

Seymour District Cricket Association Inc. (SDCA)

NOTICE TO CAPTAINS AND SECRETARIES

MyCricket

Live Scoring for all A Grade fixtured games and finals. Live scoring for all grades in finals.

SDCA Match scores will be entered on MyCricket for all grades.

1. All grades - senior and junior are required to enter team selection, players, scores and vote counts into MyCricket for every game played within the SDCA.
2. Senior Grades:
Team selections - must be entered no later than 2 hours before the start of play.
Player scores and vote counts - must be entered no later than 8.00pm on the Sunday night, immediately following each game.
3. Junior Grades:
Team selections - must be entered no later than 2 hours before the start of play.
Player scores and vote counts - must be entered no later than 8.00pm on the Sunday night, immediately following each game.
4. The home team is responsible for entering their individual player scores.
5. The MyCricket administrator/s may lock all matches after 8.30pm on Sunday nights immediately following each game and will report any non-compliance to SDCA Secretary.
6. Any club failing to comply with any of these regulations will be subject to penalties of \$10.00 per offence, which shall be payable to the SDCA.

Duties of Clubs

1. Home teams are responsible for afternoon tea, wicket preparation and stumps, etc. No player is to wear spikes in any match played on, other than turf wickets.
2. It is the responsibility of the **CAPTAINS** to work out the SDCA 3-2-1 votes and record same on MyCricket. The votes are worked out as follows: **1 Point for each run, 5 points for a catch or stumping, 15 points for an unassisted wicket, 10 points for an assisted wicket.**

Rules of Cricket Handbook

1. CONDUCT OF MATCHES

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

1.2 All competition matches shall:

(a) Be played on wickets approved by the Executive Committee of the Seymour and District Cricket Association Inc. (“SDCA”).

(b) Be a program of one or two day matches approved by an Annual General Meeting of the SDCA.

(c) Be played on one ground unless otherwise approved by the Executive Committee of the SDCA.

(d) If abandoned or postponed, be rescheduled if required, by the Executive Committee of the SDCA.

(e) Require any Club seeking postponement by providing the full facts, in writing, before the Executive Committee of the SDCA.

(f) When not played out, shall be decided on the first innings.

(g) The designated cricket season for Victoria is from the first of October to the thirty first of March and registered SDCA players should be available for club and associated matches during that period. In extraordinary circumstances registered SDCA players may be required to play outside the dates of the aforementioned designated cricket season.

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

1.4 Before tossing for choice of innings, the Captains of each team shall enter on a team list (provided from the rear of SDCA scorebooks) the eleven players of his team chosen to play for that match, and having done so no alteration can be made, once the toss has been decided.

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

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

1.7 The home team is to enter scores on MyCricket for Senior Grades and Junior Grades no later than 8.00pm on the Sunday night, immediately following each game. The visiting side to confirm the scores.

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

1.9 Afternoon tea shall be a break of 15 minutes for one day matches and 20 minutes for two day matches. Afternoon tea shall be provided for by the home team in A, B & C Grade matches.

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

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

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

1.13 The batting team shall provide (two) umpires from their playing group as appointed by the captain.

1.14 Umpires fees are \$120.00 per day for home and away matches, semi-finals & finals. Also for Junior Country Week matches and Northern Rivers Shield, Under 17 and Under 15 matches. For all semi-final games (senior & junior), umpires will be paid by the sides playing in the matches. The grand final umpires in will be paid \$120.00 per day by the SDCA.

2. HEAT RULE

That the following rules be applied as of the start of the 2009-2010 SDCA cricket season and remain in effect until such time as it is repealed or amended.

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

2.2 The points from these cancelled games can be classed as a drawn match for a 1 day game and for a 2 day game (1st day), the match can become a 1 day game under 1 day conditions. If it's a 2 day game (2nd day), if no result, then the match can be drawn.

2.3 That an approved thermometer as supplied by the SDCA be used in all cases where cricket is played on days of extreme heat at all games played under the auspices of the SDCA.

2.4 That the thermometer be utilised in accordance with the instructions governing the use of the device as implemented by the SDCA executive.

2.5 That in the event of extreme heat conditions, readings be taken prior to the commencement of the start of play and then prior to the commencement of each session of play that follows. Either captain may make a request of the umpire that a reading be taken during any scheduled drinks break. In the event that there is no umpire, the request of a further reading during a scheduled drink break should be made to the opposing captain.

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

Heat Policy

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

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

2.9 Rules regarding loss of play should be interpreted as for loss of play during inclement weather.

3. RULES of ONE-DAY MATCHES

FIELD RESTRICTIONS for A Grade 1 day games

There are three levels of fielding restrictions:

- In the first 10 overs of an innings the fielding team may have at most two fielders outside the 30-yard circle.
 - Between 11 and 35 overs four fielders will be allowed to field outside the 30-yard circle.
 - In final 10 overs five fielders will be allowed to field outside the 30-yard circle.
- All grounds need to have an inner circle created for one day games.

3.1 HOURS OF PLAY

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

Length of innings First Batting Side

Uninterrupted Innings

3.2 If not delayed, interrupted or terminated early, the innings of the side batting first shall be compulsory closed on completion in A and B Grade after the bowling of 45 consecutive overs, and C Grade after the bowling of 40 consecutive overs, or at 3.20pm, whichever comes first.

Interrupted Innings

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

Over Reduction Limit

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

Length of Innings Second Batting Side

Uninterrupted Innings

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

3.6 If the side batting first is dismissed before the scheduled compulsory closure of their innings, the side batting second in A and B Grade shall be entitled to bat for 45 overs only and in C Grade to bat for 40 overs only.

Interrupted Innings

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

Drawn Match

3.8. If the side batting second receives less than 20 completed overs and no other result has been obtained, the match shall be drawn. If the side batting second is entitled to less overs (clause 3.7) than the first batting side and it has not passed the first batting sides score at the completion of its entitled overs, the match shall be drawn.

Delayed Start

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

(a) The umpires or captains shall decide on a new starting time and then will determine the time remaining for play by using an estimated finishing time of 6.00pm and allowing 10 minutes for a break between innings and 15 minutes for an interval which shall be taken at 3.20pm. NOTE:- The 6.00pm finishing time is for calculation purposes only.

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

(c) The match shall proceed under the foregoing conditions if there is sufficient time to permit at least 20 overs to be bowled by each team, therefore the match must start by 3.10pm.

3.10 Calculation Table

| Mins | Overs | Mins | Overs | Mins | Overs |
|-------|-------|-------|-------|-------|-------|
| 1-4 | 1 | 33-36 | 9 | 65-68 | 17 |
| 5-8 | 2 | 27-40 | 10 | 69-72 | 18 |
| 9-12 | 3 | 41-44 | 11 | 73-76 | 19 |
| 13-16 | 4 | 45-48 | 12 | 77-80 | 20 |
| 17-20 | 5 | 49-52 | 13 | 81-84 | 21 |
| 21-24 | 6 | 53-56 | 14 | 85-88 | 22 |
| 25-28 | 7 | 57-60 | 15 | 89-92 | 23 |
| 29-32 | 8 | 61-64 | 16 | 93-96 | 24 |

Completion of last over

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

Over limits for bowlers

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

A Grade - a No ball

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

NB If it is the same batsman that faced the original no ball, is facing the free hit, the fielding position can not change from the when the no-ball was bowled. If the non striking batsman facings the free hit then the fielding position may change, within existing fielding restrictions.

4. RULES FOR TWO-DAY MATCHES

4.1 HOURS OF PLAY: 1.00pm - 6.00pm

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

4.2 Length of Innings

(a) The innings of the side which bats first, if not otherwise terminated, shall be compulsorily closed on the completion of the bowling of at least 80 overs or time reaching 6.00pm, whichever is the latter.

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

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

(d) At the completion of the first innings of each side, a 10 minute break shall be taken and play shall resume until 5.30pm in which play may cease at the agreement of both captains. If both captains disagree, play will continue until 6.00pm.

4.3 Player Substitution

At the time of submitting team sheets, A Grade captains may nominate maximum of two players who shall be permitted to fully replace any other selected player for all 2 day games, except Finals matches, in accordance with the following:

1. (a) Scenario One: A player (X) is not available for the first day of a two-day game.

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

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

(iii) The named replacing player (X) must not play in any lower grade on the day that corresponds to the first day of the match he has been named as a replacement.

(iv) The named replaced player (Y) may play in any lower grade on the day that corresponds to the second day of the match he has been named a replacement.

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

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

2. (b) Scenario Two: A player (X) is not available for the second day of a two-day game.

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

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

(iii) The named replaced player (X) may not be named as a player in any other Grade for the second day of the match.

(iv) The named replacing (Y) player must play on the second day of the match in which he has been named as a replacement for (X).

(v) The replacing player (Y) may come from the immediate lower grade that started a match on the corresponding first day.

(vi) The replacing player (Y) may take part in the match as if selected in the original team. ie. the replacing player (Y) shall be allowed to bat, bowl and/or wicket keep for the replaced player (X). If the replaced player (X) is batting and

not out over night, he remains not out and the replacing player (Y) can bat. The team must lose 10 wickets to be deemed all out. If the replaced player (X) has been dismissed on Day 1 and the innings continues into Day 2, the replacement player (Y) cannot bat in that innings.

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

4.3 Adverse Weather

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

4.4 Follow on

The side which bats first and leads by at least one hundred runs in a two day match, shall have the option of inviting the other side to follow on its innings. The Captain of the side which bats first may declare the innings closed during the first days play with a 10 minute break between innings.

4.5 Ball

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

5. FINALS

Eligibility

5.1. A Grade 1 Day Final - A player must have played two (2) matches in the current season for the club to be eligible to play in the A Grade 1 day final.

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

5.3 (a) No player who has played A grade shall play in the final series with B Grade, unless he has played five (5) days or more in B grade *or lower* during the regular season. If a player has played more than half the scheduled days in A Grade, that player cannot play in the B Grade finals. These restrictions do not apply if A & B Grades are playing.

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

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

(d) Players named for a game that receives a forfeit during the season, will have that game counted for players' finals eligibility in that grade, provided that player did not play for another team or grade within the club that round.

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

Conduct of Matches

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

(a) A Grade semi-finals shall be played over two days.

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

(c) The Grand Final of A Grade shall be played over two days, in the same format as the home and away matches 1pm - 6pm (80 overs). If the game is interrupted by adverse weather conditions the following Saturday and Sunday (where scheduled) can be used to complete the match.

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

(e) The C Grade and/or lower grade semi-finals and grand final, will be played in the same format as the home and away matches 1pm - 6.20pm (40 overs). If the C Grade semi-finals games are interrupted by adverse weather conditions, the Sun-

day (the day after the scheduled day for the semi-final) will be made a Reserve Day.

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

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

Finals Venues

5.4 A and B Grade finals shall be played on turf, C Grade and/or lower grade Grand Finals shall be played on any approved wicket. The SDCA executive shall approve chosen grounds. It is recommended that the side finishing higher on the ladder at the end of the home and away series, have choice of grounds in Semi-Finals & Grand Finals.

Finals Umpires

5.5 The Umpires Appointment Panel consisting of at least two senior umpires appointed by the Executive, shall recommend umpires for all finals, to the SDCA Executive Committee for their approval.-

6. POINTS

6.1 The following competition points apply:

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

6.2 In a round where at least one match is washed out, the teams that do not play shall receive three points each and the teams that play and win receive the points appropriate to that win. This wet weather provision applies to all grades independently.

6.3 Where each team has the same number of byes, no points are to be allocated for a bye. Where each team has a different number of byes, 6 points will be allocated for the first bye and 3 points for the second bye. In all grades in the event of adverse conditions causing all games in that grade to be cancelled, the team who draws the bye shall receive the same points as a washout.

7. GROUNDS COMMITTEE

7.1 The SDCA executive shall appoint a nine (9) member grounds Committee to adjudicate the fitness of grounds for play in adverse conditions. If the grounds Committee decides a majority of the grounds in a particular grade are unfit for play, all games in that grade will be cancelled for the Round. This decision is to be made no later than 11am on the match day. This rule applies to all senior grades independently.

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

7.3. The grounds Committee is also responsible for the approval of covers and monitoring of their use as defined in Rule 15.

8. REGISTRATION

8.1. Before a player can play in an open age team of an affiliated SDCA Club, he must be registered with that club through the MyCricket registration facility. For the interpretation of applicable rules and sections relevant to the registration of players, a player will be deemed to have been registered with the secretary of the SDCA, provided they have been registered through the MyCricket facility no later than midnight the previous day before playing.

8.2. In the event that a player is not registered through the MyCricket facility, a players' registration form must be filled out and signed by the player who is currently not registered. The form must be signed by both captains and the date and

time notated. The form must be completed prior to the team list being submitted. The registration form is to be forwarded to the SDCA Secretary as soon as practicable and the player must be registered through the MyCricket facility within a reasonable time following the days play and must be registered with MyCricket before being eligible to play any subsequent games for that club.

8.3 Any winning team violating Rule 8.2, shall lose the match concerned and the opposing team shall be awarded the maximum points gained by any team in that round. Any losing team shall be fined \$50.00 per offending player. This rule applies independently to all grades.

9. CLEARANCES

9.1 Clearances shall open on the 20th of August each year.

9.2 No registered player of a club within the SDCA may change clubs without obtaining a clearance which is to be filled out by the player concerned and returned to the SDCA Secretary. This clearance shall be dealt with within 14 days from the time the SDCA Secretary provides this clearance to the Club concerned. If the clearance application is refused, the player may apply for another clearance which shall be dealt with within 14 days. If the Club refuses the second application, the player can appeal to the SDCA who shall refer such clearance to be heard and determined by the Independent Tribunal.

9.3 Clearances will close with the SDCA Secretary on the 1st January of each season and any application lodged after 1st January shall be invalid and not considered. All applications for clearances lodged on or before the 1st January shall be dealt with in the normal manner.

9.4 No clearance is required for any player from any other cricket Association applying to play for an affiliated Club of the SDCA. No clearance is required for any player applying to play for another Club within the SDCA, if that player has not played with an SDCA club for at least two complete seasons.

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

9.6 A player from another Club/Association within the Northern Rivers Zone must receive a clearance from that Association before they can register with the SDCA.

10. PLAYERS CONDUCT

10.1 An official umpire, senior team Captain or junior Coach may report any player for misbehaviour.

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

10.3 All parties involved shall be notified by the SDCA Secretary of the time and place of the Independent Tribunal hearing to determine the report. This hearing shall be held within five (5) clear days of receipt of the report by the SDCA Secretary.

10.4 The SDCA continues to be concerned with some aspects of player behaviour in their club cricket. These rules regarding player behaviour will be enforced by umpires in grades where umpires are appointed, otherwise by the captains or junior coach in grades where no umpire is appointed.

10.5 The areas of main concern, and those clearly unacceptable, to the SDCA are:

(a) The Use of Offensive Language

Generally as a disparaging remark to the opposition player or toward an umpire, or even an expression of frustration or self-admonishment. This includes racial vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on religion, race, descent, colour or national or ethnic origin).

(b) The questioning/disputing of the umpire's decision

Often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no balls, wides, byes etc.

(c) The excessive number of frivolous and ridiculous appeals

Primarily aimed at pressuring and intimidating the umpire into a favourable decision.

(d) The actions of the dismissed batsman

“Send Offs” - usually to the dismissed batsman by the bowler or a member of the fielding side. This can often inflame the situation and lead to a more serious altercation.

In failing to leave the crease promptly on being given out and any equipment abuse. (eg banging the bat into the ground or against the fence or race and/or throwing the bat or equipment during or after his return to the pavilion. Whether

or not such behaviour is evident in international or interstate cricket or whether the language used is considered 'acceptable' by today's society, is of little concern to the SDCA. The Association is primarily interested in having all cricket under its control played within the spirit and traditions of the game. The SDCA has two processes for the reporting and consideration of unsatisfactory behaviour.

10.6 Breaches

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

(b) In the event that a player in any SDCA sanctioned A, B or C grade game (including any special fixture outside of the ordinary competition) is reported for an Act of Misconduct or another offence involving misconduct, the captain of that player's team shall be required to appear before the same tribunal as the charged player or before the SDCA executive where the captain is unable to be present at the original hearing. Following any finding of guilt on behalf of the charged player, the captain must show cause as to why he should not be suspended for failing to adhere to the Spirit of Cricket. In considering any submission made by, or on behalf of the captain, the tribunal or executive members must take reference from 'The Spirit of Cricket' as published on the SDCA website and must take into account the actions of the captain, or inactions, of the captain in their effort to control the conduct of the reported player. Should the hearing body find that the captain failed in his duty to ensure the conduct of his players in accordance with the Spirit of Cricket and that the captain failed to show good cause as to why, the captain shall be suspended from play as follows:

- A Grade
 - First offence - two (2) playing days
 - Second & subsequent offence - four (4) playing days
- B & C Grade
 - First offence - one (1) playing day
 - Second & subsequent offence - two (2) playing days.

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

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

11. APPEALS

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

11.2 All protests or disputes shall be decided by the Independent Tribunal and if it is considered that such dispute or protest be frivolous or groundless, may order the forfeiture of the deposit.

12. INDEPENDENT TRIBUNAL

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

12.2 The Independent Tribunal panel shall be appointed at the SDCA Annual General Meeting. One member from each affiliated club may be nominated to the panel. Three (3) members chosen from the panel shall constitute an Independent Tribunal.

12.3 The SDCA Secretary has the power to appoint an Independent Tribunal and shall attend for recording purposes only.

12.4 The Independent Tribunal has the authority and power to impose monetary penalties, suspend players, reduce team points, and suspend or disbar a Club from playing in scheduled matches. The Independent Tribunal may impose one or all of the above, having regard to the type/nature of the offence. The Independent Tribunal's decision shall be final in regard to all matters heard.

13. FORFEITS

Any side that does not notify the opposing President or Secretary or Captain by 10.30am on playing days that they intend to forfeit, will be fined a maximum of \$50.00 or to the discretion of the SDCA Executive Committee. In the event of a club withdrawing a team from the competition or forfeiting a game during the season, then the Club must withdraw or forfeit its lowest grade team and must notify the SDCA Secretary also. In the event of a side forfeiting on the first day of a two-day match and that round subsequently becoming a wash out, the side receiving the forfeit shall be eligible for a minimum of six points.

14. FINES

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

The fines are:

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

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

(c) *Representative Teams*. Clubs will be fined \$50.00 for not returning nominated player sheets in the allotted time. Players will be fined \$20.00 and ineligible to playing next match if 48 hours notice is not given or an acceptable excuse for unavailability to train. A fine of \$20.00 will apply to clubs or players who fail to be represented at SDCA training without a reasonable excuse.

(d) *Unregistered Player*. A Fine of \$50.00 will apply to the losing team for playing each unregistered player.

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

(f) *Forfeits*. See Rule 13.

(g) *Uniform*. Any Club can be fined \$20.00 per player, if he is not wearing the Club's uniform shirt, during play.

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

15. COVERS

15.1 Each Club shall obtain covers as specified and approved by the Grounds Committee.

15.2 Specifications for covers to meet the approval of the Grounds Committee are as follows:

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

(b) *Minimum size* - Length 28 metres Width 7 metres.

(c) *Fixing materials* - Length 28 metres Width 7 metres.

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

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

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

15.4 The covers shall be laid by dusk on the evening prior to match day. The President and Secretary of the SDCA has the power to waive the provision of laying the covers by dusk. Clubs are to ring the President and Secretary of the Association after 6.00pm on Friday for permission.

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

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

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

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

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

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

15.11 If any Club fails to comply with the provisions of these regulations or any dispute arising out of the use of covers, the Independent Tribunal of the SDCA will deal with this.

16. CRICKET ATTIRE

16.1. HELMETS

In all SDCA sanctioned competitions and training sessions

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

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

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

16.2. Players playing in SDCA club matches or playing Inter-Association or Country Week matches for the Association shall wear the correct apparel which is as follows:

(a) Players Shirt, Trousers, Socks and footwear shall be white, trousers shall be full length.

(b) Alternative Club shirt must be predominately white, a maximum of two logos on the front 75mm x 75mm maximum. Any advertising on the back can be one or more rows of lettering, but total must not exceed 75mm in height. Collars may be in club colours. Sleeve bands and vertical stripes are allowed and not to exceed a total width of 60mm. Alternative Club shirt must be approved by SDCA.

(c) Caps shall be in club colours, association or zone colours. Hats shall be white or club colours.

(d) Spike footwear is not permitted on matting or synthetic wickets.

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

17. EXECUTIVE MEETINGS

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

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

18. BOWLING LIMITATIONS FOR JUNIOR PLAYERS

18.1 *Bowling Type Definition*

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

18.2 *Age of Player*

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

18.3 *Bowling Limitations*

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

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

18.4 *Break between spells: Length of break*

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

18.5 *Change of Bowling Type*

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

18.6 *Notification of age*

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

19. UNDER 16 COMPETITION

19.1 All matches shall be played in accordance with the SDCA Rules of Cricket Handbook except so far as any rules hereafter are amended.

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

19.3 Registration

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

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

19.4 Conduct of Matches

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

19.5 Adverse Weather

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

19.6 Finals

(a) The Under 16 Semi-Final and Grand Final will be played the same hours of play as home and away matches. The finals shall be played to at least a first innings result.

(b) No Under 16 player may play in semi-finals or final matches unless he/she has played in two (2) other matches during the season.

(c) The Under 16 Final Series will be played on turf wickets, weather permitting. An alternative is that two grounds be nominated, one turf and one synthetic or matting. In case of bad weather the SDCA Executive can switch the match to the other ground providing that a decision is made by 10.00am on the morning of the match, and providing that the SDCA Executive approves these grounds.

(d) If the Under 16 semi finals are interrupted by adverse weather conditions and not completed, the two teams that finished higher on the ladder will advance to the grand final. If the grand final is interrupted by adverse weather conditions and not completed, the team that finished higher on the ladder will be decided the winner.

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

19.7 Number of Players

Under 16 teams are permitted to play twelve players. Twelve (12) players may be named in each team however only eleven of these players shall be permitted to participate as batsmen and only eleven shall be permitted to bowl or keep wicket i.e. the batting twelfth man and the bowling twelfth man may be two different players. The team declaration form must indicate which player will not bat and which player will not bowl or keep wickets.

19.8 Helmets

It is compulsory for all Under 16 players when batting in all grades that they must wear a helmet with a face mask and ear guards. Notes or requests from parents/guardians seeking an exemption to this Rule, will not be accepted.

19.9 Restricted Area (Under 16)

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

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

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

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

20. UNDER 14 COMPETITION

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

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

20.3 Registration

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

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

20.4 Conduct of Matches

- (a) All matches shall be one day matches.
- (b) Times of play - 8.30am - 11.00am.
- (c) Length of innings - each team must bowl no more than 25 six ball overs in the time allocated.
- (d) If the team batting first is dismissed prior to the completion of their 25 overs, the team batting second can claim the remaining overs plus the allocated 25 overs or time whichever comes first. Bowlers are limited to a maximum of 1/5th of overs each.
- (e) The home team shall supply two (2) used leather balls, either both two piece or four piece balls, visiting teams to have choice of ball. If there is agreement between the teams then new balls may be used. New balls will be used in finals.
- (f) Each team competing shall supply one senior umpire (over 18 years) and one senior scorer (over 18 years).
- (g) No over shall consist of more than 8 balls, this means that no matter how many no balls or wides are bowled in any one over the over will be called after 8 balls. All no balls and wides are still to be called.
- (h) The exception to point (g) is the final 2 overs of the innings. All no balls and/or wides bowled during these 2 overs are to be re-bowled.
- (i) The first half of the innings is to be bowled from the one end with the batsmen changing ends between overs.
- (j) At the half way mark of the innings the fielding team will change ends.

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

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

20.5 Adverse Weather

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

20.6 Finals

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

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

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

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

20.7 Number of Players

Under 14 teams are permitted to play twelve players. Twelve (12) players may be named in each team however only eleven of these players shall be permitted to participate as batsmen and only eleven shall be permitted to bowl or keep wicket i.e. the batting twelfth man and the bowling twelfth man may be two different players. The team declaration form must indicate which player will not bat and which player will not bowl or keep wickets.

20.8 Helmets

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

20.9 Restricted Area (Under 14)

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

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

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

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

21. UNDER 12 COMPETITION

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

21.2 Player Safety

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

21.3 Fielding Restriction

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

21.4 Registration

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

21.5 Match Result Sheet

Match Result Sheet or Scorebooks are not required for this grade.

21.6 Trophies

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

21.7 Number of Players

The competition will be known as Super 8 format. But there is no official restriction on the number of players that can bat or bowl in the course of the day. But no more than eleven players may field at any time.

21.8 Conduct of Matches

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

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

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

(d) Batting pairs to face at least 4 overs which are batted from one end. Batsmen change at the end of over and compulsory retirement for batsman applies at 25.

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

(f) Boundary to be 40 metres from the pitch.

(g) Ball - 142gm is recommended for use.

21.9 Adverse Weather

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

THE LAWS OF CRICKET

THE PREAMBLE - THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within the Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit of fair play rests with the captains.

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

Responsibility of Captains

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

Player's Conduct

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

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous and unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair.

4. The spirit of the Game involves RESPECT for:

- Your opponents
- Your own captains and team
- The role of the umpires
- The game's traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture

- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - (a) to appeal knowing the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivations of one's own side.

6. Violence

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

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.