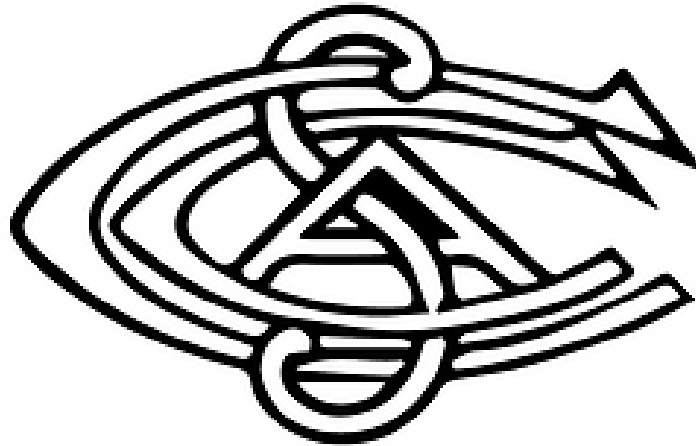


NEWCASTLE CITY & SUBURBAN CRICKET ASSOCIATION INC.



COMPETITION RULES

SEASON 2024/2025

As updated on 17/09/2024

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THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. Embracing the spirit of the game means participating, either as a player or as an official, fairly and exhibiting respect for other players and officials and the game's traditional values such as graciousness in defeat and humility in victory. The major responsibility for ensuring the spirit of fair plays rests with the captains.

There are two laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of Captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire shall in the first place report the matter to the other umpire and/or to the player's captain, and instruct the latter to take action

The Spirit of the game involves Respect for

- Your opponents.
- Your own captain and team.
- The role of the umpires.
- The games traditional values.

It is against the spirit of the Game:

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent, spectator or umpire.
- To indulge in cheating or any sharp practice, for instance:
- To appeal knowing that the batsman is Not Out
- To advance towards an umpire in an aggressive manner when appealing.
- To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.
- To humiliate or vilify any person due to their ethnic origin.

Violence

There is no place for any act of violence on the field of play.

**NEWCASTLE CITY & SUBURBAN CRICKET ASSOCIATION INC.
SEASON 2024/2025**

Management

Cricket NSW Appointed Administrator: Jared Taylor

Grading Committee: Alfred Ellevsen
James Wickham
Mitchell Somner
Jamie Raupach

Association Website:

<http://ncsca.nsw.cricket.com.au/>

Facebook:

<http://www.facebook.com.au/newcastlecityandsuburbancricket/>

FEES

Affiliation - Team Entry (per team)	\$900
Competition Administration Fee	\$495

PLAYER INSURANCE [Marsh]

The Marsh policy covers players, umpires and scorers involved in an accident and/or sustaining an injury while participating in matches played under its jurisdiction.

The following procedure has to occur;

1. Every Club/Team playing in the City and Suburban Competition is required to be registered with Marsh prior to the commencement of the season.
2. The Secretary of the Club/Team of where a participant receives an injury while participating in our Competition must contact Marsh to receive the documents for the injured player to complete as well as the Secretary of the Club/Team.
3. The Administrator must be informed (email) if any participant in our Competition receives an injury or there is a General Liability or Personal Injury claim to Marsh. Please include his/her name and the nature of the injury.
4. These are the Marsh pages required for Personal Injury and General Liability.

For personal injury claim:

<https://au.marsh.com/sport/make-a-claim.html>

For general liability claim:

<https://au.marsh.com/sport/make-a-claim.html>

NEWCASTLE CITY & SUBURBAN CRICKET UMPIRES' ASSOCIATION INC.

President: Neil Hayes

**Vice
President:** Garry Warren

Secretary: Alfred Ellevsen

Treasurer: Steven Rafter

How rewarding it is, on the one hand, to recall the enjoyment that you have derived from the game of cricket, while on the other how pleasing it is to know that an opportunity is available for you to continue your involvement in the game.

The opportunity, of course, is to become an Umpire and, by so doing, you will not only assist in fostering cricket, but will help to make it all the more enjoyable for our cricketers of today.

Our Umpires' Association is continually endeavoring to attract new members, and an invitation is extended to any potential Umpire, either male or female, to attend the monthly meetings of the Umpires' Association held at Club Mex, Hanbury Street, Mayfield 2304 on the second Wednesday of the month at 7.15pm

Becoming an Umpire is not difficult, as you will be offered every assistance to improve your knowledge and understanding of the Rules. In fact, it's so simple that all you have to do is to telephone the Umpires' Association Secretary, Alf Ellevsen, on 0450148776, and say "I'd like to become an Umpire".

COMPETITION RULES

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1. MANAGEMENT OF COMPETITIONS

- a. The Management of Competitions conducted by the Newcastle City & Suburban Cricket Association Inc. (Hereinafter called the Association) shall be vested in an Advisory Committee, along with the Board of Management elected as per the constitution.
- b. The Board of Management (CNSW Administrator for Season 24/25) shall:
 - (i) Be responsible for promoting, advancing and fostering cricket;
 - (ii) Match competing teams in their respective grades;
 - (iii) Reserve the right to reject any application for player registration and/or any application for team entry, for such reasons as the Board of Management shall from time to time determine;
 - (iv) Decide in which grade a team or player shall compete, and
 - (v) Arrange the playing of all matches and resolve all matters arising there from.
- c. Newcastle City and Suburban Cricket Association will not force any person to participate in any match which we are responsible for under any condition.
- d. The Board of Management (CNSW Administrator for Season 24/25) shall, prior to the commencement of each season, prepare a program covering the Association's activities for the entire season. Such program shall include scheduled dates of competitions and any interruptions thereto, Semi Finals, Preliminary Final and Grand Final and any other Association activity.
- e. The colours of the Association shall be black and red.

2. PLAYING OF COMPETITIONS

- a. The Association's season shall extend from October to March, should the Easter holidays fall during the month of March, semi-finals, final and Grand Final in all grades shall, if directed by the Board of Management; be played during the Easter holiday period.
- b. All players participating in the NCSCA competition must carry identification. Identification must be produced upon request from the opposition Captain, Umpire or Association Board Member. Failure to do so may result in the player be deemed unregistered for the purposes of that match.
- c. Where possible, the competitions shall consist of four rounds (twenty matches) with six teams in each grade, except when team grading includes a bye.
- d. The playing of competition matches over the Christmas and New Year holiday period shall be at the discretion of the Board of Management.

- e. Glass Bottles are prohibited on all grounds and surrounds used by the Association in the playing of its competitions.
- f. Possessing of Alcohol on the field of play is prohibited.
- g. All Grades One Day Matches
 - (i) Matches shall commence at 1.00pm and conclude at 6.30pm, except when a result has been achieved or as provided for in sub-sections (iii). In the first innings of all matches, each team shall bat for 35 overs, except if dismissed, declared innings closed or as provided for in sub-sections (iii) and (iv). The allotted time for the team fielding first to bowl its 35 overs is 2 hours 15 minutes, including a drink break, if taken, except as provided for in sub-sections (ii) and (iv). If two drinks breaks are taken, the 2 hours 15 minutes shall become 2 hours 25 minutes, and the 3.25pm shall become 3.35pm in sub-sections (i), (ii), (iii), and (iv).
 - (ii) The side batting first shall not bat after 3.25pm, except when additional time is necessary in order to receive its allotted 35 overs or its quota of overs as provided for in sub-section (iv) If the team fielding first fails to bowl its required number of overs by 3.25pm, it shall continue to bowl until it has completed its 35 overs, providing the team batting first has not been dismissed, declared its innings closed or as provided for in sub-section (iv). If, at 3.25pm an over is in progress, play shall continue and, when the over has been completed, the number of overs bowled shall be ascertained and opposition captain informed of the number of overs to be received by the side batting second. Failure to inform the opposition captain at that point will see team batting second receive the full number of overs.
 - (iii) The side batting second shall be entitled to receive its allotted 35 overs or its quota of overs as provided for in sub-section (iv), providing the side batting first has been dismissed, declared innings closed or received its required number of overs at or before 3.25pm. If, however, the side batting first did not receive its required number of overs at or before 3.25pm, and opposition captain notified time has expired and the innings of the side batting second shall then be limited to a maximum number of overs not exceeding the actual total number of overs completed at 3.25pm, as determined in sub-section (ii). The quota of overs shall only be bowled, if required, to achieve a result, and play shall, if necessary, extend beyond 6.30pm for the second batting side to receive its quota of overs.

- (iv) If weather or some other reason delays the start or curtails play during the innings of the side batting first, the time lost shall be cumulative and the allotted 35 overs reduced at the rate of one over for each team for each whole 8 minutes lost. In such circumstances and providing the team has not been dismissed or declared its innings closed, the team fielding first must bowl the amended number of overs by the time calculated by adding one-half of the time lost on to 3.25pm, (see Table on Page 34). Failure to do so shall result in the team continuing to bowl until it has completed its quota of overs, and the innings of the side batting second shall then be limited to a maximum number of overs not exceeding the actual total number of overs completed at the revised calculated time. A minimum of 20 overs must be bowled before the revised calculated time, otherwise the match shall be a draw. If, at such time, an over is in progress, play shall continue until such over is completed. The number of overs shall only be reduced for delays up to 120 minutes maximum, otherwise the match shall be a draw.
- (v) If weather or some other reason delays the start or curtails play and deprives the side batting second the opportunity of receiving its quota of overs, the result shall be a draw, except when, providing each side has received a minimum of 20 overs, the match shall be decided on a comparison of the run rates of both teams. Stumps shall be drawn if play is not possible at 6.30pm but, if at this time the match is in progress, play shall continue until 6.45pm, providing a first innings result is considered achievable. If, at 6.45pm, an over is in progress, play shall continue until such over is completed. (13. Wet Weather)

h. All Grades T20 Matches

- (i) Matches shall commence at 1.00pm and conclude at 3.45pm, except when a result has been achieved or as provided for in sub-sections (iii). In the first innings of all matches, each team shall bat for 20 overs, except if dismissed, declared innings closed or as provided for in sub-sections (iii) and (iv). The allotted time for the team fielding first to bowl its 20 overs is 1 hour 15 minutes, including a drink break, if taken, except as provided for in sub-sections (ii) and (iv). If two drinks breaks are taken, the 1 hour 15 minutes shall become 1 hour 25 minutes, and the 2.15pm shall become 2.25pm in sub-sections (i), (ii), (iii), and (iv). Teams will bowl their first 10 overs from one end. The final 10 overs will be bowled from the opposite end to ensure the overs are bowled within the allotted time. Batsman will swap ends after each other, except after the 10th over when the fielding team will swap ends.
- (ii) The side batting first shall not bat after 2.15pm, except when additional time is necessary in order to receive its allotted 20 overs or its quota of overs as provided for in sub-section (iv) If the team fielding first fails to bowl its required number of overs by 2.15pm, it shall continue to bowl until it has completed its 20 overs, providing the team batting first has

not been dismissed, declared its innings closed or as provided for in sub-section (iv). If, at 2.15pm an over is in progress, play shall continue and, when the over has been completed, the number of overs bowled shall be ascertained and opposition captain informed of the number of overs to be received by the side batting second. Failure to inform the opposition captain at that point will see team batting second receive the full number of overs.

- (iii) The side batting second shall be entitled to receive its allotted 20 overs or its quota of overs as provided for in sub-section (iv), providing the side batting first has been dismissed, declared innings closed or received its required number of overs at or before 2.15pm. If, however, the side batting first did not receive its required number of overs at or before 2.15pm, and opposition captain notified time has expired and the innings of the side batting second shall then be limited to a maximum number of overs not exceeding the actual total number of overs completed at 2.15pm, as determined in sub-section (ii). The quota of overs shall only be bowled, if required, to achieve a result, and play shall, if necessary, extend beyond 3.45pm for the second batting side to receive its quota of overs.

- (iv) If weather or some other reason delays the start or curtails play during the innings of the side batting first, the time lost shall be cumulative and the allotted 20 overs reduced at the rate of one over for each team for each whole 8 minutes lost. In such circumstances and providing the team has not been dismissed or declared its innings closed, the team fielding first must bowl the amended number of overs by the time calculated by adding one-half of the time lost on to 2.15pm, (see Table on Page 34). Failure to do so shall result in the team continuing to bowl until it has completed its quota of overs, and the innings of the side batting second shall then be limited to a maximum number of overs not exceeding the actual total number of overs completed at the revised calculated time. A minimum of 8 overs must be bowled before the revised calculated time, otherwise the match shall be a draw. If, at such time, an over is in progress, play shall continue until such over is completed. The number of overs shall only be reduced for delays up to 90 minutes maximum, otherwise the match shall be a draw.
- (v) If weather or some other reason delays the start or curtails play and deprives the side batting second the opportunity of receiving its quota of overs, the result shall be a draw, except when, providing each side has received a minimum of 8 overs, the match shall be decided on a comparison of the run rates of both teams. Stumps shall be drawn if play is not possible at 3:45pm but, if at this time the match is in progress, play shall continue until 4.00pm, providing a first innings result is considered achievable. If, at 4:00pm, an over is in progress, play shall continue until such over is completed. (13. Wet Weather)

i. All Grades

- (i) At the conclusion of the innings of the side batting first, a 15 minute interval shall be allowed. If two drinks breaks are taken, the interval shall be 10 minutes.
- (ii) No captain is permitted to declare his innings closed. The team must bat its full allotment of overs, unless all out prior.
- (iii) The scorers shall advise the Umpire(s) 2 overs prior to the batting side attaining the allotted number of overs and, also, when a bowler has completed bowling their maximum overs for the innings.

- (iv) All matches to be one (1) innings per team. Matches shall be considered finished immediately after a result has been obtained.
- (v) Stumps with steel ferrules are banned. Any team that only has stumps with steel ferrules shall forfeit the match, and the Rule relating to forfeits shall apply.
- (vi) The use of mobile telephones on the field of play is not allowed.
- (vii) Players Under 19 years of age must wear a protective helmet when batting and when standing up to the stumps, if wicket-keeping. Standing up to the stumps shall be defined as within 2 metres of the stumps.
- (viii) The team scoring the most runs shall be the winner, except as provided for in Section 2 g (v).
- (ix) If, after leaving the field of play, the score books reveal that an error has occurred affecting the result, play shall re-commence and continue, providing time permits, until a result is achieved.

j. Drink Breaks

- (xi) A drinks break, not exceeding 5 minutes, may be taken at the conclusion of, or in the event of a dismissal during, the 20th (18th, 19th or 20th) over for 35 over matches.
- (xii) In extreme hot conditions, TWO drinks breaks, each not exceeding 5 minutes, may be taken at the conclusion of, or in the event of a dismissal during, the 12th and 24th overs for 35 over matches.
- (xiii) The Captain of the fielding side shall assume the responsibility for deciding on when the drinks break will be taken with regard to section i (i), drinks breaks must be taken except when both captains and the umpire agree to forego it.

k. Bowling

- (i) The maximum number of overs to be bowled by any bowler in an innings shall be one fifth of the overs allocated for the innings. In the event of a bowler exceeding this maximum, such over(s) and/or part thereof shall be disregarded, and the score books adjusted by deleting the runs scored and/or wickets taken from such deliveries.
- (ii) In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such a part of an over will count as a full over only in so far as each bowler's limit is concerned.

I. Restrictions - Young Bowlers

- (i) Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs which are allowed in a spell and in a day. (includes all matches played on the day).

Age Group	Maximum Overs In a Spell	Maximum Overs In a Day
Under 18/19	7	20
Under 17	6	16
Under 16	6	12
Under 15	6	12
Under 14	5	10

- (ii) Junior players' age is to be written onto team sheet before handing over to the opposing captain.
- (iii) such a bowler shall have a minimum rest period between spells of at least twice the number of overs he/she has bowled;
- (iv) a bowler, who has bowled a spell of fewer than the maximum number of overs set out in the above table, may resume bowling prior to the completion of the minimum rest period as defined in (iii) above, but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded;
- (v) for the purpose of calculating a bowler's minimum rest period as defined in (iii) above, any interruption to play due to weather or an interval shall contribute in the amount of 1 over for each 4 minutes or part thereof
- (vi) Team Captains shall assume responsibility for implementing this Rule; this will necessitate team Captains knowing the age of his/her players and, if applicable, the number of overs a player has bowled in a competition match earlier in the day. Disciplinary action shall be taken against team Captains found guilty of breaching this Rule.

3. LAWS OF CRICKET

- (a) Matches shall be played under the M.C.C. Laws of Cricket (Code 2017) and any subsequent Amendments and Experimental Laws (as adopted), and as further amended by this Association, to meet local conditions. Where an Association Rule conflicts with the M.C.C. Laws of Cricket, this Association's Rule shall be binding.
- (i) The Association has determined that the certain Laws from 2017 Code are not used by this Association and they will not apply to our competition. These laws are: Law 6.5, Law 7, Law 9, Law 14 and Law 15.
 - (ii) The Law of cricket covering the awarding of five penalty runs will only apply where a helmet is placed onto the ground during play by the fielding team. When the ball strikes the helmet (Law 28.3.1 and 28.3.2) 5 penalty runs will apply.
 - (iii) The bowling of dangerous and unfair non-pitching deliveries Law 41.7 (warning procedure) only applies if the non-pitching ball is likely to inflict physical injury to the striker.
 - (iv) Law 42 of the MCC 2017 Laws of cricket does not apply to our Association as our Code of Conduct over-rides this Law.
- (b) On 'non-turf' pitches, the following shall apply:
- On a pitch made of concrete:
 - (i) Where the width of the playing surface is less than 2.64m (8'8"), the return crease shall not be the width of the pitch but shall be an imaginary line 1.32m (4'4") from the centre stump and unlimited in length.
 - (ii) Any ball bowled and pitching on –either side of the pitch shall be a 'no ball'; the join in the centre of the pitch, and crease line where the concrete joins together, shall be a 'dead ball', and be re-bowled to be counted in the over.
 - (iii) The surface of the pitch may be swept during the progress of a game, at the discretion of the Captains or, if they disagree, the Umpire(s).

- When artificial material is used on a pitch made of concrete (ie AstroTurf):
 - (iv) The width of such artificial covering shall be regarded as the width of the pitch, and any ball bowled and pitching on either side of such covering shall be a 'no ball'.
 - (v) Any ball bowled and pitching on the ends of such artificial covering, in the centre of the pitch, shall be a 'dead ball', and be re-bowled to be counted in the over.
- (c) Either Umpire shall call and signal 'No Ball' if
 - (i) any delivery which passes, or would have passed, on the full above waist height of the striker,
 - (ii) any delivery which, after pitching, passes, or would have passed, over shoulder height of the striker, while standing upright at the crease.
- (d) The 12th Man shall be allowed to field for any player. The captain must notify the Umpire or, in the event of no official Umpire being present, the opposing Captain that an on field substitution is to occur. Substitutes, if provided by the fielding side, must be registered with the club for the grade being played or a lower grade, and not have played in any Association/District game that day and be correctly attired for cricket. His name must be included on the team sheet before game starts, failure to follow this makes him ineligible to participate in that game. The 12th Man position does not count as a game towards qualification for Final Series.
- (e) Any offside or leg side delivery which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score shall be called a 'Wide'.
- (f) The ball to be used in all competition matches shall be the Thompson "Kookaburra" ball and, when new, shall weigh 156 grams and monogrammed C.S.C.A.
- (g) Boundary allowances shall be fours and sixes on all 'turf' and 'non-turf' pitches, on both enclosed and unenclosed grounds. Where a ground is fenced and a gutter runs in front of the fence, the boundary edge shall be the edge of the grass. The boundary of unenclosed grounds shall be deemed to be a series of imaginary straight lines drawn between adjacent witches' hats. An obstacle from another sporting code positioned within the playing area shall not be regarded as a boundary, and a batsman shall not be given out 'caught' from a ball rebounding off such obstacle.

- (h) 'No balls' and 'wides' shall be recorded against the bowler. The general symbols used for analyses entries are 'o' for a no ball and 'x' for a wide.
- (i) Matches cancelled by the Association and a forfeits received by the cut off period 7:00pm Friday night will not count as a competition match, but matches abandoned or forfeited after the cut off time or at the ground shall be considered a competition match, providing the team has been declared and entered onto PlayHQ.

4. GROUNDS/PITCHES

- (a) All grounds shall be registered and approved by Cricket NSW before any fixtures are allocated to them.
- (b) Clubs controlling grounds shall arrange preparation of pitches and provide other equipment where necessary. Clubs shall be reimbursed for curating turf pitches for the finals series only. Clubs are responsible for curating their own turf pitches and costs in the regular season
- (c) Teams playing on unenclosed grounds shall each provide sufficient markers for clear boundary identification. At all times, 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. Each team is required to supply 3 stumps and 2 bails at each game.
- (d) Only Cricket NSW can move teams from one ground to another.
- (e) Teams who play on turf grounds, who have covers available, may use them at their convenience to stop the weather curtailing the match.
- (f) A Ground/Pitch report form is located on Association Website in downloadable file section. This is to be filled out when any damage to either ground or pitch occurs and emailed to Association Secretary, so repairs can be done quickly.

5. ATTIRE

- (a) The approved attire of the Association shall be determined by the Board of Management before each season, this includes the wearing of coloured shirts/pants. The use of coloured clothing includes all players wearing the same attire while participating.

- (b) Sponsorship advertising or club insignias shall not be worn on cricket attire until the Board of Management (CNSW Administrator for Season 24/25) has approved a prototype of the finished product, which must be submitted for approval before each season in the form of a drawing or photograph before placing an order for club requirements. These are to be of pocket size, only 2 logos can be on the front of the shirt, 1 located on each side of the playing shirt. Sleeve sponsors and sponsorship on the back must be consistent in size and standards to meet the Board of Management requirements. The approved garments must be worn by entire team while participating.
- (c) Numbers and/or first/surnames are allowed on the back of playing shirts. (clubs with multiple teams cannot duplicate the same number). The approved garment must be worn by the entire team while participating.
- (d) Nicknames or other words will not be accepted on playing shirts.
- (e) Team Captains shall assume responsibility for their players' cricket attire this includes players not wearing same coloured garments and if, as a result of match reports to the Board of Management (CNSW Administrator for Season 24/25), a team is found guilty of a player or players being incorrectly attired a loss of points may be considered.
- (f) When a match is played on a pitch other than turf, any player wearing boots or shoes to which are attached sprigs, bars or studs, shall for the purpose of this rule, be deemed to be improperly attired.
- (g) Playing in baseball cleats on any cricket ground is prohibited and will be deemed to be incorrectly attired.
- (h) ALL protective equipment shall be worn while batting (1 pair of pads and gloves, also a protector), thigh pads and protectors are to be worn under their pants, and helmets are compulsory for all U/14 to U/19 players. Any person not complying with this rule will be deemed to be incorrectly attired.

6. POINTS SCORE

- (a) Competitions shall be decided on a points score basis and the following points shall be allotted:
- (b)

Win.	3
Draw or Tie.....	2
Loss.....	1
Bye.	2
Forfeit.	0
Abandoned.....	2

- (c) Teams shall receive 2 points when matches are abandoned by the Board of Management (CNSW Administrator for Season 24/25).
- (d) A team receiving a forfeit shall be awarded 3 points, unless all the other games in the grade are draws due to weather, then they shall only receive 2 points for the forfeit.
- (e) In the event of teams having an equal number of points at the completion of the competition, ultimate placings shall be determined by net run rate in the following manner:
The net run rate for the team batting first shall be determined by dividing the runs scored by 35 or 20, being the total overs for the innings. Should the innings be shortened then the number of allocated overs shall be used.
The net run rate for the team batting second shall be determined by dividing the runs scored by overs faced if they achieve a winning score, however, if they are all out then their net run rate shall be determined by dividing the runs scored by 35 or 20, being the total overs for the innings. Should the inning be shortened then the number of allocated overs shall be used.
- (f) The team at the top of the ladder after the rounds are completed shall be deemed 'Minor Premiers'.

7. TEAM ENTRY

- (a) Each team entry shall be made on the prescribed form and must include the names of at least 11 intending players for multiple team clubs and 12 for single team clubs. Forms can be found on the Association Website. Appropriate affiliation fee shall accompany each team entry application. The team entry form must include correct names, addresses, email and mobile phone number for all contacts. This is a requirement of the Board of Management (CNSW Administrator for Season 24/25).
- (b) No team entry shall be accepted from any Club using the name of a firm, company, business organisation, registered club or individual person without a written authority from the appropriate party sanctioning the use of their name.
- (c) Any club which has not paid its Registration Fee, in full, by end of the regular season, shall forfeit their position in the final series. Any club which has still not paid its Registration Fee, in full, will be classified as defaulters, and must pay all outstanding accounts prior to the new season before submitting applications for team entries; otherwise, such applications shall not be accepted.

8. REGISTRATIONS

- (a) Applications for the registration of clubs and teams shall be submitted on the prescribed forms on a day determined by the Board (CNSW Administrator for Season 24/25). All players must be registered/re-registered on Play HQ for the upcoming season. All forms are located on the Association Website. Teams that are re-registering and are not able to register on the nominated day, (as set by Board of Management) must make prior arrangement with the Registrar or (Assistant Registrar) to submit all forms within 7 days of Registration Day. New teams will be given all assistance to register with NCSCA within reason after registration day. Clubs/teams should NOT assume that such nominations will be automatically accepted after registration day. New Teams are those that consist of mainly new players not just clubs changing names.
- (b) While not imposing a minimum age for players in the senior competition, the Board encourages Clubs, in the interests of safety and the players' welfare, to refuse applications for registration from players under 14 years of age. Should any player under 14 years of age apply, the application would need to be accompanied by documentation from an appropriately qualified coach supporting their ability to play in such a senior competition. This must be forwarded to the Association Secretary, accompanied by a supporting letter from a Parent/Guardian, for approval by the Board of Management (CNSW Administrator for Season 24/25).
- (c) No applicant for registration shall be eligible to play until the application for registration has been approved by the Board of Management (CNSW Administrator for Season 24/25).

- (d) Disciplinary action will be taken against a team found guilty of playing an unregistered player, a player under an assumed name, and/or a player deemed to be in the wrong grade. The following penalties may apply;
- (i) Forfeit 6 points, and the opposing team awarded winning points (3), for the match in question,
 - (ii) The Team Captain shall be suspended for eight (8) matches. (A forfeit will not count as a match)
 - (iii) If the name of the person who played under another player`s name is not forthcoming when asked, the Team Captain and any other player who fails to supply the answer will be Stood Down from the Association until player`s name is stated. When the player`s name is forthcoming the Captains eight match suspension shall start.
 - (iv) A player who is registered in the Newcastle City and Suburban Cricket Association and who plays under another name in the competition will be suspended for a minimum of twelve (12) matches.
 - (v) Any player who is registered in another Association and who plays in the NCSCA competition under another player`s name will not be permitted to register in the Newcastle City and Suburban Cricket Association for five (5) years.
 - (vi) Team/Club registering a player on Play HQ after that player has played, will be found as playing an unregistered player Rule 8(e) will be applied.
- (e) For the purpose of registration in our NCSCA competition for, players coming from other associations the following is deemed as a guide.
- (i) 1st Grade equivalent with A Grade, (B1 if no A Grade)
 - (ii) 2nd Grade equivalent with A/AR Grade, B Grade down to B4
 - (iii) 3rd Grade equivalent with the above down to C5 Grade
 - (iv) 4th Grade equivalent with all our Grades

All players will be assessed on a player-by-player basis at the discretion of the Board of Management (CNSW Administrator for Season 24/25). Past Seasons are taken into account not where they last played.

- (f) Players registered with two or more clubs shall be deemed to be members of the Club with which they first register with this Association
- (g) No player shall be allowed to play with more than one Club in any one season, excepting when given permission by the NCSCA Board due to extenuating circumstances. (ie a club folds partway through a season)
- (h) Any player who is registered with a District Club may play in the NCSCA competition in a team entered by that District Club in the NCSCA competition, but not in any other team.
- (i) Any team that is affiliated with a club, whether district or otherwise, must play under the same name as all other teams in that club. No alternate names for that team will be acceptable. Failure to adhere to this requirement will mean that the team may not utilise eligible players from other teams in that club, and would be deemed a stand-alone team.
- (j) Transfers and Permits
 - (i) Players committing to play in this Association must obtain a transfer from their former Club or, alternatively, from the relevant Association if the Club has disbanded.
 - (ii) Transfer required by players whose team no longer exists, will be cleared by the Association
 - (iii) Any transfer request after team grading has to state the team in which they player will play, and have his previous statistics include. Failure to provide the required information will see the player not cleared until rectified.
 - (iv) Junior Players are the only players allowed to be permitted into Newcastle City and Suburban Cricket Association. This allows them to continue playing Junior cricket. A Senior player must have Board approval to be permitted into the Association.
 - (v) No player can participate in a game until their transfer has been granted on PlayHQ and relevant registration form is completed via PlayHQ. Once this procedure is completed a transfer may be granted. However, if the player does participate before being granted a clearance they will be deemed unregistered and Rule 8(e) will be applied.

9. REGRADES

- (a) During the first eight rounds, multiple team clubs may:
 - (i) demote players from a higher to a lower grade, providing such transition is within Two consecutive grades and not more than two players from

any one team are affected each week; the Association shall intervene and, if warranted, initiate disciplinary action against any club found manipulating this rule.

- (ii) submit applications for the regrade of players from a higher to a lower grade, where such regrade exceeds Two consecutive grades as provided for in sub-section (i) above, on the prescribed form, (located in the downloadable file section on My Cricket) duly completed, signed by the Club Secretary and forwarded to the Association Secretary (CNSW Administrator for 24/25).
- (b) At the completion of the eighth round, multiple team clubs wishing to play players in a grade lower than their original grading, shall submit applications for regrades in accordance with the procedure specified in sub-section (ii) above.

10 . DECLARATION OF TEAMS

- (a) Teams shall be declared by the respective Captains on the appropriate team sheet provided by the Association. Team sheet must include 12th man if in attendance and must indicate the age of any player under 19 years. The original copy shall be detached and handed by the team Captain to the other Captain prior to tossing for the choice of innings while the duplicate shall be used by the scorers for declaring the team in the spaces provided on the score sheets.
- (b) Team lists to exchanged shall then be handed to the appointed Umpire(s). The declared teams may be altered prior to the commencement of play, providing such alterations are initialed by the opposing Captain and the Umpire(s) notified accordingly. Disciplinary action shall be taken against a team found guilty of altering its declared team after the commencement of play.
- (c) Teams shall be declared by the respective Captains in the spaces provided on the score sheets in sufficient time to allow the match to commence at the appointed time.
- (d) Teams declared on the score sheets may be altered prior to the commencement of play, providing such alterations are initialed by the opposing Captain and the official Umpire, if appointed to the match, notified accordingly. Disciplinary action shall be taken against a team found guilty of altering its declared team after the commencement of play.
- (e) Any player, duly registered with the club and declared on scoresheet and team sheet before game proceeds, may participate at any time in the game. The Umpire(s) and opposing Captain are to be notified the player will be late. However, SEVEN players must be present at the start of play. If for any reason during the course of the game a team is reduced to less than 7 players the game can continue to the end.

- (f) At commencement of game all blanks spots (players name) on scorebook not filled in shall have a line drawn through so no names may be added. Any absent players whom named on team sheet and scorebook who fail to attend match shall be crossed out so they are not included as played.
- (g) A registered player is eligible to play in one Association match for team/club per Saturday, this includes District players, failure to adhere to this, will result in forfeiture of points for the game.
- (h) All player`s names are to be declared on playing sheet and team sheet at the ground prior to the commencement of the game. No names are to be placed on the score sheet before arrival at the ground, failure to comply will forfeit the match.

11 . RESULTS OF MATCHES

- (a) The Association score book supplied to teams shall be used in all matches
- (b) Results of all grades shall be submitted in accordance with the following procedure:
 - (i) Results must be submitted via Play HQ, by the Monday at 5pm following the match.
 - (ii) Statistics must be submitted via Play HQ, by the Wednesday at 5pm following the match
 - (iii) The Administrator of both the winning and losing teams shall assume responsibility for submitting match results
 - (iv) Each Administrator shall also be responsible for selecting a team from the team list and entering match details for each player.
- (c) Teams failing to comply with rule 11(b) (i) and/or (ii) may result in loss of points. The game will be locked after cut off time and penalties applied.
- (d) It is the responsibility of the team administrator to contact Cricket NSW if club has any issue with entering the results/statistics by set time.
- (e) Frequent cross checking of score books by team scorers should ensure scoring accuracy. However, if a discrepancy is evident at the end of an innings, the batting total shall be regarded as being correct, and the bowling analysis adjusted accordingly. E-scoring is encouraged however one paper scorebook must be used.
- (f) Once the scorebook has been signed by both captains declaring a winner and an error is subsequently found when entering the results, no dispute can follow as both teams declared the winner when the scorebooks were signed.

- (g) The results of matches and point score shall be published on Play HQ, teams wishing to question the point score should make application to Cricket NSW.

12. FORFEITS

- (a) Any team unable to fulfil its engagement shall notify Cricket NSW by email of its intention to forfeit not later than 5.00pm, on the Friday prior to the match, otherwise the defaulting team shall be responsible for all expenses associated therewith, including Umpiring fees and Curator fees (if applicable). You must also contact the opposition captain to advise them of your team's forfeit.
- (b) A team must have a minimum of seven (7) players present at the time set down for the commencement of play, otherwise the team shall forfeit the match and be responsible for all expenses associated therewith, including Umpiring fees, and Curator fees (if applicable).
- (c) Any team forfeiting two matches will be required to explain why they should be allowed to continue in the competition and may, at the discretion of the Board of Management (CNSW Administrator for 24/25), be withdrawn from the competition.
- (d) The Board of Management (CNSW Administrator for 24/25), will under no circumstances, approve a request for the game to be deferred. A team, unable to fulfil its engagement, shall forfeit the match.
- (e) The Board of Management (CNSW Administrator for Season 24/25) shall have discretionary powers in dealing with all forfeited matches referred to it.
- (f) A suspended player, whose team forfeits, will not have this counted towards their suspension.

13. WET WEATHER / CATASTROPHIC HEAT & LIGHTNING RULE

- (a) The NCSCA (CNSW Administrator for 24/25) shall have power to abandon Matches, or make necessary changes, whenever weather conditions warrant such action.
- (b) In the event of wet weather, the 'home' team is responsible for advising the opposition of any cancellations or change of venues that occur due to wet weather no later than 12pm (or later if only by mutual arrangement).

Turf pitch: in the event the curator deems the pitch unfit for play, the curator is to advise the designated 'home' team contacts as early as possible. If a synthetic backup wicket has been allocated, the 'home' team should also inspect this ground and in turn advise the designated 'opposition' contacts if the game is cancelled or relocated.

Concrete/synthetic pitch: the allocated 'home' team will inspect the ground to ascertain if it is playable and advise the designated opposition contact if the game is cancelled.

If umpires are appointed: please contact Alf Ellevson 0450 148776 before

12pm to advise cancellations or changes.

For grounds located in the Newcastle LGA, you will only be able to open a ground closed by council by completing an assessment found on the City of Newcastle's Sportsground App: <https://grounds.newcastle.nsw.gov.au/#/home>
For grounds located in the Lake Macquarie and Port Stephens LGA, please follow the directions from the designated oval board authority or signage.

- (e) The official Umpire(s) shall be the sole judge(s) of the fitness of the pitch, ground, weather and light. Weather shall include rain, storm and excessive heat. In the event of no official Umpire(s) being present, the Captains shall assume this responsibility; if the Captains cannot agree, the match shall be recorded as a draw and the score sheets marked accordingly.
- (f) Teams participating in matches that have not been cancelled must proceed to the allocated ground, and if play is found impossible, without a ball being bowled, the game will stand as abandoned. If the game begins and is then found unfit to continue play, the game will count as a draw. Each team captain is to enter the runs / stats that were made before the game was called off and then declare the game complete.

** To avoid any potential dispute, we encourage teams to communicate with each using the contact numbers other on the day of play and photos to support cancellation decisions.*

Extreme and Catastrophic Heat Policy Management

Cricket NSW is the controlling body to manage this policy during the active season and will communicate to clubs and Umpires the Catastrophic Heat related actions and decisions through this procedure.

Note: The NCSCA (CNSW Administrator for 24/25) may at its discretion issue a match day cancellation of ALL games if required. All decisions will be posted on the NCSCA website (and on the NCSCA Official Facebook site).

CNSW Heat Policy Effective as of August 5 2024.

<https://resources.cricket-nsw.pulselive.com/cricket-nsw/document/2024/09/12/9f5614ba-3898-4605-8b56-7eabcaa94ee2/CNSW-Heat-Policy.pdf>

Air temperature or "Feels Like" temperature replaced by Heat Stress Risk Index (HSRI) Tool.

- HSRI value to be calculated 1 hour before play by umpires and thereafter calculated on hourly or upon umpire's discretion
- Heat stress management strategies and interventions based on HSRI values can be determined by the umpires prior to the commencement of play or at any time during a day's play.

Cricket Performance 2023-24	
HSRI value	Instructions
0 TO 3	HSRI rating is 0 to 3 (inclusive): conditions not extreme, manage heat as usual (drinks, wear hats, long sleeve shirts, apply sunscreen etc).
4 TO 7	HSRI rating is 4 to 7 (inclusive): a) Consult with captains to consider increasing the number and duration of drinks intervals and allow players and umpires to leave the field of play during drinks intervals; b) Consider extending the duration of lunch and/or afternoon tea intervals by 5 minutes; c) Once HSRI is greater than 5, be extra vigilant in monitoring participants that exhibit signs of heat stress illness such as muscle cramping, dizziness, excessive fatigue etc.
8 TO 10	HSRI rating is 8 to 10 (inclusive): a) Have longer drinks breaks to allow players to come off the field to cool down and rehydrate (e.g., 10 to 20 minutes instead of 5 minutes or 40 to 50 minutes followed by 10 minute breaks; b) Flexibility to increase time span of drinks lies with the umpires; c) Flexibility to take more frequent drinks breaks lies with the umpires.
11+	HSRI rating is 11 or above: a) Suspend play until conditions have improved (to less than or equal to 10); b) Refer to local competition playing conditions. play shall only resume if the HSRI has improved to 10 or less within 1 hour after a cessation of play, otherwise, the day's play shall be abandoned.

There shall be no discretion to allow a resumption of that day's play once play has been abandoned due to a HSRI rating of 11 or more on the grounds of player safety

Below link can be used to calculate HSRI rating.

The following link is to be used to calculate the HSRI rating - <https://cns.w.ludisanalytics.com/>

1. Normal loss of time rules apply in case of any lost time due to extreme heat, overs to be reduced (for both teams) when extra drinks breaks are taken.
2. Act immediately if any participant shows any sign of heat stress. This may be identified by Fatigue, Nausea, Headache, Confusion or Light Headedness.
3. Match will be deemed a draw if a minimum of 20 overs per team is not bowled.

Lightning Safety

Note: Electrical Storms and the presence of lightning is difficult to predict and can be localised in nature. The following guideline is to assist Umpires and Captains to make a duty of care decision when faced with weather conditions causing lightning within proximity of active cricket matches. These guidelines were based on current guidelines issued by the NSW Sports and Recreation Department (2007).

1. If Umpires and Captains are aware of lightning strikes in the area, the use of the 30/30 Rule is advised as one approach to ascertain lightning risk from obvious visual observation.
2. 30/30 Rule: The first part of the 30/30 rule is determined by counting the

seconds from when the lightning flash was seen to when the thunder is heard. Sound travels at about 1 kilometre every 3 seconds, so a 30 second interval means the storm is 10km away. As soon as the observed interval is less than 30 seconds' play is suspended and all players and officials to leave the ground and move to safe areas. By monitoring the interval Captains and Umpires can judge when the storm has safely moved away from the area (interval is over 30 seconds or more).

14 . PROTESTS AND/OR DISPUTES

- (a) Protests and/or disputes shall be heard by a Protests and Disputes Committee. When deemed necessary the Committee have the power to summon any member of the Association to give evidence and, also, to require the production of any books, correspondence or other documents considered necessary to the purpose of its enquiry when deemed necessary.
- (b) The Board of Management (CNSW Administrator for Season 24/25) shall have power to initiate protests and/or disputes proceedings against any club, team or player, whenever necessary. The committee has the right to make any judgement on errors that occur throughout the season.
- (c) Clubs wishing to lodge protests and/or disputes shall indicate their intention to do so by either:
 - (i) Indicating all relevant particulars in the results submission on Play HQ by pressing dispute button not later than 48 hours after the completion of the match.
 - (ii) Email the Association Secretary (CNSW Administrator for 24/25) explaining the protest.
- (d) The Association Secretary (CNSW Administrator for 24/25) shall, at the direction/discretion of the Protests and Disputes Committee Chairman, summon all parties involved to attend the next meeting of the Protests and Disputes Committee. Such notification shall include details of the subject matter listed for hearing. Failure to appear as summoned, while not necessarily delaying proceedings, shall result in automatic disqualification, pending attendance at a subsequent meeting of, or as otherwise directed by, the Protests and Disputes Committee.
- (e) The Protests and Disputes Committee shall impose a penalty considered appropriate to the circumstances and may vary the penalty on the basis of information supplied.
- (f) The Association Secretary (CNSW Administrator for 24/25) shall confirm, in writing, the Protests and Disputes Committee's decision to the parties involved
- (g) Clubs/Teams may appeal against the decision handed down if they place into the Associations bank account the fee of \$200 and produce fresh evidence which was not presented at the initial hearing.

15. CODE OF BEHAVIOUR – MISCONDUCT

- (a) The Code of Behaviour applies to all players, members, officials, office bearers and spectators of affiliated clubs and organisations participating in, or in attendance at, competitions or matches conducted under the control of, or when representing, this Association. Clubs/teams are responsible for their spectators who bring the game into disrepute, and will be charged under the Code of Conduct.
- (b) For all information, including procedures, offences and penalties, refer to the Cricket NSW Code of Conduct, which is available on the Association web site.
- (c) Code of Conduct reports are to be completed by the online form located at - <https://www.cricketnsw.com.au/code-of-conduct>

16. UMPIRES

- (a) Only members of the Newcastle City & Suburban Cricket Umpires' Association Inc. shall have the right to officiate at regular competition matches conducted by this Association, except where otherwise provided at an ordinary meeting by a simple majority of its members.
- (b) When only one official Umpire is in attendance, they shall officiate continuously at the bowling end, with the captain of the batting side appointing a competent member of his team to occupy the other umpiring position, this may include the 12th Man, whose name must be on scorebook before game starts.
- (c) In the event of no official Umpire being available to officiate, the Captain of the batting side shall appoint two of the most competent members of his team to act in this capacity, this may include the 12th man whose name is on both score books.
- (d) Members of the batting side acting in the capacity of Umpires shall, at all times, wear correct cricketing attire, except for the Square Leg Umpire who shall wear a coloured hazard vest over his/her cricket attire. A Square Leg Umpire shall not hold a cricket bat or stump.
- (e) An official Umpire, not appointed in the published list, shall take precedence over an unofficial Umpire if attending a match at the direction of the Honorary Secretary of the Newcastle City & Suburban Cricket Umpires' Association Inc. or because of a forfeit or abandonment of, or a result having been achieved in, his/her allocated match.
- (f) The fee payable to Umpires shall be \$120.00 per umpire for all grades. A pro-rata payment in the event of illness to an umpire will apply.
- (g) A report form is located on Website in downloadable file section, this is to be filled out by each Captain if there is an issue with umpire. Answer the questions

and then email to the Association Secretary (CNSW Administrator for 24/25). Comments may only be made in acceptable language. Disciplinary action will be taken against any person who uses offensive, malicious and/or derogatory language.

17. FINAL SERIES

- (a) All Final Series games shall be played in such manner as the Board of Management (CNSW Administrator for 24/25) shall determine. The Series will be played on grounds the Board of Management (CNSW Administrator for 24/25) deem best for each grade, except C and D-Grade which will play on synthetic.
- (b) Final Series matches shall commence at 1.00pm.
- (c) No player shall be eligible to participate in the Final series unless he/she has played in Four (4) or more competition matches in that grade or a lower grade with his/her Club during the current season. Teams who play an unqualified player will forfeit their position in the final series.
- (d) Any player who played as a 12th Man through the season, will find that game does not count towards the Four (4) game qualification for the final series.

- (e) Players who are injured long term while playing in current season which limits their eligibility for Final Series who produce a Doctor Certificate may at the discretion of the Board of Management (CNSW Administrator for Season 24/25) be qualified for Semi Finals or Grand Final. Any Defence member serving overseas on deployment but must be registered like other players may also at the discretion of the Board of Management (CNSW Administrator for 24/25) qualify for Semi Finals or Grand Final.
- (f) Any team which has outstanding payments owing at the conclusion of the regular competition (Round 19) will not be eligible to participate in any of the Finals.
- (g) The Final series will be played over 3 weeks
- (h) Home ground advantage for grades B-D will be scheduled for week 1 of Semi Finals. A grade semi-final will be scheduled at the best turf pitch available. All final matches will be played on mutual grounds at the best pitches available.
- (i) Semi-Finals shall be played and contested by the four teams having the highest number of competition points, with the ultimate placing being determined, if necessary, by net run rate.
 - (j) Week 1 (Semi Final)
 - Game 1 - Team 1 plays Team 2
 - Game 2 - Team 3 plays Team 4
 - (ii) Week 2 (Preliminary Final)
 - Game 3 - Loser Game 1 v Winner Game 2
 - (iii) Week 3 (Grand Final)
 - Winner Game 1 v Winner Game 3
 - (iv) Week 4 (Backup day if Grand Final is cancelled in Week 3)
- (i) In the event of a tie or wash-out in Week 1 or 2 (Semi Final and Preliminary Final), the teams from the contesting sides having the higher position on the points table shall advance. The lowest side is knocked out.
- (k) Teams that forfeit a semi-final or preliminary final shall be withdrawn from participating any further in the Final Series.
- (l) Should weather conditions necessitate the cancellation of the Grand Final in both Weeks 2 and 3, then the two teams competing in the Grand Final, shall be known as 'Joint Major Premiers'.

18. DEFAULTERS

- (a) A default shall mean a failure to pay an amount owing for entry fees, subscriptions, competition fees, umpiring fees, registration fees, fines and levies imposed in accordance with Club or Association Rules, tickets for social functions properly issued by the Association to a Club or by a Club to a player, and all other payments or dues provided for in Association or Club rules.
- (b) Where a Club is in default to the Association, disbands or withdraws from the Association, each registered player shall contribute one-tenth of the amount owing by the Club.
- (c) Where a member of a Club is posted as a defaulter by his/her Club, the Association shall investigate and satisfy itself that the member in question is liable for the amount claimed.

19. ALTERATIONS TO RULES

- (a) Any Rule in this Rule Book may be repealed, altered or amended, or any new Rule added, by the consent of a majority of those present and entitled to vote at an Annual General Meeting of this Association, or by electronic voting whereby these rules will be sent out to all clubs by the Secretary, or as deemed essential for the management of the competition by the CNSW Administrator in season 24/25 only.

TABLE SHOWING THE NUMBER OF OVERS TO BE DEDUCTED AND THE REVISED FINISHING TIMES IN ACCORDANCE WITH RULE 2 (f) (iv)

FIRST INNINGS - All Grades

Time Lost	Overs Deducted	1st Innings Commences	1st Innings Finishes	Overs to Be Bowled
0 Minutes	0	1:00pm	3:25pm	35
8 Minutes	1	1:08pm	3:29pm	34
16 Minutes	2	1:16pm	3:33pm	33
24 Minutes	3	1:24pm	3:37pm	32
32 Minutes	4	1:32pm	3:41pm	31
40 Minutes	5	1:40pm	3:45pm	30
48 Minutes	6	1:48pm	3:49pm	29
56 Minutes	7	1:56pm	3:53pm	28
64 Minutes	8	2:04pm	3:57pm	27
72 Minutes	9	2:12pm	4:01pm	26
80 Minutes	10	2:20pm	4:05pm	25
88 Minutes	11	2:28pm	4:09pm	24
96 Minutes	12	2:36pm	4:13pm	23
104 Minutes	13	2:44pm	4:17pm	22
112 Minutes	14	2:52pm	4:21pm	21
120 Minutes	15	4:00pm	4:25pm	20

If lost time exceeds 120 minutes the Game is declared a Draw.
The finish times shown are for one drink break.