.3.1** In addition for Sunday 50 matches intervals may be shortened. See **Playing Regulation 22.1** for Sunday 50 Over Matches.
- 26.4** Unless either team is dismissed in less than 25 overs to make a completed match each team must receive a minimum of 25 overs. See **Playing Regulation 33**.
- 26.4.1 For example:**
if the team batting first completes its innings then the team batting second (unless all out or having passed the first team's score) must face at least 25 completed overs to achieve a result.
- 26.5** In the event of a suspension occurring in the middle of an over the number of total overs lost will be calculated as in **Playing Regulation 26** and the innings of the team batting will continue from the point of the interruption.
- 26.6** Interruptions to a 50 Over One Day Match Calculation Sheets 1A 1B 2A and 2B may be used to determine the match progress.
See FORM in the DIAGRAMS APPENDIX
Or at <https://qsdca.com.au/05-playing-regulations>
- 26.7** NIL

THE TEAM BATTING FIRST

- 26.8** If play is suspended and time is lost before the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.9** When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 26.10** In a 50 Over match the interval is varied as shown in **Playing Regulation 22.1**
- 26.11** In the first innings calculations resulting in a fraction of an over the fraction will be rounded up.
- 26.12** If the total number of overs in the match (remaining plus completed) results in an odd number then one over will be added.
- 26.13** Remaining overs in the match will be split so that both teams have the opportunity to bat for the same number of overs.
- 26.14 For example:**
- In a 50 over match initial total playing time is 400 minutes (9.30am to 4.40pm) – 30 minute interval).
 - Play is interrupted by rain in the first innings after 15 overs and 60 minutes of play.
 - 161 minutes is lost.
 - The interval is reduced to 10 minutes. **See Playing Regulation 26.10**
 - Playing time lost is reduced to 141 minutes.
 - When play restarts total remaining playing time is 199 minutes (400 - 60 – 141 = 199)
 - In the remaining playing time 49.75 more overs can be bowled. (199 ÷ 4 = 49.75)
 - Rounding up calculations as in **Playing Regulation 26.11** makes the match 50 more overs.
 - Since the total number of overs in the match (15+50=65) results in an odd number add 1 more over to make the innings equal as in **Playing Regulation 26.12.**
 - The first innings will be 18 more overs and the second innings will be 33 overs. (15 + 50 + 1 = 66 => 33 overs each innings)
 - For a 50 over match which started at 9.30am
 - play restarts 1.11pm (9.30am + 60 +161 = 1.11pm)
 - the new First Innings Finish Time will be 2.23pm (1.11pm + 18 * 4 = 2.23pm)
 - the interval is reduced to 10 minutes. **See Playing Regulation 26.10**
 - the Second innings will start 2.33pm
 - the new Second Innings Finish Time will be 4.32pm (2.33pm + 33 * 4 = 4.45pm)
 - After restart bowlers will be limited to 7 overs each.

NEW FIRST INNINGS FINISH TIME

- 26.15** When playing time is lost in the first innings a new First Innings Finish Time will be calculated by multiplying remaining first innings overs by four minutes and adding to the restart time.

- 26.16** If new required number of overs in the first innings are not completed by the new Innings Finish Time play will continue until the new required number of overs has been bowled or the innings is completed in the same manner as in **Playing Regulation 25**.
- 26.17** All relative delays interruptions in play and the duration of the interval will be taken into account.
- 26.18** If there is more than one interruption to the innings of the side batting first calculations will be based on the original scheduled close of play rather than any rescheduled close resulting from the previous interruption.

THE TEAM BATTING SECOND

- 26.19** If play is suspended and time is lost after the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.20** In the second innings calculations resulting in a fraction of an over will be rounded down.
- 26.21 For example:**
- In a 50 over match initial playing time in the second innings is 200 minutes. (1.20pm to 4.40pm)
 - Play is interrupted by rain in the second innings after 10 overs and 40 minutes of play.
 - 71 minutes playing time is lost.
 - When play restarts total remaining playing time is 88 minutes. (200 – 40 – 71 = 89)
 - In the remaining playing time 22.25 more overs can be bowled. (89 ÷ 4 = 22.25)
 - Rounding down calculations as in **Playing Regulation 26.20** makes the second innings 22 more overs to play.
 - A new target score will be calculated. **See Playing Regulation 33.4**
 - For a 50 over match
 - Second innings will restart at 3.12pm
 - New second Innings Finish Time will be 4.40pm
 - After restart bowlers will be limited to 7 overs each.

NEW SECOND INNINGS FINISH TIME

- 26.22** When playing time is lost in the second innings a new Second Innings Finish Time will be calculated by multiplying remaining second innings overs by four minutes and adding to the restart time.
- 26.23** For any match not completed by scheduled close of play play may continue subject to conditions of weather round and light until required overs have been bowled or the innings is complete.
- 26.24** If the innings of the team batting first has been completed prior to the Innings Finish Time or new Innings Finish Time (see **Playing Regulation 25 and 26.15**) then any calculation relating to the revision of overs will not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 26.25** The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 26.26** The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.

27 NUMBER OF OVERS PER BOWLER

For Sunday 50 Over Matches

- 27.1** In an uninterrupted innings no bowler will be permitted to bowl more than 10 overs.
- 27.2** In an interrupted innings where the overs are reduced each bowler is limited to the number of overs shown below.

Total Overs	Max. overs each bowler
46 to 50	10
41 to 45	9
36 to 40	8
31 to 35	7
25 to 30	6

- 27.3** Note: **Playing Regulation 27.2** does not apply in uninterrupted matches in which Innings Finish Time has made an innings shorter. See **Playing Regulation 25**.
- 27.4** Any bowler who has exceeded the new maximum over limit prior to an interruption has finished their overs.
- 27.5** When play is suspended mid-over and on resumption the bowler has exceeded the new maximum limit he/she will be allowed to finish the incomplete over.
- 27.6** If any bowler is unable to complete an over the remaining balls will be bowled by another bowler.
- 27.7** Such part of an over will count as a full over so far as each bowler's limit is concerned.

28 ONE DAY WIDES
For Sunday 50 Over Matches

28.1 Law 22 shall apply with the following amendments to all limited over competitions:

28.2 Official Umpires and player umpires are instructed to apply very strict and consistent interpretation of **Law 22 Wide Ball** in order to prevent negative bowling wide of the wicket.

THE WIDE LAW

28.3 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for them to be able to hit it with the bat by means of a normal cricket stroke.

28.4 The umpire will call and signal Wide if:

28.4.1 The ball is not a no ball

28.4.2 The ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery and

28.4.3 The ball passes wide of the striker standing in a normal batting position

28.4.4 Or the ball passes above the head height of the striker standing upright at the batting crease.

WIDE GUIDELINES

28.5 As a guideline to the umpires for the calling of wides the crease markings detailed in the Wide Marking Appendix will be marked at each end of the pitch.

See DIAGRAM in the DIAGRAMS APPENDIX

Or at <https://qsdca.com.au/05-playing-regulations>.

OFF SIDE WIDES

28.6 A ball which passes outside the Off Side Wide Line will be a Wide if the striker stays in a normal batting position and has not brought the ball within reach.

28.7 If (in the opinion of the umpire) the striker has moved to bring the ball within reach the Off Side Wide Line will be disregarded and the umpire will apply a general interpretation consistent with the normal operation of **Law 22**.

28.8 Any ball that passes the striker outside the return crease will be a Wide regardless of whether the ball is within reach.

LEG SIDE WIDES

28.9 A ball which passes the striker's stumps on the leg side without any contact with the striker's bat or person will be a Wide unless:

28.9.1 The ball passes between the striker and the stumps.

28.9.2 The striker moves toward the off side and (in the umpires opinion) the ball would have made contact with the striker in a normal batting position.

28.9.3 The striker is attempting to play (or has aborted an attempt to play) a reverse sweep or switch hit.

28.9.4 In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

29 NO BALLS

29.1 WAIST HIGH NON-LANDING BALLS

For Sunday 50 Over Matches

29.1.1 Waist high non-landing balls are considered dangerous and unfair.

29.1.2 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease will be a No Ball.

29.1.3 In the event of a bowler bowling a waist high non-landing ball the umpire at the bowler's end will call and signal No Ball.

See DIAGRAM in the DIAGRAMS APPENDIX

Or at <https://qsdca.com.au/05-playing-regulations>.

29.2 SHORT PITCHED BALLS

For Sunday 50 Over Matches

29.2.1 A short-pitched ball is any ball which after bouncing on the pitch passes or would have passed above the shoulder height of the batter standing upright at the batting crease.

29.2.2 The umpire at the bowler's end will advise the bowler and the batter on strike when each short pitched delivery has been bowled.

29.2.3 In any one over there will be a limit of one such short pitched balls.

29.2.4 The second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

29.2.5 **Law 22.1.3 Short pitched balls passing over the batter's head (2017 Code 4th ed)** will apply.

29.2.6 NIL

29.2.7 For the avoidance of doubt any short pitched delivery that is called a Wide under **Law 22.1.3 (2017 Code 4th ed)** will also count as one of the short pitched deliveries in that over.

See DIAGRAM in the DIAGRAMS APPENDIX

Or at <https://qsdca.com.au/05-playing-regulations>.

29.3 FREE HIT

For Sunday 50 Over Matches

29.3.1 The delivery following a no ball called (all modes of no ball) will be a free hit for whichever batter is facing it.

29.3.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batter is facing it.

29.3.3 For any free hit the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball. (See **Law 21.17 2017 Code 4th ed**)

- 29.3.4** Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- There is a change of striker or
 - The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.
- 29.3.5** For clarity the bowler can change their mode of delivery for the free hit delivery. In such circumstances **Law 21.1.1 (2017 Code 4th ed.)** will apply.
- 29.3.6** The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

29.4 FIELDING RESTRICTIONS

For Sunday 50 Over Matches

- 29.4.1** At the instant of delivery there will not be more than five fielders on the leg side.
- 29.4.2** For the purposes of this rule the bowler is not counted as a fielder.
- 29.4.3** On infringement of the above fielding restriction either umpire will call and signal 'No Ball'.

29.5 PENALTY

For Sunday 50 Over Matches

- 29.5.1** **Law 21.15 (2017 Code 4th ed.)** will apply. The penalty for a no ball will be 1 run.

30 TIMED OUT

For Sunday 50 Over Matches

- 30.1** **Law 40 (2017 Code 4th ed.)** will apply.

31 RUNNERS FOR INJURED BATTERS

For Sunday 50 Over Matches

Preamble: This competition will allow any injured batter to have a runner since this is regarded as more desirable than forcing a player to stop playing if injured.

- 31.1** A batter may have a runner provided:
- 31.2** The batter has become injured since the completion of the Team List.
- 31.3** This does not apply when a batter is already carrying an injury at the start of the match or if the batter becomes tired.
- 31.4** The runner must wear equipment matching the batter's equipment including helmets and other protective equipment.
- 31.5** Runners will only be allowed with the express permission of the umpire(s).

32 DRINKS BREAKS

For Sunday 50 Over Matches

- 32.1** Drinks breaks will be taken off the field.
- 32.2** Each Drinks break will be limited to as short a time as possible.
- 32.3** No time or minimum overs will be deducted from the day's play to make up for drinks breaks.
- 32.4** On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.
- 32.5** Captains will agree about the timing and frequency of extra drinks breaks in extreme heat conditions prior to the start of play on any playing day.
- 32.6** Extra drinks breaks on hot weather days are encouraged.
- 32.7** **See Appendix H Hot Weather Guidelines.**
- 32.8** Suggested times for drinks breaks are:
 - **Sunday 50 Over Match:** after 17 and 34 overs are complete in each innings.
 - **On a hotter day:** after 12 25 and 37 overs are complete.
- 32.9** If there is an innings change within 30 minutes of a drinks break then skip the drinks break.
- 32.10** A recommended safe maximum time between drinks breaks is 75 minutes however circumstances such as mild weather might cause this to be extended.

33 RESULT OF THE MATCH

For Sunday 50 Over Matches

- 33.1** Unless either team is dismissed in less than 25 overs to make a completed match each team must receive a minimum of 25 overs.
- 33.2** If the required number of overs to be bowled to each team is completed and either or both teams have not been fully dismissed the team having scored the greater number of runs will win the match.
- 33.3** If both innings of a match are completed and the number of runs scored by each team is the same even if the number of wickets is different then the result of the match is a tie.
- 33.4** In a match where the team batting second has not had the opportunity to bat for the target number of overs and has not been dismissed and has not passed its opponent's score the result will be decided on the average run rate throughout each innings.
- 33.5** **For example:**
 - Team A – scores 250 runs batting first (50 overs).
 - Average Run Rate is $250 \div 50 = 5.00$
 - Team B – batting second scores 130 runs in 25 overs (bad light stops play).
 - Average Run Rate is $130 \div 25 = 5.10$
 - Team B wins the match.

33.6 For example:

- Team A – scores 180 runs all out batting first (30.2 overs).
- Average Run Rate is $180 \div 50 = 3.60$
- Team B – batting second scores 85 runs not all out in 25 overs (rain stopped play).
- Average Run Rate is $85 \div 25 = 3.40$
- Team A wins the match.

33.7 Note: When an innings ends with a partly completed over use the correct fraction to calculate the average run rate.

For example:

- 33 overs and 1 ball => use 33 1/6 or 33.166
- 33 overs and 2 balls => use 33 1/3 or 33.333
- 27 overs and 3 balls => use 27 1/2 or 27.5
- 16 overs and 4 balls => use 16 2/3 or 16.666
- 31 overs and 5 balls => use 31 5/6 or 31.833

34 POINTS

For Sunday 50 Over Matches

34.1 MATCH POINTS

34.1.1 Teams in all grades will be allocated points for one day limited over matches as follows.

34.1.2 Win... **4 points**

34.1.3 Tie... **2 points**

34.1.4 Draw... **2 points**

34.1.5 Loss... **0 points**

34.2 NIL

34.3 NET RUN RATE

For Sunday 50 Over Matches

34.3.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition the average runs per over scored against that team throughout the competition.

34.3.2 If a team is all out in less than its full quota of overs the calculation of its net run rate will be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

34.3.3 In a match declared no result net run rate does not apply.

35 SEMI FINAL AND GRAND FINAL MATCHES

For Sunday 50 Over Matches

35.1 After completion of the competition round of matches teams placed first to fourth in each grade will play in SEMI FINAL and GRAND FINAL MATCHES.

35.2 In grades with small numbers of teams the Management Committee may elect to dispense with SEMI FINALS and proceed directly to a GRAND FINAL MATCH between teams placed first and second.

QUALIFYING FOR FINALS

35.3 The team with the highest placing in each grade at the completion of the preliminary matches will play the fourth placed team in SEMI FINAL No. 1.

35.4 The team with the second highest placing in each grade at the completion of the preliminary matches will play the third placed team in SEMI FINAL No. 2.

35.5 The winner of SEMI FINAL No.1 will play the winner of SEMI FINAL No.2 in the GRAND FINAL.

35.6 Any team playing in a SEMI FINAL OR GRAND FINAL MATCH whose club is not in good financial standing may be excluded by the Management Committee from playing in SEMI FINAL AND GRAND FINAL MATCHES.

35.7 Any team(s) that are excluded from playing in SEMI FINAL AND GRAND FINAL MATCHES will be replaced by the next highest placed team(s) in that Grade as determined in **Playing Regulation 35.8**

DETERMINATION OF PLACINGS

35.8 In the event of teams finishing on equal competition points the placings will be determined as follows:

35.8.1 The team with the highest net run rate.

35.8.2 The team with the most number of wins.

35.8.3 Nil

VENUE AND DATE FOR SEMI-FINAL AND FINAL

35.9 The venue and date for all Semi-Final and Final matches will be determined by the Management Committee.

35.10 Finals will be played with same playing conditions as other round matches.

35.11- NIL

35.14

PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES

35.15-35.22 NIL

35.23 See **Playing Regulation 4.5** for additional finals eligibility conditions.

UMPIRES IN SEMI FINAL AND GRAND FINAL MATCHES

35.24 Official umpires will stand in all SEMI FINAL and GRAND FINAL MATCHES.

35.25 If official umpires are not available neutral umpires who have passed umpire training examinations approved by the Management Committee will stand.

36 DETERMINATION OF WINNERS

For Sunday 50 Over Matches

36.1 NIL

36.2 The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.

36.3 NIL

36.4 If any SEMI FINAL or GRAND FINAL MATCH ends in a tie is abandoned or there is no result the highest placed team of the finalists at the end of the preliminary matches will be determined as the winners.

36.5 The Management Committee will have the sole authority to determine Premiership winners in the event of any disputes resulting from SEMI FINAL or GRAND FINAL MATCHES.

36.6 Any such decisions made will be final and conclusive.

37-39 NIL