

# Seymour District Cricket Association Inc. Rules

## PlayHQ

Live scoring for all A Grade fixtured games and finals. Live scoring for all grades in finals. SDCA match scores will be entered on PlayHQ for all grades.

1. All grades – senior and junior – are required to enter team selection, players, scores, and vote counts into PlayHQ for every game played within the SDCA.
2. **Senior Grades:**
  - Team selections must be entered no later than 2 hours before the start of play.
  - Player scores and vote counts must be entered no later than 8:00 pm on the Sunday night immediately following each game.
3. **Junior Grades:**
  - Team selections must be entered no later than 2 hours before the start of play.
  - Player scores and vote counts must be entered no later than 8:00 pm on the Sunday night immediately following each game.
4. Each team is responsible for entering their respective individual player scores.
5. The PlayHQ administrator(s) may lock all matches after 8:30 pm on Sunday nights immediately following each game and will report any non-compliance to the SDCA Secretary.
6. Any club failing to comply with any of these regulations will be subject to penalties of \$10.00 per offence, which shall be payable to the SDCA.

## **Duties of Clubs**

1. Home teams are responsible for afternoon tea, wicket preparation, stumps, etc.

# 1. CONDUCT OF MATCHES

1.1 All matches shall be played in accordance with the Laws of Cricket as recognised by the MCC and any experimental laws adopted by Cricket Victoria and the VCCL, except insofar as same are hereafter amended.

1.2 All competition matches shall:

- (a) Be played on wickets approved by the Executive Committee of the Seymour and District Cricket Association Inc. ("SDCA").
- (b) Be a program of one- or two-day matches approved by an Annual General Meeting of the SDCA.
- (c) Be played on one ground unless otherwise approved by the Executive Committee of the SDCA.
- (d) If abandoned or postponed, be rescheduled if required by the Executive Committee of the SDCA.
- (e) Require any club seeking postponement to provide the full facts, in writing, to the Executive Committee of the SDCA.
- (f) When not played out, be decided on the first innings.
- (g) The designated cricket season for Victoria is from 1 October to 31 March, and registered SDCA players should be available for club and associated matches during that period. In extraordinary circumstances, registered SDCA players may be required to play outside the dates of the aforementioned designated cricket season.

1.3 Teams shall toss for choice of innings a minimum of ten minutes before the commencement of play. Any team not ready to toss shall forfeit the toss.

1.4 Before tossing for choice of innings, the Captains of each team shall either provide a written team list for that match or confirm that the teams available on PlayHQ at the toss are correct. Having done so, no alteration can be made once the toss has been decided.

1.5 Twelve (12) players may be named in each team; however, only eleven of these players shall be permitted to bowl or keep wicket, i.e., the batting twelfth man and bowling twelfth man may be two different players. The team declaration form must indicate which player will not bat and which player will not bowl or keep wickets.

1.6 A player selected to play in a scheduled match in the SDCA shall not be dropped more than one grade in consecutive matches, including in the event of the team in which he was selected having a bye in the following scheduled match.

1.7 The home team is to enter the match result on PlayHQ for Senior Grades and Junior Grades no later than 8:00 pm on the Sunday night immediately following each game. The visiting side is to confirm the scores.

1.8 Any ball pitched outside the matting, between the matting, or on the centre binding of the matting shall be called a 'NO BALL'.

1.9 Afternoon tea shall be a break of 15 minutes for one-day matches and 20 minutes for two-day matches. Afternoon tea shall be provided by the home team in senior matches.

1.10 In matches where umpires have not been appointed, decisions on the fitness of playing conditions shall be made by the Captains.

1.11 In the event of a side having a bye in the A Grade draw, that club must provide, on request, an umpire for that round of matches at the request of the coordinator of umpiring or the SDCA executive.

1.12 All central umpires in SDCA matches must be 18 years of age or older.

1.13 The batting team shall provide two (2) umpires from their playing group as appointed by the captain in the event of an SDCA umpire not being provided.

1.14 Umpires' fees are \$200.00 per day for home and away matches, semi-finals, and finals, as well as for Junior Country Week matches and Northern Rivers Shield, Under 17, and Under 15 matches. For all semi-final games (senior & junior), umpires will be paid by the sides playing in the matches. The grand final umpires will be paid \$200.00 per day by the SDCA.

1.15 Umpires' fees are \$100.00 per T20 game irrespective of the grade.

## 2. HEAT RULE

2.1 On the day before scheduled play, if the Bureau of Meteorology (BOM) is forecasting 41+ degrees for Seymour, the round will be cancelled for all grades.

2.2 The points from these cancelled games can be classed as a drawn match for a one-day game. For a two-day game, if the first day is affected, the match can become a one-day game under one-day conditions. If it is a two-day game and the second day produces no result, then the match can be drawn.

2.3 An approved thermometer supplied by the SDCA must be used in all cases where cricket is played on days of extreme heat under the auspices of the SDCA.

2.4 The thermometer must be used in accordance with the instructions governing the device as implemented by the SDCA executive.

2.5 In the event of extreme heat conditions, readings must be taken prior to the commencement of play and prior to the start of each subsequent session. Either captain may request the umpire to take a reading during any scheduled drinks break. If no umpire is present, a request for a further reading during a scheduled drinks break should be made to the opposing captain.

2.6 Each captain and any designated umpire must be present while the reading is taken.

### Heat Policy

2.7 If the temperature reading exceeds 40 degrees Celsius, play must cease. This decision is to be taken by the presiding umpire. If a game is not controlled by a designated umpire, it is the responsibility of each captain to enforce the cessation of play.

2.8 Once play has been suspended, temperature readings should be taken at reasonable intervals. When the temperature returns to 40 degrees Celsius or below, play shall resume.

2.9 Rules regarding loss of play due to heat should be interpreted in the same way as rules for loss of play during inclement weather.

## 3. RULES OF ONE-DAY MATCHES

### FIELD RESTRICTIONS FOR A & B GRADE ONE-DAY GAMES

There are three levels of fielding restrictions:

In the first 10 overs of an innings, the fielding team may have at most two fielders outside the 30-yard circle.

Between overs 11 and 35, four fielders are allowed outside the 30-yard circle.

In the final 10 overs, five fielders are allowed outside the 30-yard circle.

All grounds must have an inner circle marked for one-day games.

### 3.1 HOURS OF PLAY

A, B & C Grades – 12.30pm to 6.20pm. Afternoon tea shall be taken between 3.20pm and 3.35pm, except as provided by these rules.

Length of Innings – First Batting Side (Uninterrupted Innings)

3.2 If not delayed, interrupted, or terminated early, the innings of the side batting first shall be compulsorily closed after:

- 45 consecutive overs in A and B Grade,
- 40 consecutive overs in C Grade,
- or at 3.20pm, whichever comes first.

Interrupted Innings

3.3 If time is lost during the first batting side's innings, the relevant batting time shall be reduced by 4 minutes per over, as shown in the calculation table in clause 3.10.

Over Reduction Limit

3.4 If the total time lost during the first batting side's innings reduces the number of overs to less than 20 completed overs, the match shall be abandoned.

Length of Innings – Second Batting Side (Uninterrupted Innings)

3.5 If the innings of the first batting side is compulsorily closed, the second batting side, if not dismissed, shall be entitled to the same number of overs as the first batting side.

3.6 If the first batting side is dismissed before the scheduled compulsory closure, the second batting side shall be entitled to:

- 45 overs in A and B Grade
- 40 overs in C Grade

Interrupted Innings

3.7 When the second batting side's innings is interrupted, if the number of overs that can be bowled in the remaining time (see calculation table in clause 3.10) is less than its entitlement under clause 3.3, the match may continue.

Drawn Match

3.8 If the second batting side receives fewer than 20 completed overs and no other result has been obtained, the match shall be drawn. If the second batting side is entitled to fewer overs than the first batting side and has not surpassed the first side's score at the completion of its allotted overs, the match shall be drawn.

Delayed Start

3.9 If play does not commence on time due to adverse weather conditions:

(a) The umpires or captains shall decide a new starting time and determine the time remaining for play, using an estimated finishing time of 6.00pm, allowing 10 minutes between innings and a 15-minute interval at 3.20pm. (Note: The 6.00pm finishing time is for calculation

purposes only.)

(b) The umpires or captains will determine the number of overs per team by dividing the remaining time into two and allowing one over per four minutes, as per the calculation table in clause 3.10.

(c) The match shall proceed under these conditions if there is sufficient time for at least 20 overs per team. Therefore, the match must start by 3.10pm.

### 3.10 Calculation Table

Mins	Overs	Mins	Overs	Mins	Overs
1-4	1	33-36	9	65-68	17
5-8	2	37-40	10	69-72	18
9-12	3	41-44	11	73-76	19
13-16	4	45-48	12	77-80	20
17-20	5	49-52	13	81-84	21
21-24	6	53-56	14	85-88	22
25-28	7	57-60	15	89-92	23
29-32	8	61-64	16	93-96	24

#### Completion of Last Over

3.11 The last over before an interval or the close of play shall be completed, without a break, even if a wicket falls.

#### Over Limits for Bowlers

3.12 A bowler in A and B Grade shall not bowl more than 9 overs, and in C Grade not more than 8 overs, of the maximum number of overs permitted for an uninterrupted innings. Where the maximum is reduced due to interruptions, the limit shall be one-fifth of the adjusted maximum overs, except for any bowler who has already exceeded the reduced limit.

#### A Grade – Free Hits

3.13 When a No Ball is bowled (any type), the batsman facing the next ball will receive a free hit. If the next ball is not a legitimate ball (i.e., wide), another free hit shall be bowled until a legitimate ball is delivered.

Note: If the same batsman who faced the original no ball faces the free hit, the fielding positions cannot change from when the no ball was bowled. If the non-striking batsman faces the free hit, the fielding positions may change, within existing fielding restrictions.

## 4. RULES FOR T20 MATCHES

### 4.1 FIELD RESTRICTIONS FOR T20 GAMES

Only two (2) fielders are permitted outside the 30-yard restricted area for the first 5 overs

Only three (3) fielders are permitted outside the 30-yard restricted area between overs

6-10. Only four (4) fielders are permitted outside the 30-yard restricted area between overs 11-15.

Only five (5) fielders are permitted outside the 30-yard restricted area between overs 16-20.

A maximum of five (5) fielders on the leg side at any time

### 4.2 HOURS OF PLAY

B Grade 12:30 – 3:00

A Grade 3:30 – 6:00

#### Length of Innings – First Batting Side (Uninterrupted Innings)

If not delayed, interrupted, or terminated early, the innings of the side batting first shall be compulsorily closed after:

- 20 consecutive overs; or
- 80 minutes of play (whichever comes first)

#### 4.3 Drawn match

If the second batting side receives fewer than 20 completed overs and no other result has been obtained, the match shall be drawn. If the second batting side is entitled to fewer overs than the first batting side and has not surpassed the first side's score at the completion of its allotted overs, the match shall be drawn.

#### 4.4 Over Reduction Limit

If the aggregate of time lost during the first batting side's innings reduces the number of overs for that innings to less than 5 completed overs, the match shall be abandoned.

#### 4.5 Delayed Start

If play does not commence on time because of adverse weather conditions, the following procedure shall apply:

The umpires or captains shall decide on a new starting time and then will determine the time remaining for play and allowing 10 minutes for a break between innings.

The umpires or captains will determine the number of overs to be bowled to each team by dividing the time remaining for play into two and allowing for one over every four minutes. If the reduction calculation results in less than 5 overs per team the match shall be abandoned.

#### 4.6 Tied match

In the event of a tie or no result, if circumstances permit, a 'Super Over' will be contested to achieve a result (replaces the Bowl Off).

The 'Super Over' is contested as follows:

One over, per team, is bowled after the conclusion of a T20 game that ends in a tie.

Each team decides on one bowler to bowl and three batters to bat during this one over game.

The team batting second in the match, will bat first in the Super Over.

The umpires shall stand at the same end as that in which they finished the match.

The umpires shall choose which end to bowl from and both teams will bowl from the same end.

The same ball as used at the end of the team's innings shall be used for the Super Over.

Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.

The loss of two wickets in the Super Over ends the team's Super Over innings.

Team A's total run score from the first over is to be chased by Team B to successfully to win the match. If Team B is unable to chase this total, Team A wins.

In the case scores are level again, the team hitting the most sixes in the original 20 overs is deemed the winner. If this is also the same, the teams with more fours in the original 20 overs will win the match.

#### 4.7 Over Limits for Bowlers

A bowler shall not bowl more than 4 overs in an innings

#### 4.8 Free Hits

When a No Ball is bowled (any type), the batsman facing the next ball will receive a free hit. If the next ball is not a legitimate ball (i.e., wide), another free hit shall be bowled until a legitimate ball is delivered.

Note: If the same batsman who faced the original no ball faces the free hit, the fielding positions cannot change from when the no ball was bowled. If the non-striking batsman faces the free hit, the fielding positions may change, within existing fielding restrictions.

#### 4.9 Umpires

The umpire(s) controlling the match shall change ends every five (5) overs.

## 5. RULES FOR TWO-DAY MATCHES

### 5.1 HOURS OF PLAY: 1.00pm – 6.00pm

Afternoon tea shall be taken between 3.20pm and 3.40pm. If an innings closes after 3.05pm, tea shall be taken immediately, with one drink break per session. If the umpires are in position before 6.00pm, an over shall be commenced and completed, irrespective of the number of wickets that fall on either day.

### 5.2 Length of Innings

(a) The innings of the side batting first, if not otherwise terminated, shall be compulsorily closed on the completion of at least 80 overs or when the time reaches 6.00pm, whichever is later.

(b) If the innings of the first batting side is compulsorily closed, the second batting side, if not dismissed, shall be entitled to bat for the same number of overs bowled as the first batting side.

(c) If the innings of the first batting side is completed other than by compulsory closure, the second batting side, if not dismissed, shall be entitled to bat for the same number of overs as the first batting side or for 80 overs, whichever is greater, and any further overs until the scheduled end of the match.

(d) At the completion of the first innings of each side, a 10-minute break shall be taken. Play shall resume until 5.30pm, at which time play may cease if both captains agree. If both captains disagree, play shall continue until 6.00pm.

### 5.3 Player Substitution

At the time of submitting team sheets, A Grade captains may nominate a maximum of two players who shall be permitted to fully replace any other selected player for all two-day games, except finals matches, in accordance with the following:

Scenario One: A player (X) is unavailable for the first day of a two-day game.

(i) The first eleven players named in a team are to take the field on the first day.

(ii) The replaced (Y) player and the replacing (X) player must be identified on the team sheet prior to the start of the match. The replacement must occur.

(iii) The replacing player (X) must not play in any lower grade on the day corresponding to the first day of the match.

(iv) The replaced player (Y) may play in any lower grade on the day corresponding to the second day of the match.

(v) The replacing player (X) may take part in the match as if selected in the original team, i.e., X may bat, bowl, and/or wicket keep for Y. If Y is batting and not out overnight, he remains not out, and X can bat. The team must lose 10 wickets to be deemed all out. If Y has been dismissed on Day 1 and the innings continues into Day 2, X cannot bat in that innings.

(vi) If team sheets are not completed or exchanged prior to the start of play on the first day, the team taking the field on the first day will be the team, and no replacements will be allowed.

Scenario Two: A player (X) is unavailable for the second day of a two-day game.

(i) The first eleven players named in a team are to take the field on the first day.

(ii) The replaced player (X) and the replacing player (Y) must be named on the team sheet prior to the start of the match.

- (iii) The replaced player (X) may not be named as a player in any other grade for the second day.
- (iv) The replacing player (Y) must play on the second day in the match for which he has been named as a replacement for X.
- (v) Y may come from the immediate lower grade that started a match on the corresponding first day.
- (vi) Y may take part in the match as if selected in the original team, i.e., Y may bat, bowl, and/or wicket keep for X. If X is batting and not out overnight, he remains not out, and Y can bat. The team must lose 10 wickets to be deemed all out. If X has been dismissed on Day 1 and the innings continues into Day 2, Y cannot bat in that innings.
- (vii) If team sheets are not completed or exchanged prior to the start of play on the first day, the team taking the field on the first day will be the team, and no replacements will be allowed.

#### 5.4 Adverse Weather

If no play is possible on the first day due to adverse weather, the match shall become a one-day game under one-day conditions (not applicable to final matches). If a two-day match is interrupted by adverse weather for more than 30 minutes on either day, the game shall revert to ordinary conditions. If a first-innings decision is not reached by 6.00pm on the second day under ordinary conditions, the match shall be drawn.

#### 5.5 Follow On

The side batting first and leading by at least 100 runs in a two-day match shall have the option of inviting the other side to follow on. The captain of the side batting first may declare the innings closed during the first day's play, with a 10-minute break between innings.

#### 5.6 Ball

A new ball shall be used in the first innings, with the option of a second-hand ball in the second innings.

## 6. FINALS

### Eligibility

6.1 A Grade 1-Day Final – A player must have played two (2) matches in the current season for the club to be eligible to play in the A Grade 1-Day Final if two-day games are included in the fixture.

6.2 A player shall not be eligible to play final series matches unless he has played five (5) playing days or more with the club during the current season. During the current season, a player who has played District 1, 2, 3, or Sub-District 1, 2 and returns to the SDCA must participate in a minimum of five (5) playing days.

### 6.3

(a) To qualify for finals, players must play five (5) games for that club. To be eligible for B Grade finals, players must have played the majority of their games for that club in that grade. For example, if a player has played 2 games in A Grade and 3 games in B Grade (total 5 games), they are eligible to play B Grade finals.

(b) No player who has played A or B Grade shall play in the final series with C Grade unless he has played five (5) days or more in C Grade during the current season. If a player has played more than half the scheduled days in the higher grade (i.e., A and/or B), that player cannot play in the C Grade finals. These restrictions do not apply if A, B, and C Grades are playing. A player can play in a higher grade during finals provided the player has qualified under Rule 5.1.

(c) When a club has more than one team in the same grade, the team for which the player has played five (5) games first shall be the side for which the player is eligible in finals. This rule does not apply if both or all teams representing the club are playing in finals in the same round. (If a player has met finals eligibility of 5 games in that grade, but no more than 5 games for either side, that player is eligible to play in either side for finals, but cannot play in both.

(d) All games played on a season permit in SDCA junior competitions count as qualification games for finals eligibility purposes.

(e) To be eligible for T20 finals day, players must have played a minimum of three games with their club in the regular season. To qualify for the B Grade final, a player must have participated in more than half of their total matches for the season in B Grade.

(f) Players named for a game that is forfeited during the season will have that game counted towards finals eligibility in that grade, provided the player did not play for another team or grade within the club that round.

(g) A complete washout or a bye will not be included as a match for the purpose of eligibility to play in finals.

#### Conduct of Matches

6.4 At the end of home and away matches, the first four teams play off: 1st vs 4th on the ground chosen by the 1st team, and 2nd vs 3rd on the ground chosen by the 2nd team.

(a) A Grade semi-finals shall be played over two days if the regular season includes two-day fixtures.

(b) B Grade semi-finals shall be one-day matches. If interrupted by adverse weather, the Sunday following the scheduled semi-final will be made a Reserve Day.

(c) The Grand Final of A Grade shall be played over two days, in the same format as the home and away matches (1.00pm – 6.00pm, 80 overs) if two-day cricket is included in the fixture. If interrupted by adverse weather, the following Saturday and Sunday (where scheduled) can be used to complete the match. If the fixture does not include two-day games, A Grade finals will follow the one-day Grand Final format outlined in 5.3(d).

(d) The Grand Final of B Grade shall be a one-day game, in the same format as the home and away matches (12.30pm – 6.20pm, 45 overs). If interrupted by adverse weather, the following Saturday (where scheduled) can be used to complete the match.

(e) C Grade and/or lower grade semi-finals and Grand Finals will be played in the same format as the home and away matches (1.00pm – 6.20pm, 40 overs). If C Grade semi-finals are interrupted by adverse weather, the Sunday following the scheduled semi-final will be made a Reserve Day.

(f) If the C Grade and/or lower grade Grand Final is interrupted by adverse weather, a Reserve Day set at the start of the season can be used to complete the match. This also applies to Under-16 and Under-14 Grand Finals.

(g) If a final is drawn as a result of a first-innings tie, the side that finished higher on the ladder at the end of the home and away series shall be deemed the winner.

#### Finals Venues

5.4 A and B Grade finals shall be played on turf where possible. C Grade and/or lower grade Grand Finals shall be played on any approved wicket. The SDCA executive shall approve chosen grounds.

## 7. POINTS

7.1 The following competition points apply:

<b>Result</b>	<b>Points</b>
Outright win, if the winning team leads on 1st innings	10 pts
Outright win, where the first innings is a tie	8 pts
First innings win	6 pts
Outright win, if the winning team is behind on the first innings	6 pts
Outright tie	5 pts
First innings lead (these points are retained if beaten outright)	4 pts
Tie on first innings	3 pts
Outright loss after a tie on the first innings	2 pts
Drawn match	3 pts
Walkover/Bye: Maximum points for that grade in that round	3 pts

## 8. CONDITION OF GROUNDS

8.1 If the SDCA Executive decides that a majority of the grounds in a particular grade are unfit for play, all games in that grade will be cancelled for the round. This decision must be made no later than 11:00 am on match day. This rule applies independently to all senior grades.

8.2 On the first day, if the grounds committee has not cancelled all SDCA matches for the day, the fitness of the pitch, ground, weather, and light for the commencement of play shall be judged solely by the umpires or captains. On the second day, this responsibility rests solely with the umpires or captains, having regard to notes (c) and (d) to Law 3 of the Laws of Cricket. If a club or player disputes the decision of the umpires or captains, that club or player may be fined up to \$50.00, suspended, or both.

8.3 The SDCA Executive is also responsible for the approval of covers and the monitoring of their use as defined in Rule 15.

## 9. REGISTRATION

9.1 Before a player can play in an open-age team of an affiliated SDCA club, he must be registered with that club through PlayHQ.

9.2 Any winning team violating Rule 8.1 shall forfeit the match concerned, and the opposing team shall be awarded the maximum points gained by any team in that round. Teams shall be fined \$50.00 per offending player. This rule applies independently to all grades.

9.3 Games played on a permit granted through PlayHQ count toward finals eligibility, provided the player is fully cleared to the club they are playing finals for by January 15.

## 10. CLEARANCES

10.1 Clearances shall open on 20 August each year.

10.2 No registered player of a club within the SDCA may change clubs without obtaining a clearance. This clearance shall be processed within seven (7) days from the time the SDCA Secretary provides it to the club concerned. If the clearance application is refused, the player may apply for another clearance, which shall also be processed within seven (7) days. If the club refuses the second application, the player may appeal to the SDCA, which shall refer the clearance to be heard and determined by the Independent Tribunal.

10.3 Clearances will close with the SDCA Secretary on 15 January of each season. Any application lodged after 15 January shall be invalid and not considered. All applications lodged on or before 15 January shall be dealt with in the normal manner.

10.4 Any club affiliated with the SDCA having a junior team shall be permitted to play such juniors in senior teams without a clearance or permit.

## 11. PLAYERS' CONDUCT

11.1 An official umpire, senior team captain, or junior coach may report any player for misbehaviour.

11.2 A written or verbal statement specifying the player reported and the nature of the report shall be lodged with the SDCA Secretary within 48 hours after the completion of the match.

11.3 Using the SDCA Player Misconduct Matrix, the SDCA Secretary will conduct a preliminary investigation, determine the guilt or otherwise of a reported player, and, in the event of a guilty verdict, provide notice of a penalty in written form.

11.4 Should the penalised player seek to appeal the decision, the matter may be heard by an Independent Tribunal. All parties involved shall be notified by the SDCA Secretary of the time and place of the Independent Tribunal hearing. This hearing shall be held within five (5) clear days of receipt of the report by the SDCA Secretary.

Behaviours that may be of a reportable nature include, but are not limited to:

- (a) The use of offensive language
- (b) Questioning or disputing the umpire's decision
- (c) Excessive frivolous or ridiculous appeals
- (d) Equipment abuse and send-offs

11.5 Breaches

(a) Serious breaches of misbehaviour will see the player immediately reported by the umpire(s) controlling the match (refer SDCA Rule 10 regarding Reporting Players).

(b) In the event that a player in any SDCA-sanctioned A, B, or C grade game (including any special fixture outside of the ordinary competition) is reported for an act of misconduct, the captain of that player's team shall be required to appear before the same tribunal as the charged player, or before the SDCA Executive if the captain is unable to be present at the original hearing. In considering any submission made by or on behalf of the captain, the tribunal or executive members will take into account the actions or inactions of the captain in controlling the conduct of the reported player.

Should the hearing body find that the captain failed in his duty to ensure the conduct of his players and failed to show good cause as to why, the captain shall be suspended from play as follows:

#### A Grade

- First offence – two (2) playing days
- Second and subsequent offence – four (4) playing days

#### B & C Grade

- First offence – one (1) playing day
- Second and subsequent offence – two (2) playing days

(c) For less serious breaches, where an umpire speaks to a player regarding his behaviour but does not believe a report is necessary, the incident will be noted and sent to the SDCA Secretary. Should a player be noted on three occasions during the season, he may be called to appear before the SDCA tribunal to explain his behaviour.

(d) In both instances, should a player be found guilty of an act of misconduct, he shall be liable for a suspension as determined by the tribunal.

(e) A player suspended for two games or more may only use one 20/20 match (where two or more 20/20 matches are scheduled on the same day) towards completion of their suspension.

(f) Players must serve their suspension in the grade in which they were suspended.

## 12. APPEALS

12.1 Any protests or disputes shall be lodged with the SDCA Secretary by 6.00 pm on the Thursday following the match in question and be accompanied by a deposit of \$200.00.

12.2 All protests or disputes shall be decided by the Independent Tribunal. If the tribunal considers that such a dispute or protest is frivolous or groundless, it may order the forfeiture of the deposit.

## 13. INDEPENDENT TRIBUNAL

12.1 The Independent Tribunal has the power to hear and determine all disputes, protests, and player conduct matters.

12.2 The Independent Tribunal panel process is governed by Cricket Victoria.

## 14. FORFEITS

Any side that does not notify the opposing President, Secretary, or Captain by 10.30 am on playing days that they intend to forfeit will be fined a maximum of \$50.00, or at the discretion of the SDCA Executive Committee.

In the event of a club withdrawing a team from the competition or forfeiting a game during the season, the club must withdraw or forfeit its lowest-grade team and notify the SDCA Secretary.

If a side forfeits on the first day of a two-day match and that round subsequently becomes a washout, the side receiving the forfeit shall be eligible for a minimum of six points.

## 15. FINES

15.1 When clubs are fined, fines are payable within seven (7) days from receipt of the invoice from the SDCA Treasurer or a letter from the SDCA Secretary. If the fine is not paid within seven (7) days, the fine will be doubled and points will be lost.

The fines are as follows:

(a) Affiliation Fees – If not paid by 1st October, the club will be fined at the discretion of the executive and no points will be allocated until paid.

(b) Executive Meetings – If a club is not represented at a meeting, the fine will be \$50.00.

(c) Unregistered Player – A fine of \$50.00 will apply to the losing team for playing each unregistered player.

(d) Disputing Decision – Any winning team violating Rule 7.2 shall lose the match concerned, and the opposing team shall be awarded the maximum points gained by any team in that round. Any losing team shall be fined \$50.00 per offending player. This rule applies independently to all grades.

(e) Forfeits – See Rule 13.

(f) Uniform – Any club may be fined \$20.00 per player if the player is not wearing the club's uniform shirt during play.

(g) PlayHQ – Any club failing to comply with regulations set out in the Notice to Captains and Secretaries will be subject to penalties of \$10.00 per offence.

## 16. COVERS

16.1 Each club shall obtain covers as specified and approved by the SDCA Executive.

16.2 Specifications for covers to meet the approval of the SDCA Executive are as follows:

(a) Quality – Minimum standard shall be durable plastic sheeting.

(b) Minimum size – Length 28 metres, Width 7 metres.

(c) Fixing materials – Length 28 metres, Width 7 metres.

(d) Underlay material – The use of underlay material shall be optional, noting that the use shall be consistent in the period prior to each day of a two-day match.

(e) Maintenance – Any covers deemed defective at any time shall be repaired or replaced.

16.3 The covers shall be used for all matches, including finals, drawn to be played on turf wickets under the control of the SDCA clubs. This includes all senior grade matches and representative matches.

16.4 The covers shall be laid by dusk on the evening prior to match day. The President and

Secretary of the SDCA have the power to waive the provision of laying the covers by dusk.

16.5 On any match day, covers shall be removed at the discretion of the home club with regard to the prevailing weather conditions. In good conditions, the covers shall be removed no later than 8.30 am. The covers shall be re-laid on the morning of any playing day should weather conditions necessitate.

16.6 The umpires or captains shall assume control thirty (30) minutes prior to the scheduled starting time for play and shall make all decisions regarding the use of covers after this time.

16.7 With the exception of clauses 15.4 and 15.5, at all other times the home club is permitted (indeed encouraged) to use the covers at its discretion in order to obtain the best possible conditions for play on each match day.

16.8 Until the scheduled time for the start of play, the home club shall be responsible for providing the labour necessary for the laying or removal of the covers.

16.9 After play has commenced, the covers may be used as directed by the umpires or captains. Should the umpires or captains decide that the covers be used during the course of the match, it will be the responsibility of both competing teams to assist with any labour required.

16.10 With respect to finals matches, the SDCA Executive will monitor the ground conditions and the prevailing and predicted weather conditions at the finals venues. The SDCA Executive shall be empowered to direct the home or host club to use covers at any time in the week preceding any day of the match. In the absence of any specific direction from the SDCA Executive, the above conditions shall be applicable. The SDCA Executive Committee shall have the power to take any action deemed appropriate against any club failing to abide by this direction.

16.11 If any club fails to comply with the provisions of these regulations, or if any dispute arises out of the use of covers, the Independent Tribunal of the SDCA will be convened.

## 17. CRICKET ATTIRE

### 17.1 Helmets

In all SDCA sanctioned competitions and training sessions:

Batters – Must wear a British Standard 7928:2013 compliant helmet at all times when batting.

Wicketkeeping – Must wear a British Standard 7928:2013 compliant helmet when keeping up to the stumps.

Fielding – Must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease along the middle stump line, with the exemption of any fielding position behind square of the wicket on the offside.

17.2 Coloured clothing is to be worn in all A Grade matches, with coloured tops optional in lower grade and junior cricket, provided agreement has been secured from the opposition team.

17.3 Caps shall be in club colours, association or zone colours. Hats shall be white or club colours.

17.4 Spike footwear is not permitted on matting or synthetic wickets.

17.5 All players in A & B Grade shall wear the same uniform shirt on a given day.

## 18. EXECUTIVE MEETINGS

18.1 Clubs shall be represented at SDCA Executive Meetings either by Executive Members or a proxy.

18.2 The Executive Officers of the Association have the power to meet in an urgent situation to make decisions regarding grounds and interpretation of rules.

## 19. BOWLING LIMITATIONS FOR JUNIOR PLAYERS

### 19.1 Bowling Type Definition

Bowlers of medium pace or faster, as determined by the umpire, are broadly defined as those for whom the wicketkeeper would normally stand back, who are not considered spinners.

### 19.2 Age of Player

A player's age shall be determined as of 1st September preceding a cricket season, and the appropriate bowling limitations shall apply to the player for that entire season regardless of the age group or level of competition being played.

### 19.3 Bowling Limitations

Age Group	Consecutive Overs	Daily Quota
Under 19	8	20
Under 17	6	16
Under 15	5	10
Under 14	4	8

A part of an over bowled shall be treated as one full over in the limit for any underage bowler concerned in the over.

### 19.4 Break between Spells

The minimum break between spells shall be at least twice the number of overs bowled in the bowler's immediate spell. A spell ends when that bowler ceases to bowl from that end.

### 19.5 Change of Bowling Type

If a bowler begins with medium pace or faster and changes to slow bowling during a day's play, that bowler remains subject to the playing conditions throughout the day. If a bowler begins with slow bowling and changes to medium or faster, the playing conditions apply from the time of the change, and any overs bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

### 19.6 Notification of Age

Captains must notify the umpires on the team sheet for the match of those players to whom this playing condition applies and provide the ages of such players.

## 20. UNDER 16 COMPETITION

20.1 All matches shall be played in accordance with the SDCA Rules of Cricket Handbook except where any rules hereafter are amended.

20.2 Where an Under 16 team is not affiliated with a senior team, they are entitled to send one delegate to the Annual General Meeting of the SDCA.

### 20.3 Registration

Male players competing in the Under 16 Competition shall complete a Registration Form including certification of date of birth. Eligible players must be under 16 years old on or before 1st September in the current season.

Female players competing in the Under 16 Competition shall complete a Registration Form including certification of date of birth. Eligible players must be under 18 years old on or before 1st September in the current season.

### 20.4 Conduct of Matches

- (a) All matches shall be one-day matches.
- (b) Times of play – 9.30am – 1.30pm.
- (c) Length of innings – 35 six-ball overs unless all out earlier. If the team batting first is dismissed before the scheduled compulsory closure of their innings, the team batting second shall be entitled to bat for 35 overs. If not delayed, interrupted, or terminated early, the innings of the side batting first shall be compulsorily closed on the completion of the bowling of 35 overs or at 11.25am, whichever comes first.
- (d) Bowlers are limited to a maximum of 7 overs each. Batsmen shall retire after 50 runs with the option of returning if required.
- (e) The home team shall supply two (2) used leather balls, either both two-piece or four-piece balls. Visiting teams have the choice of ball. If agreed between teams, new balls may be used.
- (f) New balls will be used in finals.
- (g) Each competing team shall supply one Senior Umpire (over 18 years) and one Senior Scorer (over 18 years).
- (h) Any alterations to Under 15s/16s playing formats can be made by a majority vote of delegates at SDCA meetings.

### 20.5 Adverse Weather

The Grounds Committee shall adjudicate the fitness of grounds with turf wickets for play in wet weather. If the SDCA Executive decides a majority of the grounds are unfit for play, the SDCA Executive may cancel the matches for the day or alternatively arrange for matches to be played on synthetic wickets, provided this decision is made no later than 8.30am on the morning of the match.

### 20.6 Finals

- (a) The Under 15/16 Semi-Final and Grand Final will be played the same hours as home and away matches. The finals shall be played to at least a first-innings result.
- (b) No Under 15/16 player may play in semi-finals or final matches unless he/she has played in two (2) other matches during the season.
- (c) The Under 15/16 Final Series will be played on turf wickets, weather permitting. Alternatively, two grounds may be nominated, one turf and one synthetic or matting. In case of bad weather, the SDCA Executive can switch the match to the other ground provided a decision is made by 10.00am on match day and the SDCA Executive approves these grounds.
- (d) If the Under 15/16 semi-finals are interrupted by adverse weather conditions and not completed, the two teams that finished higher on the ladder will advance to the grand final. If the grand final is interrupted by adverse weather and not completed, the team that finished

higher on the ladder shall be declared the winner.

(e) In the event of a tie in the Under 15/16 Grand Final between the two competing teams, the pennant will be awarded to the side which finished higher on the ladder at the end of the home and away season.

#### 20.7 Number of Players

Under 16 teams are permitted to play twelve players. Twelve (12) players may be named in each team; however, only eleven of these players shall participate as batsmen, and only eleven shall be permitted to bowl or keep wicket.

i.e., the batting twelfth man and the bowling twelfth man may be two different players. The team declaration form must indicate which player will not bat and which player will not bowl or keep wickets.

#### 20.8 Helmets

It is compulsory for all Under 15/16 players, when batting in all grades, to wear a helmet with a face mask and ear guards.

#### 20.9 Restricted Area (Under 15/16)

(a) The practice of fielding close to the batsman demands more judgment, concentration, and reflexes than the under-age cricketer can generally be expected to provide.

(b) Except for the wicketkeeper and slips fielders, any player eligible to play under the age of 16 should not be positioned closer to the batsman's middle stump than a distance equal to half the length of the pitch.

(c) No player may enter the restriction zone until after the ball is hit by the batsman, strikes the body or equipment of the batsman, or passes through to the wicketkeeper.

(d) If they do, the umpire at either end will signal and call "dead ball." If the player enters the restricted zone before the bowler releases the ball, the umpire should prevent the delivery of the ball.

## 21. UNDER 13/14 COMPETITION

21.1 All matches shall be played in accordance with the SDCA Rules of Cricket Handbook except where any rules hereafter are amended.

21.2 Where an Under 13/14 team is not affiliated with a senior team, they are entitled to send one delegate to the Annual General Meeting of the SDCA.

#### 21.3 Registration

Male players competing in the Under 13/14 Competition shall complete a Registration Form including certification of date of birth. Eligible players must be under 13/14 years old on or before 1st September in the current season.

Female players competing in the Under 13/14 Competition shall complete a Registration Form including certification of date of birth. Eligible players must be under 15/16 years old on or before 1st September in the current season.

#### 21.4 Conduct of Matches – Under 14s

(a) All matches shall be one-day matches.

(b) Times of play – 8.30am – 11.00am.

(c) Length of innings – each team must bowl no more than 25 six-ball overs in the time allocated.

(d) If the team batting first is dismissed prior to completing their 25 overs, the team batting second can claim the remaining overs plus the allocated 25 overs or time, whichever comes

first. Bowlers are limited to a maximum of 1/5th of the overs each.

(e) The home team shall supply two (2) used leather balls, either both two-piece or four-piece balls. Visiting teams have the choice of ball. If agreed between teams, new balls may be used. New balls will be used in finals.

(f) Each team competing shall supply one senior umpire (over 18 years) and one senior scorer (over 18 years).

(g) No over shall consist of more than 8 balls; no matter how many no-balls or wides are bowled in an over, it will be called after 8 balls. All no-balls and wides are still to be called.

(h) The exception to point (g) is the final 2 overs of the innings. All no-balls and/or wides bowled during these 2 overs are to be re-bowled.

(i) The first half of the innings is to be bowled from one end with the batsmen changing ends between overs.

(j) At the halfway mark of the innings, the fielding team will change ends.

(k) Teams can use up to 10 bowlers. The bowlers may be different from the nominated 11 batters but must be nominated prior to the start of play.

(l) A batsman shall retire after scoring 30 runs but can return at the loss of all team wickets.

(m) Any alterations to Under 13s/14s playing formats can be made by a majority vote of delegates at SDCA meetings.

#### 21.5 Conduct of Matches – Under 13s

(a) All matches shall be one-day matches.

(b) Times of play – 8.30am – 11.00am.

(c) Length of innings – each team must bowl no more than 25 six-ball overs in the time allocated.

(d) The length of the pitch is to be 18 metres

(e) If the team batting first is dismissed prior to completing their 25 overs, the team batting second can claim the remaining overs plus the allocated 25 overs or time, whichever comes first.

(f) In the home and away season, all players (excluding wicket keepers) must bowl 2 overs before any singular player can bowl a third over. All players must then bowl three overs before a player may bowl a fourth over. In finals, all players (excluding wicket keepers) must bowl 2 overs and may then bowl another 2 overs. This is a variance from the in-season rule which requires all players to bowl 3 before they can bowl 4.

(g) The home team shall supply two (2) used leather balls, either both two-piece or four-piece balls. Visiting teams have the choice of ball. If agreed between teams, new balls may be used. New balls will be used in finals.

(h) Each team competing shall supply one senior umpire (over 18 years) and one senior scorer (over 18 years).

(i) No over shall consist of more than 8 balls; no matter how many no-balls or wides are bowled in an over, it will be called after 8 balls. All no-balls and wides are still to be called.

(j) The exception to point (i) is the final 2 overs of the innings. All no-balls and/or wides bowled during these 2 overs are to be re-bowled.

(k) Each innings is to be bowled from one end with the batsmen changing ends between overs.

(l) Teams can use up to 10 bowlers. The bowlers may be different from the nominated 11 batters but must be nominated prior to the start of play.

(m) A batsman shall retire after facing 20 balls but can return at the loss of all team wickets. If a player returns to the crease following retirement, they may face an additional 20 balls before the retirement rule applies again unless the team only has one wicket remaining.

(n) Any alterations to Under 13s/14s playing formats can be made by a majority vote of delegates at SDCA meetings.

#### 21.6 Adverse Weather

If the ground is unfit for play due to adverse weather conditions on the scheduled day, the match may be rescheduled if the clubs involved can make suitable arrangements to do so. This must be done prior to the commencement of the next round of matches. If the match is abandoned, the match will be considered a draw.

### 21.7 Finals

(a) The Under 13/14 Semi-Final and Grand Final will be played during the same hours as home and away matches. The finals shall be played to at least a first-innings result.

(b) No Under 13/14 player may play in semi-finals or final matches unless he/she has played in two (2) other matches during the season.

(c) If the semi-finals are interrupted by adverse weather conditions and not completed, the two teams that finished higher on the ladder will advance to the grand final. If the grand final is interrupted by adverse weather conditions and not completed, the team that finished higher on the ladder shall be declared the winner.

(d) In the event of a tie in the Under 13/14 Grand Final between the two competing teams, the pennant will be awarded to the side which finished higher on the ladder at the end of the home and away season.

### 21.8 Number of Players

Under 13/14 teams are permitted to play twelve players. Twelve (12) players may be named in each team; however, only eleven (in Under 14s) or nine (in Under 13s) of these players shall participate as batsmen, and only eleven shall be permitted to bowl or keep wicket.

i.e., the batting twelfth man and the bowling twelfth man may be two different players. The team declaration form must indicate which player will not bat and which player will not bowl or keep wickets.

### 21.9 Helmets

It is compulsory for all Under 13/14 players, when batting in all grades, to wear a helmet with a face mask and ear guards. Notes or requests from parents/guardians seeking an exemption to this Rule will not be accepted.

### 21.10 Restricted Area (Under 14)

(a) Except for the wicketkeeper and slips fielders, any player eligible to play under the age of 14 should not be positioned closer to the batsman's middle stump than a distance equal to half the length of the pitch.

(b) No player may enter the restriction zone until after the ball is hit by the batsman, strikes the body or equipment of the batsman, or passes through to the wicketkeeper.

(c) If they do, the umpire at either end will signal and call "dead ball." If the player enters the restricted zone before the bowler releases the ball, the umpire should prevent the delivery of the ball. The restricted zone should be marked either by lines or suitably placed disks or markers.

### 21.10 Pitch and Ground Dimensions

(a) The pitch shall be 18 metres long using a portable set of stumps at one end

(b) The boundary is to be 45metres measured from the centre of the pitch

## 22. UNDER 11/12 COMPETITION

22.1 The Under 11/12 non-competitive grade is intended as a grade where players can adapt cricket skills in simulated match conditions to develop into more skilled players at a later age. The aim is to provide these players with an enjoyable game of cricket under conditions appropriate to their level of development.

### 22.2 Player Safety

All batsmen and wicketkeepers shall wear approved headgear (face mask and ear guards). It may be optional for the wicketkeepers.

### 22.3 Fielding Restriction

No fielder shall field within 9 metres of the bat forward of the wicket or on the leg side around to the wicketkeeper.

#### 22.4 Registration

Player registration is not necessary for this grade. However, a player must be registered if he/she is playing in a higher grade. Free interchange of players between clubs is permitted. Games played in non-competitive grades do not qualify a player for finals in a higher grade.

#### 22.5 Match Result Sheet

Match result sheets or scorebooks are not required for this grade.

#### 22.6 Trophies

There will be no SDCA trophies for this grade. Players will be eligible for club trophies at the discretion of the club.

#### 22.7 Number of Players

The competition will be played under Stage 1 junior cricket rules. There is no official restriction on the number of players that can bat or bowl during the day.

#### 22.8 Conduct of Matches

(a) All matches are one-day games to be played on Friday evenings (Daylight Savings) or any evening of the week or Saturday morning, if agreeable by the junior coaches and/or SDCA sub-committee.

(b) Hours of Play: Friday evenings 6.00pm–8.15pm (Daylight Savings); Saturday morning 8.45am–11.00am.

(c) Number of Overs: 20 overs to be bowled by each side.

(d) To minimise delays between overs, overs are to be bowled consecutively from one end. No over shall consist of more than 8 balls. This means no matter how many no-balls or wides are bowled in an over, the over will be called after 8 balls. All players other than the wicketkeeper must bowl at least 2 overs.

(e) Ball: 142g.

#### 22.9 Adverse Weather

If the ground is unfit for play due to adverse weather conditions, the match is abandoned. If rain interrupts play, the available time for batting shall be halved between the two sides.