



## SECTION 2

# **BY-LAWS AND PLAYING RULES**

## SECTION 2

### HAWKESBURY DISTRICT CRICKET ASSOCIATION INCORPORATED

# By-Laws and Playing Rules

## Table of Contents

### **Part VI The Association**

42	The Association	2.3
43	Delegation of Management Committee	2.3
44	Management Committee	2.3
45	Management Committee Meeting	2.4

### **Part VII Playing Rules**

46	Registration, Gradings and Eligibility	2.6
47	Averages and Trophies	2.10
48	Competition Rules - General	2.13
49	Competition Rules - Senior	2.17
50	Competition Rules - Junior	2.18
51	Semi Finals and Finals	2.24
52	Complaints, Disputes and Protests	2.27
53	Umpiring	2.29
54	Replacement to Hawkesbury Cricket Club from district clubs	2.30
55	Replacement of HDCA Players involved with Defence Forces etc.	2.31

### **Appendices**

	Appendix 3: NSW Districts Cricket Association Code of Conduct	2.32
	Appendix 4: NSW Cricket Association Racial and Religious Vilification Code	2.33
	Appendix 5: ACB Bowling Injury Prevention Program	2.34
	Appendix 6: HDCA Under 10 Playing Rules (superseded)	2.35
	Appendix 7: Fees	2.37
	Appendix 8: Umpire Fees	2.39
	Appendix 9: Australian Cricket Junior Formats Stage 1 Rules & Tips	2.40
	Appendix 10: Extreme Heat Conditions	2.41

## **Part VI - The Association**

### **42. The Association**

#### **42.1 Rules**

The Hawkesbury District Cricket Association Incorporated shall frame By-Laws and playing rules for the conduct of its competitions.

#### **42.2 Postal Address**

The postal address of the Secretary of the Association shall be:  
PO Box 148 RICHMOND NSW 2753

#### **42.3 Colours**

The colours of the Association shall be green and gold.

#### **42.4 Honorariums - setting**

Honorariums payable by the Association shall be set at the Annual General Meeting. The Treasurer will receive an Honorarium equivalent to one-third of that received by the Secretary.

#### **42.5 Honorariums - submission**

Honorariums payable by the Association, may at the discretion of the Management Committee be paid quarterly, with the final payment made at the last regular meeting of the Management Committee prior to the Annual General Meeting and following the conclusion of the cricket season to which such Honorarium applies.

#### **42.6 Fees - payment**

One-quarter of the amount of affiliation fee determined pursuant to Rule 8.1(a) of Section 1 of these Objects, Rules and By-Laws, must be paid on the registration of each team, any balance to be paid by 1st December each year. Failure to comply may render the club liable to disqualification for the remainder of the competition then current.

#### **42.7 Fees - balance**

The Secretary of the Management Committee shall notify affiliated club secretaries of amounts outstanding for affiliation fees by 1st November each year.

#### **42.8 Fines - imposed**

All fines imposed by the Association, Appeals Committee or Management Committee must be paid within twenty-eight days after the date of the notification by the Secretary.

#### **42.9 Alteration of By-Laws and Playing Rules**

(a) These By-Laws and playing rules shall not be amended or repealed except by the consent of a majority of the delegates at an Annual General Meeting or Special General Meeting convened for that purpose by the Executive of the Association or at a Council meeting only where the AGM has consented for the matter to be considered at a Council meeting.

(b) Twenty-one days' notice of motion, in writing, shall be given to the Secretary of the Association, duly signed and dated, prior to the Annual General Meeting or Special General Meeting regarding any and all changes to the Objects, Rules, By-Laws and Playing Rules.

### **43. Delegation of Management Committee**

Pursuant to Rule 21 of Section 1 to these Objects, Rules and By-Laws the Council shall appoint a Management Committee to control the running of competitions.

## 44. Management Committee

### 44.1 Committee

(a) The Management Committee will consist of the following persons:

- President of the Association (as Chairperson)
- Vice President - Seniors
- Vice President - Juniors
- Secretary of the Association
- Treasurer of the Association
- Assistant Secretary and Publicity Officer of the Association

All the above to be elected at the Annual General Meeting of the Association, plus:

- Delegate to the Hawkesbury Sports Council
- A maximum of one ordinary member from each affiliated club participating in the HDCA competition.
- One ordinary member appointed by and representing the Hawkesbury District Cricket
- Umpires Association
- The HDCA Webmaster

(b) If any delegate who is acting as an ordinary member from an affiliated club participating in the HDCA competition is unable to attend a meeting of the Management Committee, a proxy delegate who is a member of the same club may be elected delegate to attend in his/her place to represent that club at the meeting. The elected delegate must complete the form required or supply to the Secretary of the Association the name and address of the proxy so appointed.

### 44.2 Maximum numbers

No club shall have more than three members on the Management Committee at any one time.

### 44.3 Executive

The Executive of the Management Committee shall consist of:

- President of the Association
  - Secretary of the Association
  - Treasurer of the Association
  - Vice-President – Seniors
  - Vice-President - Juniors
- and they shall be ex-officio members of all Sub Committees.

### 44.4 Absence of Chairperson

In the absence of the President, a Vice-President will chair the meeting. The acting chairperson will have the same rights and responsibilities in the conduct of the meeting as the President.

## 45. Management Committee Meetings

### 45.1 Requirements

The Management Committee shall meet **monthly** during the currency of the cricket season and at such times as may be deemed necessary by the Secretary, or by written request by three or more members of the Management Committee, each from different clubs.

### 45.2 Advice

All members of the Management Committee must be advised by the Secretary of any such meeting at least **twenty-four hours** prior to such meeting.

### 45.3 Quorum

At all meetings of the Management Committee **five (5) members**, either representing different clubs or Life Members holding office, shall constitute a quorum.

#### **45.4 Duties**

The duties of the Management Committee shall be:

- (a) To investigate the bona-fides of the applicant clubs, determine their eligibility and the suitability of their playing grounds.
- (b) To grade teams and the individual players of each affiliated club.
- (c) To determine the eligibility of any player to compete in any grade or age division in the competitions arranged by the Association.
- (d) To arrange all competition draws, allocate grounds and otherwise supervise the competitions as directed by the Association.
- (e) Investigate complaints, disputes and protests lodged by affiliated clubs or any other matter which comes to the attention of the committee, provided that the complaint, dispute or protest does not involve the club or individual lodging the complaint, dispute or protest.
- (f) The powers of the Management Committee shall include, but not be limited to, suspension, expulsion, caution, reduction of points or monetary penalty, where it is found that the actions of a club or individual, on or off the field of play, have brought disrepute to the Association or the game of cricket, or where the misconduct is found to be injurious to the Association or sport, or Rules and/or By-Laws of the Association have been broken.
- (g) Appoint coaches, managers and selectors for district representative teams.
- (h) Where the HDCA President, Secretary and Treasurer all agree, or the HDCA Management Committee at its monthly meeting by majority vote agree, the HDCA Executive can forward a report of misconduct, bad sportsmanship, actions bringing the game into disrepute or not playing within the spirit or traditions of the game, onto the Chairman of the judiciary Committee for his consideration if there is a case to answer. If the Chairman agrees, a Judiciary hearing can be held at the earliest convenience.

#### **45.5 The Secretary**

The Secretary of the Management Committee shall keep and preserve a clear and concise account of all the proceedings of all meetings, file and produce all correspondence received by him/her for and on behalf of the Association or Management Committee at the next meeting and shall carry out instructions given at all meetings. Within fourteen days of all meetings, the Secretary or such other person as may be delegated by the Management Committee, shall forward to the Secretary of each affiliated club a written record of the minutes of said meeting.

#### **45.6 The Treasurer**

The Treasurer of the Management Committee shall keep accounts, an accurate register of all assets owned or controlled by the Association or Management Committee, receive all money and issue receipts thereof on behalf of the Association or Management Committee, and shall, with the Secretary, pay such accounts as shall be passed at any meeting of the Association or its Management Committee. The Treasurer shall also prepare a balance sheet of all receipts and expenditure incurred during the year for presentation at the Annual General Meeting and shall prepare a financial statement for presentation at each monthly Management Committee Meeting.

#### **45.7 Fees owing**

All fees owing to affiliated clubs by the Management Committee, on behalf of the Association are to be paid as per the Secretaries' records.

#### **45.8 Petty Cash - advance**

The Secretary and the Treasurer of the Management Committee shall have the power to expend a sum not exceeding five hundred dollars (\$500.00) to meet immediate expenses, without having received the previous consent of the Council or the Management Committee, but any such payment must be brought up at the next meeting for confirmation. All other accounts requiring settlement must be presented to the Council or Management Committee meeting for consideration and be passed for payment by the meeting.

#### **45.9 Power to Frame Rules**

The Management Committee shall have the power to frame rules for the conduct of any competition not provided for in these Objects, Rules and By-Laws.

#### **45.10 Executive decisions**

The Executive of the Management Committee shall have the power to make decisions between monthly meetings subject to By-Law 42.9, however any such decision must be presented to the next Management Committee meeting for ratification or otherwise by the Committee.

#### **45.12 Filling of Vacancies - Casual**

The seat of any member resigning from the Management Committee shall be filled at the discretion of the Management Committee in accordance with these Objects, Rules and By-Laws.

#### **45.13 Nominations for Vacancies - Casual**

Nominations for any vacancy resulting from By-Law 43.10 and 43.11 shall first be offered to the club the previous member represented.

#### **45.14 Club affiliation**

Any member of the Management Committee must declare any affiliation with an affiliated club.

#### **45.15 Investigation of breaches**

The breach of any playing rule or by-law shall be investigated by the Management Committee which may impose any penalty as may be deemed necessary.

#### **45.16 Delegates to NSW Districts Cricket Association**

(a) Two members of the Management Committee shall be appointed as delegates of the Association to the NSW Districts Cricket Association.

(b) One member of the Management Committee shall be appointed as delegate of the Association to the Hawkesbury Sports Council.

## Part VII - Playing Rules

### 46. Registrations, Grading and Eligibility

#### 46.1 Registrations

- (a) Secretaries of affiliated clubs shall forward names of players to be registered as follows:
  - (i) Where a player was registered for the previous season with a club and the player is intending to play for the same club, club secretaries only need to notify the Secretary of the HDCA of the player details as follows:
    - 1. When included on team registrations on the team registration form; and
    - 2. At any other time, in writing (including email)
  - (ii) A player registering for the first time in the HDCA, with a new club or after not being registered in the HDCA for the previous season, must complete a full registration form, which is to be forwarded to the association
- (b) It is the responsibility of the Secretary, or such other person as is appointed by the Management Committee, to confirm in writing and within 21 days, receipt of written player registration requests from affiliated clubs. Confirmation of the actual grading to be sent to the club secretary or such other person as is appointed by that club within fourteen days after the Management Committee meeting.
- (c) Interim registrations may be taken by the Secretary, or such other person as is appointed by the Management Committee, between committee meetings, and in consultation with either the President/Chairperson, or Treasurer or Secretary, in any case where the registration is not taken by him/her, grade the player(s) for that period only. Each club is then responsible to forward to the Secretary of the Management Committee within a period of fourteen days written confirmation of any registration, including support documents if required, signed by the club secretary or president. Registrations taken by the Secretary or such other person as may be appointed by the Management Committee shall close on 31st January each year and all registrations must be confirmed by the Management Committee no later than its regular monthly meeting held in February each year.
- (d) No player shall take part in any match unless:
  - (i) His club has received notification of the interim registration and/or grading, and
  - (ii) Such registration and/or grading request was received by the Secretary, or such other person as may have been appointed, by 5.00 p.m. on the Thursday preceding the commencement of any match.
- (e) Only one registration per player will be required to compete where eligible in junior, women's or senior competitions:
  - (i) All HDCA junior and women's competition registered players shall be eligible to substitute in the HDCA senior competition without being registered and graded.
  - (ii) No player younger than 12 years of age is permitted to bat in senior cricket.
- (f) Any player who has not participated in any match, as a player or substitute, may be deregistered by his club, only in cases where all of the following circumstances apply:
  - (i) the de-registration application is received by the Association Secretary on or before 31st January of that season, and
  - (ii) the player has not taken part, either as a substitute or player, in any match, for that club in the current season, and
  - (iii) the player may not be subsequently re-registered for that season, regardless of the

date.

## 46.2 Gradings

- (a) The Management Committee shall grade the teams into as many grades/divisions as it deems fit for the running of the competition.
- (b) When submitting nominations for teams, each club must designate which grade or age division they wish to play in and show the nine players they would propose to play in the first competition match.
- (c) If any club has more than one team entered in the competition, then the Management Committee shall grade a minimum of five players in each team.
- (d) No graded player shall be allowed to participate in a lower grade/division unless regraded by the Management Committee.
- (e) Interim re-gradings may be taken by the Secretary, or such other person as is appointed by the Management Committee, between Committee meetings, and in consultation with either the President/Chairperson, or Treasurer or Secretary, in any case where the regrading is not taken by him/her, grade the player(s) for that period only. Each club is then responsible to forward to the Secretary of the Management Committee within a period of fourteen days written confirmation of any regrading, including support documents if required, signed by the club secretary or president. Regradings taken by the Secretary or such other person as may be appointed by the Management Committee shall close on 31st January each year and all re-gradings must be confirmed by the Management Committee no later than its regular monthly meeting held in February each year. All applications for regrading must be in writing and will not take effect until the application for regrading is verified by the Secretary or such other person as may be directed by the Management Committee and returned to the applicant club.
- (f) Once a player in the senior competition has played in **five (5) games** in a grade(s) higher than that in which he/she was originally graded, he/she will be graded in at least the next highest grade. His/her grading will be determined by the Secretary, or such other person as is appointed by the Management Committee, between Management Committee meetings and is to be ratified or otherwise at the next Management Committee meeting, or by the Executive where special circumstances apply. It is the responsibility of club secretaries to notify the Secretary or such other person as is appointed by the Management Committee once a player has played in as many games as there are opposing teams above his/her original grading. The Management Committee reserves the right to regrade players at any time. Once a player has reached the required five (5) games in a higher grade(s), they may request to continue their original grade even after January 31st, but prior to Semi-finals.
- (g) A lower graded player having satisfied By Law 46.2 (d) and 46.2 (e) is eligible for promotion to a higher grade including Semi- Finals and Finals.
- (h) All appeals against gradings can only be submitted to the Management Committee for adjudication. Pending appeal, the grading determined by the Management Committee will stand. Such appeal shall be in the hands of the Secretary within seven days of notification of regrading accompanied by a fee of \$50.00 which shall be forfeited if the appeal be deemed frivolous or untenable or where inadequate information has been presented to support the appeal.
- (i) The Grading Sub-Committee may call for a particular player's figures and performances at any time. The club concerned will be required to supply those figures within seven days.

## 46.3 Eligibility

- (a) A club playing an unregistered person or one ineligible for registration shall be liable to expulsion from any competition conducted by the Hawkesbury District Cricket Association Incorporated or the Management Committee may penalise any club as deemed appropriate or any individual thereby.
- (b) The secretaries of clubs must furnish to the Secretary of the Association a list of all defaulting members together with copies of relevant correspondence on or before the fourteenth day of May



each year, complete with names, addresses and details of outstanding amounts.

- (c) No unregistered, suspended, defaulting or ineligible member (junior or senior) of a club shall be allowed to take part in competitions conducted by the Hawkesbury District Cricket Association Incorporated. Any team playing such an unregistered, suspended, defaulting or ineligible player shall lose the match or matches in which such unregistered, suspended, defaulting or ineligible member has taken part and shall receive no points and the maximum number of points gained by any team in that grade for that round shall be awarded to the opposing side.
- (d) No player shall be permitted to play with more than one club in the Association, in any season, except with the permission of the Management Committee. A written clearance is required from his/her resident club and such requests will only be granted where, in the opinion of the Management Committee, it is in the best interests of cricket.
- (e) Any player who; plays unregistered for, is suspended by, is a listed defaulter to or is ineligible for any reason to play in a competition not controlled by the Hawkesbury District Cricket Association (junior or Senior), shall be debarred from registration with the Hawkesbury District Cricket Association until such player has received a clearance from the other competition's administrators and has been approved by the Management Committee. This rule also applies to players who participate with the Hawkesbury Cricket Club in the Sydney Cricket Association competition.
- (f) No player from another Association shall be allowed to participate in a lower grade competition than he/she formerly played, without the consent of the Management Committee.
- (g) Registered junior players wishing to play senior competition cricket with another club must have a clearance from his/her junior club to be presented to the Management Committee for approval.

#### **46.4 Junior Competition (Special Conditions)**

- (a) Age limits shall apply to male players on the basis of the birthday anniversary which occurs on, or after, the first day of September of the current playing season. Female players will be eligible to play in an age group, not more than two years below that of male players of the same age, although any further submission under By-Law 46.4.4 could also be made. Acceptable documentary proof of age, birth certificate, baptismal certificate, passport etc., must be supplied to individual club secretaries at the time of registration prior to commencement of the season. Clubs playing ineligible player(s) in any age division(s) shall render themselves liable to such penalty as may be determined by the Management Committee.
- (b) No player may play with more than one team of the same competition during the season unless permission is granted by the Management Committee. eg Divisions 14A and 14B are separate competitions for the purposes of this rule. Permission will not be granted after the Management Committee meeting held prior to the last match to be concluded in December of the competition then current.
- (c) Any player having played six matches in a competition higher than he/she was originally graded shall not play in a lower competition without the permission of the Management Committee.
- (d) Players may be permitted to play below their age division subject to the approval of the grading committee. Permission must be applied for with previous playing figures and or cricket history.
- (e) A player may play in a higher competition. eg. 14B may play in 14A.
- (f) Male junior players will be eligible for selection only in the youngest junior representative team for which they are eligible under By-Law 46.4.

- (g) Female players will be eligible for selection only in the youngest junior representative team and/or girl's junior representative team for which they are eligible on the basis of the birthday anniversary which occurs on, or after, the first day of September of the current playing season.
- (h) Team registrations will not be accepted unless there is sufficient expertise within the club to accommodate it. Coaches are to be aware that they are directly responsible for the teams they coach and that a Working with Children Check form is required to be submitted. Clubs are directly responsible for the coaches they appoint. Expertise will be achieved by either:
  - (i) Successful completion of the Community Coaching course by Cricket Australia or better held by the team coach, who is placed in charge of no more than one team in the Junior competition. All Hawkesbury coaches at an Inter-District level must hold a Level One Coaching Certificate.
  - (ii) Current registration for a recognised course to achieve the qualification outlined in (i) above. Should the candidate be unsuccessful in passing the course, an immediate registration for another course will be required.
- (i) No club may register more than 9 players for any U10 or U11 junior team, 11 players for any U12 or U13 junior team and 13 players for any U14 and above junior team with-out the consent of the Management Committee.

#### **46.5 Player Clearances**

- (a) A player who has been registered with a club in the previous season and desires to play for another club in the current season is required to obtain a clearance from his/her previous club
- (b) Such clearance, or denial thereof, should be issued by the club within 7 days of the player requesting the clearance
- (c) Where a player transfers between clubs, a clearance request is to be made through MyCricket.
- (d) A clearance will only be withheld on the grounds that the player is un-financial.
- (e) Any appeal will be dealt with in accordance with rule 52.2
- (f) A player who plays without first obtaining a clearance will be deemed to be unregistered
- (g) Any player or club failing to comply with the provisions of this rule will be dealt with under rule 46.3 Eligibility.

#### **46.6 Team Nominations**

This rule only applies where a team does not have the same 11 players available for both days of a 2 day match.

- (a) Each senior team will be eligible to nominate up to 13 players for all two-day games throughout the season.
- (b) 15 minutes prior to the toss the captains will exchange a team nomination form. The nomination form will nominate up to 13 players.
  - (i) In the event that 13 players are nominated, the captains will have identified on the nomination form, which 2 players will participate for their team on the first week and which 2 players will participate for their team on the second week.
  - (ii) In the event that 12 players are nominated, the captains will have identified on the nomination form, which player will participate for their team on the first week and which player will participate for their team on the second week.

- (c) In the event that a player nominated to play the first day is in bat at the close of play on the first day, the player will be regarded as having been dismissed at the close of play on the first day. A player who, in week 2, is replacing a player who has batted in week 1 cannot bat in the same innings.
- (d) In the event that a nominated player has bowled an uncompleted over at the close of play on the first day, another player that has been nominated as one of the 11 players on the second day will be permitted to complete the over at the commencement of play on the second day.
- (e) There will not be any circumstances where a player nominated to participate on day 1 will participate on day 2 other than as a substitute fielder and there will not be any circumstances where a player nominated to participate on day 2 will participate on day 1 other than as a substitute fielder.
- (f) A player nominated on the team sheet to participate on any given day of a 2-day match will not be permitted to participate in any other match in any other grade within the HDCA competition.
- (g) This rule does not apply to semi-finals or finals.

#### **46.7 More than one team in the same age division or grade**

When a club has 2 or more teams in the one grade or age division the following rules apply to the registration of players in each team:

- (a) Once a player has played in a team in their nominated grade they are not eligible to play in the other team(s) in that grade or age division.
- (b) A player from a lower grade or age division may play in either team in the higher grade or age division
- (c) Where a player, having played in both teams in the higher grade, has been graded under rule 46.2(f) (played as many games as opposing teams in the higher grade) he will be deemed registered in the team for which he has played the most number of games, unless the grading is below that of the teams that have given rise to the regrading.

### **47. Averages and Trophies**

#### **47.1 Determination**

The Management Committee shall determine the allocations of trophies for each grade or age division.

#### **47.2 Trophy - ownership**

All Cups, Trophies of other property, provided by or presented to the Association shall be held by the Association until the disposal of such has been determined.

#### **47.3 Perpetual Trophies**

The Association maintains the right to retain all perpetual trophies.

Senior player averages and point scores are not to include semi-finals and finals.

Junior player averages and point scores are not to include semi-finals and finals.

#### **47.4-5 (Deleted 2011)**

#### **47.6 Penalty**

Averages not on MyCricket by 31 March shall not be taken into consideration when deciding the winners of trophies presented by the Association.

#### **47.7 Qualification - Senior Competition**

For the purpose of senior competition averages:

- (a) Any player who plays in a higher grade for his/her club will be eligible to incorporate those averages in the grade where he/she is graded at the conclusion of the competition. No figures may be incorporated from a lower grade.
- (b) Batting average - a player must have at least the same number of innings as there are opposing teams in that grade and score not less than two hundred and fifty (250) runs in all matches.
- (c) Bowling average - a player must procure at least twenty (20) wickets in all matches.

#### **47.8 Qualification - Junior Competition**

For the purpose of the junior competition averages:

- (a) Only batting and bowling aggregate will be awarded in the Under 10 and Under 11 competitions.
- (b) There will be no individual averages published by the HDCA for the Under 10 and Under 11 competitions. However, the responsibility for providing appropriate information under By Law 48.1.1(b) remains.
- (c) Bowling average and bowling aggregate Under 10 to Under 14 Age Divisions (inclusive):

A player must procure 12 wickets in all matches and have played in not less than half of the competition matches played by his team in that age division.

- (d) Bowling average and bowling aggregate Under 15 Age Division:

A player must procure 15 wickets in all matches and have played in not less than half of the competition matches played by his team in that age division.

- (e) Batting average and batting aggregate Under 10 to Under 14 Age Divisions (inclusive):

A player must have scored a minimum of 150 runs in all matches and have played in not less than half of the competition matches played by his team in that age division.

- (e) Batting average and batting aggregate Under 15 Age Division:

A player must have scored a minimum of 200 runs in all matches and have played in not less than half of the competition matches played by his team in that age division.

#### **47.9 Individual Point Score**

Individual point scores for junior competitions Under 12 and above and senior competitions shall be determined at:

- fifteen (15) points for each wicket taken,
- fifteen (15) points for each catch and/or stumping by a designated wicketkeeper
- ten (10) points for each catch by a fielder other than the wicketkeeper
- one (1) point for each run scored.

There will be no Individual Point Score kept for Junior competitions Under 11 and below.

#### 47.10 Team averages

Junior averages shall be managed in accordance with the relevant Cricket Australia junior format guidelines for each age group. In the absence of guidance the following shall apply. Where a team plays fewer than eleven players and all available wickets have fallen, the scorers shall record "0" against the names of the absent players and the ten wickets shall be considered to have fallen when determining official team averages. Where a player is absent without having commenced batting, this shall not be classed as an innings when determining official team averages.

#### 47.11 Competition match Point Score - All grades (except Under 10 matches)

- |     |  |    |
|-----|--|----|
| (a) | Outright win after leading on first innings      | 10 |
|     | Outright win after tying on first innings        | 7  |
|     | Outright win after trailing on first innings     | 5  |
|     | Outright tie after leading on first innings      | 7  |
|     | Outright tie after tying on both innings         | 5  |
|     | Outright tie after trailing on the first innings | 3  |
|     | Win on first innings                             | 6  |
|     | Tie on first innings                             | 4  |
|     | Draw   | 3  |
|     | Loss on First Innings                            | 1  |
|     | Outright loss after leading on first innings     | 5  |
|     | Outright loss after tying on first innings       | 3  |
|     | Outright loss after trailing on first innings    | 0  |
|     | Bye  | 0  |
|     | Washout  | 3  |
- (b) If at the conclusion of the available playing time of a match the first innings score of the team batting second equals the first innings score of its opponents without the loss of all wickets, the result of the match shall be regarded as a tie on the first innings and each side shall be awarded four points. If at the conclusion of the available playing time of a match the second innings score of the team batting last equals the two innings score of its opponents without the loss of all wickets, the result of the match shall be regarded as an outright tie with each side awarded outright tie points dependent on whether it led, tied or trailed on the first innings.
- (c) A team receiving a forfeit shall be awarded the designated points for a first innings win or the maximum number of points gained by any team in that grade or age division for that round whichever is the greater.
- (d) To calculate the points for grades/age group in which there is an uneven number of byes the following formula is to be used giving a percentage result, with the team with the highest percentage being the minor premier:

$$\text{points scored/possible points} \times 100 = \%$$

Possible points are the maximum points available to a team in a specific round. The only possible points available are:

- 10 points for a 2 day match
- 6 points for a 1 day match
- 0 points for a bye or round cancelled by the HDCA

- (e) Bonus points, to a maximum of 6, to be awarded to teams whose representatives attend meetings or activities designated by the Management Committee as being essential to attend. The Secretary will give at least 28 days' notice to each club secretary of such meeting or activity.

## **48 Competition Rules - General**

### **48.1 Control**

- (a) All matches shall be played under the guidance of the Laws of Cricket Code in place as endorsed and recognised by the Marylebone Cricket Club and in conformity with the bylaws and playing rules of the Hawkesbury District Cricket Association, the latter taking precedence.
- (b) The decision as to the suitability of grounds for play will be left to the opposing captains, or curators where applicable. In extreme circumstances the Executive of the Association may intervene and totally cancel a day's play, but in these instances such intervention shall take place no later than 7.00 p.m. on the Friday evening preceding such day's play.

#### **48.1.1 Administrative Systems**

- (a) All players and clubs are to be registered on the "MyCricket" system (or other system/method as approved by the Management Committee no later than the August Management Committee meeting for each season).
- (b) All match results and player scores are to be lodged in accordance with the guidelines determined by the Management Committee and supplied to clubs prior to the commencement of each competition. Non-compliance will render the team liable to the loss of any competition points earned or a maximum penalty of \$100 for each match or player scores not so recorded.

### **48.2 Conduct**

All personnel are expected to conduct themselves in a civil and sportsmanlike manner in accordance with the NSW Districts Cricket Association Code Of Conduct (Appendix 3) and the Racial and Religious Vilification Code (Appendix 4) whilst participating in all matches arranged by the Association.

- (a) The use of any crude or abusive language or gesture toward any other player, umpire or spectator, or the open disputing, as opposed to questioning, an umpire's decision shall be considered not in the best interests of the game of cricket and shall constitute a breach of By-Law 48.2.
- (b) Clubs may be held responsible for the behaviour and action of spectators and/or parents associated with their club. Penalties shall include, but not be limited to fines, loss of points or expulsion from the competition.

### **48.3 Playing dates**

The Association shall commence competition in September and terminate the finals before the first weekend in April of each year. These dates may be varied by the Management Committees in special situations, such as the Olympic Games.

### **48.4 Scheduling**

The Management Committee shall be empowered to schedule matches for play on Saturday or Sunday where deemed necessary.

#### **48.5 Draws - venues**

Alternative matches will be arranged where possible and when two rounds are played home and away matches will be arranged, if practicable. The Secretary of the Management Committee may alter the venue of any match after publication of the competition draw.

#### **48.6 Grounds**

Affiliated clubs shall make their grounds available for any match the Association, or its Management Committee desires to set down. In such cases clubs shall be responsible for the preparation of the grounds and pitch and the Management Committee will determine and collect any fee payable to clubs as a result of such use.

##### **48.6.1**

Clubs designated as the home team for any match shall be responsible for the supply and set-up of stumps, boundary, pitch and other ground marking.

#### **48.7 Team withdrawals - Penalty**

Any club that withdraws a team from the competition without good and sufficient reason shall pay a maximum penalty of thirty dollars (\$30.00) per match for each match remaining in the competition rounds and shall pay any fees that may be due to appointed umpires if demanded by the Management Committee or be disqualified from further competition until the penalty so imposed has been paid.

#### **48.8 Team withdrawals - Fees**

Clubs withdrawing nominated team(s) after the designated team nomination closing date will forfeit their team deposit(s) and be liable to pay any ground fees for grounds allocated to the team(s). The Management Committee shall impose any further penalty to meet the case.

#### **48.9 Forfeits**

Any club forfeiting a match without good and sufficient reason shall pay a maximum penalty of up to one hundred dollars (\$100) for each match forfeited in the current season and shall pay any fees due to appointed umpires or be disqualified from further competitions until any outstanding penalty is paid. Disqualification, suspension or expulsion of any club does not constitute a forfeit on the part of that team or club.

(a) Any team scheduled to play another that has been suspended or disqualified from the competition shall receive maximum points gained by any other team in that round for all scheduled matches to be played in that grade.

#### **48.10 Team refusal to continue**

In the event of a match commencing, and if a team refuses to continue, without good and sufficient reason, that team receives no points and the opposing side receives an outright win and, for the purposes of determining a penalty, would be deemed a forfeit.

#### **48.11 Alcohol**

Alcohol must not be consumed by any cricketer participating in a match conducted by Hawkesbury District Cricket Association Incorporated during the hours of play.

#### **48.12 Team suspensions**

In the event of a team being suspended or disqualified from competing in any competition conducted by Hawkesbury District Cricket Association Incorporated, no member of that team may continue to play with any other team or that or any other affiliated club for the duration of such suspension or disqualification without the consent of the Management Committee.

**(48.13-15 deleted in 2010 as a result of the introduction of MyCricket system and procedures)**

#### **48.16 Scorebooks**

Scorebooks shall be signed by both captains at the completion of each days' play. Each captain shall declare his/her team in writing to the opposing captain prior to the toss of the coin.

#### **48.17 Toss**

Captains shall toss 15 minutes prior to the commencement of all matches. If the captain is unavailable, a representative shall toss in his/her absence.

#### **48.18 Player Participation - One Match Only**

(a) Seniors Conditions:

A player may not participate in more than one match being played in any one competition on the same day unless:

- (i) The match in which he/she was nominated to play has finished for the day.
- (ii) He/she complies with By-Law 46.2(d) herein, and Law 2 of the Laws of Cricket (2019 Code).

(b) Juniors Conditions:

A player participating in the junior competition may only play one match on any one day in the junior competition i.e. A player may be nominated on a second team sheet, if one match in which he/she was nominated is played on a Saturday, and the second team he/she is nominated is being played on a Sunday but only if By-Law 50.14 Teams with District Junior Representative Players is complied with.

However:

- (i) A player may substitute for another age group providing the match in which he/she was nominated to play has finished for the day.
- (ii) A player may substitute for another age group if he/she complies with By-Law 46.2(d) herein, and Law 2 of the Laws of Cricket (2019 Code).

#### **48.19 Ground and pitch markings**

All batting and bowling creases must be clearly defined by white markings in all matches which is the responsibility of the Home team. Practice is not allowed on the pitch after it has been marked. All boundaries must be defined by plastic discs or cones, or permanent ground markings approved by Hawkesbury District Cricket Association Incorporated and Local Government authorities. In the case of a turf pitch not being fit for play the home club must notify the HDCA Secretary or nominated representative(s) by 10.00 a.m. on the day scheduled for play to allow notification of relevant parties. The opposing club may request the HDCA Secretary or other nominated representatives to arrange a ground inspection.

#### **48.20 Synthetic coverings**

All concrete pitches shall be covered by coir matting or synthetic surface approved by Hawkesbury District Cricket Association Incorporated.

#### **48.21 Spikes - synthetic wickets**

No spikes are to be worn on grounds where coir matting or synthetic covering is used to cover pitches. Any player using spikes will be requested to refrain. If he/she persists, the captain may appeal to the umpires who shall award the match and the highest number of points gained in that round against the offending team.

#### **48.22 Water on pitch**

Water lying on the playing surface of grounds may be removed by any method considered necessary, provided no extensive damage is caused to the surface in doing so. Likewise, water can also be removed from concrete pitches, coir matting or synthetic surfaces by the use of a broom or sponge-like material. Mats may be removed from pitches during intervals caused by wet weather to allow water to be removed. Pitches may be covered during the course of the match at the request of the umpires or either captain. Non-playing days between playing dates shall not be considered part of the match and the pitch reverts to the control of the curator.



#### **48.23 Type of ball**

- (a) In the senior competition the highest grade must use a four-piece constructed cricket ball approved by the New South Wales Cricket Association.
- (b) Grades, other than in (a) above, may use either a two- or four-piece constructed New South Wales Cricket Association approved cricket ball, however the same type of ball must be used by that team in both innings when bowling.
- (c) The ball to be used in the Under 14 and above competitions will be aligned with the Junior cricket stage 3 match rules (Appendix 10). The management committee may determine that in an under 13B competition, having regard to the overall ages in each team, a 142 g ball may be used.
- (d) The ball to be used in the Under 10 and Under 11 competitions will be aligned with the Junior cricket stage 1 match rules (Appendix 10). The ball to be used in the Under 12 and Under 13 competitions will be aligned with the Junior cricket stage 2 match rules (Appendix 10).
- (e) The ball must be handed to the umpires and captains for inspection prior to the start of play.
- (f) Law 5.3 is varied by the suspension of the right of the captain of the batting team to demand the use of a new ball at the commencement of its second innings.
- (g) After 80 overs have been bowled with a ball in any one innings, the fielding side may demand a new ball.

#### **48.24 No Ball**

On pitches covered with coir matting or other synthetic surface, any ball that pitches off the playing surface, or strikes any binding or bare concrete in the centre of the pitch shall be called and signalled, "No ball". A ball striking the binding that forms part of the popping crease at the striker's end shall not be classified as a "No Ball".

#### **48.25 Representative Match Reports**

Coaches and/or managers of all district representative teams are required to supply a written match report within fourteen days of the completion of the competition.

#### **48.26 Player-Curator**

Teams having a nominated turf wicket curator in their side have the following concessions:

- (a) Team will be allowed a 12th man until curator is able to take the field.
- (b) If the curator is continuing to bat on the second day, he will be allowed to continue his innings at the fall of the next wicket after his arrival.
- (c) All curators must be registered as such with the Secretary of the HDCA Incorporated at the start of each season.

#### **48.27 Follow on - Two Day Match**

In a two day match the side which bats first and leads by one hundred (100) runs shall have the option of requiring the other side to follow on its innings.

#### **48.28 Deleted 2021**

#### **48.29 Players who are Junior Coaches (One-day Junior Under 11 to Under 16 matches)**

Teams having a nominated junior coach whose junior team (Under 11 to Under 16) have a one day match have the following concessions:

- (a) The senior team will be allowed a 12th man until junior coach is able to take the field.
- (b) If junior coach is continuing to bat on the second day, he will be allowed to continue his innings at the fall of the next wicket after his arrival.

**48.30 Protective Equipment – up to U/18 taking part in any match**

Coaches and Managers are reminded that cricket is a game with potential risks for the players. All batsmen should be made aware of the benefits of using protective equipment, such as but not limited to, helmets, leg-guards, gloves, arm guards, abdominal protection and a protector.

- (a) All batsmen under 18 years of age at midnight 31<sup>st</sup> August are to wear while batting, a specifically designed properly fitting cricket helmet with face guard.

**48.31 Fielding Restrictions – up to U/18 taking part in any match**

- (a) In all Junior, Girls or Senior competitions involving one or more players under the age of 18 as of midnight on the 31<sup>st</sup> August, a ten metre circle will be marked from the base of middle stump at each end of the pitch. This marking will be made up of broken lines or dots. If the ground or weather conditions prevent this marking from taking place the umpires will be the sole judge of the 10 metre circles.
- (b) No player under 18 years of age at midnight 31<sup>st</sup> August shall field with in the 10 metre circle at the strikers end, with the exception of the wicketkeeper, offside slip and gully fieldsman.
- (c) If a fielder is in breach of 48.31(a) above, prior to the ball striking the batter, passing the stumps or being hit by the batter either umpire shall call and signal “deadball”.
- (d) All Wicketkeepers under 18 years of age at midnight 31<sup>st</sup> August are to wear while keeping up to the stumps, a specifically designed properly fitting cricket helmet with face guard.

**48.32 Club Umpires - Footwear**

Covered footwear must be worn by umpires officiating at all matches. This includes senior player-umpires, junior coaches or players, standing at either end, or any of them standing at square leg for an umpire appointed by the Hawkesbury District Cricket Umpires Association.

**48.33 Players arriving late**

If a fielder fails to take the field with his side, or within 15 minutes, at the start of a day's play he shall not be allowed to bowl for the period he was absent or until 30 minutes has elapsed from the time he takes the field, whichever is the shorter.

**48.34 Fast Bowler Restrictions**

Fast bowlers will be limited to the following restrictions in relation to the number of overs they can bowl in a day.

Age as at 31 August	Maximum overs in a spell	Maximum overs in a day	Maximum overs in a competition
Under 19	8	20	20
Under 17	8	18	18
Under 16	6	18	12
Under 15	6	18	12
Under 14	5	15	10

Under 13	5	15	10
Under 12	4	12	8
Under 11	4	12	8
Under 10	4	12	8

- (a) Appendix 5 is to be applied in defining fast bowlers and rest periods but adjusted to reflect the limits in rule 48.34 (a). No restriction applies to slow bowlers in senior matches.

**48.35** All one day matches are to be played as limited overs matches i.e. a single innings to be played by each side limited to the number of overs specified.

## **49 Competition Rules - Senior**

### **49.1 Two day matches**

- (a) Playing times (agreed hours of play) shall be 1.00 pm to 6.00 pm, with no lunch or tea break. If the first day is totally abandoned, then the second day will be played as a one day game in accordance with the one day rules and treated as a fresh game. For the purpose of this By Law, "totally abandoned" means a ball has not been bowled.
- (b) Teams playing in the senior competition MUST MAINTAIN AN OVER RATE OF FIFTEEN (15) OVERS PER HOUR OF PLAYED TIME. Failure to maintain this over rate may result in the Management Committee imposing any penalty it sees fit.

### **49.2 One day matches - Daylightsaving**

- (a) Playing times shall be 1.00 pm to 7.00 pm with no lunch or tea break.
- (b) The innings of each team shall be limited to 40 overs if the team is not dismissed beforehand. If the team batting first is dismissed before receiving its quota of overs, then the team batting second shall be entitled to receive its full 40 overs. The team scoring the greater number of runs shall be the winner, subject to the following:
- (i) If there is no loss of time due to the condition of the ground, weather or light, the innings of the team batting first shall conclude at the completion of the over in progress at 3.55 pm if 40 overs have not already been completed. The team batting second shall be limited to receive the same number of overs as the team batting first.
  - (ii) If the condition of the ground, weather or light causes a loss of time during the innings of the team batting first, then the quota of overs shall be adjusted by deducting one over for each full eight minutes lost, with the time for the completion of the innings moved back by half of the amount of time lost.
  - (iii) If during the innings of the team batting first there is a reduction in the number of overs bowled then the team batting second shall be limited to the same number of overs as the team batting first.
  - (iv) If for any reason the team batting second does not receive its full quota of overs, then the match shall be decided on the total number of runs scored at the highest number of completed overs received by both teams, regardless of the number of wickets lost, provided that a minimum of 20 overs have been completed by each side and provided that in this event play shall cease at the completion of the over in progress at 7.00 pm. It is the responsibility of team captains to ensure a record is kept in the score book of runs scored at the completion of each over, commencing at the completion of the twentieth over.
  - (v) If fewer than 20 overs have been completed by each team, then the match shall be declared a draw, unless a result has already been achieved.

- (vi) No bowler may bowl more than 8 overs in the innings of a 40 over match. The scorers are to inform the umpires when any player has completed the permissible number of overs.

#### **49.3 One day matches - Non daylight saving.**

- (a) Playing times shall be 1.00 pm to 6.00 pm with no lunch or tea break.
- (b) Playing Rules for non daylight saving time one day matches shall be the same as in By-Law 49.2 with the following exceptions:
  - (i) The innings of each team shall be limited to 34 overs if the team is not dismissed beforehand. If the team batting first is dismissed before receiving its quota of overs, then the team batting second shall be entitled to receive its full 34 overs.
  - (ii) The team scoring the greater number of runs shall be the winner, subject to the following:
    1. If there is no loss of time due to the condition of the ground, weather or light, the innings of the team batting first shall conclude at the completion of the over in progress at 3.25 pm if 34 overs have not already been completed. The team batting second shall be limited to receive the same number of overs as the team batting first.
    2. No bowler may bowl more than 9 overs in the innings of a 34 over match. The scorers are to inform the umpires when any player has completed the permissible number of overs.

#### **49.4 Attire**

- (a) **Players:**

All senior players are to wear proper cricket attire, defined as white, cream or coloured shirts with collar, white, cream or coloured trousers, white cream or coloured jumpers in club colours. Coloured shoes are allowed if they are cricket shoes (rubbers or spikes). Where a head covering is worn it is to be in club colours and all players on the field to wear the same hat or any coloured cricket helmet available.
- (b) **Players participating in senior competition matches under the control of the Management Committee may wear white, cream or coloured shirt and/or trousers with or without club insignia or sponsorship logos, provided the following conditions are met:**
  - (i) The shirt, and/or coloured trousers including logos and sponsorship names, has been approved by the Management Committee prior to its being worn in a competition match. Excessively bright, dark or unfair colours will not be approved.
  - (ii) All players of a team must wear shirts and/or coloured trousers of the same colour, with the same club insignia and or logos.
  - (iii) Sponsorship logos and lettering to a maximum of 50mm in height can only be located on the back, breast pocket area, sides or sleeves.
- (c) **Player Umpires:**

All senior player-umpires must wear a white or cream shirt with collar and white, cream or coloured trousers or shorts. Covered footwear must be worn.

#### **49.5 Age Restriction on Umpires**

Players must be aged 16 years or over to umpire at the bowler's end and 14 years and over to umpire at square leg in the senior competition.

### **50 Competition Rules - Junior**

#### **50.1 Deleted**

#### **50.2 Playing times - One Day (Half Day) matches (Under 13 to Under 15)**

- (a) Play shall commence at 8.00am and conclude at the completion of the over in progress at 11.30 a.m.

- (b) The innings of the team batting first shall cease after 25 overs or at the end of the over in progress at 9.40 am, whichever occurs first.
- (c) The innings of the team batting second will be restricted to the same number of overs as the team which batted first.
- (d) Under no circumstances is an over rate to be prescribed for the last hour of play.

### **50.3 Playing times - All Day matches (Under 16 rounds)**

- (a) For Sunday matches, play shall commence at 10.00 a.m. and conclude at the end of the over in progress at 5.15 p.m.
- (b) Lunch will be taken from 1.15 pm to 2.00 pm.
- (c) If due to inclement weather or for any other reason, it is not possible to commence play before 12 noon, then the luncheon interval is to be disregarded.
- (d) Times for drinks breaks shall be agreed between the teams before the start of play. They shall be a maximum of 5 minutes in duration.
- (e) Under no circumstances is an over rate to be prescribed for the last hour of play.

### **50.4 Playing Rules - Two day matches (Under 13 to Under 15)**

- (a) Number of overs:  
The first innings of each team shall be limited to 50 overs unless the team is dismissed beforehand. If the team batting first is dismissed before receiving its full quota of overs then the team batting second shall be entitled to receive its full 50 overs.
- (b) If 50 overs are not received by the team batting first, and no time has been lost due to weather or other unforeseen circumstance, then the team batting second will only receive the same number of overs as the team batting first.
- (c) Cessation of innings: Unless there is an interruption to play by way of inclement weather or other unforeseen circumstance, the first innings of the team batting first must conclude at the completion of the over in progress at 11.30 am on the first day's play, irrespective of whether the 50 over rule has been satisfied or not.
- (d) Over rate required: Innings time for both teams in the first innings is limited to 3 hours and teams **MUST MAINTAIN AN OVER RATE OF 16 OVERS PER HOUR**. Failure to maintain this over rate may result in a penalty being imposed. The Management Committee may take action against offenders Under By-Law 11.
- (e) Bowlers' limitations: In the first innings of all matches bowlers are limited to a maximum of 10 overs.
- (f) Time lost:
  - (i) In the event of time being lost due to inclement weather or other unforeseen circumstances during the innings of the team batting first, the match will be played on a split time basis, with the number of overs for the match being reduced by one over for each whole eight minutes lost. As a result of this split timing, the first batting side may need to bat into the second day.
  - (ii) Following a reduction in the number of overs to be bowled, no bowler may bowl more than one-fifth the total number of overs to be bowled. Any bowler who has previously bowled more than one-fifth the total number of overs for the innings, may not bowl again in that innings. For the purpose of this Rule, no bowler may bowl a part over unless in accordance with the Laws of Cricket (2000 Code).
  - (iii) Scorers are to inform the umpires when a player has completed the permissible number of overs.

- (g) Overs to constitute a match:  
A minimum of 22 overs must be received by each team to constitute a match. If this criterion is not met then the match will be declared a draw unless a result has already been achieved.
- (h) A completed innings shall be deemed to have satisfied the 50 over rule, the 22 over rule and the bowler's limitation rule.
- (i) The result:  
The team scoring the greater number of runs in the first innings shall be the winner, subject to the following:
  - (i) In the event of a first innings result being achieved prior to 11.30 am on the second day of the match, a team shall not be denied the opportunity to achieve an outright result, provided that the prescribed finishing time is observed. Mutual agreement must be obtained for play to cease prior to 11.30 am on the second day.
  - (ii) If for any reason the team batting second does not receive the full quota of overs and has not been dismissed, the match will be decided on total numbers of runs scored at the highest number of completed overs by both teams regardless of the number of wickets lost, provided the minimum of 22 overs has been completed.
- (j) First day washout  
If play is not possible on the first day of a two day match, due to inclement weather or other unforeseen circumstance, the game will be played on the second day under one day match conditions.

#### **50.5 Playing Rules - One day (Half Day) matches (Under 13 to Under 15)**

The innings of each team in one day matches shall be limited to 30 overs, unless the batting side is dismissed beforehand. If the team batting first is dismissed before receiving its full quota of overs, then the team batting second shall be entitled to receive its full 30 overs. The team scoring the greater number of runs in the first innings shall be the winner, subject to the following:

- (a) Innings time and overs  
If there has been no time lost due to ground condition, weather or light, the innings of the team batting first shall conclude at the completion of the over in progress at 9.40 am, if 30 overs have not already been completed. The team batting second shall be limited to receive the same number of overs as the team batting first.
- (b) Lost time  
If there is a loss of playing time due to ground condition, weather or light during the innings of the team batting first, then the quota of overs shall be adjusted by deducting one over for each whole eight minutes lost. The time set for the completion of the innings will be adjusted back by half of the time lost.  
  
If during the innings of the team batting first, there is a reduction in the number of overs to be bowled, then the team batting second shall receive the same number of overs as the team batting first.
- (c) If for any reason the team batting second does not receive its full quota of overs the match will be decided on the total number of runs scored at the highest number of completed overs by both teams, regardless of the number of wickets lost, provided that a minimum of 15 overs has been completed by each team.
- (d) If fewer than 15 overs have been completed by each side then the match shall be declared a draw, unless a result has already been achieved.
- (e) No bowler may bowl more than five overs in the innings. The scorers are to inform the umpires when any player has completed the permissible number of overs.

- (f) No bowler may use a run up of more than 15 metres.

## **50.6 Playing Rules - All Day matches (Under 16 Rounds)**

- (a) **Number of overs**  
The first innings of each team shall be limited to fifty overs unless the team is dismissed beforehand. If the team batting first is dismissed before receiving its full quota of overs then the team batting second shall be entitled to receive its full 50 overs.
- (b) **Equal Overs**  
If 50 overs are not received by the team batting first, and no time has been lost due to weather or other unforeseen circumstance, then the team batting second will only receive the same number of overs as the team batting first.
- (c) **Cessation of innings**  
Unless there is an interruption to play by way of inclement weather or other unforeseen circumstance, the first innings of the team batting first must conclude at the completion of the over in progress at 1.15 pm, irrespective of whether the 50 over rule has been satisfied or not.
- (d) **Over rate required**  
Innings time for both teams in the first innings is limited to 3 hours and 15 minutes and teams **MUST MAINTAIN AN OVER RATE OF 16 OVERS PER HOUR**. Failure to maintain this over rate may result in a penalty being imposed. The Management Committee reserves the right to impose any penalty it sees fit on offenders.
- (e) **Bowlers limitations**  
In the first innings of all matches bowlers are limited to a maximum of 10 overs. The overall daily rate of 12 overs for fast bowlers will apply where a second innings occurs (Rule 48).
- (f) **Time lost:**
- (i) In the event of time being lost due to inclement weather or other unforeseen circumstances during the innings of the team batting first, the match will be played on a split time basis, with the number of overs for each team being reduced by one over for every whole eight minutes lost.
  - (ii) Following a reduction in the number of overs to be bowled, no bowler may bowl more than one-fifth (20%) of the total number of overs to be bowled. Any bowler who has previously bowled more than one-fifth the total number of overs for the innings, may not bowl again in that innings. For the purpose of this Rule, no bowler may bowl a part over unless in accordance with the Laws of Cricket (2000 Code).
  - (iii) Scorers are to inform the umpires when a player has completed the permissible number of overs.
- (g) **Overs to constitute match**  
A minimum of 25 overs must be received by each team to constitute a match. If this criterion is not met then the match will be declared a draw unless a result has already been achieved.
- (h) **Completed Innings**  
A completed innings shall be deemed to have satisfied the 50 over Rule, the 25 over Rule and the bowler's limitation rule.
- (i) **The result:**  
The team scoring the greater number of runs in the first innings shall be the winner, subject to the following:
- (i) In the event of a first innings result being achieved prior to 5.15 pm, a team shall not be denied the opportunity to achieve an outright result, provided that the prescribed finishing time is observed. Mutual agreement must be obtained for play to cease prior to 5.15 pm.
  - (ii) If for any reason the team batting second does not receive the full quota of overs and

has not been dismissed, the match will be decided on total numbers of runs scored at the highest number of completed overs by both teams regardless of the number of wickets lost, provided the minimum of 25 overs has been completed.

- (j) Transferring Ground - Matches set down for turf pitches  
If play is not possible on a Sunday turf fixture, play may be transferred to the synthetic pitch listed in the draw as standby ground, by mutual agreement between both teams and the umpires.

#### **50.7 Nomination of Players (Under 14 to Under 15)**

- (a) In Junior competition matches, Law 1.2 will be varied to the extent that thirteen players may be named in each team. However, only eleven of these shall be permitted to participate as batsmen, and only eleven shall be permitted to field at any time, or bowl on any one day.
- (b) If more than eleven players in a team arrive at the ground, this By-Law is to be implemented compulsorily.
- (c) Any team utilising this By-Law will indicate clearly on the team declaration slip the identity of the players not permitted to act as batsman or bowler in the match. This will be complied with by writing "NON BAT" and "NON BOWL" after each players name as implemented. If more than thirteen players arrive at the ground, the names of the players not used must be recorded on the reverse of the team declaration slip. Indications under this clause may be made on the team declaration slip may be made at any time, provided that they have been completed prior to the end of the match.
- (d) No player may be described as "NON BAT" or appear on the reverse of the slip on successive occasions or more than three times prior to the semi-finals.
- (e) No player may be described as "NON BOWL" or appear on the reverse of the slip on successive occasions or more than three times prior to the semi-finals.
- (f) A breach of (d) or (e) above will render the offending team subject to By-Law 46.3(c).
- (g) If this By-Law is implemented by either or both teams, Law 2.5 still applies.

#### **50.8 Special Conditions**

- (a) Retirements for all junior age groups will be as per the Cricket Australia Junior Playing stage formats or as determined by the HDCA management committee under these formats.
- (b) Juniors umpiring  
Junior players may not umpire junior matches until they are 16 years of age or over. However, players 14 years of age or older may umpire at square leg but only when an official umpire is officiating in the match.
- (c) On field Coaching  
For the purpose of assisting younger players to understand the finer points of cricket, Under 10 and Under 11 coaches and managers who may be acting as umpires, may coach their players during the match, however such coaching will only be allowed BETWEEN OVERS and must not cause any unnecessary delay to play. NOTE: This applies in Under 10 and Under 11 matches only.
- (d) Smoking on the Field  
Smoking on the field is totally prohibited at all Junior matches

#### **50.9 Special Conditions (Under 14 to Under 15s)**



- (a) The Under 14 and above competitions will be run according to the rules approved by the management committee from time to time. In framing rules the Management Committee will have regard to the goals of optimising participation and enjoyment of all players while developing skills and preparing under 14 and above players for later competitions. Rules will be added to the By-Laws as an appendix (Currently using Australian Cricket Junior Stage 3 format – see appendix 10).

#### **50.10 Special Conditions (Under 12s and Under 13s)**

The Under 12 and Under 13 competition will be run according to the rules approved by the management committee from time to time. In framing rules the Management Committee will have regard to the goals of optimising participation and enjoyment of all players while developing skills and preparing under 12 players for later competitions. Rules will be added to the By-Laws as an appendix (Currently using Australian Cricket Junior Stage 2 format – see appendix 10).

#### **50.11 Special Conditions - Under 11**

The under 11 competition will be run according to the rules approved by the management committee from time to time. In framing rules the Management Committee will have regard to the goals of optimising participation and enjoyment of all players while developing skills and preparing under 11 players for later competitions. Rules will be added to the By-Laws as an appendix (Currently using Australian Cricket Junior Stage 1 format – see appendix 10).

#### **50.12 Special Conditions – Under 10**

The under 10 competition will be run according to rules approved by the Management Committee from time to time. In framing rules the Management Committee will have regard to the goals of optimising participation and enjoyment of all players while developing skills and preparing under 10 players for the later competitions. Rules will be added to the bylaws as an appendix. (Currently using Australian Cricket Junior Stage 1 format – see appendix 10).

#### **50.13 Attire**

All players participating in junior competitions are allowed to wear fully coloured and customised playing shirts, trousers, hats and jumpers/vests in their clubs respective colours if the uniforms are in contrast to the colour of the ball being used. Coloured shoes will be allowed if they are fit for purpose cricket shoes (rubbers or spikes). All subject to the approval of the Management Committee.

**NOTE: IT IS RECOMMENDED THAT ALL CLUBS ENCOURAGE THE WEARING OF HEAD COVER BY ALL PLAYERS**

- a) Players participating in the junior competition matches under the control of the Management Committee may wear coloured shirts or T-shirts, with or without club insignia or sponsorship logos, provided the following conditions are met:
- (i) The shirt or t-shirt including logos and sponsorship names has been approved by the Management Committee prior to it being worn in a competition match. Excessively bright, dark or unfair colours will not be approved.
  - (ii) All players from a team participating in a competition match must wear the same colour and design shirt or t-shirt.
  - (iii) Sponsorship logos and lettering, to a maximum of 250 and can be located anywhere on the front or back of the shirt, subject to approval by the HDCA management Committee.

#### **50.14 Teams with District Junior Representative Players**

- (a) No junior team may contain more than three players who played Junior representative cricket in the NSW Youth Championships (Arch Cawsey, WG Foster, WS Gee, JH Creak, Harold Moore, EG Weblin, CS Watson, Jim Goulder, Mollie Dive and Margaret Peden Shields) for Hawkesbury or any other Association, in the previous season subject to the following guidelines:
- (i) Where more than three representative players already exist within a team, they may continue to play in that team, but no other representative players may be added.

- (ii) Where exactly three representative players already exist within a team, they may continue to play in that team, but no other representative players may be added.
  - (iii) Where fewer than three representative players exist within a team, they may continue to play in that team, but other representative players may be added only to a total limit of three.
  - (iv) When selection at representative level causes a team to exceed the limit of three representative players, they may continue to play in that team, but no other representative players may be added.
  - (v) In circumstances where a team is in excess of the limit of three representative players by virtue of paragraphs (i) or (iv) above and a player or players leave, that team may not add a further representative player if the new player would cause the team to contain more than three representative players.
  - (vi) When no Under 15 competition is conducted, the limit for Under 16 teams will be four in each paragraph of this By-Law.
- (b) The Management Committee will be empowered to take special circumstances into account, but these will be restricted to those matters beyond the player's control i.e. age determination alteration or a genuine change of residence.
  - (c) A representative player being promoted for a match to an older age group than the team for which he/she is registered does not come within the provisions of this rule when all four of the following conditions exist:
    - (i) the older age group team is short of players for the match and the playing of the younger representative player assists in preventing forfeiture.
    - (ii) no player of the older team misses the match as a result
    - (iii) the representative player's own team has a bye or no round that weekend.
    - (iv) the match is not a semi-final or final

## **51 Semi Finals and Finals**

### **51.1 General**

- (a) After the completion of the competition rounds, the teams obtaining the highest percentage or points shall be the Minor Premiers in their respective grades or age divisions.
- (b) Averages - formula
  - (i) In the event of two or more teams having equal percentages or points, the final position on the points table shall be decided on averages. Should any teams be equal on points or percentages their positions will be decided on runs per wicket scored for and against.
  - (ii) For the purpose of ascertaining averages the following system shall be adopted:  
 The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.  
 The batting average against such team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.  
 The former (for) shall be divided by the latter (against) to arrive at a quotient.  
 The team with the higher/highest quotient shall be considered to have the better performance.
- (c) Semi-Final draw  
 The Minor Premiers in each grade or age division shall play the team which finished fourth after the completion of the competition rounds and the team which finished second shall play the team which finished third.
- (d) Semi Final/Finals-no result-procedure  
 The Premiers in each grade or age division shall be determined after the playing of the Semi Finals and Final match. In the event of a tie, or if, for any reason, there is no result in either of the Semi-Final or Final matches, the two teams to contest the Final and the determination of the

Premiership respectively shall be decided in accordance with the positions held by the relevant teams at the conclusion of the competition rounds.

(e) Result

A result is a first innings win by a team, unless an outright result is achieved. Where the match is tied outright or on the first innings with no further result, in either of the Semi-Final or Final matches, the two teams to contest the Final and the determination of the Premiership respectively shall be decided in accordance with the positions held by the relevant teams at the conclusion of the competition rounds, regardless of the position after the first innings.

(f) Four team competitions

In the event of there being only four teams in one grade or age division in the competition, a Final shall be played by the two teams running first and second.

(g) Teams involved in semi-finals or finals played on non-turf pitches will supply three stumps and two bails each. Turf pitch curators will supply two full sets of stumps and bails.

(h) Changing a ground for any reason

The Executive of the Association may, by majority up to 60 minutes after the scheduled starting time of the match, move any semi-final or final match from one turf ground to another turf ground, from one ground with a synthetic pitch to another ground with a synthetic pitch, or from one turf ground to a ground with a synthetic pitch, in circumstances where:

- (i) the umpires report that due to any reason the original ground is unfit for play, and that play is unlikely to commence at all, and
- (ii) no play has taken place.

(i) Changing a ground due to vandalism

The Executive of the Association may, by majority at any time, move any semi-final or final match from one turf ground to another turf ground, from one ground with a synthetic pitch to another ground with a synthetic pitch, or from one turf ground to (except in First Grade) a ground with a synthetic pitch, in circumstances where:

- (i) the umpires report that due to vandalism the original ground is unfit for play, and that play is unlikely to commence, or recommence at all.

If play has previously taken place in the match, the match will be resumed at the same position, scores and performances as when play was terminated, in the same manner as resuming play after an interval.

## 51.2 Seniors

(a) Playing times

All Semi-Final and Finals matches shall be of two days duration, commencing on Saturday at 12.30 pm and terminating at 5.30 pm, allowing twenty minutes for Afternoon Tea between 2.50 pm and 3.10 pm and recommencing on Sunday at 10.00 am and terminating at 5.30 pm, allowing forty minutes for Luncheon between 12.20 pm and 1.00 pm and twenty minutes for Afternoon Tea between 3.00 pm and 3.20 pm.

(b) In non-daylight saving time, all times for daily play referred to in (a) above shall be advanced by 30 minutes. i.e.: Saturday non-daylight saving time play would be 12.00 noon to 5.00pm, Sunday would be 9.30am to 5.00pm, subject to Law 16 for the last hour of play, noted in (c) below. Circumstances may prevail where Saturday is played under daylight-saving times and Sunday under non-daylight saving time.

(c) In Semi Final and Final matches teams shall not bat more than one hundred overs in their first innings. If the first batting side either declares or is dismissed before one hundred overs then the second batting side is limited to one hundred overs. In these circumstances, the side with the most runs shall be the winner. If the second batting side does not receive one hundred overs, and has not been dismissed then the game is a draw. In Semi-Finals or Finals twenty overs in the last

hour will apply regardless of first or second innings. If more than 80 overs have been completed by the batting team when the 20 overs in the last hour are to commence, then the innings itself would still terminate after 100 overs, but a new innings could thereafter be commenced if required by either side.

- (d) To be eligible to play in Semi-Finals and/or Finals, a player must have played in four senior and/or junior competition matches with his or her club prior to the Semi-Finals in the season then current, subject to the Grading Committee. A bye or washout constitutes a match played.

### **51.3 Juniors - General Principles**

- (a) Semi-Finals and Finals shall be played on Sundays on the best available grounds.
- (b) To be eligible to play in Semi-Finals and or Finals a player must have played in as many games as there are opposing teams in the competition in which he/she is registered or half of the matches scheduled for a team, whichever is the fewer. A bye does not constitute a match. An abandoned match (washout) constitutes a match played provided the Team Declaration Sheet is submitted in accordance with By-Law 48.14. On a case by case basis, the Management Committee may, as it sees fit, allow an application from a club for a player, not otherwise qualified, to participate where the circumstances make it fair and reasonable to do so.

### **51.4 Under 14 to Under 16**

- (a) Hours of play for Under 14 to Under 16 grades inclusive shall be 10.00 am to 5.15pm allowing a 45 minute lunch break from 1.15 pm to 2.00pm. Drink breaks shall be restricted to 5 minute duration. If an innings ends within one hour of the lunch interval, it will be taken immediately. If due to loss of play the umpires at their discretion may vary the lunch break timing and length in order to maximise play. Note By-Law 51.4 (e) below.
- (b) The first innings of each team shall be limited to 50 overs unless the team is dismissed beforehand. If the team batting first is dismissed before receiving its full quota of overs, then the team batting second shall be entitled to receive its full quota of 50 overs.
- (c) The first innings of the team batting first must be completed at the completion of the over in progress at 1.15 pm. If the 50 overs have not been completed and no playing time has been lost, the team batting second shall be limited to receiving the same number of overs as the team batting first.
- (d) Bowlers shall be restricted to a maximum of 10 overs in the first innings or proportionally reduced in a reduced over match, except where fast Bowler restrictions are the lesser.
- (e) In the event of time being lost due to inclement weather or other unforeseen circumstances before or during the innings of the team batting first, the first forty minutes lost will be ignored. The first twenty minutes lost will be obtained by reducing the second session up to 20 minutes and by moving lunch back accordingly. The second 20 minutes will be obtained by reducing the lunch interval by up to 20 minutes. If more than 40 minutes is lost the match shall be played on a split time basis, with the number of overs being reduced by 1 over for each further whole 8 minutes or part thereof playing time lost and lunch taken at the change of innings, the time due for the completion of the first innings being further moved back by half of the real time lost. Teams are required to maintain an over rate of 16 overs per hour and failure to maintain this over rate may result in action being taken against the offending team by the Management Committee.

Example: 70 minutes lost at start

70 minutes less 40 minutes (ignored) = 30 minutes real time lost.

30 divided by whole 8 = 3 overs reduction

50 overs less 3 overs = 52 overs innings limit

Playing Times: 11.10 am to 2.25 pm, 2.45 pm to 6.00 pm.

- (f) In the event of time being lost due to inclement weather or other unforeseen circumstances after the innings of the team batting first has been completed, time can be made up by reducing the luncheon interval by up to 20 minutes, allowing for any early conclusion to the first innings, and by reducing the second session by up to 20 minutes if these methods have not previously been exhausted. If, in these circumstances, the team batting second does not receive the full quota of overs received by the team batting first, the match will be decided on the first innings (subject 51.4(h) below) either by the team batting second passing the total score of the team batting first (and so winning) or by the team batting second being dismissed (and so losing). If neither of these occurs, the match is drawn or tied, and 51.1(d) applies.
- (g) The scorers are to inform the umpires when any player has completed the permissible number of overs.
- (h) Each team must face a minimum of 25 overs to constitute a match. If this criterion is not met then the match shall be deemed a draw and the team finishing highest on the competition points table shall be declared the winner. However, if the second batting side does not receive the same number of overs as the team batting first, even if one or both sides has received 25 overs, has not declared and has not been dismissed or passed the score of the team batting first, then the game is a draw.
- (i) In the event of a first innings result being achieved before 5.15 pm, a team shall not be denied the opportunity to achieve an outright result provided the scheduled finishing time is observed. There are no restrictions for the second innings other than the young fast bowler restrictions for the day, which shall still apply.
- (j) A completed innings, or a declaration will be deemed to have satisfied the 50 over rule, 25 over rule and the bowler's limitation rule.

## **52 Complaints, Disputes, Protests and Appeals**

### **52.1 Lodging a Complaint Alleging Misconduct**

Complaints lodged by affiliated clubs, umpires or other individuals alleging misconduct on the part of any person covered by the Code of Conduct, in accordance with the provisions contained herein, shall be heard and determined by the Judiciary and Disputes Committee.

- (a) Such complaint, dispute or protest shall be lodged with the Secretary of the Association within 7 days from the date on which the cause for the dispute may have arisen.
- (b) The complaint shall be in writing, or by email clearly indicating the misconduct alleged. The Secretary of HDCA is to inform the player's club, on whom the onus is placed to notify the player. This will be within 7 days of receipt of the lodged complaint.
- (c) Any complaints, disputes or protests occurring from either the last home and away or Semi-final matches must be in the hands of the Secretary, of the Association within seventy two hours of the incident.
- (d) There shall be no fee for the lodgement of such complaint and the result of any such complaint shall no have any bearing on the outcome of any match.
- (e) The Secretary of the Association shall then forward the matter to the chairperson of the Judiciary and Disputes Committee. The matter will be heard at the earliest possible time, but generally, within 14 days of the alleged misconduct.
- (f) Matters reported by Umpires in the course of their duty, are to be referred to the Secretary HDCUA, and then to the HDCA Secretary.

- (g) Copies of all reports of complaint must be made available to all parties at least twenty-four hours prior to any hearing.

## **52.2 Lodging a Dispute or Protest where Misconduct is not Alleged**

Disputes and protests lodged by affiliated clubs, umpires or individuals in accordance with the provisions contained herein, shall be heard and determined by the Management Committee.

- (a) Such dispute or protest shall be lodged in the hands of the Secretary of the Association within seven days from the date on which the cause for the dispute may have arisen.
- (b) The protest shall be in writing, clearly indicating the nature of the dispute or protest, clearly setting out the cause for its dispute or protest, accompanied by a fee of fifty dollars (\$50.00), which shall be forfeited if the claim be deemed frivolous or untenable.
- (c) Any disputes or protests occurring from either the last home and away or Semi- final matches must be in the hands of the Secretary, President or Treasurer of the Association within forty-eight hours of the incident.
- (d) The Secretary of the Association shall then list the matter for hearing at the next meeting of the Management Committee or convene a special meeting for the purpose of hearing the matter. The matter will be heard at the earliest possible time.

## **52.3 Judiciary and Disputes Committee**

- (a) The Judiciary and Disputes Committee will consist of up to ten members, none of whom have any affiliation with a Management Committee of the Association in the then current season and who are elected at the Annual General Meeting of the Hawkesbury District Cricket Association.
- (b) The Chairperson shall be a person so elected at the Annual General Meeting of the Association. In the absence of the elected Chairperson another member of the Appeals Committee, appointed by the members of the Judiciary and Disputes Committee present, shall preside.
- (c) Any member of the Judiciary and Disputes Committee must declare any affiliation to any cricket club. Any Member having any affiliation with any cricket club will not be permitted to adjudicate on any matter placed before the Committee which may involve that club.
- (d) The quorum for a Judiciary and Disputes Committee meeting shall be a minimum of three members, and a maximum of five members, including a Chairperson.
- (e) The Judiciary and Disputes Committee may demand the presence of witnesses to substantiate the evidence for or to refute against any claim which has been placed before it for adjudication. All hearings shall be conducted in a manner similar to those of normal court proceedings to allow the proper rights of redress to apply.
- (f) Where the Judiciary and Disputes Committee is satisfied that a club or individual has been informed of, and requested to attend any hearing of a complaint, dispute, protest or appeal, and does not attend, the Committee may hear and determine the matter in the absence of any such club or individual.
- (g) The Judiciary and Disputes Committee will have the power to take the following actions if it determines in accordance with the provisions of these rules, that the person reported has breached the Code of Conduct in accordance with part 11 - Schedule of Offences - Schedule A Cricket NSW Code of Conduct and Procedures (Appendix 11). The Judiciary and Disputes Committee may apply sanctions for the offences determined under Part 11 Schedule A in accordance with Part 12 Schedule B – Prescribed Sanctions.(Appendix 12)
- (h) Decisions reached and determinations made by the Judiciary and Disputes Committee will be conveyed to the parties immediately when reached unless special circumstances prevent them

from doing so.

- (i) Any player, club, official, umpire or affiliated body who has had any penalty placed on him/her or it by Judiciary and Disputes Committee is to be provided with separate written notification of such penalty to the last registered address of that individual or body.

#### **52.4 Lodging an Appeal**

- (a) Where a club or individual feel that they have grounds for appeal against a decision handed down by the Management Committee under By-Law 52.2 above or by the Judiciary and Disputes Committee under By-Laws 52.1 and 52.3 above, such appeal must be lodged in writing with the Secretary of the Association with a fifty dollar (\$50.00) fee.
- (b) Appeals concerning matters dealt with under By-Law 52.1(c) or By-Law 52.2(c) (Last Round or Semi-Final) must be lodged in writing with the Secretary, President or Treasurer of the Association within 48 hours of initial oral notification of such penalty.
- (c) All other appeals must be lodged with the Secretary of the Association within seven days of initial oral notification of such penalty.
- (d) Appeals lodged under By-Laws 52.4(b) or 52.4(c) must be based on one or more of the following grounds and indicated clearly within the appeal documentation:
  - (i) New evidence not presented to the original inquiry will be presented. The report must set out a summary of this evidence and also provide an explanation as to the reason this evidence was not presented previously.
  - (ii) The Judiciary and Disputes Committee (under By-Laws 52.1 and 52.3) or the Management Committee (under By-Law 52.2) did not observe correct procedure or process. The report must identify clearly the nature of the procedure or process regarded as improper.
  - (iii) The verdict of guilty is not disputed but an appeal is based on the severity of the sentence imposed.
- (e) A stay of proceedings will be granted until the Executive of the Association determines whether any appeal has sufficient grounds or substance to warrant further action, or not. The Executive will determine if to dismiss the appeal, allow a full re-hearing or allow a hearing on penalty only.
- (f) Where a full re-hearing is required, the chairperson of the Judiciary and Disputes Committee will convene a meeting of members of the committee not involved in the original decision to re-hear the matter and all witnesses and evidence will need to be re-heard. A stay of proceedings will continue until the matter is re-heard.
- (g) Where a hearing on penalty only is required, the chairperson of the Judiciary and Disputes Committee will convene a meeting of members of the committee not involved in the original decision to reconsider the matter based on the evidence presented already. New evidence is not permitted. The committee will hear only a statement from the subject of the original report as to the reasons a reduction in the severity should be made. A stay of proceedings will continue until the matter is finalised.
- (h) The Judiciary and Disputes chairperson may co-opt any members of the Council not previously involved in the matter should such be necessary to form a quorum.

#### **52.5 Final Appeal to Cricket NSW**

- (a) A final appeal against the decision of the Executive under By-Law 52.4(e), or the Judiciary and Disputes Committee By-Laws 52.4(f) or 52.4(g) may be made Insert and will be referred to Cricket NSW to be heard in accordance with the Cricket NSW Code of Conduct and Procedure – Part 9 Appeals (Appendix 13)
- (b) Such appeal must be lodged in writing with the Secretary of the Association with a fifty dollar (\$50.00) fee.

(c) A stay of proceedings will not be granted while this appeal is expedited.

## **53 Umpiring**

### **53.1 Scope**

The Hawkesbury District Cricket Umpires Association shall act in co-operation with Management Committee conducting the competitions arranged by the Association.

### **53.2 Appointments**

The Hawkesbury District Cricket Umpires Association shall be empowered to appoint umpires in cooperation with the Association executive.

### **53.3 Umpire Fees**

Umpires fees for all junior, senior, one day and two day matches shall be set annually in cooperation with the Hawkesbury District Cricket Umpires Association and the Hawkesbury District Cricket Association Incorporated by the 1st of September of the current season. Such fees to be shared equally by both teams where Association umpires have been appointed and officiate actual play and shall be paid in a manner prescribed after consultation between the Association and the Hawkesbury District Umpires Association. Non-compliance shall render the offending club liable to a penalty in addition to the levy payable to the umpires.

### **53.4 Fees - Semi Finals and Finals**

(Deleted 2013 AGM –payable under 50.3).

### **53.5 Attendance**

Before the match, two umpires shall be appointed, as follows:

- (a) If two umpires are appointed by the Hawkesbury District Cricket Umpires Association, they will stand at each end, to control the game as required by the Laws, with absolute impartiality.
- (b) If one umpire only is appointed by the Hawkesbury District Cricket Umpires Association, that umpire will officiate at the bowler's end at all times, and
  - (i) in a Senior competition match, the batting team will be required to provide a square leg umpire who must be a currently registered and eligible player, and subject to By Laws 48.32 and 49.5.
  - (ii) in a Junior competition match, the batting team will be required to provide a square- leg umpire who is subject to By-Laws 48.32 and 50.8.
- (c) If no umpire is appointed by the Hawkesbury District Cricket Umpires Association, or when an umpire appointed by the Hawkesbury District Cricket Umpires Association fails to be present on the playing ground at the appointed time:
  - (i) In a Senior competition match, the batting team will be required to provide umpires who must be a currently registered and eligible player, and subject to By-Laws 48.32 and 49.5.
  - (ii) In a Junior competition match, each team will be required to provide an umpire who is subject to By-Laws 48.32 and 50.8.

### **53.6 Team unable/refusing to proceed**

The umpires shall be in position on the field prior to the time fixed for starting and shall report to the Management Committee any lateness in the starting of play. If, for any reason play does not commence at the time appointed the umpires may, on appeal, declare the match lost by the team unable or refusing to proceed with the match and a suitable notation is to be made in the scorebooks.

- (a) Such team shall receive no points and the maximum number of points gained by any team in that grade or age division for that round shall be awarded to the opposing side. For the purpose of this Rule, at least four nominated playing members of each team must be available to commence play at the appointed time.

### **53.7 Match reports**



At matches where an official HDCUA umpire is appointed, the two captains shall each submit an umpire's feedback report on the Play/Officials HQ platform within 7 days of the completion of any match. Non-compliance may render the club liable to a maximum fine of \$50 for each match so recorded. No report is required for a washed out match.

### **53.8 Semi Finals and Final Umpiring Duties**

- (a) Every team shall supply two representatives for umpiring duties in Semi-finals or Finals prior to the commencement of the last home and away match of the season.
- (b) Representative names and telephone numbers for umpiring duties must be supplied in writing to the Secretary of the Management Committee in writing who will forward them to the Secretary of the Hawkesbury District Cricket Umpires Association for allocation.
- (c) The Secretary of the Hawkesbury District Cricket Umpires Association will use only players from teams not involved in Semi-Finals for umpiring duties in Semi-Finals and players from learns (eliminated in semi-finals) not involved in Finals for umpiring duties in Finals.
- (d) Clubs not complying with these Rules may be fined.

## **54. Replacement to Hawkesbury Cricket Club from District Clubs**

### **54.1 Selection**

A player selected in a Hawkesbury Cricket Club team who is or has taken part in a match played under the direction of the Hawkesbury District Cricket Association may replace or be replaced in a match on either day as applicable subject to the other provisions of this Rule and subject to the PRIOR APPROVAL of the Management Committee.

### **54.2 Notification - Time**

Where the Hawkesbury Cricket Club team has been selected PRIOR to the commencement of the District club or representative match concerned, and they require player(s) from a club(s) within the Hawkesbury District Cricket Association, the selected player MUST NOTIFY THE SECRETARY OF THE ASSOCIATION BY NO LATER THAN 12.30 PM ON THE THURSDAY PRIOR TO THE SCHEDULED FIRST DAY'S PLAY OF THE SCA GRADE MATCH (OR MATCHES) CONCERNED AND WILL INDICATE WHICH DAY(S) HE/SHE WILL BE REQUIRED TO BE REPLACED.

### **54.3 Notification - Form of**

Where the Hawkesbury Cricket Club learn has been selected after the commencement of the District club or representative match (i.e. between the first and second day's scheduled play) and they require player(s) from a club(s) within the Hawkesbury District Cricket Association, the selected player MUST NOTIFY THE SECRETARY OF THE ASSOCIATION NO LATER THAN 12.30 PM ON THE THURSDAY PRECEDING THE SCHEDULED DAY'S PLAY OF THE SCA GRADE MATCH CONCERNED AND INDICATE WHICH DAYS HE/SHE WILL BE REQUIRED TO BE REPLACED.

### **54.4 Emergency replacements**

Any emergency replacement application arising from a late change to a Hawkesbury Cricket Club team shall be dealt with by the Executive of the Association, or its appointed representative(s).

### **54.5 Player's right of refusal**

Upon receipt of the request from the selected player, the Association Secretary, or his/her appointed representative, shall contact the required player's club(s). The player concerned, in consultation with his/her club(s) shall have the right to refuse and must advise the Association Secretary immediately of his/her refusal.

### **54.6 Replacement parameters**

When a player(s) agree to transfer to the Hawkesbury Cricket Club team for that match, their own club may replace them in the match currently being played WITH A PLAYER OF SIMILAR TYPE. Such replacement MUST be approved by the Association Executive, or their appointed representative(s).

### **54.7 Principles**

The principle of this replacing of a player(s) shall apply to all lower grade teams so affected in the club(s) involved.

#### **54.8 Replacement player's rights**

Where a player(s) being replaced has/have batted and been dismissed, the replacement player shall not be entitled to bat in that innings. In all other cases the replacement player(s) shall have the full rights of the player(s) being replaced.

#### **54.9 Notification by Association**

The Association Secretary, or his appointed representative, shall use his best endeavours to advise the opponents' club and at least one of the appointed umpires in the match concerned prior to the commencement of the day's play in question of the name(s) of the player(s) concerned.

### **55. Replacement of HDCA players involved with Defence Forces or Emergency services**

#### **55.1 Scope**

This rule applies to the replacement of a player who works or volunteers within the Defence Forces, Police and Ambulance services, the Fire Brigades or Emergency services who for circumstances beyond their control are required for duties which force him/her to be absent from either the whole or part of a days play once the game has commenced.

#### **55.2 Selection**

A player nominated in a team who is taking part in a match played under the direction of the Hawkesbury District Cricket Association, may be replaced in a match, on either day or part of, subject to the other provisions of this Rule and subject to the approval of the Management Committee.

#### **55.3 Notification - Time**

Details of the player replacement must be to a HDCA, President, Secretary or Treasurer prior to the replacement taking place. This must be officially documented to the HDCA secretary within 72 hours of the replacement taking place.

#### **55.4 Replacement criteria**

The replacement should be registered HDCA player and graded not higher than the replaced player.

#### **55.5 Replacement player's rights**

Where a player(s) being replaced has/have batted and been dismissed, the replacement player shall not be entitled to bat in that innings. In all other cases the replacement player(s) shall have the full rights of the player(s) being replaced.

#### **55.6 Notification by Association**

The Association Secretary, or his appointed representative, shall use his best endeavours to advise the opponents' club and at least one of the appointed umpires in the match concerned prior to the commencement of the day's play in question of the name(s) of the player(s) concerned.

#### **55.7 Lower grade flow on**

Where a replacement player is taken from a lower grade a replacement for him/her can be filled using the same criteria.

## Hawkesbury District Cricket Association

# Code of Conduct

### Code of Conduct

- 1.1 Applies to all players, officials, office bearers and members of clubs that participate in any affiliated Association competition or fixture or the Inter-Association competitions.
- 1.2 Applies to all officials, office bearers and members of affiliated Umpires' Associations.
- 1.3 Applies to any person in 1.1 and 1.2 whether they are on the field or off the field taking part in a match or not.

### Rules of the Code

- 2.1 If the Code applies to a person, he or she must not:
  - a) assault or attempt to assault an umpire, another players or a spectator; or
  - b) abuse either orally or physically, another player, umpire or spectator; or
  - c) dispute, as distinct from question, an umpire's decision or react in an obviously provocative or disapproving manner towards an umpire, his decision or generally, following an umpiring decision; or
  - d) use crude and abusive language, or engage in any form of conduct detrimental to the spirit of the game, or likely to bring the game into disrepute; or
  - e) in any game use crude and abusive hand signals or other gestures; or
  - f) refuse to supply his full name and registered address, if any, when required by a person eligible to lodge a report.
- 2.2 The captain of a team may be held responsible for any continuing breaches of the Code by a player in his team and may be reported for failure to control his team.

NSW Districts Cricket Association

# Racial and Religious Vilification Code

## 1. Background

Cricket is a game where polite interaction between participants and with spectators has always been an essential component.

It is part of each captain's role to ensure that the behaviour of players in a team meet the expectations of the community generally and the cricket community in particular. The cricket community is anxious to ensure that people of all ethnic and religious backgrounds enjoy playing and watching the game of cricket.

To facilitate this endeavour and to demonstrate that cricket is in tune with the wider community in opposing racial and religious vilification in all its forms, the Hawkesbury District Cricket Association introduces this Code.

## 2. Purpose of the Code

The purpose of this Code is to:

- (i) recognise the commitment of the Hawkesbury District Cricket Association to the avoidance and elimination of racial and religious vilification;
- (ii) foster an environment where captains, in appropriate circumstances, deal with any alleged breach of this Code; and
- (iii) establish a framework for dealing with alleged breaches of this Code where action taken to resolve such matters has not been to the satisfaction of all concerned.

## 3. Conduct Covered by the Code

No person who is participating in a match under the jurisdiction or auspices of the HDCA or its affiliates shall engage in any conduct, act towards or speak to any other person in a manner which offends, insults, humiliates or vilifies such person on the basis of that person's race, religion, colour, descent or ethnic origin.

## 4. The Relationship between this Code and other Rules and Regulations

This Code does not restrict any other action which may be taken in relation to the conduct covered by this Code under the Australian Cricket Board Code of Conduct.

## 5. Procedure Following Allegation

Any allegation of a breach of this Code against a player should be directed, either verbally or in writing, to the captain of the team who shall:

- (a) immediately request the player involved to apologise appropriately to the complainant, or
- (b) if the allegation is not admitted, undertake an investigation of the matter at the end of the match.

Any person found to be in breach of this Code as a result of an investigation by the captain, will be required to apologise appropriately to the complainant before being permitted to play in any future match.

## 6. Procedure where Allegations not Resolved to Satisfaction of Complainant

Where a complainant who has directed a breach of this Code to the captain of a team is not satisfied with the outcome, the complainant is entitled to lodge a complaint with the Association governing the competition in which the team participates (the Association).

## 7. Continuous Breaches of the Code

Where a breach of this Code is alleged against a player who has previously breached the Code, the captain will again attempt to resolve the matter. However if the captain regards the allegation to be

more serious than the earlier occasion the captain shall refer the matter to the Association for appropriate action.

**8. Reporting**

Any allegation of a breach of this Code and the action taken to resolve it, shall be recorded by the captain.

**9. Continuous Education**

NSWCA will prepare, maintain and make available to all member clubs and affiliates a booklet covering issues relating to racial and religious vilification. This Code will be included along with references illustrating examples of racial and religious vilification identified in other sports. Where any difficulty is experienced or is expected in implementing the principles of this Code, application should be made to NSWCA for assistance.

# Young Fast Bowler - Maximum Overs

## 1. Maximum Overs (Matches)

No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a day's play, set out below.

Age at 31 August	Maximum overs in a spell	Maximum Overs in a days' play		Maximum Overs in a competition
		HDCA	CA guide	
Under 19	8	20	20	20
Under 17	8	18	16	18
Under 16	6	18	12	12
Under 15	6	18	12	12
Under 14	5	15	10	10
Under 13	5	15	10	10
Under 12	4	12	8	8
Under 11	4	12	8	8
Under 10	4	12	8	8

## 2. Maximum Overs (Practice)

No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a practice session as set out below -

Age at 31st August	Balls per Session	Sessions per Week
Under 19	48	3
Under 17	36	3
Under 16	36	2
Under 15	36	2
Under 14	30	2
Under 13	30	2
Under 12	24	2
Under 11	24	2
Under 10	24	2

Substitute one practice session for each additional match played in the week.

## 3. Minimum Rest Period

Following a spell of bowling a pace bowler must be rested for double the number of overs he/she bowled.

4. A bowler who has bowled a spell of fewer than the maximum number of overs set out in (1) above may resume bowling prior to the completion of the minimum rest period as defined in (3) 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 a completion of the spell, the normal break between spells will apply - the break within the spell is disregarded.
5. For the purposes of calculating a bowler's minimum rest period as defined in (3) above, any interruption to play due to wet weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end and a scheduled lunch interval of 40 minutes shall count as 6 overs from each end.

## **HDCA UNDER 10, 11, 12 AND 13 COMPETITION PLAYING RULES**

### PREAMBLE

The aim of the under 10 and 11(or Modified) competitions is to encourage players to be involved in all aspects of the game and to develop their individual skills and team- work while experiencing the enjoyment and friendships that the game of cricket provides. The HDCA endorses and follows the Cricket Australia Junior Cricket Stage 1 match day rules for the Under 10 and 11 competitions. The HDCA endorses and follows the Cricket Australia Junior Cricket Stage 2 match day rules for the Under 12 and 13 competitions. The HDCA endorses and follows the Cricket Australia Junior Cricket Stage 3 match day rules for the Under 14 and above competitions. For the avoidance of doubt, the Cricket Australia Junior Formats Playing rules and conditions that are available on hawkesburydca.com are applied.

From time to time the HDCA, through the Management Committee, will review the rules and may make changes as appropriate to ensure the aim of the rules are being met.

#### 1. Conduct of Competition and Laws of Cricket

All players, parents, supporters, coaches, managers and club officials must observe the by laws and playing rules of the HDCA with particular attention paid to the requirements of the Code of Conduct. The Laws of Cricket as laid down by the MCC shall be observed unless otherwise stated within these rules.

#### 2. Playing Conditions for Under 10 and 11 competitions

##### General

- a) Games shall be played between the hours of 8.30am and 10.30 am. Play may be extended by a maximum of 15 minutes to ensure the required number of overs are bowled.
- b) All games shall commence within 15 minutes of the scheduled starting time
- c) A break of 10 minutes shall be taken between innings. In hot weather the coaches should agree to take drinks more often.
- d) Matches will be one-day only and consist of one 20 overs innings per side.
- e) Detailed match rules and information can be found in appendix 10.

#### 3. Playing Conditions for the Under 12 and Under 13 competitions

##### General

- a) Games shall be played between the hours of 8.30am and 11.30 am.
- b) A break of 10 minutes shall be taken between innings. In hot weather the coaches should agree to take drinks more often.
- c) Match will be one-day only and consist of either one 20 over or one 30 over innings per side as determined by the HDCA Management Committee.
- d) Detailed match rules and information can be found in appendix 10.



### HDCA FEE SCHEDULE 2023/24

TEAM REGISTRATION				
- Seniors	\$500	NA	25% on team nomination and balance on 1 Dec Bal on 1 Dec	Rule 42.6 + AGM Minutes
- Juniors	\$300 (U12 and above) \$275 (U10/U11)			
HDCA Player & Sports Council Levy	No Charge (2023/34)	NA	NA	Mgmt Committee August 2023 Minutes
OTHER FEES				
Ground Hire	Varies	NA	NA	Subject to change by HSC prior to invoice date shown
Umpire fees	See Appendix 9	NA	On match day	
Fines	As imposed		28 days	Rule 42.8
Rep fees	TBA	NA	Before first match	
Insurance	Seniors \$110.00 per team			See advice from CNSW. Team numbers from previous season used.

**NOTES:**

\* Adjustment is made for use of non-Hawkesbury Sports Council grounds.

TURF PREPARATION		
New pitch		\$200
Week to week preparation		\$150
Pitch prepared but no play		\$100
Semi-finals and finals	New	\$200
	Touch up from Sat	\$100
Representative matches	New pitch	\$200
	Touch up from Saturday	\$100

## HDCA Umpires Association Umpire Match Fees - Per Day – 2022/23 Season

Senior - 2 Day	1	\$145 /day	\$72.50 /day
Senior - 1 Day	1	\$145	\$72.50
Junior - 1 Day (U13-U15)	1	\$80/day	\$40/day
Junior - 1 Day (U12)	1	\$70	\$35.00
Junior Semi-finals & Finals (CA formats)	1	As above	As above
Junior Semi-finals & Finals (Normal Conditions)	1	\$145/day	\$72.50/day
Senior Semi-finals & Finals	2	\$290/match	\$145/match
Senior Semi-finals & Finals (1 umpire only)	1	1.5 times normal fee	1.5 times normal fee
Attendance Fee*	1	50% of match fee (regular season)	
	2	100% of match fee (finals matches)	
*Attendance fee is payable if an umpire attends a game but no play is possible			

. SECTION 2 - APPENDIX 9  
HAWKESBURY DISTRICT CRICKET ASSOCIATION INCORPORATED

# HDCA Extreme Heat Policy

## 1. TEMPERATURE THRESHOLD - Seniors and Juniors

Where a temperature threshold is stated, the following measurement shall apply.

The “Feels like” or effective temperature (taking into account wind and humidity) from the nearest weather station in degrees from the Bureau of Meteorology (BOM) Weather App shall be used. The “feels like” temperature may vary from the absolute temperature depending on the level of humidity and wind.

2. **SMARTPHONE APP BOM** shall be the official App for sourcing temperature data. The “feels like” temperature shall be the official temperature measurement. Smartphone location settings must be enabled.

3. **CESSATION OF PLAY • Level 1** – The umpires, coaches or captains shall schedule additional drinks intervals in the event that the “feels like” temperature exceeds 37 degrees (Seniors) and 32 degrees Celsius (Juniors). Players and umpires may leave the field of play during this interval. • **Level 2** – Play shall cease immediately in the event that the BOM “feels like” temperature, at the location, reaches or exceeds 40 degrees (Seniors) and 35 degrees Celsius (Juniors). • In this instance play will be abandoned for the remainder of the day.

4. **LOSS OF PLAYING TIME (DUE TO EXTREME HEAT)** is to be treated as adverse weather conditions as if the game was stopped for a rain delay. **ADVANCE CANCELLATION OF AN ENTIRE DAY’S PLAY** The association MAY determine to cancel a day’s play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is 45 degrees or more. **INCREASED DRINKS BREAKS AND EXTENDED INTERVALS** Forecast temperature exceeding 32 degrees Prior to the start of play on any match day, the umpires if assigned, coaches and captains shall conduct a heat safety briefing - (a) to determine increasing the number and duration of drinks intervals, and; (b) to determine whether to extend the duration of interval between innings.

5. Where Forecast is for 45 degrees or more on the Saturday, Junior matches start times are to be brought forward to 8:00am and Stage 2 matches reduced to 20 overs, to reduce the chance that they are playing when it may potentially reach 38 degrees.

## **Appendices from Cricket NSW - Code of Conduct and Procedures**

### **Appendix 11 - Cricket NSW Part 11 Schedule A - Offences**

**CNSW Code of Coundct document can be found here -**

**<https://resources.cricket-nsw.pulselive.com/cricket-nsw/document/2024/09/12/46fd2504-8249-4cc8-920b-8c881fbbcea0/CNSW-Code-of-Conduct-Procedures-2024-25-season-final-.pdf>**

# Australian Cricket Junior Formats

## Playing conditions





## 20OVER DETAILED MATCH DAY RULES

<b>SUMMARY</b>	Playing the game	<b>OVERS</b>	<ul style="list-style-type: none"> <li>20 overs per team (120 balls)</li> </ul>
<b>PURPOSE</b>	Community club and school	<b>TEAM</b>	<ul style="list-style-type: none"> <li>7 players per team</li> <li>5 players per team is the minimum required to play the game.</li> <li>9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).</li> </ul>
<b>DESCRIPTION</b>	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 20 overs per team</li> </ul>
<b>INDICATIVE AGE</b>	U10 & U11	<b>BATTING</b>	<ul style="list-style-type: none"> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery.</li> <li>As there is allowances for varying team size, the following retirement rules apply:                             <ul style="list-style-type: none"> <li>5 player team – batters retire at 24 balls</li> <li>6 player team – batters retire at 20 balls</li> <li>7 player team – batters retire at 17 balls</li> <li>8 player team – batters retire at 15 balls</li> <li>9 player team – batters retire at 13 balls</li> </ul> </li> <li>If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)</li> <li>Batters are to retire as soon as they face their allotted balls, not at the end of the over.</li> </ul>
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum)</li> <li>All players are to bowl (each Wicket-Keeper is to bowl one over each)</li> <li>Maximum overs bowled by a player are 4 overs</li> <li>*Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>Bowlers are to bowl from the one end for entire game</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>T20 (20 overgame)</li> </ul>	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>Rotation of fielders is required to ensure all players experience all positions</li> <li>No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety</li> <li>Each team is required to use two (2) wicket keepers (10 overs each)</li> <li>If more than 7 players are present at a match, they should rotate onto the field each over.</li> <li>The Association or Competition Manager/s have the option to allow the coach of the fielding team to be present on the field to assist the captain with bowling &amp; fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>Modified ball (circumference 21-22.5cm, ideal weight 120-140g).*</li> <li>*Synthetic options available as per Stage 1 Modified Balls Guidance.</li> </ul>	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>Unlimited dismissals (each player will face the nominated number of balls each)</li> <li>The Association or Competition Manager/s have the option to introduce a consequence for dismissals. If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings.</li> <li>The following dismissals apply in this format: Bowled, Caught, Caught &amp; Bowled, Run Out, Stumped, Hit Wicket.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>120 mins (2hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>		
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 4 (&lt;1.8lb or &lt;800gm) is recommended</li> <li>Modified ball (as per specifications above).</li> <li>Measuring tape or string to measure pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>40m (maximum)</li> <li>Boundary is to be measured from the batter's end stumps.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Outfield or hard wicket surface.</li> <li>16m length – measured stump to stump.</li> </ul>		

## 200OVER DETAILED MATCH DAY RULES - T20

<b>SUMMARY</b>	Playing and competing	<b>OVERS</b>	<ul style="list-style-type: none"> <li>20 overs per team (120 balls)</li> </ul>
<b>PURPOSE</b>	Community club and school	<b>TEAM</b>	<ul style="list-style-type: none"> <li>9 players per team</li> <li>7 players per team minimum are required to play the game.</li> <li>11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).</li> </ul>
<b>DESCRIPTION</b>	A format that looks to further develop the cricket skills of kids that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 20 overs per team</li> </ul>
<b>INDICATIVE AGE</b>	U12 or U13	<b>BATTING</b>	<ul style="list-style-type: none"> <li>With allowances for varying team size, the following retirement rules apply:                             <ul style="list-style-type: none"> <li>7 player team – batters retire at max 20 balls faced</li> <li>8 player team – batters retire at max 20 balls faced</li> <li>9 player team – batters retire at max 20 balls faced</li> <li>10 player team – batters retire at max 15 balls faced</li> <li>11 player team – batters retire at max 15 balls faced</li> </ul> </li> <li>Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings &amp; have the ability to retire players at any time prior to the retirement limit set above to encourage maximum participation.</li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count</li> <li>The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen:                             <ul style="list-style-type: none"> <li>7 player team: 6 wickets</li> <li>8 player team: 7 wickets</li> <li>9-11 player team: 8 wickets</li> </ul> </li> </ul>
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>Maximum of 4 overs per bowler.                             <ul style="list-style-type: none"> <li>*Please see Recommended Bowling Breakdown for recommended over per player options.</li> </ul> </li> <li>If the team has 9 players or less, all players must bowl (excluding wicket-keeper).</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.</li> <li>Bowlers change ends at 10 overs.</li> <li>Bowlers can bowl from one end for the entire game at competition manager's discretion.</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>T20 (20 over game)</li> </ul>	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper).</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> <li>Teams have the option to change wicket-keepers after 10 overs.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>120 mins (2hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>		
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>Measuring tape or string to measure Pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>45m (maximum)</li> <li>Boundary is to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Hard wicket or Turf Wicket.</li> <li>18m length – measured stump to stump.</li> <li>For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).</li> </ul>		

## 30 OVER DETAILED MATCHDAY RULES

<b>SUMMARY</b>	Playing and competing	<b>OVERS</b>	<ul style="list-style-type: none"> <li>30 overs maximum per team (180 balls)</li> </ul>
<b>PURPOSE</b>	Community club and school	<b>TEAM</b>	<ul style="list-style-type: none"> <li>9 players per team</li> <li>7 players per team minimum are required to play the game.</li> <li>11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time)</li> </ul>
<b>DESCRIPTION</b>	A format that looks to further develop the cricket skills of kids that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 30 overs (maximum) per team</li> <li>The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15 overs).</li> </ul>
<b>INDICATIVE AGE</b>	U12 or U13	<b>BATTING</b>	<ul style="list-style-type: none"> <li>With allowances for varying team size, the following retirement rules apply:                             <ul style="list-style-type: none"> <li>7 player team – batters retire at max 30 balls faced</li> <li>8 player team – batters retire at max 30 balls faced</li> <li>9 player team – batters retire at max 30 balls faced</li> <li>10 player team – batters retire at max 25 balls faced</li> <li>11 player team – batters retire at max 20 balls faced</li> </ul> </li> <li>Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings &amp; have the ability to retire players at any time prior to the retirement limit set above to encourage maximum participation.</li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count</li> <li>The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen:                             <ul style="list-style-type: none"> <li>7 player team: 6 wickets</li> <li>8 player team: 7 wickets</li> <li>9-11 player team: 8 wickets</li> </ul> </li> </ul>
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)</li> <li>Maximum of 5 overs per bowler.                             <ul style="list-style-type: none"> <li>*Please see Recommended Bowling Breakdown for recommended over per player options.</li> </ul> </li> <li>If the team has 9 players or less, all players must bow (excluding wicket-keeper).</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match.</li> <li>Bowlers change ends at 15 overs.</li> <li>Bowlers can bowl from one end for the entire game at competition manager's discretion.</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>30 over (maximum) One Day game</li> </ul>	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>Teams have the option to change wicket-keepers after 15 overs.</li> <li>No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>180mins (3hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>		
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector (males)</li> <li>Additional safety equipment is able to be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>Measuring tape or string to measure Pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>45m (maximum)</li> <li>Boundary is to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Hard wicket or Turf Wicket.</li> <li>18m length</li> <li>For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).</li> </ul>		





### 20OVER DETAILED MATCH DAY RULES-T20

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club
<b>DESCRIPTION</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>INDICATIVE AGE</b>	U14-U19
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>T20 (20 overgame)</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>156g leather (male)</li> <li>142g leather (female)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>120mins (2hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of stumps with bails.</li> <li>Bat size: Size 6 (weight &lt;2.2lb or &lt;1000g).</li> <li>Measuring tape or string to measure boundary.</li> <li>Boundary markers</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>50m (maximum)</li> <li>Boundary to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Hard Wicket or Turf Wicket</li> <li>20.1m (standard pitch length)</li> </ul>

<b>OVERS</b>	<ul style="list-style-type: none"> <li>20 overs per team (120 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>11 players per team</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 20 overs per team</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>There is no compulsory retirement in Stage 3.</li> <li>Competition manager/association can enforce player retirement (40 balls faced) at their discretion.</li> <li>If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>A minimum of 5 players must bowl.</li> <li>There is a maximum of 4 overs per bowler.</li> <li>Bowlers change end after each over.</li> <li>The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>No fielders within 10 metres (except regulation off side slips, gully and wicket-keeper).</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>

## 30 OVER (FEMALE) & 40 OVER (MALE) DETAILED MATCH RULES

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club
<b>DESCRIPTION</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>INDICATIVE AGE</b>	U14-U19
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>30 over One Day game (maximum) - female</li> <li>40 over One Day game (maximum) - male</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g leather (female)</li> <li>156g leather (male)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>180mins (3hrs) - female</li> <li>240 mins (4hrs) - male</li> <li>The Association or Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Time Saving Strategies Document for further information.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of stumps with bails.</li> <li>Bat size: Size 6 (weight &lt;2.2lb or &lt;1000g).</li> <li>Measuring tape or string to measure boundary.</li> <li>Boundary markers</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>50m (maximum).</li> <li>Boundary to be measured from the centre of the pitch.</li> <li>Refer to Ground Setup Document for further information on boundary setup process.</li> </ul>
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Hard wicket or Turf wicket</li> <li>20.1m (standard pitch length)</li> </ul>

<b>OVERS</b>	<ul style="list-style-type: none"> <li>30 over maximum (female) per team</li> <li>40 overs maximum (male) per team</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>11 players per team</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 30 overs (maximum) per team (female)</li> <li>1 innings of 40 overs (maximum) per team (male)</li> <li>The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15/20 overs each).</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>There is no compulsory retirement in Stage 3.</li> <li>Competition manager/association can enforce player retirement (60 balls faced) at their discretion.</li> <li>If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>A minimum of 5 players must bowl.</li> <li>There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female).</li> <li>Bowlers change end after each over.</li> <li>The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>No fielders within 10 metres (except regulation off side slips, gully and wicket keeper).</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>





# 20 OVER DETAILED MATCH DAY RULES

<b>SUMMARY</b>	Playing the game
<b>PURPOSE</b>	Community club and school
<b>DESCRIPTION</b>	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
<b>INDICATIVE AGE</b>	U10 & U11
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>T20 (20 over game)</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>Modified ball (circumference 21-22.5cm, ideal weight 120-140g).*</li> <li>*Synthetic options available as per Stage 1 Modified Balls Guidance.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>120 mins (2 hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 4 (&lt;1.8lb or &lt;800gm) is recommended</li> <li>Modified ball (as per specifications above).</li> <li>Measuring tape or string to measure pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>

<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>• 40m (maximum)</li> <li>• Boundary is to be measured from the batter's end stumps.</li> <li>• Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Outfield or hard wicket surface.</li> <li>• 16m length – measured stump to stump.</li> </ul>

<b>OVERS</b>	<ul style="list-style-type: none"> <li>• 20 overs per team (120 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 7 players per team</li> <li>• 5 players per team is the minimum required to play the game.</li> <li>• 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 20 overs per team</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>• Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery.</li> <li>• As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> <li>- 5 player team – batters retire at 24 balls</li> <li>- 6 player team – batters retire at 20 balls</li> <li>- 7 player team – batters retire at 17 balls</li> <li>- 8 player team – batters retire at 15 balls</li> <li>- 9 player team – batters retire at 13 balls</li> </ul> </li> <li>• If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)</li> <li>• Batters are to retire as soon as they face their allotted balls, not at the end of the over.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (maximum)</li> <li>• All players are to bowl (each Wicket-Keeper is to bowl one over each)</li> <li>• Maximum overs bowled by a player are 4 overs *Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>• Bowlers are to bowl from the one end for entire game</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• Rotation of fielders is required to ensure all players experience all positions</li> <li>• No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety</li> <li>• Each team is required to use two (2) wicket keepers (10 overs each)</li> <li>• If more than 7 players are present at a match, they should rotate onto the field each over.</li> <li>• The Association or Competition Manager/s have the option to allow the coach of the fielding team to be present on the field to assist the captain with bowling &amp; fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.</li> </ul>

## DISMISSALS

- Unlimited dismissals (each player will face the nominated number of balls each)
- The Association or Competition Manager/s have the option to introduce a consequence for dismissals.  
If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings.
- The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

<b>OVERS</b>	<ul style="list-style-type: none"> <li>• 20 overs per team (120 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 9 players per team</li> <li>• 7 players per team minimum are required to play the game.</li> <li>• 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 20 overs per team</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>• With allowances for varying team size, the following retirement rules apply:             <ul style="list-style-type: none"> <li>- 7 player team – batters retire at max 20 balls faced</li> <li>- 8 player team – batters retire at max 20 balls faced</li> <li>- 9 player team – batters retire at max 20 balls faced</li> <li>- 10 player team – batters retire at max 15 balls faced</li> <li>- 11 player team – batters retire at max 15 balls faced</li> </ul> </li> <li>• Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings &amp; have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.</li> <li>• Any retired batters can return when all others have batted, in the order they retired.</li> <li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count</li> <li>• The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen:             <ul style="list-style-type: none"> <li>- 7 player team: 6 wickets</li> <li>- 8 player team: 7 wickets</li> <li>- 9-11 player team: 8 wickets</li> </ul> </li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>• Maximum of 4 overs per bowler. *Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>• If the team has 9 players or less, all players must bowl (excluding wicket-keeper).</li> <li>• Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.</li> <li>• Bowlers change ends at 10 overs.</li> <li>• Bowlers can bowl from one end for the entire game at competition manager's discretion.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>• No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper).</li> <li>• If more than 9 players are present at a match, they should rotate onto the field each over.</li> <li>• Teams have the option to change wicket-keepers after 10 overs.</li> </ul>

DISMISSALS	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>
------------	---

SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.
INDICATIVE AGE	U12 or U13
COACH	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
GAME TYPE	<ul style="list-style-type: none"> <li>T20 (20 over game)</li> </ul>
BALL	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>
TIME	<ul style="list-style-type: none"> <li>120 mins (2hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup>innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>
EQUIPMENT	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>Measuring tape or string to measure Pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>
BOUNDARY	<ul style="list-style-type: none"> <li>45m (maximum)</li> <li>Boundary is to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>



**PITCH  
TYPE AND  
LENGTH**

- Hard wicket or Turf Wicket.
- 18m length – measured stump to stump.
- For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).

## 20 OVER DETAILED MATCH DAY RULES - T20

## 30 OVER DETAILED MATCH DAY RULES

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club and school
<b>DESCRIPTION</b>	A format that looks to further develop the cricket skills of kids that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.
<b>INDICATIVE AGE</b>	U12 or U13
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>30 over (maximum) One Day game</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>180mins (3hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup>innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b><u>must be worn at all times</u></b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector (males)</li> <li>Additional safety equipment is able to be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>Measuring tape or string to measure Pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>45m (maximum)</li> <li>Boundary is to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>

<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Hard wicket or Turf Wicket.</li> <li>• 18m length</li> <li>• For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).</li> </ul>
------------------------------	---

<b>OVERS</b>	<ul style="list-style-type: none"> <li>• 30 overs maximum per team (180 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 9 players per team</li> <li>• 7 players per team minimum are required to play the game.</li> <li>• 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 30 overs (maximum) per team</li> <li>• The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15 overs).</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>• With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> <li>- 7 player team – batters retire at max 30 balls faced</li> <li>- 8 player team – batters retire at max 30 balls faced</li> <li>- 9 player team – batters retire at max 30 balls faced</li> <li>- 10 player team – batters retire at max 25 balls faced</li> <li>- 11 player team – batters retire at max 20 balls faced</li> </ul> </li> <li>• Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings &amp; have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.</li> <li>• Any retired batters can return when all others have batted, in the order they retired.</li> <li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count</li> <li>• The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> <li>7 player team: 6 wickets</li> <li>8 player team: 7 wickets</li> <li>9-11 player team: 8 wickets</li> </ul> </li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>• Maximum of 5 overs per bowler. *Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>• If the team has 9 players or less, all players must bowl (excluding wicket-keeper).</li> <li>• Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match.</li> <li>• Bowlers change ends at 15 overs.</li> <li>• Bowlers can bowl from one end for the entire game at competition manager's discretion.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>• Teams have the option to change wicket-keepers after 15 overs.</li> <li>• No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).</li> <li>• If more than 9 players are present at a match, they should rotate onto the field each over.</li> </ul>

**DISMISSALS**

- All modes of dismissal count.

## 20 OVER DETAILED MATCH DAY RULES - T20

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club
<b>DESCRIPTION</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>INDICATIVE AGE</b>	U14-U19
<b>COACH</b>	<ul style="list-style-type: none"> <li>• Accredited Community (Level 1) Coach</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>• T20 (20 over game)</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>• 156g leather (male)</li> <li>• 142g leather (female)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>• 120mins (2hrs)</li> <li>• The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>• Please refer to Match Management document for time saving strategies.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector</li> <li>• Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>• 2 sets of stumps with bails.</li> <li>• Bat size: Size 6 (weight &lt;2.2lb or &lt;1000g).</li> <li>• Measuring tape or string to measure boundary.</li> <li>• Boundary markers</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>• 50m (maximum)</li> <li>• Boundary to be measured from the centre of the pitch.</li> <li>• Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>

<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Hard Wicket or Turf Wicket</li> <li>• 20.1m (standard pitch length)</li> </ul>
<b>OVERS</b>	<ul style="list-style-type: none"> <li>• 20 overs per team (120 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 11 players per team</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 20 overs per team</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>• There is no compulsory retirement in Stage 3.</li> <li>• Competition manager/association can enforce player retirement (40 balls faced) at their discretion.</li> <li>• If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>• A minimum of 5 players must bowl.</li> <li>• There is a maximum of 4 overs per bowler.</li> <li>• Bowlers change end after each over.</li> <li>• The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>• No fielders within 10 metres (except regulation off side slips, gully and wicket-keeper).</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• All modes of dismissal count.</li> </ul>

# 30 OVER (FEMALE) & 40 OVER (MALE) DETAILED MATCH RULES

OVERS	<ul style="list-style-type: none"> <li>• 30 over maximum (female) per team</li> <li>• 40 overs maximum (male) per team</li> </ul>
TEAM	<ul style="list-style-type: none"> <li>• 11 players per team</li> </ul>
INNINGS	<ul style="list-style-type: none"> <li>• 1 innings of 30 overs (maximum) per team (female)</li> <li>• 1 innings of 40 overs (maximum) per team (male)</li> <li>• The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15/20 overs each).</li> </ul>
BATTING	<ul style="list-style-type: none"> <li>• There is no compulsory retirement in Stage 3.</li> <li>• Competition manager/association can enforce player retirement (60 balls faced) at their discretion.</li> <li>• If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
BOWLING	<ul style="list-style-type: none"> <li>• 6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>• A minimum of 5 players must bowl.</li> <li>• There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female).</li> <li>• Bowlers change end after each over.</li> <li>• The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.</li> </ul>
FIELDING	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>• No fielders within 10 metres (except regulation off side slips, gully and wicket keeper).</li> </ul>

DISMISSALS	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>
SUMMARY	Playing and competing
PURPOSE	Community club
DESCRIPTION	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
INDICATIVE AGE	U14-U19
COACH	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
GAME TYPE	<ul style="list-style-type: none"> <li>30 over One Day game (maximum) - female</li> <li>40 over One Day game (maximum) - male</li> </ul>
BALL	<ul style="list-style-type: none"> <li>142g leather (female)</li> <li>156g leather (male)</li> </ul>
TIME	<ul style="list-style-type: none"> <li>180mins (3hrs) - female</li> <li>240 mins (4hrs) - male</li> <li>The Association or Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Time Saving Strategies Document for further information.</li> </ul>
EQUIPMENT	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of stumps with bails.</li> <li>Bat size: Size 6 (weight &lt;2.2lb or &lt;1000g).</li> <li>Measuring tape or string to measure boundary.</li> <li>Boundary markers</li> </ul>
BOUNDARY	<ul style="list-style-type: none"> <li>50m (maximum).</li> <li>Boundary to be measured from the centre of the pitch.</li> <li>Refer to Ground Setup Document for further information on boundary setup process.</li> </ul>
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> <li>Hard wicket or Turf wicket</li> <li>20.1m (standard pitch length)</li> </ul>



