

# **Sutherland Shire Junior Cricket Association**

## **Competition Administration & Playing Regulations**



**Official Version**

**[November 2024]**

## TABLE OF CONTENTS

<b>SECTION A – DEFINITIONS &amp; INTERPRETATION .....</b>	<b>4</b>
<b>SECTION B – COMPETITION ADMINISTRATION .....</b>	<b>7</b>
<b>PART 1 – GENERAL .....</b>	<b>7</b>
1.1 Introduction .....	7
1.2 Fees and Fines .....	7
1.3 Team Nomination and Grading .....	8
1.4 Player Registration .....	9
1.5 Transfer of Players.....	10
1.6 Coaches and Managers .....	10
1.7 Competition Format.....	10
1.8 Club Championship .....	11
1.9 Offensive Correspondence .....	11
1.10 The Management Committee Authority.....	11
<b>PART 2 – EQUIPMENT .....</b>	<b>12</b>
2.1 Club Shirts .....	12
2.1A Club Shirts Design Criteria .....	12
2.2 Standard of Dress.....	12
2.3 The Field.....	13
2.4 The Boundary .....	13
2.5 The Ball .....	13
2.6 Protective Equipment – Batting, Wicketkeeping & Fielding .....	13
<b>PART 3 – GAME RELATED .....</b>	<b>14</b>
3.1 The Umpires .....	14
3.2 The Number of Players and Substitutes.....	14
3.3 The Toss .....	16
3.4 Forfeits.....	16
3.5 Scoring.....	16
3.6 Match Times and Number of Overs .....	16
3.7 Coaching During Periods of Play .....	18
3.8 Determining the Result of the Match.....	18
3.11 Recording Match Results .....	19
3.12 Breaches Arising From Matches .....	20
<b>PART 4 – WEATHER CONDITIONS &amp; LOSS OF TIME .....</b>	<b>21</b>
4.1 Lightning (The 30/30 Rule).....	21
4.2 Weather Conditions .....	21
4.3 Loss of Time.....	21
4.4 Minimum Overs for a Result .....	22
<b>PART 5 – BATTING .....</b>	<b>22</b>
5.1 Number of Batters .....	22
5.2 Retiring Batters.....	23
<b>PART 6 – BOWLING.....</b>	<b>23</b>
6.1 Number of Bowlers .....	23
6.2 Number of Balls per Over .....	23
6.3 Bowling Restrictions .....	23
6.4 Dangerous and unfair bowling.....	24
6.5 Dead Balls .....	25
<b>PART 7 – FIELDING .....</b>	<b>25</b>
7.1 Close Fielding.....	25
7.2 Limitation of Leg Side Fielder .....	25
7.3 Maximum number of fielders .....	25
<b>PART 8 – APPLICATION &amp; GUIDANCE ON SPECIFIC MCC RULES .....</b>	<b>26</b>
8.1 UnfairActions .....	26

8.2 Non-Striker Leaving Ground Early .....	26
8A.1 No-Ball / Dead Ball .....	26
8A.2 Wides .....	26
<b>SECTION C – PLAYING REGULATIONS .....</b>	<b>27</b>
Interpretation .....	27
<b>PART 9 – STAGE 1 – STAGE 1 GIRLS &amp; U10 CRICKET PLAYING CONDITIONS .</b>	<b>27</b>
<b>PART 10 – STAGE 2 – STAGE 2 GIRLS &amp; U12 CRICKET PLAYING CONDITIONS</b>	<b>29</b>
<b>PART 11 – STAGE 3 – U14 CRICKET PLAYING CONDITIONS .....</b>	<b>33</b>
<b>PART 12 – STAGE 3 – U16 CRICKET PLAYING CONDITIONS .....</b>	<b>36</b>
<b>PART 13 – SPLIT CRICKET PLAYING CONDITIONS .....</b>	<b>39</b>
13.1 Who Plays Split Innings .....	39
13.1A Players per team .....	39
13.1B Prescribed 1 <sup>st</sup> Innings Overs .....	39
13.2 Game Structure.....	39
13.3 Day Washed Out .....	40
13.4 Loss of Time.....	40
13.5 Bowling Restrictions .....	41
<b>SECTION D – END OF SEASON.....</b>	<b>41</b>
<b>PART 14 – FINALS .....</b>	<b>41</b>
14.1 Determination of Premiership .....	41
14.2 Player Eligibility.....	42
14.3 Umpires for Finals.....	42
14.4 Playing Times and Minimum overs .....	42
14.5 Match Interruptions .....	43
14.6 Playing Conditions .....	43
<b>SECTION E – CODES .....</b>	<b>43</b>
<b>PART 15 – CODE OF CONDUCT .....</b>	<b>43</b>
15.1 To whom does the Code apply ? .....	44
15.2 What is the Code ?.....	44
15.3 Who can lodge a complaint and how ?.....	44
15.4 Action by the Competition Manager .....	45
15.5 The Match Review Committee.....	45
15.6 The Judiciary Committee .....	45
15.7 Appeals.....	47
<b>SECTION F – SEASON RECOGNITION REGULATIONS .....</b>	<b>47</b>
<b>PART 16 – TROPHY AND AWARDS .....</b>	<b>47</b>
16.1 Trophies And Awards .....	47
16.2 Team Trophies.....	48
16.3 Individual Trophies .....	48
16.4 Criteria For The Awarding Of Trophies.....	49
16.5 Responsibility For Perpetual Trophies .....	49
16.6 The Chatland Award .....	49
16.7 SSJCA Trophy List .....	49
<b>ANNEXURE A - Regulation 2.1A – Club Shirts Design Criteria.....</b>	<b>51</b>

## **SECTION A – DEFINITIONS & INTERPRETATION**

In *these Regulations* the following shall apply:

### **Definitions**

“**Administration Regulations**” means the *Regulations* comprised in Sections A, B, D, E and F of *these Regulations*.

“**Club**” means a club approved as a member of the *SSJCA* in accordance with the *Constitution*, and “**Clubs**” shall mean two or more or all of them as the context requires.

“**Club Championship**” means the inter-Club competition for the Bertshell Trophy as envisaged by *Regulation 1.8*.

“**Club Secretary**” means the person at *Club* holding the position of secretary.

“**Competition Manager**” means the member of the *Management Committee* currently holding the position of competition manager, or otherwise having the responsibility to manage the *SSJCA Competitions*.

“**Constitution**” means the *SSJCA Constitution*, as amended from time to time.

“**Cricket Administrator**” means the *CNSW* administrator employed from time to time to provide various services to the *SSJCA*, including, amongst other matters, administrative support for *SSJCA Competitions* pursuant to any Administrative Services Agreement or other relevant current agreement between the *SSJCA* and *CNSW*.

“**CNSW**” means Cricket New South Wales.

“**Equalised**” means, in relation to the situation where a *Club* has two teams in the same grade, that the *Club* has, prior to the commencement of the season, submitted its final team selections for consideration by the *Grading Committee* such as to evenly spread the player talent across both teams so that the teams shall be of same or materially similar quality as determined by the *Management Committee* in its absolute discretion (for the avoidance of doubt, where in making such determination the *Management Committee* may refer to (i) the *Grading Committee* and seek its opinion, and (ii) any grading report or other data or reports as may be used by the *Grading Committee* in reviewing the grading of teams for the relevant season – provided however that a team or player’s rating or ranking shall be ultimately determined at the discretion of the *Management Committee*, principally based (but not limited to) reference to the relevant individual player and / or aggregated team batting and bowling values in relevant grading report generated for the *Grading Committee* or otherwise applicable).

“**full overs quota**” means an *overs quota* where the relevant maximum number of overs envisaged by the definition of *overs quota* are bowled or received, or are to be bowled or received, in entirety (as the context requires).

“**Grading Committee**” means the *SSJCA Grading Committee* as referenced in and constituted under the *Constitution*.

“**Loss of Time**” means there is a loss of playing time due to the condition of the ground, the weather, light, or an interruption subsequently approved by the *Competition Manager*.

“**Management Committee**” means the *SSJCA Committee of Management* referenced in and constituted under the *Constitution*.

“**MCC Laws**” means the MCC Laws of Cricket 2019 Code, as amended from time to time.

“**NSWDCA**” means the New South Wales District Cricket Association.

“**overs quota**” means:

- (a) In relation to *U10 Cricket* – the maximum number of overs to be bowled in each innings pursuant to Part 9 of *these Regulations* as may be adjusted in accordance with *these Regulations*;
- (b) In relation to *U12 Cricket* – the maximum number of overs to be bowled in each innings pursuant to Part 10 of *these Regulations* as may be adjusted in accordance with *these Regulations*;

- (c) In relation to *U14 Cricket* and *U16 Cricket*:
- (i) In relation to all *SPLIT Cricket* matches:
- (i) the maximum number of overs to be bowled in a relevant 1st innings pursuant to *Regulation* 13.5, or in a session or day pursuant to Part 13 of *these Regulations*, as the context requires; or
- (ii) any reduced maximum number of overs to be bowled following an adjustment made in accordance with *these Regulations*; and
- (ii) In all other matches:
- (A) the maximum number of overs to be bowled in a relevant 1st innings pursuant to *Regulation* 3.6.1; or
- (B) any reduced maximum number of overs to be bowled in a relevant 1st innings following an adjustment made in accordance with *these Regulations*.

**“Pace Bowler”** means, for the purposes of *Regulation* 6.3, a bowler who bowls at or above medium pace and to whom the wicketkeeper would normally stand back from the stumps, and includes a bowler deemed to be a *Pace Bowler* pursuant to *Regulation* 6.3(3)(e).

**“Playing Regulations”** means the *Regulations* comprised in Section C of *these Regulations*.

**“representative player”** means a player selected in and/or a member of a team entered by and representing the SSJCA in a NSWDCa Inter-Association, IDCA or any other relevant competition in any age.

**“Regulations”** means and is reference to any two or more (as the context requires) of the regulations comprised in this document, and **“these Regulations”** means and is a reference to the regulations (whether the *Administration Regulations*, the *Playing Regulations* or any other regulations) comprised in entirety in this document.

**“Secretary”** means the member of the *Management Committee* currently holding the position of secretary in accordance with the *Constitution*.

**“SPLIT Cricket”** means an reference to the relevant *U14 Cricket* and *U16 Cricket* formats conducted or administered by the SSJCA and played in accordance with Part 13 in Section C of *these Regulations* (and any other of *these Regulations* applicable to such ages playing SPLIT innings cricket (for the avoidance of doubt, excluding those *Regulations* relevant only to *TRAD Cricket*) – and age, format, grade or competition references including the word “SPLIT” within same shall mean an age, format, grade or competition played under such *SPLIT Cricket* playing conditions (for example, a reference to SPLIT 14 shall mean a reference to any Under 14 Cricket grade playing *SPLIT Cricket*).

**“SSCUA”** means the Sutherland Shire Cricket Umpires Association.

**“SSJCA”** means the Sutherland Shire Junior Cricket Association.

**“SSJCA Regulations”** means *these Regulations*, the *Constitution* and any other regulation or policy adopted, determined or issued by the SSJCA or the *Management Committee*.

**“SSJCA Competition”** means a competition conducted or administered by, or under the jurisdiction of, the SSJCA and subject to either *these Regulations* or any other relevant SSJCA *Regulations*.

**“Stage 1 Girls”** means cricket format conducted or administered by the SSJCA relevant to the Stage 1 Girls age group only and played in accordance with Part 9 in Section C of *these Regulations* and such other relevant *Regulations* or playing conditions set out in *these Regulations* applicable to same – and age, format, grade or competition references including the word “Stage 1 Girls” within same shall mean an age, format, grade or competition played under such *Stage 1 Girls Regulations* or playing conditions (for example, a reference to an Stage 1 Girls age or grade shall mean such age or grade is playing *Stage 1 Girls* format).

**“Stage 2 Girls”** means cricket format conducted or administered by the SSJCA relevant to the Stage 2 Girls age group only and played in accordance with Part 10 in Section C of *these Regulations* and such other relevant *Regulations* or playing conditions set out in *these Regulations* applicable to same – and age, format, grade or competition references including the word “Stage 2 Girls” within same shall mean an age, format, grade or competition played under such *Stage 2 Girls Regulations* or playing conditions (for example, a reference to an Stage 2 Girls age or grade shall mean such age or grade is playing *Stage 2 Girls* format).

**“TRAD Cricket”** means the relevant *U14 Cricket* and *U16 Cricket* formats conducted or administered by the SSJCA and played in accordance with Parts 11 and 12 in Section C of *these Regulations* and such other relevant *Regulations* or playing conditions set out in *these Regulations* applicable to such ages or formats (for the avoidance of doubt, excluding those *Regulations* relevant only to *SPLIT Cricket*) – and age, format, grade or competition references including the word “TRAD” within same shall mean an age, format, grade or competition

played under such *TRAD Cricket* playing conditions (for example, a reference to TRAD 16 shall mean a reference to any Under 16 Cricket grade playing *TRAD Cricket*).

“**Treasurer**” means the member of the *Management Committee* currently holding the position of treasurer in accordance with the *Constitution*.

“**U10 Cricket**” means the cricket format conducted or administered by the SSJCA relevant to the Under 10 age group only and played in accordance with Part 9 in Section C of *these Regulations* and such other relevant *Regulations* or playing conditions set out in *these Regulations* applicable to such age group – and age, format, grade or competition references including the word “U10” within same shall mean an age, format, grade or competition played under such *U10 Regulations* or playing conditions (for example, a reference to an U10 age or grade shall mean such age or grade is playing *U10 Cricket* format).

“**U12 Cricket**” means the cricket formats conducted or administered by the SSJCA relevant to the Under 12 age group only and played in accordance with Part 10 in Section C of *these Regulations* and such other relevant *Regulations* or playing conditions set out in *these Regulations* applicable to such age group – and age, format, grade or competition references including the word “U12” within same shall mean an age, format, grade or competition played under such *U12 Regulations* or playing conditions (for example, a reference to an U12 age or grade shall mean such age or grade is playing *U12 Cricket* format).

“**U14 Cricket**” means the cricket formats conducted or administered by the SSJCA relevant to the Under 14 age group only and played in accordance with Part 11 or Part 13 in Section C of *these Regulations* and such other relevant *Regulations* or playing conditions set out in *these Regulations* applicable to such age group – and age, format, grade or competition references including the word “U14” within same shall mean an age, format, grade or competition played under such *U14 Regulations* or playing conditions (for example, a reference to an U14 age or grade shall mean such age or grade is playing *U14 Cricket*).

“**U16 Cricket**” means the cricket formats conducted or administered by the SSJCA relevant to or the Under 16 age group only and played in accordance with Part 12 or Part 13 in Section C of *these Regulations* and such other relevant *Regulations* or playing conditions set out in *these Regulations* applicable to such age group – and age, format, grade or competition references including the word “U16” within same shall mean an age, format, grade or competition played under such *U16 Regulations* or playing conditions (for example, a reference to an U16 age or grade shall mean such age or grade is playing *U16 Cricket*).

## Interpretation

In *these Regulations*:

- 1) Words, including defined terms, in the singular include the plural and vice versa.
- 2) A reference to a right includes a benefit, remedy, discretion or power.
- 3) Italicised words represent terms defined in this Section A or within *these Regulations*.
- 4) A reference in *these Regulations* to the SSJCA shall for the purposes of interpretation of *these Regulations*, including as to the exercise of any power, rights or discretion of the SSJCA, be deemed also to be a reference to the *Management Committee*.
- 5) A reference in *these Regulations* to the exercise of a power, right or discretion of a member of the *Management Committee* (for example, the *Competition Manager*) shall be deemed also to be a reference to and also be exercisable by the *Management Committee*.
- 6) A reference in *these Regulations* to:
  - (a) the exercise of a power, right or discretion of the *Competition Manager* shall be deemed also to be a reference to and also be exercisable by the *Cricket Administrator*; and
  - (b) the submission of information or any other relevant communication to or with the *Competition Manager* (as the context requires) shall be deemed also to be a reference to the submission of such information or communication also to the *Cricket Administrator* where the *Management Committee* has advised *Clubs* (or any other relevant person) that such provision is required..
- 7) A reference in *these Regulations* to the *Playing Regulations* or any relevant *Playing Conditions*, or where any detail is expressed as set out in the *Playing Regulations* or any relevant *Playing Conditions*, includes as any of same may be modified, replaced or amended by the *Competition Manager* or the *Management Committee* from time to time (whether same is then noted or expressed in the relevant *Playing Regulations* (or relevant part or parts thereof) or are otherwise specified and communicated by the *Competition Manager*).

- 8) A reference to any legislation, this or any other document includes such legislation or document as may be modified, amended or replaced from time to time.
- 9) References to a particular overs based format (eg “50 over competition”, “50 over match”, “50 over game”, “TRAD 50” or “SPLIT 50”, or any plurals of the same) shall be taken as references to *TRAD Cricket* or *SPLIT Cricket* formats where (subject to any adjustments in accordance with *these Regulations*) in a two day game the 1<sup>st</sup> innings of each team is limited to the relevant maximum number of overs pursuant to Regulation 3.6.1(2)(a) and in a one day game the innings of each team is limited to the relevant maximum number of overs pursuant to Regulation 3.6.1(2)(b), and such references shall be taken as the context requires to be in relation to either/both a two day game format and/or a one day game format (in the latter cases without necessarily needing to expressly refer to the reduced number of overs)
- 10) A team, grade or competition shall be held to be playing a *SPLIT Cricket* innings, format, match or competition if any matches to be played in the relevant season by such team, grade or competition are two day games played subject to Part 13 of *these Regulations* (irrespective that any one day games not subject to Part 13 are scheduled or are ultimately played at any stage in the season).
- 11) A team is “*dismissed*” when it loses their last wicket or when there are no more batters available immediately at the fall of a wicket (this applies even if the relevant wicket falls on the last ball of a session or relevant *overs quota*), and a player is “*dismissed*” if he/she is out by any of the relevant modes of dismissal applicable to the player’s relevant age in accordance with the relevant *Playing Regulations*.
- 12) Unless the context requires otherwise, references to a player or a number of players means only a player or players eligible to bat or bowl in the relevant context, and does not include a substitute fielder or fielders who may participate in any game or part thereof.

## **SECTION B – COMPETITION ADMINISTRATION**

### **PART 1 – GENERAL**

#### **1.1 Introduction**

Administration of SSJCA shall be in accordance with its *Constitution*, *these Regulations* and the *MCC Laws*. In accordance with the provisions of Rule 35 of the *Constitution* the *Management Committee* may alter the *MCC Laws*.

*These Regulations* contain:

- The *Administration Regulations* of the SSJCA, as applicable, for all ages and formats; and
- The *Playing Regulations*, as applicable, for all ages and formats played in *SSJCA Competitions*.

Where the *MCC Laws* have been adopted without change they have not been included in *these Regulations*, except for 6.4 Dangerous and unfair bowling. Modifications or amendments to the *MCC Laws* adopted by the SSJCA for the purposes of *these Regulations* or any *SSJCA Competition* are comprised in both the *Administration Regulations* and the *Playing Regulations* (whether expressly referenced to the *MCC Laws* or any one or more *MCC Law* or not) and *these Regulations* should be read in priority as so modifying or amending the *MCC Laws* as the context requires. When reading *MCC Laws* replace references to the “Executive” with “*Competition Manager*”.

#### **1.2 Fees and Fines**

##### **1.2.1 Association Fees**

- 1) The *Management Committee* shall determine and advise all *Clubs* of the annual fees for the nomination of teams and registration of players.
- 2) The *Finance Manager* will forward to each *Club* an invoice providing details of the amount due.
- 3) Fees must be settled within 30 days of receipt of the Invoice.
- 4) Any *Club* that fails to pay its fees within the time specified and fails to satisfy the *Finance Manager* as to the reason for non-payment will be in default.

##### **1.2.2 Appointment of Umpires and Payment of Fees**

Each season the *Management Committee* will request the *SSCUA* to provide umpires for SSJCA Competitions and will advise *Clubs* of the fees for umpiring services.

### 1.2.3 Fines

- 1) The *Management Committee* may, as necessary, fine a *Club* or *Clubs*, or any member thereof, for any breach of *SSJCA Regulations* or the *MCC Laws*. Each breach will be dealt with on its merits in accordance with *these Regulations*. The amount of the fine shall be as determined by The *Management Committee* unless specifically provided for within *these Regulations*.
- 2) Any fine imposed by the *SSJCA* on any *Club* or member must be paid within 30 days of date of notification to the *Club* or member in default.
- 3) Any *Club* or member in default shall be disqualified from taking further part in the *SSJCA Competition* until such time as the default is remedied to the satisfaction of the *Finance Manager*.

### 1.2.4 End of Season

- 1) All *Club* accounts shall be tabulated and posted by 1 March.
- 2) Any *Club* or player having unpaid debts or fines owing to the *SSJCA* shall not take part in the competition finals until the unpaid debts or fines are paid.
- 3) Any *Club* or player in default at 31 March (other than in respect of fines levied during that month) shall not be eligible for *SSJCA Awards* or *Trophies*.

## 1.3 Team Nomination and Grading

### 1.3.1 Team Nominations

- 1) Each *Club* shall submit to the *Competition Manager* by the date specified by the *Management Committee* the number of players for each team in each relevant age and format as set out in the relevant *Playing Regulations*, and the names of such players (*Team Nomination*).
- 2) The submission of a *Team Nomination* does not guarantee right of entry to an *SSJCA Competition*. Final acceptance of the *Team Nomination* and entry of the team is subject to the following.
  - (a) The *Club* nominating a Coach and Manager for each team, and
  - (b) The approval of that *Team Nomination* by the *Management Committee*. The *SSJCA* reserves the right to reject the nomination of any coach, manager or player to any team.
- 3) If a player's name appears on 2 team nominations submitted by 1 *Club*, he/she shall be a member of the higher age group or grade.
- 4) If a player's name appears on the team nomination of 2 different *Clubs* he/she shall be a member of his/her original *Club*.
- 5) Once the team nomination date has passed *Clubs* may not add, remove or transfer players without the consent of the *Competition Manager*.
- 6) The process, manner, format and timing of player and team nominations (including as to the use of any relevant competition database or software) shall remain at the absolute discretion of the *Management Committee* who shall advise *Clubs* of same in writing as relevant from time to time (and whether by issuing a formal regulation or policy, or any other formal or informal advice whatsoever).

### 1.3.2 Grading of teams

- 1) The *Grading Committee* will meet after the closing date for Team Nominations to:
  - (a) Determine the most suitable grade for each team in each age group.
  - (b) The number of teams in each grade
  - (c) To recommend to the *Competition Manager* the competition format for each age and grade
- 2) The *Competition Manager* will advise *Clubs* of their team grading as soon as possible after the *Grading Committee* has finalized the grading of all teams.

### 1.3.3 Changing Nominated Teams

- 1) When a *Club* has 2 teams in the same grade then before the start of the season, the *Club* may move players between these teams. The teams, after any changes, will remain in the grade they were originally placed. Any changes made in these circumstances must be notified to the *Competition Manager* prior to the start of the season.
- 2) Other than in the described circumstances above a *Club* shall not move players between teams in the same age group and grade.

### 1.3.4 Regrading Players

At any time prior to the 8<sup>th</sup> week of the competition (there being no interference due to weather or other factors) the *Management Committee* will assess the performance of individual players and may regrade any player(s) as required.

### 1.3.5 Regrading Teams

- 1) At any time prior to the 8<sup>th</sup> week of the competition (there being no interference due to weather or other factors) the *Grading Committee* will assess the performance of teams and may regrade any



- team(s) as required.
- 2) Should a *Club* wish to have a team regraded it may submit a request in writing, with reasons in support, to the *Competition Manager*, who may determine when such requests are to be submitted (in the absence of any such determination any requests must be submitted no later than 5 pm on the Monday following the completion of the 5<sup>th</sup> week of the competition).
  - 3) Where a team has not requested regrading but is being considered for regrading the *Competition Manager* may request the *Club* to submit a brief report outlining their preference for retention in their current grade or regrading.

### 1.3.6. Grading and Regrading

- 1) The *Management Committee* may implement such guidelines or processes for the grading or regrading of teams in order to facilitate the grading and regrading of teams pursuant to *these Regulations*.
- 2) The *Management Committee*, the *Grading Committee* and the *Competition Manager* retain absolute discretion (as relevant to their particular cases) as to any decisions on grading or regrading, including as to the taking into account, relevance or acceptance of any views of the *Clubs* or other relevant parties, whether comprised in any submissions or reports noted above or otherwise.

## 1.4 Player Registration

### 1.4.1 Registration of Players Prior to Team Grading

- 1) A person shall be registered as a playing member of their nominated team when:
  - (a) The *SSJCA* receives their *Club's* Team Nomination, and
  - (b) The evidence of age has been confirmed, and
  - (c) The *Management Committee* approves their nomination in that team.
- 2) No person seeking to register as a player subsequent to the submission and approval of a *Club's* Team Nomination shall be eligible to play unless the *Management Committee* approves his/her registration.
- 3) All registered players shall be under the age of their groups (i.e. 16, 14, 12 and 10) at Midnight on 31 August in that year, provided that in the case of any team graded in a 16A competition up to three (3) players under the age of seventeen (17) shall be permitted.
- 4) Age shall be:
  - (a) evidenced by a Birth Certificate or extract thereof or, in exceptional circumstances, other evidence acceptable to the *Management Committee*; and
  - (b) confirmed in such manner and pursuant to such protocol as the *Management Committee* shall determine from time to time (and whether managed by the *SSJCA* or delegated to *Clubs*).
- 5) A player once registered with the *SSJCA* and satisfying the evidence of Age requirements is not required to submit further evidence in subsequent years.
- 6) The *Management Committee* may reject the Registration of any player at any time, provided that the grounds upon which rejection is based are well founded and not in conflict with anti-discrimination laws.
- 7) The *Management Committee* may exercise a degree of flexibility in accepting and determining the age groups for girls playing in any *SSJCA Competitions* (whether as part of a mixed boys and girls competition or a girls only competition).

### 1.4.2 Late Registrations

- 1) A *Club* may register a player at any time throughout the season (See 14.2 Player Eligibility regarding eligibility for *SSJCA Competition Finals*).
- 2) In approving the late registration of a player the *Management Committee* reserves the right to review the performance of that player and their team and re-assess the appropriateness of the original grading decision.

### 1.4.3 Unregistered or Disqualified Players

- 1) Any Player who fails to comply with the evidence of age criteria or who otherwise fails to comply with *Regulation 1.4.1* prior to playing shall remain unregistered. For breaches of this Regulation:
  - (a) Any team playing an unregistered or disqualified player shall lose all points for the matches in which that player took part.
  - (b) The awarding of points to the non-offending team competing against any team that contains an unregistered or disqualified player shall be at the discretion of the Match Review Committee after having reviewed the circumstances relating to the playing of an unregistered or disqualified player.
  - (c) The offending *Club* may be fined an amount determined by the *Management Committee*.

## 1.5 Transfer of Players

### 1.5.1 Transfer of Representative Players Between Seasons

Any *representative player* shall not be permitted to transfer from the *Club* they were registered with at the time of selection without prior approval of the *Management Committee*. Requests for transfers must be in writing to the *Secretary* providing explanation for transfer, and must comply with any regulation or policy the *Management Committee* may issue in its absolute discretion in relation to such transfers from time to time.

### 1.5.2 Transfer of Players Between Clubs

- 1) Following the submission and finalisation of team nominations and the grading process any player seeking to transfer from one *Club* to another during that season shall produce a clearance from the *Club* with which they are currently registered.
- 2) The clearance must be submitted to, and approved by, the *Management Committee* before any such transfer can take effect.
- 3) The *Management Committee* may reject the transfer of any player at any time.

### 1.5.3 Transfer of Players Between Associations

- 1) In accordance with the *NSWDCA* regulations any player **who has not played** during the current season and who is not under suspension or on its list of defaulters shall be entitled to play with another Association without a clearance, subject to any domestic Rule of an Association.
- 2) A player **who has played** during the current season and desires a transfer to another Association or District Club must first obtain a clearance from the *SSJCA* with which he/she is currently playing. Such a clearance must be issued within **7 days** of receipt of the request and may only be withheld if the player is unfinancial or in default.

## 1.6 Coaches and Managers

### 1.6.1 Coaching Qualifications

- 1) A Coach may only coach 2 teams if they are playing in different time periods.
- 2) A coach must hold or obtain within the current season the minimum level coaching certificate relevant to cricket issued by Cricket Coaches Australia. If a nominated coach has given an undertaking in the previous season to obtain such qualifications and has not completed such undertaking that person may not be permitted by the *Management Committee* to coach until accredited (and the *Management Committee* shall have the discretion to take action against either or both of the relevant coach and/or *Club* in accordance as available to it for a breach of this *Regulation*).

### 1.6.2 Working with Children Legislation

Each *Club Secretary* is required to supply the *SSJCA* certificates or such other evidence satisfactory to the *Management Committee* evidencing compliance with the requirements of:

- 1) coaching accreditation (See *Regulation 1.6.1*);
- 2) any relevant current Working With Children (child protection) legislation;
- 3) the Australian Cricket Policy for Safeguarding Children and Young People (including the ancillary Code of Behaviour for Affiliated Associations and Clubs ("Looking After Kids") and any other related or ancillary policy, document, code or material), or such other current applicable Cricket Australia or *CNSW* policy, as may be amended, replaced or substituted from time to time,

all as relevant to support compliance with any *these Regulations* or any relevant *SSJCA* policy or requirement as may apply to the *Clubs*.

### 1.6.3 Attendance at Instructional Meetings

Where meetings are called for the purpose of issuing competition instructions to *Club* or team officials the following shall apply:

- 1) Attendance shall be compulsory for those persons so advised by the *Competition Manager*.
- 2) 2 competition points will be awarded to each team properly represented.
- 3) No person may represent more than 1 team at such a meeting without the prior approval of the *Competition Manager*.

## 1.7 Competition Format

### 1.7.1 Format

- 1) (a) The *SSJCA* shall conduct annual competitions in Under 16, Under 14, Under 12 and Under 10. age groups. Each age group shall be divided into grades depending upon the number of teams nominated.
- (b) The *SSJCA* may also schedule and conduct matches, programs or carnival style formats on a non-competitive basis for Under 8 players (with the *Management Committee* having the absolute

discretion to determine the acceptable age qualification criteria as it sees fit to enable players best suited to these formats to participate even though such player may not otherwise fall within the requirements of *these Regulations*, including specifically *Regulation 1.4.1(1)(3)*.

- (c) The SSJCA may also schedule and conduct a separate competition for Girls.
- 2) The competition formats consist of:
  - (a) Stage 1 – *Stage 1 Girls & U10 Cricket*
  - (b) Stage 2 – *Stage 2 Girls & U12 Cricket*
  - (c) Stage 3 – *U14 Cricket*
  - (d) Stage 3 – *U16 Cricket*
- 3) SPLIT Cricket to be available for two-day games in *U14 Cricket* and *U16 Cricket*.
- 4) Competition matches shall be played in accordance with *these Regulations* and where applicable the *MCC Laws*.
- 5) As far as possible all matches will be scheduled for Saturday. Before considering the scheduling of matches on Sunday, other options should be considered which may include (but not be restricted to) varying the number of grades participating in 60 over competitions, and utilizing all fields that may be made available.

### 1.7.2 Competition Formats & Structures

Subject to as expressly provided in *these Regulations*, the format a particular age or grade shall play from those available (whether in the *Playing Regulations* or otherwise), the number teams in each grade or competition and the structure of each grade or competition (including as to draws, competition rounds, dates for play, schedule of two day and / or one day games, types of games to be played in any grade or competition generally or any other element) remains at the discretion of the SSJCA.

## 1.8 Club Championship

- 1) *Club Championship* points shall be calculated and applied across each age group and grade, and the *Club Championship* determined in any relevant season, in such manner and pursuant to such process as specific by the *Management Committee* at its discretion.
- 2) Teams playing matches, programs or carnival style formats on a non-competitive basis (including in accordance with *Regulation 1.7.1(b)*) do not contribute points towards the *Club Championship*.
- 3) Teams playing girls cricket do not contribute points towards the *Club Championship*.
- 4) The Management Committee shall have the discretion to apply different Club Championship points for one day games in the Under 14 and Under 16 age groups, including variations between grades, if it feels it appropriate given the number of one day games to be played in any such age or any relevant grade (whether based on the ratio of one day games to two day games, or otherwise).

## 1.9 Offensive Correspondence

Any correspondence directed to the SSJCA that, in the opinion of the *Secretary*, may contain libelous, slanderous, offensive or damaging remarks against any player, manager, umpire or *Club* official shall be discussed 'in private by the *Management Committee*.

## 1.10 The Management Committee Authority

- 1) In accordance with Rule 37.1 of the *Constitution* the *Management Committee* is empowered to act on matters not specifically provided for in *these Regulations* of the SSJCA and shall be the sole authority for their interpretation.
- 2) The *Management Committee* shall have the authority to exercise any right, power or discretion of or bestowed on the SSJCA unless expressly provided otherwise herein).
- 3) In the case of infringements of *SSJCA Regulations*, such matters shall be reviewed by the *Management Committee* or referred to an appropriate sub-committee for a decision as to action to be taken or the imposition of any penalties.
- 4) The *Management Committee* may at its discretion, and in accordance with rule 35.4 of the *Constitution*, direct a change in the Laws of Cricket arising from a direction or request of the NSWDC. It may also introduce any short-term amendment to any part of the *SSJCA Regulations* required to address circumstances arising. All such changes must be notified to *Clubs* no less than **14 days** in advance of the change taking effect. A temporary change shall automatically lapse at the end of the season in which introduced.
- 5) In conducting the business affairs of the SSJCA, a member of the *Management Committee*, and any other person appointed as a member of a SSJCA Sub-committee, shall not use his/her position to represent or promote the interests of any one *Club* with which they might have had a prior, or continuing association.

## **PART 2 – EQUIPMENT**

### **2.1 Club Shirts**

- 1) Any *Club* proposing to change their playing shirt is to apply to the *Management Committee* for approval, providing such details (including specifications &/or measurements of logos, colours and providing any electronic or physical mock up) as the *Management Committee* shall require.
- 2) Playing shirt designs, including as to number and placement of *Club* and sponsor logos, shall at a minimum be in accordance with the design criteria set out in *Regulation 2.1A*, as determined by the *Management Committee*.
- 3) In addition:
  - (a) A playing shirt must not advertise or promote tobacco in any manner whatsoever, or alcohol products specifically. In connection with alcohol related advertising, *Clubs* may request the *Management Committee* to permit advertising and logos for community and sporting based licensed *Clubs* or other premises with a focus on provision of accommodation, services and/or funding (general and sporting) to the community, such permission shall be at the sole and absolute discretion of the *Management Committee*. Advertising for pubs or hotels (other than hotels whose predominant services are the provision of accommodation) shall remain prohibited.
  - (b) All designs, logos, colour schemes or other elements (including player names or nicknames) comprised on any shirt is subject to approval by the *Management Committee* in its discretion, including as to whether any such elements are in the view of the *Management Committee* offensive or inappropriate (whether based on any words or images used) and as such should not be permitted.
  - (c) The intent is that the logo and design sizing requirements set out in *Regulation 2.1A* should, as best possible, be reduced for smaller size playing shirts – such that the proportions the maximum sizes provided in *Regulation 2.1A* bear to the relevant areas of larger sized shirts are replicated for smaller sized shirts.
- 4) The *Management Committee* may issue any policy, procedure, guideline or ruling regarding:
  - (a) the design of any playing shirt or playing shirts (whether as to what are acceptable design criteria, logos, colours, sponsorship or any other matter whatsoever), or
  - (b) the operation, interpretation, clarification, administration and management of this *Regulation 2.1* or *Regulation 2.1A* and any power or discretion comprised therein, and, unless inconsistent with any other provision of *these Regulations*, *Clubs* shall be required to comply with same.
- 5) The *Management Committee* may (but is not obligated to) grant an exemption from any part of this *Regulation 2.1* or *Regulation 2.1A* on a case by case basis bearing in mind any significantly negative design, cost, manufacture or delivery impacts of a *Club* complying with such *Regulations*.
- 6) The *Management Committee* shall retain the ultimate discretion as to:
  - (a) interpreting *these Regulations* and determining whether an application complies with *these Regulations* or any other relevant requirement relevant to the *SSJCA*, and/or
  - (b) whether to approve any application on any grounds whatsoever
- 7) Upon receiving approval, the *Club* is to provide a sample shirt to be held by *SSJCA*.
- 8) Should any *Club* utilise at any stage during the season a playing shirt (whether as part of any general design element or specific to any one or more player or players) which has a:
  - (a) design, logo or other element inconsistent with that previously approved by the *SSJCA*, or
  - (b) design element introduced after such *SSJCA* approval (eg player specific names, nicknames or numbers) which the *SSJCA* considers inappropriate or otherwise would not have been approved in accordance with this *Regulation 2.1* if same had been submitted to the *SSJCA* for approval, then the *SSJCA* shall have the absolute right to require such relevant shirt or shirts to be removed from use immediately and replaced with a playing shirt or shirts that have the approval of the *SSJCA*.

#### **2.1A Club Shirts Design Criteria**

*Regulation 2.1A* is as set out in Annexure A of *these Regulations*.

### **2.2 Standard of Dress**

- 1) All players taking part in any competition match shall wear predominantly white or cream trousers, shorts and socks. Girls may wear culottes (for the avoidance of doubt any commercially available cricket specific trouser, short or culotte shall be acceptable for the purposes of this *Regulation*).
- 2) Footwear should preferably be predominantly white (for the avoidance of doubt any commercially available cricket specific shoe shall be acceptable for the purposes of this *Regulation*) and, in the interests of safety, must have a non-slip all weather sole.
  - (a) No player shall be allowed to bat or bowl in footwear containing studs or spikes (unless any

- relevant match is being played on turf).
- (b) Bowlers shall be permitted to play in shoes that are designed to support their bowling action, however these should also meet the requirements of *Regulation 2.2(1)*.
- 3) Headgear, if worn (other than as required by *Regulation 2.6*), shall be the cap of the *Club* the player is representing, a white hat, or cricket helmet.
  - 4) It shall be the duty of all Coaches and Managers in the first instance inform any offender of the standard of dress and not allow any player to participate unless he/she conforms.
  - 5) Notwithstanding any provision herein, but subject to *Regulation 2.2.2(a)*, no player shall be prevented from participating in any game by reason of an infringement of the requirements in relation to any clothing, footwear, headgear or other apparel. Should any umpire or coach or manager (or anyone else having capacity in relation to the enforcement of this *Regulation*) believe that a player has infringed such requirements then the matter shall only be referred to the *Management Committee*.
  - 6) Infringements will be dealt with by the *Management Committee* who may fine a *Club* or suspend a player. (see 3.12, Breaches Arising From Matches)

## 2.3 The Field

### 2.3.1 The Allocation of Fields

- 1) All teams shall use fields as directed by the *SSJCA* and matches shall be played and completed on those fields as set down in the draw.
- 2) The field allocated in the draw shall not be changed by either team but the *Competition Manager* may, where circumstances warrant such action, change the venue for a match either:
  - a) before the commencement of play,
  - b) or, in relation to Under 14 and Cricket Under 16 Cricket where circumstances warrant such action after the completion of day 1 and prior to commencement of play on day 2.

### 2.3.2 Preparation of the Pitch

- 1) Both teams shall be responsible for preparing the pitch, the wickets, and supplying 3 stumps and 2 bails, all free of defects.
- 2) Wherever possible creases shall be re-marked during a match at the request of the umpires in which case the team designated the home team for that match shall be responsible for meeting that request.
- 3) The pitch may be swept during a match at the wish of either captain. Such sweeping of the Pitch as is necessary shall be done so as it causes as little delay to the match as possible.

## 2.4 The Boundary

- 1) Each participating team shall be responsible for providing at least 10 boundary markers and for having them placed in position.
- 2) Boundary markers must be no more than 20 metres apart.
- 3) When placing boundary markers teams are required to make maximum use of the ground provided subject to the maximums in relation to each relevant age and format as set out in the relevant *Playing Regulations*.
- 4) Unless there are natural boundaries, a rope or a drawn line the boundary is the straight line between the markers.
- 5) 6 runs shall be scored if the ball lands on or beyond the boundary on the full.
- 6) 4 runs shall be scored if the balls reaches or crosses the boundary, and not on the full.
- 7) Any infringement of this *Regulation* shall be dealt with by the *Management Committee*.

## 2.5 The Ball

*SSJCA Competitions* will be conducted using only those balls (by manufacturer, brand, model or type) specified by the *Management Committee* from time to time (whether, in relation to each relevant age and format, same are noted in the relevant *Playing Regulations* and no other balls may be used by any *Club* or player in any *SSJCA* administered competition game.

## 2.6 Protective Equipment – Batting, Wicketkeeping & Fielding

### 2.6.1 Helmets

- 1) In this *Regulation*, an “*approved helmet*” means a British Standard 7928:2013 compliant helmet.
- 2) The match umpires shall be responsible for ensuring that a helmet is worn when required by *this Regulation* but shall not be responsible for ensuring that the helmet worn by any player is an *approved helmet*.
- 3) Helmets should be replaced immediately in accordance with the manufacturer’s recommendation following a significant impact.

### 2.6.2 Batting

In all ages, grades and formats, a batter must at all times wear an *approved helmet*, leg guards, batting gloves and (for males) a protector, when batting;

### 2.6.3 Wicketkeeping

In all ages, grades and formats, a wicketkeeper must all times wear an *approved helmet*, leg guards, wicket keeping gloves and (for males) a protector, when keeping (whether keeping “up to” or “standing back” from the stumps).

### 2.6.4 Fielding

Subject to *Regulation 7.1* and the relevant *Playing Regulations* (providing for close fielding limitations), in all ages, grades and formats, a fielder must all times wear an *approved helmet* 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 exception of regulation off side slips and gully.

### 2.6.5 Umpires Monitor

The umpires shall not allow the match to continue during any period in which any batter, wicket keeper or fielder within the prescribed area fails to wear any protective equipment required by this *Regulation 2.6*.

## **PART 3 – GAME RELATED**

### **3.1 The Umpires**

- 1) Umpires may be appointed to a match as follows;
  - (a) The *SSCUA* may appoint one or more umpires;
  - (b) The *SSJCA* may appoint one or more umpires;
  - (c) In the event that no official umpires are appointed each team shall appoint an umpire.
- 2) Where an *SSCUA* or *SSJCA* umpire is appointed the teams shall:
  - (a) Accept the umpire as the main umpire for the match;
  - (b) Record the name(s) of the appointed umpire(s) when recording match results.
- 3) Where an *SSCUA* or *SSJCA* umpire is appointed:
  - (a) The *SSJCA* will pay the umpire’s fee directly to the *SSCUA*;
  - (b) The Umpire’s Fee is still due in full if there is no play due to wet weather.
- 4) Where an *SSCUA* or *SSJCA* appointed Umpire is in control of the game, the Square Leg Umpire shall be supplied by the teams as follows:
  - (a) Grades 14B and above - by the Batting side.
  - (b) Grades 14C and below - by the Fielding side.
- 5) Umpires should confer before the match and agree on the starting time and any other matters where there may be differing interpretations of rules according to the age and grade of the teams.
- 6) Team appointed umpires may be changed during a match, but this should be done during normal intervals and after consultation with previous umpires regarding starting times and any other agreements.

### **3.2 The Number of Players and Substitutes**

#### **3.2.1 Number of Players per Team**

- 1) Prior to the ‘Toss’ Teams should exchange a team list, which may only be altered with the consent of the opposing team manager.
- 2) The maximum numbers of players per team who can participate in any game in relation to each relevant age and format are as set out in the relevant *Playing Regulations*.
- 3) The maximum number of players who may bat or bowl in any game in relation to each relevant age and format are as set out in the relevant *Playing Regulations*.
- 4) The minimum number of players required per team (see 3.4 Forfeits) game in relation to each relevant age and format are as set out in the relevant *Playing Regulations*.

#### **3.2.2 Substitute Fielder**

- 1) To qualify as a substitute fielder a person must:
  - (a) Be a registered player of the *SSJCA* and not subject to any disqualification; and
  - (b) Be eligible to play in the age and grade for which they are substituting.
- 2) If called upon to act as a substitute fielder a player is limited to being a fielder, and may not bat, bowl, or keep wickets.
- 3) For an infringement of this *Regulation*:
  - (a) the team(s) in which he/she plays in which he/she is not a registered player, will lose all points for that round; and

- (b) In addition to the penalty above, infringement of *these Regulations* will result in the matter being considered by the *Management Committee* as to any further penalty that may be imposed as a result of any offending *Club's* actions.

### 3.2.3 Substitute Player

- 1) No player may be a substitute player in a team graded lower than the team in which they are currently registered.
- 2) To qualify as a substitute player a person must:
  - (a) If a current Representative player; only substitute in an A Grade team.
  - (b) If a non-Representative player:
    - i) who substitutes in the same age group; only substitute in a higher grade (e.g. a player from 12C team may only play for a 12A or 12B).
    - ii) who plays in an older age group; only substitute no more than 1 grade lower than that in which he/she is registered to play (e.g. a player from 12B team may only play for a 14A, 14B or 14C team) unless specifically approved by the *Competition Manager*.
- 3) Where two teams from the same *Club* are in the same grade, in addition to the above substitute player qualification provisions:
  - (a) If the *Club* has not *Equalised* the teams at the start of the season, a player from the lower rated or ranked team may be a substitute player in the other team, but not vice versa, at any stage during the season (but subject to *Regulation 14.2*).
  - (b) If the *Club* has *Equalised* the teams at the start of the season, a player from either team may be a substitute player in the other team.
  - (c) In this *Regulation* the onus is on each *Club*:
    - (i) to ensure the requirements of *Regulation 3.2.3(3)(a)* are met, including as to which team is the higher and which team is the lower rated or ranked team,
    - (ii) to ensure the requirements of *Regulation 3.2.3(3)(b)* are met, including ensuring whether teams have been equalized in accordance with *Regulation 3.2.3(c)(i)*, and
    - (iii) for the purposes of facilitating or ensuring compliance with (A) and/or (B) above or otherwise to give effect to this *Regulation*, to ensure that any determination of the *Management Committee* or *Grading Committee* has been made or obtained.

### 3.2.4 Maximum Number of Matches in a Round

- 1) Subject to *Regulations 3.2.1* (including the requirement in relation to the exchange of team lists pursuant to *Regulation 3.2.1(1)*), 3.2.2 and 3.2.3:
  - (a) A player may play in 2 matches in any competition round.
  - (b) If there is any overlap of playing times between the two relevant matches, then once a player participates in the second match that player participates in on a day that player cannot return to participate in the first match the player participated in on that day.
  - (c) Both matches shall count as matches for the purposes of *Regulation 3.2.5*.
- 2) Notwithstanding the above, the *Competition Manager* shall have the discretion to waive the strict application of *Regulation 3.2.4(1)*.

### 3.2.5 Playing Games in a Higher Age or Grade

- 1) Any player who plays:
  - (a) in three (3) two day games; or
  - (b) six (6) one day games; or
  - (c) any combination of two day and one day games comprising 6 competition days of play (for the avoidance of doubt, in calculating such competition days participation as a player in a two day game (or any part thereof and whether on one or both days of play) shall constitute two competition days, and participation as a player in a one day game (or any part thereof) shall constitute one competition day)

during a season in any age group or grade higher than that in which that player is currently registered (whether as initially registered or following any prior application of this *Regulation 3.2.5*) shall on completion of the relevant games or competition days pursuant to the above remain in the higher age group and grade.
- 2) For the purposes of this *Regulation*, the higher age group or grade is defined to include games played in *SSJCA Competitions*, excluding representative teams.
- 3) The player's *Club Secretary* or the *Competition Manager* may apply to the *Management Committee* to rescind this ruling. Such application may be made either after or before the event, should provide detailed reasons in support, and should be in such form and substance as the *Management Committee* shall require. Approval of any application remains at the discretion of the *Management Committee*.

### 3.3 The Toss

- 1) The captains shall toss for the choice of innings on the field of play not earlier than 30 minutes before, and no later than 10 minutes before, the scheduled or rescheduled time for the match to start.
- 2) If the toss has not been conducted by 5 minutes after the time scheduled for the start of play the offending team:
  - (a) Shall be deemed to have lost the toss; and
  - (b) May be subject to further penalty imposed by the *SSJCA*.

### 3.4 Forfeits

#### 3.4.1 Inability to Start Match

- 1) Should a team not be ready to commence play 30 minutes after the scheduled start of play, the opposing team may lodge a claim for a forfeit with the *Secretary*. Should a team intend to lodge a claim in this regard the Umpires or opposing Manager shall be informed.
- 2) If instead of claiming a forfeit the teams agree to play the match may proceed and the non-offending side may not subsequently lodge a claim for forfeit because of the late start.
- 3) *SSJCA* shall deal with all claims for forfeits arising from this *Regulation*.
  - (a) Any team forfeiting a match shall give an explanation to the *Management Committee*.
  - (b) The *SSJCA* reserves the right to impose a penalty on the offending team.

#### 3.4.2 Requesting a 1-day Match Due to Insufficient Players – Two Day Games Only

Where a team is able to field the minimum number of players for one weekend only of a two-day game then instead of forfeiting the game the *Club* may request a 1-day match on the day they have sufficient players. For this to occur the process is as follows:

- 1) Seek the approval of their opponent;
- 2) Write to the *Secretary* advising the circumstances and requesting a 1-day match;
- 3) If the *SSJCA* approves the request then:
  - a) 3 points will be allocated to the non-forfeiting team;
  - b) 0 points to the forfeiting team; and
  - c) the game will be played as a 1-day fixture with the winner collecting an additional 2 points.

### 3.5 Scoring

- 1) The *Management Committee* shall issue any Scorebook (if any) to be used.
- 2) Duties of the Scorers
  - (a) Scorers shall be required to keep the full batting and bowling analysis for both teams.
  - (b) Both Scorers shall record in the score book, the over by over analysis for all bowlers, in both teams.
  - (c) Where a bowler is restricted due to pace (see *Regulation 6.3*) the letter R must be shown.
- 3) Umpires shall initial each Scorebook at the completion of each innings and at the cessation of play.
- 4) *Clubs* shall hand in scorebooks and statistics as required by the *Competition Manager*.
- 5) Failure to abide by any part of this *Regulation* shall be dealt with by the *Management Committee*.
- 6) Scorers may use the PlayHQ scoring platform (or such other *SSJCA* approved electronic scoring application) provided that a scorer from each of the teams in any game uses the hardcopy scorebook referenced in *Regulation 3.5.1* above.

### 3.6 Match Times and Number of Overs

#### 3.6.1 Playing Times and Number of Overs

- 1) Subject to any adjustment in accordance with *these Regulations*, in relation to each relevant age and format competition games shall be of times and overs duration (including times relevant to the start of play, completion of any innings or part innings and/or any scheduled breaks in play) as set out in the relevant *Playing Regulations*.
- 1A) Subject to:
  - (a) *Regulation 3.6.7*;
  - (b) any adjustment in accordance with *these Regulations*;
  - (c) any additional conditions prescribed by the *Competition Manager*; and
  - (d) any subsequent determination by the *Competition Manager*,  
in any one day game:
  - (e) there will be a 10 minute change of innings; and
  - (f) each team is to complete their innings:
    - (i) on receiving their *full overs quota*; or
    - (ii) at the end of the over in progress at the *changeover time*,  
whichever occurs first.



For the purposes of this *Regulation 3.6.1(1A)*, the *changeover time* is a specified number of minutes from the commencement of the 1<sup>st</sup> innings calculated by deducting 10 mins from the total scheduled, unadjusted playing time for the game and halving the remaining time (for example, for a 3 hour game – 85 minutes; for a 2 ½ hour game – 70 minutes; for a 2 hour game – 55 minutes).

- 2) The overs to be bowled in any match or innings shall be as prescribed by the *Competition Manager*. Subject to *Regulations 3.6.6 and 3.6.7* as relevant and any other adjustment in accordance with *these Regulations*), the maximum number of overs to be bowled in the 1<sup>st</sup> innings of each team in age group and format are as set out in in the relevant *Playing Regulations*.
- 3) Unless otherwise provided in these Regulations, and subject to *Regulations 3.6.6 and 3.6.7* (as may be relevant to any match), matches must finish at the end of the over in progress when scheduled time is reached.

### **3.6.2 Drinks Breaks (Two and One Day Games)**

- 1) Drinks breaks relevant to any age group or format under normal conditions are as set out in in the relevant *Playing Regulations*. All drinks breaks shall be taken on the field and shall not exceed 5 minutes each.
- 2) On hot days, and by mutual agreement, drinks may be taken at more frequent intervals but must not exceed 5 minutes each.
- 3) Notwithstanding the above, no drinks breaks shall be taken if there is 15 minutes or less of scheduled playing time until the next scheduled break in play.

### **3.6.3 Team Dismissed Inside Overs Quota**

- 1) A team which dismisses its opponent in the first innings prior to the completion of the relevant *overs quota* is entitled to receive its *full overs quota* in its first innings.
- 2) An over in progress at the prescribed time for the end of an innings must be completed unless the batting team is dismissed before the completion of that over.

### **3.6.4 Starting an Innings with less than 20 minutes batting time – Two Day Games Only**

- 1) If on Day 1 of a 2 day match the innings of the team batting first is completed and there is less than 20 minutes of batting time remaining (that is 30 minutes of actual time), it shall not be mandatory for the team batting second to begin its innings.
- 2) If a team chooses to bat under such circumstances then play will continue until the scheduled time for the close of play.

### **3.6.5 Incomplete Overs Quota 1<sup>st</sup> Innings – Definitions**

In *Regulations 3.6.6 and 3.6.7*:

- 1) “*Team 1*” shall be the team batting first in the match (bowling in the second innings of the match).
- 2) “*Team 2*” shall be the team batting second in the match (bowling in the first innings of the match).

### **3.6.6 Incomplete Overs Quota 1<sup>st</sup> Innings – Two Day Games**

This *Regulation 3.6.6* applies to any match (other than a *SPLIT Cricket* match) that is scheduled for two days of play.

- 1) Where there has NOT been any *Loss of Time* (see *Regulation 4.3*), if the *overs quota* has not been bowled by *Team 2* by the scheduled time for the end of *Team 1*’s innings then :
  - (a) play shall continue (beyond the scheduled time for the end of *Team 1*’s innings (if needed) until the relevant *full overs quota* has been bowled by *Team 2* in *Team 1*’s 1st innings, unless previously dismissed, and
  - (b) *Team 2* shall commence their innings after the scheduled break at conclusion of *Team 1*’s innings and, subject to *Regulation 3.6.3(1)*, shall receive in their 1st innings the relevant *full overs quota* to be bowled by *Team 1* in *Team 2*’s innings, unless previously dismissed, and play shall continue (beyond any relevant scheduled time for the end of play on any relevant day, if needed) to allow the overs to be bowled.
- 2) Where there is a *Loss of Time* (see *Regulation 4.3*):
  - (a) during *Team 1*’s innings, then the *overs quota* to be bowled by both teams and any scheduled break between innings shall be adjusted in accordance with *Regulation 4.3.2(1)* as relevant, and
  - (b) during *Team 2*’s innings, then the *overs quota* to be bowled by *Team 1* to *Team 2* shall be adjusted in accordance with *Regulation 4.3.2(2)* as relevant, and
 notwithstanding *Regulation 4.3.2*, play shall continue (beyond any relevant scheduled time for the end of any relevant innings or for the end of play if needed) to allow the adjusted overs to be bowled.

### **3.6.7 Incomplete Overs Quota 1<sup>st</sup> Innings – One Day Games**

This *Regulation 3.6.7* applies to any one day match played in accordance with *these Regulations*.

- 1) Where there has NOT been any *Loss of Time* (see *Regulation 4.3*) during the day, if the *overs quota* has not been bowled by *Team 2* by the scheduled time for the end of *Team 1*’s innings then :
  - (a) play shall continue (beyond the scheduled time for the end of *Team 1*’s innings if needed) until the relevant *full overs quota* has been bowled by *Team 2* in *Team 1*’s 1st innings, and

- (b) *Team 2* shall commence their innings after the scheduled break at conclusion of *Team 1*'s innings and, subject to *Regulation 3.6.3(1)*, shall receive in their 1st innings the relevant *full overs quota* to be bowled by *Team 1* in *Team 2*'s innings, and play shall continue (beyond any relevant scheduled time for the end of any relevant innings or for the end of play if needed) to allow the overs to be bowled.
- 2) Where there is a *Loss of Time* (see *Regulation 4.3*):
  - (a) during *Team 1*'s innings, then the *overs quota* to be bowled by both teams and any scheduled break between innings shall be adjusted in accordance with *Regulation 4.3.3(1)* as relevant, and
  - (b) during *Team 2*'s innings, then the *overs quota* to be bowled by *Team 1* to *Team 2* shall be adjusted in accordance with *Regulation 4.3.3(2)* as relevant, and notwithstanding *Regulation 4.3.3*, play shall continue (beyond any relevant scheduled time for the end of any relevant innings or for the end of play if needed) to allow the adjusted overs to be bowled.

### 3.6.8 Material Play Beyond Scheduled Time

- 1) Where pursuant to *Regulation 3.6.7* or *Regulation 3.6.8* play is required to continue beyond any relevant scheduled time for the end of any innings or for the end of play, to a material or unreasonable degree, then the only recourse is for any umpire or coach or manager (or anyone else having capacity in relation to the enforcement of this *Regulation*) to report the matter to the *Management Committee*.
- 2) If the *Management Committee* finds the report is evidence of a recurring infringement by a team, or the relevant infringement is of sufficient degree to warrant penalty, the *Management Committee* who may fine a *Club* or suspend a team official or deduct competition points (see also 3.12, Breaches Arising From Matches).

### 3.7 Coaching During Periods of Play

- 1) In all *U16 Cricket*, *U14A Cricket* and *U14B Cricket* games.
  - (a) Captains shall be in sole control of the game and team.
  - (b) Use of the 12<sup>th</sup> man to convey messages/instructions to and from the captain during periods of play is a breach of this law and may result in a penalty being determined according to the circumstances
  - (c) Team coaches are not permitted to provide guidance, give instructions, or conduct any form of coaching during periods of play when the team is in the sole control of the captain.
- 2) In all other ages and grades coaching shall be restricted to advice between overs provided that the giving of such advice does not delay the game.
- 3) In the case of infringements of this *Regulation* the matter shall be referred to the appropriate delegated body of the *Management Committee* for a decision as to the result of the match and penalties, if any, to be imposed. (See 3.12, Breaches Arising From Matches)

## 3.8 Determining the Result of the Match

### 3.8.1 Win on 1st Innings – One Day Games Only

- 1) A team “Wins on the 1<sup>st</sup> Innings” if its 1<sup>st</sup> Innings score exceeds the 1<sup>st</sup> Innings score of its opponent, provided that both teams have batted their *full overs quota*, or (subject always to *Regulation 4.4*) their *overs quota* adjusted in accordance with *Regulation 4.3.3* or otherwise as applicable pursuant to these Regulations.
- 2) If there is any *Loss of Time* during the innings of the team batting 2<sup>nd</sup> (irrespective of whether there is or isn't a *Loss of Time* during the innings of the team batting 1<sup>st</sup>), then the match shall be decided by a comparison of the run rates of both teams (see *Regulation 3.8.2*).

### 3.8.1A Win on 1st Innings – Two Day Games Only

A team “Wins on the 1<sup>st</sup> Innings” if its 1<sup>st</sup> Innings score exceeds the 1<sup>st</sup> Innings score of its opponent, provided that its opponent:

- 1) Was *dismissed*, or
- 2) Declared its innings closed (two day games only), or
- 3) Batted the *full overs quota* (or relevant *overs quota* following adjustment in accordance with *these Regulations*).

### 3.8.2 Win on Run Rate

- 1) If, for any reason but subject to *Regulation 4.4*, the team batting second does not receive its *full overs quota*, the match shall be decided by comparison of the run rates of both teams. These run rates are calculated by dividing the total number of runs scored by the total number of overs bowled.
  - (a) Where a team has been dismissed or declared its innings closed before receiving its *full overs quota* its Run Rate shall be calculated by dividing the total number of runs scored by the number of overs it could have received pursuant to its relevant *full overs quota*.
  - (b) For the purpose of run rate calculations, in incomplete overs, only each legitimate ball bowled shall count as 1 sixth of an over, but the runs scored from No-Balls, Wides etc. shall be included in the calculation.
  - (c) Provided that the minimum number of overs (see *Regulation 4.4* The Minimum Overs for an

Innings) have been completed by each side, the team with the better Run Rate being declared the winner on the 1<sup>st</sup> Innings.

For example, if the 1<sup>st</sup> batting team is dismissed for 150 after 43 overs (in a 50 over match) its run rate is 3.00 (150 divided by 50), and if its opponent scores as follows:

- (i) 3 wickets for 151 off 37 overs the result is a loss and run-rate is not considered as the opposition passed their score of 150,
- (ii) 3 wickets for 65 off 20 overs the result is a draw because the minimum of 25 overs has not been bowled,
- (iii) 3 wickets for 87 off 30 overs the result is a win on run-rate as 87 divided by 30 equals 2.90.

- 2) For *Stage 1 Girls* and *U10 Cricket* only - if, for any reason but subject to *Regulation 4.4*, the team batting second ('Team 2') does not receive its *full overs quota*, the match shall be decided by comparison of the run rates of both teams. The following process is followed:
  - (a) dividing the number of balls faced by Team 2 by the number of balls faced by the team batting first ('Team 1') (the "Adjustment Percentage");
  - (b) multiplying the number of wickets taken by Team 2 when bowling first by the Adjustment Percentage to determine an adjusted number of wickets and penalty runs attributed thereto to be allocated to Team 2 (the "Adjusted Penalty Runs");
  - (c) calculating the run rates are calculated by:
    - (i) Team 1 – (batting score + relevant penalty runs from Team 2 batting) divided by the number of balls faced when batting
    - (ii) Team 2 – (batting score + Adjusted Penalty Runs) divided by the number of balls faced when batting
  - (d) the team with the higher run rate is declared the winner of the match.

For example, if Team 2 only faced the min 14 overs (84 balls) AND Team 1 batted *full overs quota* of 20 overs (120 balls) and took 10 wickets when bowling (40 penalty runs), then:

	Overs Faced (Balls)	Adj %	Wkts Taken (Penalty Runs)	Adj Penalty Runs	Batting Score	Adjusted Total Score	Run Rate
Team 1	20 (120)		5 (20)		120	140	1.16 [140/120]
Team 2	14 (84)	70% [(84/120)*100]	10 (40)	28 [70%*40]	100	128	1.52 [128/84]

### 3.8.3 A Draw

- 1) The match shall be a draw if:
  - (a) a one day game – there is no play on the scheduled day of the match
  - (b) a two day game – there is no play on either day
  - (c) for either a one day or two day game – either one or both of the teams does not receive its *overs quota* and a result has not been achieved
- 2) In addition, in relation to any two day game, the match shall be a draw if:
  - (a) conditions on Day 2 result in a reduction in overs; and
  - (b) no result has already been achieved; and
  - (c) the number of overs to be bowled is less than the minimum required (see *Regulation 4.4* The Minimum Overs for an Innings)

### 3.8.4 Difficulties Determining the Result

- 1) If there is a discrepancy between the batting and bowling figures the innings score shall be based on the bowling analysis.
- 2) If a decision cannot be made both teams should submit their scorebooks to the *Competition Manager* who will determine the result.

## 3.11 Recording Match Results

### 3.11.1 Match Recording Process

- 1) At the conclusion of each match, details of the match scores shall be provided promptly to the *Competition Manager* in the format required.
  - (a) Currently results are recorded on the MyCricket website.
  - (b) Results for all Saturday Competition games are to be recorded by 6.00pm on the Sunday following the conclusion of the match.

- 2) Failure to submit results or the provision of incomplete or erroneous results shall be dealt with by the *Management Committee*.
- 3) Teams will not be awarded competition points until a valid result has been recorded. Penalties may apply for failure to supply complete results in a timely manner.

### 3.11.2 Match Points

- 1) Competition Points shall be awarded as follows:
 

(a) Win on First innings	5 Points
(b) Loss on First innings	1 Point
(c) Tie on First innings	3 Points
(d) Draw	3 Points
(e) Win on Forfeit	Maximum Points of Round
(f) Loss on Forfeit	0 Points
(g) Bye Even	5 Points
(h) Bye Odd	Maximum Points of Round

NOTE: Odd & even byes occur in competitions where all teams will not receive the same number of byes. Even byes occur in that part of the competition where all teams have a bye. Odd byes occur in that part of the competition where some teams have a bye & some do not. E.g. where 7 teams play in an “8 team competition” of 10 rounds, rounds 1 – 7 are even byes and rounds 8 – 10 are odd byes.

- 2) The above competition points shall apply as relevant, to all two-day and one-day games, whether scheduled or played instead of or in substitution of a scheduled two-day game (including pursuant to *Regulation 3.4.2* or *Regulation 4.4.2*).
- 3) The *Management Committee* shall have the power to apply different competition points applicable to any one day games in any age or grade in its absolute discretion if it feels it appropriate given the number of one day games to be played in any such age or any relevant grade (whether based on the ratio of one day games to two day games, whether relevant to the competition table calculations for that age and grade, or for any other basis or reason).
- 4) Where the *Competition Manager* becomes aware of an error or irregularity occurring in a match or in the submission of a match result the awarding of points may be deferred pending investigation.

## 3.12 Breaches Arising From Matches

There are two types of breaches that may occur in matches:

- 1) Breaches of *SSJCA Regulations* (or Technical’ Breaches); such as (examples only, not limited to):
  - (a) Bowling too many players in the same Innings,
  - (b) Failure to observe Bowling restrictions.
- 2) Breaches of the Code of Conduct (See Part 15) such as (as examples only, but not limited to):
  - (a) Disputing an umpires decision;
  - (b) Acting in a manner outside the spirit of Cricket.

The process in each case is described below.

### 3.12.1 Breaches of SSJCA Regulations

‘Technical’ Breaches should be reported directly to the *Competition Manager*. At the end of each round the *Competition Manager* will report all technical breaches to the *Management Committee* and recommend the appropriate penalties. In general the penalties for these offenses will include the following:

- A letter advising the *Club* of the breach and requesting that the Team Manager be informed of the breach and the appropriate *SSJCA Regulation*; or
- A fine imposed on the *Club*; or
- Loss of points for that match.

### 3.12.2 Breaches of the Code of Conduct

Where conduct at match breaches the Code of Conduct intervention and correction should occur at the earliest opportunity and the following protocol is recommended:

- The team managers should discuss the matter and attempt to seek a resolution at the match.
- If the matter is not resolved satisfactorily at the match the team manager should contact their *Club* secretary with the aim of seeking a satisfactory resolution between the *Clubs*
- If the matter is not resolved by the *Clubs* then it may be referred to the Competition Manager by the *Club Secretary* who submits an Incident Report.

To bring an unresolved incident to the attention of the *SSJCA*

- 1) An Incident Report must be submitted in writing by the *Club Secretary* and be in the hands of the *Competition Manager* within 10 days of the incident.

- 2) Reports must contain all relevant facts with supporting reasons and must be signed by the *Club Secretary*. Verbal representations will not be accepted.
- 3) There shall be no fee required for the submission of a report but should any report be deemed upon investigation to be frivolous or mischievous the lodging *Club* may be fined an amount not exceeding \$25.

### 3.12.3 Intervention by the Competition Manager

Regardless of whether or not the team or the *Club* have dealt with a matter to their satisfaction the *Competition Manager*, upon becoming aware of a serious breach of the Code of Conduct, may also:

- 1) Make enquiries,
- 2) Seek written reports,
- 3) Refer the matter to the Match Review Committee.

## **PART 4 – WEATHER CONDITIONS & LOSS OF TIME**

### **4.1 Lightning (The 30/30 Rule)**

- 1) Play shall cease immediately if a lightning flash is followed by thunder less than 30 seconds later.  
{As the speed of sound is 343m/sec 30 seconds means that the lightning is 10.3km away}
- 2) Play shall not resume until 30 minutes after the last audible thunder.

### **4.2 Weather Conditions**

#### **4.2.1 Play Abandoned by the SSJCA**

If, in the opinion of the *Management Committee*, weather conditions prevailing on the first morning or second morning of the match indicates that the commencement or continuation of play would be unsafe for players and officials or if the overall state of the grounds suggests they are unfit for play, the *Competition Manager* shall notify all *Clubs* that play has been abandoned for the day. Such notification shall be conveyed to *Clubs* on the relevant morning, in such manner and form and as close to 7 am as is practicable for the *Management Committee*.

#### **4.2.2 Prior to the Start of the Match**

- 1) Prior to the commencement of a match, unless a *Club* has been officially notified by the *Competition Manager* that play has been abandoned for the day:
  - (a) The sole decision as to the fitness of ground, weather and light shall rest with the official umpire.
  - (b) In the absence of an official umpire the decision rests with the team appointed umpires.
- 2) Where there is disagreement that play should commence both teams shall remain at the ground until further inspections are made.
- 3) If half the scheduled playing time has elapsed and no agreement has been reached play shall be abandoned for the day.

#### **4.2.3 Once match has commenced**

Once a match has commenced, unless a *Club* has been officially notified by the *Competition Manager* that play has been abandoned for the relevant day of the match:

- 1) In all games any decision regarding the fitness of ground, weather and light shall be in the hands of the team appointed umpires. Where they disagree:
  - (a) the matter shall then be in the hands of the Official Umpire(s).
  - (b) In the absence of an official umpire(s) the team appointed umpires shall make any relevant decision and should they disagree the state of affairs existing at the time of the disagreement shall continue.
  - (c) Once the decision making process has been handed to the umpire(s) it shall remain with the umpire(s) for the remainder of the match.
- 2) In relation to any two day match, on day 2 where teams are off the field due to the conditions and the match officials are not able to agree they should remain until there is no chance of a result, taking into account;
  - (a) The number of overs that could be bowled;
  - (b) The current scores, and
  - (c) The minimum overs required for a result.

### **4.3 Loss of Time**

#### **4.3.1 Loss of Time Caused by the Ground, Weather, Light or Other Interruption**

“*Loss of Time*” is defined in Section A.

**4.3.2 Loss of Time on Day One (Two Day Game)**

- 1) If there is a *Loss of Time* on day one of a two day game, then:
  - (a) The time lost for an interruption is counted from the call of Time until the time for resumption of play as decided by the umpires.
  - (b) The *overs quota* for both teams shall be adjusted by deducting 1 over for each full 7 minutes lost.
  - (c) There shall be an adjustment made to the number of overs to be bowled in that innings (in accordance with this *Regulation* 4.3.2) and the time for the innings break shall be adjusted.
  - (d) Subject to *Regulation* 3.6.6, the innings of the team batting first shall continue until the required numbers of overs have been bowled unless previously dismissed.
  - (e) If the entire first day's play is lost due to condition of ground, weather or light, then on Day 2 a one day game is played
- 2) If there has been a *Loss of Time* on day two of a two day game, then:
  - (a) the time lost for an interruption is counted from the call of Time until the time for resumption of play as decided by the umpires,
  - (b) the *overs quota* for the team batting 2<sup>nd</sup> shall be adjusted by deducting 1 over for each full 3 minutes lost,
  - (c) subject to *Regulation* 3.6.6, the innings of the team batting 2<sup>nd</sup> shall continue until the scheduled break, unless pursuant to *these Regulations* such innings is to continue until the required overs have been bowled, or unless previously dismissed, and
- 3) Subject to *Regulation* 3.6.6, if time is lost for any other reason and the required number of overs has not been bowled then:
  - (a) the innings of the team batting first shall conclude at the proper time; and
  - (b) the team batting second shall then be limited to receiving the same number of overs.
- 4) Where Team 1 and Team 2 do not face the same number of adjusted *overs quota* due to a *Loss of Time*, the game shall be decided on run rate in accordance with *Regulation* 3.8.2.

**4.3.3 Loss of Time – One Day Game**

- 1) If there has been a *Loss of Time* during the 1<sup>st</sup> innings of a one day game then:
  - (a) the time lost for an interruption is counted from the call of Time until the time for resumption of play as decided by the umpires,
  - (b) the *overs quota* for both teams shall be adjusted by deducting 1 over for each full 6 minutes lost,
  - (c) the time for the scheduled innings break shall be adjusted based on the remaining overs to be bowled and the remaining time to the scheduled close of play at the end of the 2<sup>nd</sup> innings of the game, and
  - (d) subject to *Regulation* 3.6.7, the innings of the team batting 1<sup>st</sup> shall continue until the scheduled break (as may be adjusted), unless pursuant to *these Regulations* such innings is to continue until the required overs have been bowled, or unless previously dismissed.
- 2) If there has been a *Loss of Time* during the 2<sup>nd</sup> innings of a game then:
  - (a) the time lost for an interruption is counted from the call of Time until the time for resumption of play as decided by the umpires,
  - (b) the *overs quota* for the team batting 2<sup>nd</sup> shall be adjusted by deducting 1 over for each full 3 minutes lost, and
  - (c) subject to *Regulation* 3.6.7, the innings of the team batting 2<sup>nd</sup> shall continue until the scheduled break, unless pursuant to *these Regulations* such innings is to continue until the required overs have been bowled, or unless previously dismissed.

**4.4 Minimum Overs for a Result****4.4.1 Two Day Games**

The minimum number of overs for a result to be obtained in a two day game in any relevant age group or format is as set out in in the relevant *Playing Regulations*.

**4.4.2 One Day Games**

The minimum number of overs for a result to be obtained in a one day game in any relevant age group or format is as set out in in the relevant *Playing Regulations*).

**PART 5 – BATTING****5.1 Number of Batters**

The maximum number of players who can bat in an innings in relation to each relevant age and format are as set out in the relevant *Playing Regulations*.

## 5.2 Retiring Batters

### 5.2.1 Retirement by Score or Overs

In relation to any age group or format, whether a player **MUST** or **MAY** retire, not out, on reaching a specified score or after batting a number of completed overs (or on any other basis) is as set out in the relevant *Playing Regulations*.

### 5.2.2 Retired Batters Returning to Crease

When a player is retired 'not out' pursuant to this *Regulation* or any relevant *Playing Regulations*:

- 1) He/she may not return to the crease until all other players have batted once, provided:
  - (a) there are overs remaining, and
  - (b) they return to the crease at the fall of a wicket.
- 2) If more than one (1) batsman so retires not out, then should there be opportunity to return to the crease to continue batting, the batsmen shall return to the crease in the order that they so retired.

## **PART 6 – BOWLING**

### 6.1 Number of Bowlers

The maximum number of players who can bowl in an innings in relation to each relevant age and format are as set out in the relevant *Playing Regulations*.

### 6.2 Number of Balls per Over

The maximum number of balls who may be bowled in any over in relation to any age group or format are as set out in the relevant *Playing Regulations*.

### 6.3 Bowling Restrictions

- 1) The maximum number of overs a player may bowl in any 1<sup>st</sup> innings of a game (subject to *Regulation* 6.4) are as set out in the relevant *Playing Regulations*.
- 2) Pace Bowlers shall have additional restrictions as follows:
  - (a) General Restriction:
    - (i) Under 16 a maximum of 5 overs in a continuous spell and 10 overs in a day
    - (ii) Under 14 a maximum of 4 overs in a continuous spell and 8 overs in a day
    - (iii) Under 12 a maximum of 3 overs in a continuous spell and 8 overs in a day
    - (iv) Under 10 a maximum of 2 overs in a continuous spell and 4 overs in a day and if there is a conflict between a overs limitation in *Regulation* 6.3(1) and a restriction in *Regulation* 6.3(2) then the lower limitation or restriction shall apply.
  - (b) Following any spell of bowling greater than 1 over that bowler must be rested for at least twice the number of overs that he/she bowled during the spell.
  - (c) A Pace Bowler can interrupt his/her spell of bowling to change ends so long as this act is carried out immediately. For example, the bowler can bowl Overs 1 and 3, then miss Over 5 and change ends to bowl over number 6. This is to be considered as a continuous spell.
  - (d) If a Pace Bowler's spell spans a break in play then it shall be considered a single spell. For example if a Pace Bowler in an U16 match bowls 3 overs at the end of day 1 then the bowler may only ball 2 overs at the start of day 2 and must then be rested for 10 overs.
  - (e) The Pace Bowler's rest period is not reduced by any break in play.
  - (f) This *Regulation* 6.3(2) shall continue to apply in any day irrespective of the innings of a match.
- 3) Further, in relation to a *Pace Bowler*:
  - (a) Notwithstanding the definition of a *Pace Bowler*, if the wicket-keeper chooses to stand up to the stumps for a *Pace Bowler* this action will not of itself define whether the bowler is *Pace Bowler* or not or excuse the bowler from these restrictions.
  - (b) The umpires shall be the sole judges of who is a *Pace Bowler* but if they disagree the restriction will apply. If the umpires agree that the restriction should apply then there will be no avenue for later dispute. Where an officially appointed umpire controls the match he/she alone shall be responsible for this decision.
  - (c) It is the responsibility of the umpire at the bowler's end to signal to the scorers that a bowler is restricted. This shall be done by raising both arms above the head and crossing them.
  - (d) Umpires and Scorers shall be responsible for keeping count of the limitation of overs for Pace Bowlers.
  - (e)
    - (i) A bowler (other than a Pace Bowler) during his/her spell is permitted to bowl one ball per over in each over that such bowler may bowl in that spell that in the opinion of the umpire is a pace ball.

- (ii) The umpire shall advise the bowler prior to the next ball being bowled that in his opinion a ball was a pace ball.
- (iii) If a bowler bowls more than one pace ball in an over (provided the bowler has been advised as required in 6(e)(ii) above of the first such ball in that over) then, for the purpose of this law, the bowler will be deemed a Pace Bowler.
- (iv) If a bowler is deemed to be a Pace Bowler pursuant to this *Regulation*, the umpire will signal his decision to the scorers that the bowler is now restricted. In this event, the number of overs bowled from the beginning of his/her spell shall count as “pace”. If that number exceeds the limits set down under this *Regulation* the bowler will cease bowling at the end of the over in progress.

For the purposes of this *Regulation*:

- (v) The allowance pursuant to this *Regulation* is limited to each particular over. If a bowler does not bowl a pace ball in any particular over then the one pace ball allowance lapses and it does not accumulate or carry over to any subsequent over.
  - (vi) It is assumed there is no material change to the bowler’s run up in bowling any pace ball. If, in the opinion of the umpire, such a material change occurs and the relevant ball bowled is a pace ball, then the bowler shall be deemed to be a *Pace Bowler* upon the first such instance (and the one pace ball per over allowance pursuant to this *Regulation* shall not apply).
  - (f) Should a *Pace Bowler* inadvertently begin an extra over and the mistake is noticed he/she shall be immediately taken off and the over completed by another bowler. All deliveries made to the time the error is detected shall stand. All runs, penalties and wickets taken in that period shall also stand.
- 4) If time is lost due to the condition of Ground, weather or light no bowler may bowl more than 1/5th of the total number of overs allocated to his/her team.
- (a) Where a match is reduced and the total number of overs to be bowled is not divisible by 5 the odd overs may be distributed among the bowlers to be used at the rate of not more than 1 each; for example if the overs total is 47 then 2 bowlers may bowl 10 overs and no other bowler may bowl more than 9.
  - (b) Where overs are subsequently reduced to a number less than some players have already bowled there shall be no penalty on those bowlers; the new maximum applies only to remaining bowlers.

## 6.4 Dangerous and unfair bowling

### 6.4.1 Bowling of fast short pitched balls

- 1) The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler’s end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.
- 2) Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, is unfair and shall be considered as part of the repetition sequence in (1) above.
- 3) The umpire shall call and signal No ball for each such delivery.

### 6.4.2 Bowling of high full pitched balls

- 1) If any delivery (irrespective of pace) passes or would have passed on the full above waist height of the striker standing upright at the popping crease then the umpire shall call and signal No Ball. The umpire at the bowler’s end is the ultimate decision-maker and that decision shall be final.
- 2) A delivery (irrespective of pace) which passes or would have passed on the full above waist height of the striker standing upright at the popping crease may also be deemed dangerous and unfair if the umpire considers that by taking into account the delivery’s height, direction and pace it is likely to inflict physical injury on the striker irrespective of the protective equipment he may be wearing. The relative skill of the striker and the bowler, and the current ground and weather conditions, shall be taken into consideration.

### 6.4.3 Dangerous and unfair bowling – action by the umpire

- 1) As soon as the bowler’s end umpire decides under 6.4.1 above that the bowling of fast short pitched balls has become dangerous and unfair, or, except as in 6.4.4 below, as soon as the bowler’s end umpire decides there is an instance of dangerous and unfair bowling as defined in 6.4.2(2) above, he shall (in addition to calling and signaling No Ball in accordance with 6.4.1(3) or 6.4.2(1) as may be applicable) when the ball



is dead:

- (a) caution the bowler, and
- (b) inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall continue to apply throughout the innings.

2) If there is any further instance of dangerous and unfair bowling by the same bowler in that innings, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning. This warning shall also apply throughout the innings.

3) Should there be any further repetition by the same bowler in that innings, the umpire shall call and signal No Ball and

- (a) when the ball is dead direct the captain to suspend the bowler forthwith and inform the other umpire of the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally he shall

- (b) report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
- (c) together with the other umpire report the occurrence as soon as possible to the Competition Manager, who shall take such action as is considered appropriate against the captain and bowler concerned.

#### **6.4.4 Deliberate bowling of high full pitched balls**

If the umpire at the bowler's end considers that a bowler deliberately bowled a high full pitched ball, deemed to be dangerous and unfair as defined in 6.4.2(2) above, then the caution and warning prescribed in 6.4.3 shall be dispensed with. The umpire shall (in addition to calling and signaling No ball in accordance with 6.4.2(1)) when the ball is dead direct the captain of the fielding side to suspend the bowler forthwith (not to be allowed to bowl again in that innings) and in all other respects the procedure as set out in 6.4.3(3) above shall apply.

### **6.5 Dead Balls**

In addition to any other relevant MCC Law, but subject to Part 8 of *these Regulations*, if the umpire at the bowler's end considers a ball has (on any bounce prior to it otherwise being called a No Ball or Wide) landed on the edge of the pitch (where it adjoins the turf) and deviates from its path towards the batter, then the umpire shall call and signal a "Dead Ball" (for the avoidance of doubt, (i) if the ball deviates towards the batter and/or the batter's stumps then it shall be a "Dead Ball" and (ii) if there is no deviation then the other provisions in *these Regulations* regarding the calling of No Balls and Wides shall apply).

## **PART 7 – FIELDING**

### **7.1 Close Fielding**

- 1) In relation to any age group or format, whether a player may field within a specified distance of the batter on strike, and what distance shall apply, is as set out in the relevant *Playing Regulations*. If the *Playing Regulations* do not expressly stipulate anything in relation to the same (or the *Competition Manager* has not otherwise prescribed and communicated any requirement on such matter) it shall be deemed that no player may field within 10 metres of such batter, except for the wicketkeeper and offside fielders entirely behind the batting crease
- 2) If a fielder breaches this *Regulation* prior to the ball reaching the batter, passing the stumps or being hit by the batter, either umpire shall call and signal "dead ball".

### **7.2 Limitation of Leg Side Fielder**

- 1) At the instant of the bowler's delivery there shall not be more than 5 fielders on the Leg-Side of whom no more than two fielders, other than the wicket-keeper, may be behind the batting crease on the leg side. A fielder will be considered to be behind the batting crease unless the whole of his person, whether grounded or in the air, is in front of this line.

### **7.3 Maximum number of fielders**

The maximum number of players who can field at any one time during an innings in relation to each relevant age and format are as set out in the relevant *Playing Regulations*.

## **PART 8 – APPLICATION & GUIDANCE ON SPECIFIC MCC RULES**

### **PART 8**

The below provides specific substitution, application and/or amendment to specific *MCC Laws*.

#### **8.1 Unfair Actions**

- 1) The umpires shall be the sole judges of fair and unfair play. If an umpire considers that any action by a player, not covered in the *MCC Laws* (as may be amended by *these Regulations*), or by any team official, is unfair, he/she shall call and signal Dead Ball (but only if that call will not disadvantage the non-offending side).
- 2) Whether a Dead Ball is called or not, the relevant umpire shall report the incident:
  - (a) to the other umpire at the time, and
  - (b) as soon as possible after the match to the *Competition Manager* and the *Cricket Administrator*, who shall review and proceed with any action considered appropriate pursuant to the *SSJCA Regulations*.

#### **8.2 Non-Striker Leaving Ground Early**

- 1) If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball (herein “**left early**”), the non-striker is not liable to be run out irrespective of whether the bowler outs down his/her wicket by throwing the ball at the stumps or by the bowler’s hand holding the ball..
- 2) Whether the ball is delivered or not, if there is an appeal the batsman shall be “not out” and the umpire shall call and signal Dead Ball and the ball shall not count as one in the over.
- 3) If the ball is delivered by the bowler and the batsman has left early, then the umpire shall call and signal Dead Ball as soon as possible and the ball shall not count as one in the over.
- 4) In the event that:
  - (a) there are significant repeated instances where a batsman, or batsmen in the aggregate within a relevant team’s innings, have left early;
  - (b) an umpire considers that there have been multiple instances where a batsman, or batsmen in the aggregate within a relevant team’s innings, have deliberately left early; and an umpire considers such instances to be material and can be characterised as unfair play, then as soon as possible after the match shall make a report to the *Competition Manager* and the *Cricket Administrator*, who shall review and proceed with any action considered appropriate pursuant to the *SSJCA Regulations*.

---

### **PART 8A**

While the specific rules can be found in the *MCC Laws* (see *Regulation 1.1*), the below provides some additional commentary (in the interests of fairness and consistency) around the following laws and which are adopted by the SSJCA and to be applied in any *SSJCA Competition* game.

#### **8A.1 No-Ball / Dead Ball**

Some points to consider:

- Subject to *Regulation 6.5* and the below, a ball that lands off the pitch at any time is immediately called a “No Ball”, it is not a WIDE or (unless *Regulation 6.5* or the below applies) a Dead Ball.
- Subject to *Regulation 6.5*, a batsman can play (hit) a ball that is off the pitch provided that:
  - (a) it has travelled the length of the pitch, the ball has not passed the stumps at the batting end and
  - (b) the batter can reach the ball to hit it provided the ball is still moving, the ball shall be called a No Ball but shall not be called a Dead Ball.

If however, the batter is unable to reach the ball within the requirements of (a) and (b) above, then the ball will be called a No Ball and also a Dead Ball.

To ensure the safety of fielders they shall not approach the ball when it has been bowled off the pitch if it has not been called a Dead Ball.

#### **8A.3 Wides**

Some points to consider:

- Any ball passing outside the reach of the batter in their normal stance that does not land off the pitch or on the edge of the pitch shall be called a “Wide”.
- The umpire should take into account the size, reach and ability of the batter.

- A wide should not be called if the batter could have hit the ball by making the normal movement of the feet associated with a suitable stroke
- The umpire should ignore the interpretation of a Wide in One Day games.
- The umpire may give a new and young bowler some leniency in their first few deliveries.
- The intention is to encourage the bowler to bowl playable deliveries without embarrassing or unnecessarily discouraging inexperienced bowlers

## SECTION C – PLAYING REGULATIONS

### Interpretation

- 1) The following playing conditions in Parts 9-13 shall apply to *U10 Cricket*, *U12 Cricket*, *U14 Cricket* and *U16 Cricket* as relevant.
- 2) Where a particular *Regulation* or *Regulations* are referenced (whether relevant to any one or more playing conditions below, or whether more than one *Regulation* is relevant to a particular playing condition), such *Regulation* or *Regulations* should be read together with the relevant playing condition or playing conditions below.
- 3) Notwithstanding the above, the below playing conditions should be read together with other relevant *Regulations* in this document (or as otherwise may be prescribed by the *Competition Manager* or the *Management Committee*) that may also apply to the relevant age group or a particular format played by an age group.

## PART 9 – STAGE 1 – STAGE 1 GIRLS & U10 CRICKET PLAYING CONDITIONS

Game Format <i>See Regulation 1.7.1 &amp; 1.7.2</i>	T20 one day game
Team Nomination <i>See Regulation 1.3.1(1)</i>	Between 5 and 9 players
Maximum Boundaries <i>See Regulation 2.4(3)</i>	40 metres measured from the batting end stumps
Pitch Length	16 metres
Ball <i>See Regulation 2.5</i>	Kookaburra “Star” (formerly “Rookie”) ball (or such other ball specified by the <i>Competition Manager</i> time to time)
Team	7 players per team to maximise playing conditions and activity levels
Maximum Players Per Team <i>See Regulation 3.2.1(2)</i>	9 players
Maximum Players – Bat or Bowl <i>See Regulation 3.2.1(3)</i> <i>See Regulation 5.1</i> <i>See Regulation 6.1</i>	1) Maximum of 9 players can bat 2) Maximum of 9 players can bowl
Minimum players per game <i>See Regulation 3.2.1(4)</i> <i>See Regulation 3.4</i>	5 players
Overs per Innings per Team <i>See Regulation 3.6.1(1)</i> <i>See Regulation 3.6.1(2)</i>	Both teams to receive 1 innings of 20 overs each
Balls per Over <i>See Regulation 6.2</i>	1) 6 ball overs 2) No balls and wides are not re-bowled 3) Dead balls pursuant to <i>Regulation 6.5</i> are to be re-bowled

Game Length <i>See Regulation 3.6.1(1)</i>	2 hours (NB <i>Regulation 3.6.7A</i> )				
Game Times <i>See Regulation 3.6.1(1)</i>	As specified from time to time by the <i>Competition Manager</i>				
Drinks Break <i>See Regulation 3.6.2</i>	None				
Minimum Overs for a Result <i>See Regulation 4.4.2</i>	7 overs each team				
Retiring Batters <i>See Regulation 5.2.1</i> <i>See Regulation 5.2.2</i>	<ol style="list-style-type: none"> <li>1) All batters MUST retire, NOT OUT, after facing a prescribed number of balls</li> <li>2) The prescribed balls to be faced by each batter is based in the numbers of players participating in a game per the below: <ol style="list-style-type: none"> <li>(a) 5 players – 24 balls</li> <li>(b) 6 players – 20 ball</li> <li>(c) 7 players – 17 balls</li> <li>(d) 8 players – 15 balls</li> <li>(e) 9 players – 13 balls</li> </ol> </li> <li>3) In calculating such balls faced, all balls faced (regardless of whether no balls or wides) shall count</li> <li>4) If at the end of a relevant innings there is an extra ball to be bowled, the batter facing at the time shall receive such ball (even if this means he/she may face more than the prescribed number)</li> </ol>				
Dismissals	<ol style="list-style-type: none"> <li>1) A batter may be dismissed unlimited times – each player will face the specified number of balls per above</li> <li>2) Only the following modes of dismissal shall apply – bowled, caught, caught &amp; bowled, run out, stumped, hit wicket</li> <li>3) Batters to swap ends on a dismissal (NB – if there is a run out the ‘not out’ shall face the next delivery)</li> <li>4) The scorers shall add 4 runs to the fielding team each time a batter is <i>dismissed</i></li> </ol>				
Batting – General Conditions	The batting order of each team shall be rotated from game to game to maximum participation and provide (as reasonable) equal opportunities for each player to bat across the batting order.				
Maximum Overs Per Player <i>See Regulation 6.3(1)</i>	<ol style="list-style-type: none"> <li>1) Subject to 2) below, all players participating in a game to bowl</li> <li>2) Where a team has 6 or more players participating in a game and uses only 1 wicket-keeper throughout the entire relevant innings, that wicket-keeper is not required to bowl in that innings</li> <li>3) The number of overs to be bowled in a relevant innings by each player required to bowl is: <table> <tr> <td>Minimum</td><td>2 overs per bowler</td></tr> <tr> <td>Maximum</td><td>4 overs per bowler</td></tr> </table> </li> </ol>	Minimum	2 overs per bowler	Maximum	4 overs per bowler
Minimum	2 overs per bowler				
Maximum	4 overs per bowler				
Bowling – General Conditions	<ol style="list-style-type: none"> <li>1) Bowlers are to bowl from the one end for the entire game</li> <li>2) Umpires are to stand at the bowlers end for half each of the relevant <i>overs quota</i> to be bowled in any innings (eg if 20 overs, then one umpire stands for the 1<sup>st</sup> 10 overs and the other stands for the 2<sup>nd</sup> 10 overs)</li> <li>3) Pace bowling restrictions apply – see <i>Regulations 6.3(2) &amp; (3)</i></li> <li>4) Subject to the below, coaches are encouraged to rotate the opportunity for players to 4 overs in a game</li> </ol>				

<p>Close Fielding  <i>See Regulation 7.1(1)</i>  <i>See Regulation 2.6.3</i>  <i>See Regulation 2.6.4</i></p>	<ol style="list-style-type: none"> <li>1) No fielders within 15 metres of the batter (the “restricted area”) except the wicket-keeper.</li> <li>2) No player may enter this restricted area until the ball: <ol style="list-style-type: none"> <li>(a) is hit by the batter</li> <li>(b) strikes the body or the equipment of the batter,</li> <li>(c) passes through to the wicket-keeper, or</li> <li>(d) has otherwise ceased to be ‘in play’ and it is safe for that player to so enter to field the ball</li> </ol> </li> <li>3) In addition, no fielders to be within 15 metres of each other</li> <li>4) The umpires shall be the sole judges of any relevant 15 metres.</li> </ol>
<p>Fielding – General Conditions  <i>See Regulation 7.3</i></p>	<ol style="list-style-type: none"> <li>1) Maximum 7 players can be on the field at any one time</li> <li>2) Players to be rotated around different fielding positions during an innings</li> <li>3) Each team may use either (i) one wicket-keeper throughout the entire opposition innings or (ii) two wicket-keepers for 10 overs each (or half of any adjusted overs to be bowled in the relevant innings), provided that when a team has only 5 players participating in a match it must use two wicket-keepers per above</li> <li>4) If more than 7 players participating in a game, players off the field should rotate onto the field (no rotation to be made less than 2 overs after the one immediately beforehand)</li> <li>5) Once a game has commenced, if a team is short on players the opposition SHALL lend players to the fielding team for a maximum of 7 players on the field.</li> </ol>

## **PART 10 – STAGE 2 – STAGE 2 GIRLS & U12 CRICKET PLAYING CONDITIONS**

### **Format 1 – 30 Over Games**

<p>Game Formats  <i>See Regulation 1.7.1 &amp; 1.7.2</i></p>	30 over one day game
<p>Team Nomination  <i>See Regulation 1.3.1(1)</i></p>	Between 7 and 11 players
<p>Maximum Boundaries  <i>See Regulation 2.4(3)</i></p>	45 metres measured from the centre of the pitch (unless bowling all overs in a game from one end (see below Bowling – General Conditions) when to be measured from the batting end stumps)
Pitch Length	18 metres
<p>Ball  <i>See Regulation 2.5</i></p>	Kookaburra “Colt” 142 grams or Kookaburra “Practice” 142 grams (or such other ball specified by the <i>Competition Manager</i> time to time)
Team	9 players per team to maximise playing conditions and activity levels
<p>Maximum Players Per Team  <i>See Regulation 3.2.1(2)</i></p>	11 players
<p>Maximum Players – Bat or Bowl  <i>See Regulation 3.2.1(3)</i>  <i>See Regulation 5.1</i>  <i>See Regulation 6.1</i></p>	<ol style="list-style-type: none"> <li>1) Maximum of 9 players can bat</li> <li>2) Maximum of 9 players can bowl</li> </ol>
<p>Minimum players per game  <i>See Regulation 3.2.1(4)</i> <i>See Regulation 3.4</i></p>	7 players

Overs per Innings per Team <i>See Regulation 3.6.1(1) See Regulation 3.6.1(2)</i>	Both teams to receive 1 innings of 30 overs each
Balls per Over <i>See Regulation 6.2</i>	<ol style="list-style-type: none"> <li>1) 6 ball overs</li> <li>2) Subject to (3) below, no balls, wides and any dead balls pursuant to <i>Regulation 6.5</i> are to be rebowled</li> <li>3) Notwithstanding (2) above, maximum of 8 balls per over to be bowled, except in the last over of any innings where 6 legal deliveries must be bowled</li> </ol>
Game Length <i>See Regulation 3.6.1(1)</i>	3 ½ hours (NB <i>Regulation 3.6.7A</i> )
Game Times <i>See Regulation 3.6.1(1)</i>	As specified from time to time by the <i>Competition Manager</i>
Drinks Break <i>See Regulation 3.6.2</i>	After the completion of the 15 <sup>th</sup> over of an innings (or if the <i>overs quota</i> to be bowled in an innings has been adjusted and reduced in accordance with <i>these Regulations</i> , at the completion of half of such adjusted <i>overs quota</i> ) – provided that if ≤ 20 overs are to be bowled in an innings after such adjustment then no drinks break shall be taken.
Minimum Overs for a Result <i>See Regulation 4.4.2</i>	12 overs each team
Retiring Batters <i>See Regulation 5.2.1</i> <i>See Regulation 5.2.2</i>	<ol style="list-style-type: none"> <li>1) Unless dismissed beforehand, all batters (whether a team bats 7, 8 or 9 players) MUST retire, NOT OUT, after facing 35 balls</li> <li>2) In calculating such balls faced, all balls faced (regardless of whether no balls or wides) shall count</li> <li>3) If at the end of a relevant innings there is an extra ball to be bowled, the batter facing at the time shall receive such ball (even if this means he/she may face more than the prescribed number)</li> </ol>
Dismissals	<ol style="list-style-type: none"> <li>1) Once a batter is dismissed they are replaced by a new batter</li> <li>2) (a) 12A - all modes of dismissal shall apply (other than run out pursuant to <i>Regulation 8.2</i>) (b) all other grades &amp; <i>Stage 2 Girls</i>- all modes of dismissal shall apply (other than LBW and run out pursuant to <i>Regulation 8.2</i>)</li> <li>3) A team is dismissed when there are no more batters available immediately at the fall of a wicket, PROVIDED THAT irrespective of the number of players participating in a game an innings is deemed closed after 8 wickets have fallen</li> </ol>
Batting – General Conditions	<ol style="list-style-type: none"> <li>1) The batting order of each team shall be rotated from game to game to maximum participation and provide (as reasonable) equal opportunities for each player to bat across the batting order.</li> </ol>
Maximum Overs Per Player <i>See Regulation 6.3(1)</i>	<ol style="list-style-type: none"> <li>1) All players participating in a game must bowl, other than any wicket-keeper used or to be used in that game. A wicket-keeper may bowl provide that there are sufficient overs available for him/her and all other players who must bowl to bowl at least the minimum number of overs per below</li> <li>2) The number of overs to be bowled in a relevant innings by any player required to bowl is: Minimum            2 overs per bowler Maximum           5 overs per bowler</li> </ol>

Bowling – General Conditions	<ol style="list-style-type: none"> <li>1) All players participating in a game must either bowl or wicket-keep (can do both provided within <i>these Regulations</i>). If any inconsistency with this requirement and any other <i>Playing Regulations</i>, teams should apply this requirement in priority. If a team has more than 9 players, a maximum of 9 players only can bowl.</li> <li>2) Bowlers to bowl from one end and change ends after 15 overs (subject to <i>Competition Manager</i> discretion to allow all overs to be bowled from the same end)</li> <li>3) Umpires are to stand at the bowlers end for half each of the relevant <i>overs quota</i> to be bowled in any innings (eg if 30 overs, then one umpire stands for the 1<sup>st</sup> 15 overs and the other stands for the 2<sup>nd</sup> 15 overs)</li> <li>4) Pace bowling restrictions apply – see <i>Regulations 6.3(2) &amp; (3)</i> Subject to the below, coaches are encouraged to rotate the opportunity for players to bowl 4-5 overs in a game</li> <li>5) No bowler can bowl their 5th over until all other bowlers have bowled their required 2 over minimum.</li> </ol>
Close Fielding <i>See Regulation 7.1(1)</i> <i>See Regulation 2.6.3</i> <i>See Regulation 2.6.4</i>	<ol style="list-style-type: none"> <li>1) No fielders within 10 metres of the batter (the “restricted area”) except regulation off side slips, gully and the wicket-keeper.</li> <li>2) No player may enter this restricted area until the ball:               <ol style="list-style-type: none"> <li>(a) is hit by the batter</li> <li>(b) strikes the body or the equipment of the batter,</li> <li>(c) passes through to the wicket-keeper, or</li> <li>(d) has otherwise ceased to be ‘in play’ and it is safe for that player to so enter to field the ball</li> </ol> </li> <li>3) In addition, no fielders to be within 10 metres of each other</li> <li>4) The umpires shall be the sole judges of any relevant 10 metres.</li> </ol>
Fielding – General Conditions <i>See Regulation 7.5</i>	<ol style="list-style-type: none"> <li>1) Maximum 9 players can be on the field at any one time</li> <li>2) Players to be rotated around different fielding positions during an innings</li> <li>3) Each team may use either (i) one wicket-keeper throughout the entire opposition innings or (ii) two wicket-keepers for 15 overs each (or half of any adjusted overs to be bowled in the relevant innings)</li> <li>4) If a team has more than 9 players participating in a game, players off the field should rotate onto the field (no rotation to be made less than 2 overs after the one immediately beforehand)</li> <li>5) Once a game has commenced, if a team is short on players the opposition SHALL lend players to the fielding team for a maximum of 9 players on the field.</li> </ol>

## Format 2 – T20 Games

Game Formats <i>See Regulation 1.7.1 &amp; 1.7.2</i>	20 over one day game
Team Nomination <i>See Regulation 1.3.1(1)</i>	Between 7 and 11 players
Maximum Boundaries <i>See Regulation 2.4(3)</i>	45 metres measured from the centre of the pitch (unless bowling all overs in a game from one end (see below Bowling – General Conditions) when to be measured from the batting end stumps)
Pitch Length	18 metres
Ball <i>See Regulation 2.5</i>	Kookaburra “Colt” 142 grams or Kookaburra “Practice” 142 grams (or such other ball specified by the <i>Competition Manager</i> time to time)
Team	9 players per team to maximise playing conditions and activity levels

Maximum Players Per Team <i>See Regulation 3.2.1(2)</i>	11 players
Maximum Players – Bat or Bowl <i>See Regulation 3.2.1(3)</i> <i>See Regulation 5.1</i> <i>See Regulation 6.1</i>	1) Maximum of 9 players can bat 2) Maximum of 9 players can bowl
Minimum players per game <i>See Regulation 3.2.1(4)</i> <i>See Regulation 3.4</i>	7 players
Overs per Innings per Team <i>See Regulation 3.6.1(1)</i> <i>See Regulation 3.6.1(2)</i>	Both teams to receive 1 innings of 20 overs each
Balls per Over <i>See Regulation 6.2</i>	1) 6 ball overs 2) Subject to (3) below, no balls, wides and any dead balls pursuant to <i>Regulation 6.5</i> are to be rebowled 3) Notwithstanding (2) above, maximum of 8 balls per over to be bowled, except in the last over of any innings where 6 legal deliveries must be bowled
Game Length <i>See Regulation 3.6.1(1)</i>	2 hours (NB <i>Regulation 3.6.7A</i> )
Game Times <i>See Regulation 3.6.1(1)</i>	As specified from time to time by the <i>Competition Manager</i>
Drinks Break <i>See Regulation 3.6.2</i>	None
Minimum Overs for a Result <i>See Regulation 4.4.2</i>	7 overs each team
Retiring Batters <i>See Regulation 5.2.1</i> <i>See Regulation 5.2.2</i>	1) Unless dismissed beforehand, all batters (whether a team bats 7, 8 or 9 players) MUST retire, NOT OUT, after facing 20 balls 2) In calculating such balls faced, all balls faced (regardless of whether no balls or wides) shall count 3) If at the end of a relevant innings there is an extra ball to be bowled, the batter facing at the time shall receive such ball (even if this means he/she may face more than the prescribed number)
Dismissals	1) Once a batter is dismissed they are replaced by a new batter 2) All modes of dismissal shall apply (other than run out pursuant to <i>Regulation 8.2</i> ) 3) A team is dismissed when there are no more batters available immediately at the fall of a wicket, PROVIDED THAT irrespective of the number of players participating in a game an innings is deemed closed after 8 wickets have fallen
Batting – General Conditions	1) The batting order of each team shall be rotated from game to game to maximum participation and provide (as reasonable) equal opportunities for each player to bat across the batting order.
Maximum Overs Per Player <i>See Regulation 6.3(1)</i>	1) All 9 players participating in a game must bowl, other than any wicket-keeper used or to be used in that game. A wicket-keeper may bowl provide that there are sufficient overs available for him/her and all other players who must bowl to bowl at least the minimum number of overs per below 2) The number of overs to be bowled in a relevant innings by any player required to bowl is: Minimum 2 overs per bowler Maximum 4 overs per bowler



Bowling – General Conditions	<ol style="list-style-type: none"> <li>1) All players participating in a game must either bowl or wicket-keep (can do both provided within <i>these Regulations</i>). If any inconsistency with this requirement and any other <i>Playing Regulations</i>, teams should apply this requirement in priority. If a team has more than 9 players, a maximum of 9 players only can bowl.</li> <li>2) Bowlers to bowl from one end and change ends after 10 overs (subject to <i>Competition Manager</i> discretion to allow all overs to be bowled from the same end)</li> <li>3) Umpires are to stand at the bowlers end for half each of the relevant <i>overs quota</i> to be bowled in any innings (eg if 20 overs, then one umpire stands for the 1<sup>st</sup> 10 overs and the other stands for the 2<sup>nd</sup> 10 overs)</li> <li>4) Pace bowling restrictions apply – see <i>Regulations 6.3(2) &amp; (3)</i> Subject to the below, coaches are encouraged to rotate the opportunity for players to 4 overs in a game</li> </ol>
Close Fielding <i>See Regulation 7.1(1)</i> <i>See Regulation 2.6.3</i> <i>See Regulation 2.6.4</i>	<ol style="list-style-type: none"> <li>1) No fielders within 10 metres of the batter (the “restricted area”) except regulation off side slips, gully and the wicket-keeper.</li> <li>2) No player may enter this restricted area until the ball:               <ol style="list-style-type: none"> <li>(a) is hit by the batter</li> <li>(b) strikes the body or the equipment of the batter,</li> <li>(c) passes through to the wicket-keeper, or</li> <li>(d) has otherwise ceased to be ‘in play’ and it is safe for that player to so enter to field the ball</li> </ol> </li> <li>3) In addition, no fielders to be within 10 metres of each other</li> <li>4) The umpires shall be the sole judges of any relevant 10 metres.</li> </ol>
Fielding – General Conditions <i>See Regulation 7.3</i>	<ol style="list-style-type: none"> <li>1) Maximum 9 players can be on the field at any one time</li> <li>2) Players to be rotated around different fielding positions during an innings</li> <li>3) Each team may use either (i) one wicket-keeper throughout the entire opposition innings or (ii) two wicket-keepers for 10 overs each (or half of any adjusted overs to be bowled in the relevant innings), provided that when a team has 11 players participating in a match it must use two wicket-keepers per above</li> <li>4) If a team has more than 9 players participating in a game, players off the field should rotate onto the field (no rotation to be made less than 2 overs after the one immediately beforehand)</li> <li>5) Once a game has commenced, if a team is short on players the opposition SHALL lend players to the fielding team for a maximum of 9 players on the field.</li> </ol>

## **PART 11 – STAGE 3 – U14 CRICKET PLAYING CONDITIONS**

### **Format 1 – TRAD & SPLIT Games**

Game Formats <i>See Regulation 1.7.1 &amp; 1.7.2</i>	TRAD 50      SPLIT 50  Applicable to any grade in accordance with <i>Regulation 1.7.1</i> as may otherwise be determined in accordance with <i>these Regulations</i> . Any <i>SPLIT Cricket</i> games or grades shall be conducted in accordance with Part 13 and this Part 11 shall apply only to the extent any relevant provisions are not provided or addressed in Part 13.
Team Nomination <i>See Regulation 1.3.1(1)</i>	Between 9 and 13 players
Maximum Boundaries <i>See Regulation 2.4(3)</i>	55 metres measured from the centre of the pitch

Pitch Length	20.12 metres (standard pitch length)
Ball <i>See Regulation 2.5</i>	Kookaburra “Red King” 156 grams (or such other ball specified by the <i>Competition Manager</i> time to time)
Maximum Players Per Team <i>See Regulation 3.2.1(2)</i>	1) 12 players may participate in an A Grade game 2) 13 players may participate a game in all other grades
Maximum Players – Bat or Bowl <i>See Regulation 3.2.1(3)</i> <i>See Regulation 5.1</i> <i>See Regulation 6.1</i>	1) In all grades, only 11 players may bat in each innings. 2) In A Grade, only 11 players may bowl in any one innings 3) In all grades other than A Grade, all players playing in a team in that game (up to the maximum number of who may participate per above) may bowl in each innings
Minimum players per game <i>See Regulation 3.2.1(4)</i>	6 players
Overs per Innings per Team <i>See Regulation 3.6.1(1)</i> <i>See Regulation 3.6.1(2)</i>	1) The overs to be bowled in any match or innings shall be as prescribed by the <i>Competition Manager</i> . 2) Currently (subject to <i>Regulations 3.6.6</i> and <i>3.6.7</i> as relevant, any adjustment in accordance with <i>these Regulations</i> or to any subsequent determination or prescription by the <i>Competition Manager</i> ), in the following competition formats there are the following relevant maximum number of overs to be bowled in the 1 <sup>st</sup> innings of each team: (a) two day games: TRAD 50 50 overs (b) one day games: TRAD 50 30 overs (T30 Game)
Balls per Over <i>See Regulation 6.2</i>	1) 6 ball overs – all wides and no balls are re-bowled 2) Except in A Grade, maximum of 9 balls per over to be bowled
Game Length <i>See Regulation 3.6.1(1)</i>	3 hours each day NB <i>Regulation 3.6.7</i>
Drinks Break <i>See Regulation 3.6.2</i>	In any two day or one day TRAD 50 game a compulsory 5-minute drink break shall be taken on field at the end of the over in progress on the passing of each 60 minutes of uninterrupted play.
Minimum Overs for a Result <i>See Regulation 4.4.1</i> <i>See Regulation 4.4.2</i>	1) In two day games: TRAD 50 25 overs 2) In one day games: TRAD 50 12 overs
Retiring Batters <i>See Regulation 5.2.1</i> <i>See Regulation 5.2.2</i>	1) In any two day match a batter may retire, not out, at any time after batting for 15 completed overs. 2) In any one day match a batter may retire, not out, at any time after batting for 10 completed overs.
Dismissals	1) Once a batter is dismissed they are replaced by a new batter 2) All modes of dismissal shall apply (other than run out pursuant to <i>Regulation 8.2</i> )
Maximum Overs Per Player <i>See Regulation 6.3(1)</i>	Subject to <i>Regulations 6.3(2) &amp; (3)</i> and <i>Regulation 6.4</i> : 1) In two day games, during the first innings all bowlers shall be limited to a maximum of 10 overs. 2) In one day games, during either innings all bowlers shall be limited to a maximum of 5 overs.
Bowling – General Conditions	Pace bowling restrictions apply – see <i>Regulations 6.3(2) &amp; (3)</i>

Close Fielding <i>See Regulation 7.1(1)</i> <i>See Regulation 2.6.3</i> <i>See Regulation 2.6.4</i>	1) In all <i>U14 Cricket</i> games, no player may field within 10 metres of the batter, except regulation off side slips, gully and the wicketkeeper 3) The umpires will be the sole judges of the 10 metres
Fielding – General Conditions <i>See Regulation 7.3</i>	Maximum 11 players can be on the field at any one time

**Format 2 – T30 Games**

Game Formats <i>See Regulation 1.7.1 &amp; 1.7.2</i>	30 over one day games
Team Nomination <i>See Regulation 1.3.1(1)</i>	Between 9 and 13 players
Maximum Boundaries <i>See Regulation 2.4(3)</i>	55 metres measured from the centre of the pitch
Pitch Length	20.12 metres (standard pitch length)
Ball <i>See Regulation 2.5</i>	Kookaburra “Red King” 156 grams (or such other ball specified by the <i>Competition Manager</i> time to time)
Maximum Players Per Team <i>See Regulation 3.2.1(2)</i>	1) 12 players may participate in an A Grade game 2) 13 players may participate a game in all other grades
Maximum Players – Bat or Bowl <i>See Regulation 3.2.1(3)</i> <i>See Regulation 5.1</i> <i>See Regulation 6.1</i>	1) In all grades, only 11 players may bat in each innings. 2) In A Grade, only 11 players may bowl in any one innings 3) In all grades other than A Grade, all players playing in a team in that game (up to the maximum number of who may participate per above) may bowl in each innings
Minimum players per game <i>See Regulation 3.2.1(4)</i>	6 players
Overs per Innings per Team <i>See Regulation 3.6.1(1)</i> <i>See Regulation 3.6.1(2)</i>	Both teams to receive 1 innings of 30 overs each
Balls per Over <i>See Regulation 6.2</i>	1) 6 ball overs – all wides and no balls are re-bowled 2) Except in A Grade, maximum of 9 balls per over to be bowled
Game Length <i>See Regulation 3.6.1(1)</i>	3 ½ hours NB <i>Regulation 3.6.7</i>
Drinks Break <i>See Regulation 3.6.2</i>	After the completion of the 15 <sup>th</sup> over of an innings (or if the <i>overs quota</i> to be bowled in an innings has been adjusted and reduced in accordance with <i>these Regulations</i> , at the completion of half of such adjusted <i>overs quota</i> ) – provided that if ≤ 20 overs are to be bowled in an innings after such adjustment then no drinks break shall be taken.
Minimum Overs for a Result <i>See Regulation 4.4.1</i> <i>See Regulation 4.4.2</i>	12 overs
Retiring Batters <i>See Regulation 5.2.1</i> <i>See Regulation 5.2.2</i>	In any match a batter may retire, not out, at any time after batting for 10 completed overs.

Dismissals	<ol style="list-style-type: none"> <li>1) Once a batter is dismissed they are replaced by a new batter</li> <li>2) All modes of dismissal shall apply (other than run out pursuant to <i>Regulation 8.2</i>)</li> </ol>
Maximum Overs Per Player <i>See Regulation 6.3(1)</i>	All bowlers shall be limited to a maximum of 6 overs.
Bowling – General Conditions	Pace bowling restrictions apply – see <i>Regulations 6.3(2) &amp; (3)</i>
Close Fielding <i>See Regulation 7.1(1)</i> <i>See Regulation 2.6.3</i> <i>See Regulation 2.6.4</i>	<ol style="list-style-type: none"> <li>1) In all <i>U14 Cricket</i> games, no player may field within 10 metres of the batter, except regulation off side slips, gully and the wicketkeeper</li> <li>3) The umpires will be the sole judges of the 10 metres</li> </ol>
Fielding – General Conditions <i>See Regulation 7.3</i>	Maximum 11 players can be on the field at any one time

## **PART 12 – STAGE 3 – U16 CRICKET PLAYING CONDITIONS**

### **Format 1 – TRAD & SPLIT Games**

Game Formats <i>See Regulation 1.7.1</i>	TRAD 50                      SPLIT 50  Applicable to any grade in accordance with <i>Regulation 1.7.1</i> as may otherwise be determined in accordance with <i>these Regulations</i> . Any <i>SPLIT Cricket</i> games or grades shall be conducted in accordance with Part 13 and this Part 12 shall apply to the only to the extent any relevant provisions are not provided or addressed in Part 13..
Team Nomination <i>See Regulation 1.3.1(1)</i>	Between 9 and 13 players
Maximum Boundaries <i>See Regulation 2.4(3)</i>	65 metres measured from the centre of the pitch
Pitch Length	20.12 metres (standard pitch length)
Ball <i>See Regulation 2.5</i>	Kookaburra “Red King” 156 grams (or such other ball specified by the <i>Competition Manager</i> time to time)
Maximum Players Per Team <i>See Regulation 3.2.1(2)</i>	<ol style="list-style-type: none"> <li>1) 12 players may participate in an A Grade game</li> <li>2) 13 players may participate a game in all other grades</li> </ol>
Maximum Players – Bat or Bowl <i>See Regulation 3.2.1(3)</i> <i>See Regulation 5.1</i> <i>See Regulation 6.1</i>	<ol style="list-style-type: none"> <li>1) In all grades, only 11 players may bat in each innings.</li> <li>2) In A Grade, only 11 players may bowl in any one innings</li> <li>3) In all grades other than A Grade, all players playing in a team in that game (up to the maximum number of who may participate per above) may bowl in each innings</li> </ol>
Minimum players per game <i>See Regulation 3.2.1(4)</i>	6 players

Overs per Innings per Team <i>See Regulation 3.6.1(1) See Regulation 3.6.1(2)</i>	<ol style="list-style-type: none"> <li>1) The overs to be bowled in any match or innings shall be as prescribed by the <i>Competition Manager</i>.</li> <li>2) Currently (subject to <i>Regulations 3.6.6</i> and <i>3.6.7</i> as relevant, any adjustment in accordance with <i>these Regulations</i> or to any subsequent determination or prescription by the <i>Competition Manager</i>), in the following competition formats there are the following relevant maximum number of overs to be bowled in the 1<sup>st</sup> innings of each team: <ol style="list-style-type: none"> <li>(a) two day games: TRAD 50      50 overs</li> <li>(b) one day games: TRAD 50      30 overs (T30 Game)</li> </ol> </li> </ol>
Balls per Over <i>See Regulation 6.2</i>	<ol style="list-style-type: none"> <li>1) 6 ball overs – all wides and no balls are re-bowled</li> <li>2) Except in A Grade, maximum of 9 balls per over to be bowled</li> </ol>
Game Length <i>See Regulation 3.6.1(1)</i>	3 hours each day NB <i>Regulation 3.6.7</i>
Drinks Break <i>See Regulation 3.6.2</i>	In any two day or one day TRAD 50 game a compulsory 5-minute drink break shall be taken on field at the end of the over in progress on the passing of each 60 minutes of uninterrupted play.
Minimum Overs for a Result <i>See Regulation 4.4.1 See Regulation 4.4.2</i>	<ol style="list-style-type: none"> <li>1) In two day games: TRAD 50      25 overs</li> <li>2) In one day games: TRAD 50      12 overs</li> </ol>
Retiring Batters <i>See Regulation 5.2.1 See Regulation 5.2.2</i>	<ol style="list-style-type: none"> <li>1) In any two day match a batter may retire, not out, at any time after batting for 15 completed overs.</li> <li>2) In any one day match a batter may retire, not out, at any time after batting for 10 completed overs.</li> </ol>
Dismissals	<ol style="list-style-type: none"> <li>1) Once a batter is dismissed they are replaced by a new batter</li> <li>2) All modes of dismissal shall apply (other than run out pursuant to <i>Regulation 8.2</i>)</li> </ol>
Maximum Overs Per Player <i>See Regulation 6.3(1)</i>	<p>Subject to <i>Regulations 6.3(2) &amp; (3)</i> and <i>Regulation 6.4</i>:</p> <ol style="list-style-type: none"> <li>1) In two day games, during the first innings all bowlers shall be limited to a maximum of: TRAD 50      10 overs</li> <li>2) In one day games, during either innings all bowlers shall be limited to a maximum of TRAD 50      5 overs</li> </ol>
Bowling – General Conditions	Pace bowling restrictions apply – see <i>Regulations 6.3(2) &amp; (3)</i>
Close Fielding <i>See Regulation 7.1(1) See Regulation 2.6.3 See Regulation 2.6.4</i>	<ol style="list-style-type: none"> <li>1) In all <i>U16 Cricket</i> games, no player may field within 10 metres of the batter, except regulation off side slips, gully and the wicketkeeper</li> <li>3) The umpires will be the sole judges of the 10 metres</li> </ol>
Fielding – General Conditions <i>See Regulation 7.3</i>	Maximum 11 players can be on the field at any one time

**Format 2 – T30 Games**

Game Formats <i>See Regulation 1.7.1 &amp; 1.7.2</i>	30 over one day games
---	-----------------------

Team Nomination <i>See Regulation 1.3.1(1)</i>	Between 9 and 13 players
Maximum Boundaries <i>See Regulation 2.4(3)</i>	65 metres measured from the centre of the pitch
Pitch Length	20.12 metres (standard pitch length)
Ball <i>See Regulation 2.5</i>	Kookaburra “Red King” 156 grams (or such other ball specified by the <i>Competition Manager</i> time to time)
Maximum Players Per Team <i>See Regulation 3.2.1(2)</i>	3) 12 players may participate in an A Grade game 4) 13 players may participate a game in all other grades
Maximum Players – Bat or Bowl <i>See Regulation 3.2.1(3)</i> <i>See Regulation 5.1</i> <i>See Regulation 6.1</i>	4) In all grades, only 11 players may bat in each innings. 5) In A Grade, only 11 players may bowl in any one innings 6) In all grades other than A Grade, all players playing in a team in that game (up to the maximum number of who may participate per above) may bowl in each innings
Minimum players per game <i>See Regulation 3.2.1(4)</i>	6 players
Overs per Innings per Team <i>See Regulation 3.6.1(1)</i> <i>See Regulation 3.6.1(2)</i>	Both teams to receive 1 innings of 30 overs each
Balls per Over <i>See Regulation 6.2</i>	1) 6 ball overs – all wides and no balls are re-bowled 2) Except in A Grade, maximum of 9 balls per over to be bowled
Game Length <i>See Regulation 3.6.1(1)</i>	3 ½ hours NB <i>Regulation 3.6.7</i>
Drinks Break <i>See Regulation 3.6.2</i>	After the completion of the 15 <sup>th</sup> over of an innings (or if the <i>overs quota</i> to be bowled in an innings has been adjusted and reduced in accordance with <i>these Regulations</i> , at the completion of half of such adjusted <i>overs quota</i> ) – provided that if ≤ 20 overs are to be bowled in an innings after such adjustment then no drinks break shall be taken.
Minimum Overs for a Result <i>See Regulation 4.4.1</i> <i>See Regulation 4.4.2</i>	12 overs
Retiring Batters <i>See Regulation 5.2.1</i> <i>See Regulation 5.2.2</i>	In any match a batter may retire, not out, at any time after batting for 10 completed overs.
Dismissals	1) Once a batter is dismissed they are replaced by a new batter 2) All modes of dismissal shall apply (other than run out pursuant to <i>Regulation 8.2</i> )
Maximum Overs Per Player <i>See Regulation 6.3(1)</i>	All bowlers shall be limited to a maximum of 6 overs.
Bowling – General Conditions	Pace bowling restrictions apply – see <i>Regulations 6.3(2) &amp; (3)</i>
Close Fielding <i>See Regulation 7.1(1)</i> <i>See Regulation 2.6.3</i> <i>See Regulation 2.6.4</i>	1) In all <i>U16 Cricket</i> games, no player may field within 10 metres of the batter, except regulation off side slips, gully and the wicketkeeper 3) The umpires will be the sole judges of the 10 metres
Fielding – General Conditions <i>See Regulation 7.3</i>	Maximum 11 players can be on the field at any one time

## **PART 13 – SPLIT CRICKET PLAYING CONDITIONS**

### **13.1 Who Plays Split Innings**

SPLIT Cricket to be available to two-day games in *U14 Cricket* and *U16 Cricket*.

#### **13.1A Players per team**

- 1) The number of players who can be included in a Team Nomination for a team playing *SPLIT Cricket*, whether in *U14 Cricket* or *U16 Cricket*, shall be between 9 and 13 players.
- 2) The maximum numbers of players per team who can participate in any one game, whether in *U14 Cricket* or *U16 Cricket*, is:
  - (a) 12 players in A Grade; and
  - (b) 13 players in all other grades.
- 3) In relation to the maximum number of players who may bat or bowl in any one game, whether in *U14 Cricket* or *U16 Cricket*:
  - (a) In all grades, only 11 players may bat in each innings.
  - (b) In A Grade, only 11 players may bowl in any one innings.
  - (c) In all grades other than A Grade, all players playing in a team in that game (up to the maximum number of who may participate per above) may bowl in each innings.
- 4) The minimum number of players required per team (see 3.4 Forfeits), whether in *U14 Cricket* or *U16 Cricket*, is 6 players.

#### **13.1B Prescribed 1<sup>st</sup> Innings Overs**

The overs to be bowled in any match or innings shall be as prescribed by the *Competition Manager*. Currently (subject to any adjustment in accordance with *these Regulations* or to any subsequent determination or prescription by the *Competition Manager*), in the following formats there are the following relevant maximum number of overs to be bowled in the 1<sup>st</sup> innings of each team:

Two day games:

SPLIT 50: 50 overs

One day games:

SPLIT 50: 30 overs (T30 Game – pursuant to Part 11 or Part 12 of *these Regulations* as relevant)

### **13.2 Game Structure**

#### **13.2.1 Competitions**

- 1) The *Competition Manager* shall have the discretion as to whether any Split Innings competition schedule shall be comprised of two day games or a combination of two and one day games.
- 2) Subject to *Regulation 6.3(1)(b)*, this Part 13 does not apply to any one day games played by any team in a SPLIT competition.

#### **13.2.2 The first Innings of each Team – two day games**

Subject to this Part 13 as relevant, the format of the 1<sup>st</sup> Innings of each team shall be that on each of Day 1 and Day 2 one team bats for the 1<sup>st</sup> session of the relevant day and the other team then bats for the 2<sup>nd</sup> session of the relevant day. Between each 1<sup>st</sup> and 2<sup>nd</sup> session there will be break in play to allow teams to change (each a “Session Break”).

Assuming there are no interruptions to play the format is as follows:

- 1) On Day 1
  - (a) The team batting 1st (“1<sup>st</sup> Team”) will bat in the 1<sup>st</sup> session until either:
    - (i) they have received their *overs quota* for that session; or
    - (ii) the allocated time for the session has expired; or
    - (iii) they have been dismissed.
  - (b) After the prescribed Session Break (see below) the other team (“2<sup>nd</sup> Team”) will commence their innings and bat in the 2<sup>nd</sup> session until either:
    - (i) they have received their *overs quota* for that session; or
    - (ii) the scheduled end of play for the day; or

- (iii) they have been dismissed; or
  - (iv) they declare their innings closed.
- 2) On Day 2
- (a) If the 2<sup>nd</sup> Team has wickets remaining then they bat first and continue their 1st innings until either:
    - (i) they bat their *full overs quota* (or *overs quota* following adjustment in accordance with *these Regulations*) for their 1st innings; or
    - (ii) they declare their innings closed; or
    - (iii) they have been dismissed.
  - (b) If the 1<sup>st</sup> Team has wickets remaining then they continue their 1st innings once the 2<sup>nd</sup> Team has completed their 1<sup>st</sup> innings until either:
    - (i) they bat their *full overs quota* (or *overs quota* following adjustment in accordance with *these Regulations*) for their first innings; or
    - (ii) the scheduled end of play for the day; or
    - (iii) they declare their innings closed; or
    - (iv) they have been dismissed.

### 13.2.3 Prescribed Breaks in Play

There are now four types of prescribed breaks (i.e. breaks not caused by weather (where play is suspended), injury etc):

- The Session Break
- The break between Innings (the “Innings Break”)
- The scheduled drinks break
- Additional drinks breaks due to hot weather

#### 13.2.3.1 Break between Sessions and Innings

- 1) If an innings finishes (at any time, either during or at the completion of a session or upon completion of the *full overs quota* for the entire innings) then an Innings Break of 10 minutes should be taken. If the innings finished during a session the scheduled drinks break to be held during that session should not be taken unless weather conditions demand it.
- 2) If teams bat their *full overs quota* in a 1st session then there should be a Session Break of 10 minutes.

#### 13.2.3.2 Scheduled Drinks Break

Unless there has been a change of batting team in the previous 15 minutes there shall be a scheduled break during each session as follows:

- SPLIT 50, a 5 minute break at the end of the over in progress **half way through the proposed session of play** (assuming at the commencement of such session there was at least 60 minutes of intended uninterrupted play)

#### 13.2.3.3 Additional Drinks Break

In very hot conditions additional drinks breaks may be taken as needed as the welfare of the players as paramount. Unless the circumstances require otherwise:

- 1) Players should not leave the field
- 2) There is no set time for such breaks, and play should continue as soon as possible.

## 13.3 Day Washed Out

### 13.3.1 No Play Week 1

If there is no play possible on Week 1 the game becomes a one day game the following week; and Split Innings (this Part 13 of *these Regulations*) does not apply.

### 13.3.2 No Play Week 2

Regardless of *Regulation* 13.4.1, if there is no play possible on Week 2, the game will be declared a draw.

## 13.4 Loss of Time

If time is lost due to weather or any other conditions the innings' will be reduced.



**13.4.1 Minimum overs for a result**

Subject to *Regulation 13.3*, if there is loss of time in during the match, the following is the minimum to constitute a match; unless either team is dismissed in fewer overs:

- 50 Over Competitions, 25 overs per team.

**13.4.2 Reduction in Overs**

Where time is lost then the scheduled number of overs for each team's 1<sup>st</sup> innings is as follows:

- The "numbers of overs remaining" = (Total time remaining, in minutes) / 3.5
  - No. of overs for each team = (Overs already bowled + Numbers of overs remaining) / 2
- If the resulting 'no. of overs for each team' is less than the overs already batted by Team A, then Team B should face as many overs as time permits; and if the minimum overs are bowled the result is determined on run rate.
  - If the time remaining includes some of Day 1 and all of Day 2 factor in the *full overs quota* for Day 2 rather than divide time by 3.5 minutes

*13.4.2.1 Example #1: On Day 1 of a 50 over match: Team A bats 14 overs and Team B do not bat*

- The "number of overs remaining" = 50 (i.e. all of day 2)
- No. of overs for each team =  $(14 + 50) / 2 = 32$
- Team B bats for 32 overs
- Team A bats for 18 overs

Thus on Day2:

- Team B bats for 16 Overs, one half of their remaining overs
- Team A bats their remaining 18 overs, completing 32 overs
- Teams B complete their final 16 overs
- Teams will need to consult with the *Competition Manager* whether or not Team A Continues to bat on Day2 when time is lost

*13.4.2.2 Example #2: One Day1 of a 50 over match Team A bats 25 overs and Team B bats 15 overs*

- The "number of overs remaining" = 50 (i.e. all of day 2)
- 40 overs have been bowled
- No. of overs for each team =  $(40 + 50) / 2 = 45$

Thus on Day2:

- Team B bats for 10 overs, to match the overs faced by team A
- Team A bats for 20 overs; or until dismissed
- Team B bats for 20 overs; or until dismissed

**13.5 Bowling Restrictions**

*13.5.1* Subject to Regulation 6.3.2, in two day games during the first innings all bowlers shall be limited to a maximum of 10 overs in all SPLIT 50 competitions

*13.5.2)* Subject to Regulation 6.3.2, in one day games during either innings all bowlers shall be limited to a maximum of 5 overs in all SPLIT 50 competitions.

*13.5.3* In addition to the restrictions set out above, in SPLIT 50 Cricket no player may bowl more than one-half of their maximum permissible overs until 7 players have bowled at least 1 over.

**SECTION D – END OF SEASON****PART 14 – FINALS****14.1 Determination of Premiership**

- Finals shall be played in all *U10 Cricket*, *U12 Cricket*, *U14 Cricket* and *U16 Cricket* Competitions.
- If teams finish level on the points score table their ultimate position shall be decided in such manner as shall be determined by the Management Committee at its discretion.

- 3) All outstanding fines and other financial debts to the *SSJCA* must be settled by *Clubs* prior to teams being permitted to participate in Finals.
- 4) If, for any reason, a Final is declared a draw the Minor Premiers in that grade shall be declared Premiers.
- 5) If the Final is tied both teams shall be declared as “Joint Premiers”.

## 14.2 Player Eligibility

### 14.2.1 Qualification of Players

- 1) Players competing in Finals must be graded in and have played in at least 50% of competition games for that team in the current season.
- 2) If a player fails to meet this qualification for reasons relating to illness, injury, conflicting family commitments or other exceptional circumstances during a match (and the player was not in any event unavailable for such match for reasons unacceptable to the *SSJCA*, eg attending other sporting functions), the player may wish to claim an exemption by writing, via their *Club Secretary*, to the *Secretary*, however in all cases the acceptability reasons or circumstances and the granting of any exception shall remain at the absolute discretion of the *SSJCA*.

### 14.2.2 Team Short of Players

- 1) As an exception, where a team has less than:
  - (a) in relation to U10 Cricket – 8 players,
  - (b) in relation to U12 Cricket – 10 players, and
  - (c) in relation to U14 Cricket and U16 Cricket – 12 players,available (qualified pursuant to *Regulation 14.2.1*) for any Finals match, the provisions of *Regulation 3.2.3* (Substitute Player) shall apply. Preference must be given to players of the same age group. For the avoidance of doubt (and irrespective of whether that team has had less than the relevant abovementioned number of players registered as playing members of their nominated team for the current season), such team can include eligible substitute players to enable such relevant abovementioned number of players to be named on the relevant team list for the relevant Finals match.
- 2) A player is deemed to have played a competition match only if he/she:
  - a) Was nominated on the team sheet, and
  - b) Was legitimately recorded in the match results as having participated in the match.
- 3) *Clubs* should seek the consent of the *SSJCA* regarding the identity and use of any proposed substitute players prior to the commencement of any Finals match. The *SSJCA* shall have the discretion to approve or reject any proposed substitute player.

## 14.3 Umpires for Finals

- 1) Official *SSCUA* umpires will be sought for all Finals. Umpires' fees must be paid by both teams competing in the match.
- 2) Where the *SSCUA* is not able to provide sufficient official umpires *Clubs* may be required to supply neutral umpires.
  - (a) *Clubs* that do not provide umpires when requested will be ineligible to have teams participate in the final.
  - (b) Umpires supplied by *Clubs* shall officiate at matches as directed by the *Competition Manager*.
- 3) Where one *SSCUA* or *SSJCA* appointed Umpire is in control of the game, the Square Leg Umpire shall be supplied as follows:-
  - (a) Grades 14B and above - by the Batting side.
  - (b) Grades 14C and below - by the Fielding side.
- 4) The umpire shall oversight the toss of a coin for the right to determine whether to bat or bowl. The team being the Minor Premier shall have the right to either conduct the toss or elect to call “heads” or “tails”.

## 14.4 Playing Times and Minimum overs

- 1) Weather permitting, Finals will be played as one day matches on the Saturday and Sunday immediately following the end of the final competition round subject to the terms and conditions set out below.
- 2) Weather permitting, Finals games shall be of times and duration (including times relevant to the start of play, completion of any innings or part innings and/or lunch or other scheduled breaks in play), as prescribed by the *Competition Manager*.
- 3) The minimum number of overs required to be bowled in the first innings of each team for a result to be obtained (unless an innings ends or is declared beforehand):
  - (a) *U10 Cricket* games – 14 overs
  - (b) *U12 Cricket T20* games – 14 overs
  - (c) *U12 Cricket 30 over* games – 21 overs

- (b) 50 overs games - 34 overs
  - (c) 40 overs games – 28 overs
  - (d) 35 overs games - 24 overs
- 4) Drink Breaks shall be taken as provided in *Regulation 3.6.2.1*, or *Regulations 13.2.3.2* and *13.2.3.3*, as relevant to the match format being played.
  - 5) If the innings of the team batting first is completed and there is less than 20 minutes of batting time (i.e. 30 minutes of actual time) remaining before lunch or the end of the day, it shall not be mandatory for the side batting second to begin its innings. However if the team batting second chooses to bat under such circumstances then play will continue until the end of the over in progress at the time scheduled for the break that is due.

## 14.5 Match Interruptions

### 14.5.1 Fitness to play

- 1) On the first day set down for a Final any decision relating to fitness of ground, weather or light is vested solely with the *SSCUA* umpire or the Umpires appointed by the *SSJCA*.
- 2) If the start of play is delayed until the scheduled end of the 1st innings the match shall be postponed to the following day unless in the opinion of the Umpire(s) conditions make it reasonable to wait after that time.

### 14.5.2 Extending Play on Day 1

If any interruptions occur after play has commenced the playing times may be adjusted by the umpires. On both days of a final umpires may decide to continue play for not more than 1 hour after the time shown in *Regulation 14.4* if they consider such a decision to be warranted; having regard to the fact that no innings or match shall exceed the actual amount of playing time set down in *14.4*.

### 14.5.3 Carry over to day 2

If a Final has been commenced on the first day set down for a Final, umpires may decide to continue the match on day two where they consider such a decision to be warranted.

### 14.5.4 Cessation of Play

- 1) In uninterrupted games play shall cease at the end of the over in progress at the appropriate time shown in *Regulation 14.4* unless the first innings of both teams is concluded beforehand. In this event the provisions of *14.5* will determine the time for cessation of play.
- 2) In interrupted games, playing times shall be determined by the umpires in accordance with *14.5* above.

## 14.6 Playing Conditions

- 1) All Finals cricket shall be played under the *Regulations* applicable to their grade.
- 2) Pace bowling restrictions as per *Regulation 6.3* will apply, note the maximum number of overs a player may bowl in a day
- 3) The first innings of each team shall be limited to the number of overs set down for the various grades by the *Management Committee* at the beginning of each season. If not dismissed beforehand, the team scoring the greater number of runs shall be declared the winner subject to the following:
  - (a) If there has been 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 currently applicable time determined pursuant to *Regulation 14.4* (for the grade being played) unless the required number of overs have been bowled. The team batting second shall then be limited to receiving the same number of overs.
  - (b) If, for any reason, the team batting second should not receive its *full overs quota* the result shall be decided on the comparison of the RUN RATE OF BOTH TEAMS. (see *3.8.2*)
- 4) If less than the number of overs required by *Regulation 14.4* have been bowled by each team the match shall be regarded as drawn unless a result has been previously obtained. A draw shall not be awarded if the minimum over requirements have been satisfied.
- 5) In an uninterrupted match should either team fail to bowl its *full overs quota* in the time allowed, the matter shall be referred to the *Management Committee* for decision as to the result of the match and penalties, if any, to be imposed.
- 6) It is not mandatory for either team to bat for its *full overs quota* if a declaration is desired provided that if the team batting first does not wish to bat for its *full overs quota*, the team batting second shall still be entitled to receive its *full overs quota* regardless of the number of overs received by the team batting first.

## **SECTION E – CODES**

### **PART 15 – CODE OF CONDUCT**

The *SSJCA* shall apply a Code of Conduct based on sportsmanship, fair play, and consideration for the

efforts and responsibilities of others.

### 15.1 To whom does the Code apply ?

The Code applies to all Playing Members, and all *Club* members, parents, officials and others participating in the activities of the *SSJCA* and having an affiliation with the *SSJCA* as provided for in the *Constitution*.

### 15.2 What is the Code ?

- 1) At all times, on and off the field, at *SSJCA* functions, matches and, in relation to *SSJCA* affairs, officials, players, and all others to whom this Code applies shall conduct themselves in an appropriate manner as to promote the good name of cricket, the work of the *SSJCA* and the *Club* or organisation with which the player, official or other person may be a member of, or representing.
- 2) A person to whom the code applies must not: -
  - (a) Assault or attempt to assault an Umpire, another Player, *Club* official or Spectator; or
  - (b) Abuse, either orally or physically, an Umpire, another Player, *Club* official 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/her decisions, or generally following an Umpire's decision; or
  - (d) Use crude or abusive language or engage in any form of conduct likely to be against the spirit of the game or to bring the game into disrepute; or
  - (e) Use crude or abusive hand signals or other gestures; or
  - (f) Agree or attempt to obtain agreement between players or officials to produce a match result by methods such as unusual declarations, deliberate loss of wickets, or any other action that offends against the principles of fair play.
- 3) Refusal by a person to supply his/her full name and address (if any) upon request by a person eligible to lodge a complaint constitutes a Breach of the Code and may be dealt with in accordance with the provisions existing for all such matters.

#### 15.2.1 The Code as applied to players.

When playing the game players shall at all times conduct themselves in a sportsmanlike manner. Swearing, sledging (see 15.2.3), the display of disagreement by verbal comment or gestures with rulings or decisions, and any other conduct likely to be prejudicial to the good name of the sport and the interests of the *SSJCA* is totally unacceptable.

#### 15.2.2 The Code as applied to others.

Actions of the nature described below may lead to disciplinary action.

- 1) All officials, coaches, managers, *Club* supporters, and others having membership of the *SSJCA*, attending matches organised by, or involving *SSJCA* representative teams shall conduct themselves in a sportsmanlike manner at all times. Actions and behaviour likely to bring the *SSJCA* into disrepute or to tarnish the good name of cricket are totally unacceptable.
- 2) Anyone entering the field of play at any time without the prior approval of the Umpire(s) is a breach of the Code of Conduct; except in the case of a medical or accident emergency requiring immediate response in the interests of player/umpire welfare.
- 3) *Club* members attending matches as spectators who interfere with the conduct of matches, or with the work of *Club* officials carrying out their duties at *SSJCA* organised matches, or act in a manner detrimental to the good of the game are in breach of the Code of Conduct.
- 4) *Club* members who interfere with the responsibilities of the *Management Committee*, or who through their actions, undermine the authority and functions of the *SSJCA* are in breach of the Code of Conduct.

#### 15.2.3 What is Sledging ?

For the purposes of the *SSJCA* Code of Conduct sledging is defined as, "The giving of comments, insults and /or gestures by a player of one team to another of the opposition team causing personal offence and distraction such as to detract from that player's ability to play the game."

- 1) It would be expected that to constitute a cause for complaint any player so offended will request that such actions discontinue immediately and, failure by the offender to do so will, in turn, constitute a prima facie case of sledging.
- 2) In this event the player affronted should report it immediately to the Umpire. The Player or the Umpire should report the incident in writing through his/her *Club*/organisation should either wish to make a complaint of a breach of the Code of Conduct.

### 15.3 Who can lodge a complaint and how ?

- 1) Any *Club* member, official, player, umpire, or member of the *Management Committee* may lodge a complaint.
- 2) A complaint must be lodged in writing by the *Club Secretary* (or the Secretary of the *SSCUA*) with the *Secretary*

within 10 days of the alleged occurrence.

- 3) The Complaint shall state the nature of the allegation and all the circumstances relating to the matter. In instances of bad language leading to a complaint the Complainant must, in the process, be prepared to specify the words used and the context in which delivered.

## 15.4 Action by the Competition Manager

- 1) The *Competition Manager*, on becoming aware of matters occurring in any game that gives rise to a possible breach of the *MCC Laws* or *SSJCA Regulations* may make such inquiries and seek such written reports from *Clubs* and other affiliated bodies concerned as are necessary to resolve the matter.
- 2) Such report(s) are to be submitted to and considered by the Match Review Committee within 7 days of their receipt.
- 3) The awarding of Competition points by the *Competition Manager* may be held in abeyance pending completion of the investigation and determination of the matter.
- 4) The complaint shall be considered by the Match Review Committee which shall determine what action, if any, it shall take. Any action taken shall be conveyed to the relevant *Clubs* as soon as possible following receipt of the report.

## 15.5 The Match Review Committee

- 1) The Match Review Committee (MRC) upon being made aware of a complaint, being an allegation of a breach of the Code of Conduct, shall forthwith require the person alleged to have committed the breach to appear before it as soon as possible and prior to the commencement of the next round.
- 2) No person accused of a breach of the code of conduct shall be denied natural justice in responding to any allegation of a breach.
- 3) The MRC shall be the body responsible for assessing all reports and where it appears to the MRC from an initial (prima facie) examination of the information reported that a breach has occurred it shall act on the matter immediately. In so doing it is empowered to determine a penalty where warranted.
- 4) The MRC can only proceed to a decision and determine a penalty if the offender pleads guilty to the breach alleged.
  - (a) Upon a person pleading guilty to the allegation and a penalty determined, the Chairman of the MRC shall inform the *Secretary* of the offender's *Club* of that penalty within 24 hours of the determination. It will be the responsibility of the *Club Secretary* to ensure that the penalty is applied.
  - (b) Within the limits prescribed by the *Constitution* (Paragraph 9.3) such penalty shall be limited to one or more of the following: -
    - (i) Issue a warning or reprimand
    - (ii) Require an apology (be it verbal or written)
    - (iii) Impose a monetary penalty on the offender
    - (iv) Suspend for a period determined by the Committee (clarify who can be suspended, player, official, spectator)
  - (c) Failure by a person to comply with a penalty determined by the MRC will automatically mean that person shall take no further part in *SSJCA* activities until the penalty requirements have been satisfied.
- 5) Should guilt be denied at the hearing then the matter must be referred by the MRC to a Judiciary Committee. The Chairman of the MRC will then be responsible for advocating the case before the Judiciary. No disciplinary action can be taken against the alleged offender in the period pending a Judiciary hearing.
  - (a) Upon referral to a Judiciary it is incumbent upon that body to immediately set and publicise a date for hearing (and that date shall be no later than 3 weeks after the date of the MRC hearing). It is the responsibility of the Chair of the MRC to formulate the description of the alleged breach. The gaining of statements from parties involved must be a priority matter and be in the hands of the Judiciary no later than 3 days prior to the hearing.

## 15.6 The Judiciary Committee

### 15.6.1 Membership and Responsibility

- 1) A Judiciary Committee shall hear all alleged breaches of the Code referred by the Match Review Committee.
- 2) No person may be a member of a Judiciary Committee if that hearing involves an alleged offender or complainant connected with a *Club* or body of which the proposed Judiciary person is an active member. (See rule 22.6 – *Constitution* – “close association”).
- 3) It is the responsibility of the Judiciary to investigate the matter to the extent necessary to ensure that justice is done and the person responding to the allegation is afforded a fair and proper hearing.

### 15.6.2 Dealing with Breaches

- 1) Within **7 days** of an alleged breach of the Code being referred to a Judiciary Committee the

*Secretary* must:

- (a) Convene the Judiciary hearing as soon as practicable and preferably before the next playing date of the competition.
- (b) Give the person who is the subject of the proposed hearing a copy of all reports considered by the Match Review Committee; and
- (c) Give that person's *Club Secretary* a copy of such reports; and
- (d) The time and place for such Judiciary hearing must be set out in that notice and must be at least 3 days after the time that the person receives such notice. Any notice sent by Post is deemed to have been received 2 working days after the date of Posting.
- (e) The *SSJCA* may ask the person who reported the breach to appear at the Judiciary hearing by giving notice to that person in accordance with *these Regulations*.

#### **15.6.3 Judicial Process.**

A Judicial Committee must address the requirements of Natural Justice and Procedural Fairness in any process before it. Key points of the process are:

- 1) It shall be a non-legal process with emphasis on natural justice, fair play, and procedural fairness.
- 2) It shall avoid application of the rules of evidence to facilitate a non-legal environment.
- 3) It shall set out the nature of the breach clearly and specifically so that the person “charged” may have clear understanding and the right to respond in defence of the allegations.
- 4) It shall provide for the hearing and taking of evidence from minors.
- 5) It shall provide for any person accused to have a non-participatory/observer witness in attendance.
- 6) It shall seek to resolve all matters speedily yet not with unseemly haste such as to disadvantage any party.
- 7) It shall aim to be corrective rather than punitive but shall provide for fines and suspensions.
- 8) It shall have the power to direct *Clubs* to take actions arising out of the outcome of such hearings.
- 9) It shall have the power to hear any such part of any hearing in camera.
- 10) All information heard in the judicial process shall be confidential to the Judiciary Members.
- 11) It shall provide for an appeal process.

#### **15.6.4 If a Person does not attend the Judiciary Meeting**

- 1) If the Judiciary Committee is satisfied that proper notice was served it may conduct the proceedings in the absence of the person given notice to appear, and, if necessary, the person who has made the complaint.
- 2) If a person who was given notice to appear fails to do so, and the Judiciary Committee proceeds, it may subsequently set aside any order made in the absence of that person, upon receipt of advice satisfactory to it, that the person did not receive the notice. The Judiciary Committee shall then determine on the facts available to it whether to proceed or dispense with the matter.

#### **15.6.5 Penalties for Breaches of the Code of Conduct**

- 1) Without limiting the range of penalties it may impose, the Judiciary Committee may:
  - (a) Issue a warning in the form of a reprimand to the person appearing before it; or
  - (b) Impose a fine; or
  - (c) Suspend or disqualify that person for a specified period of time; or
  - (d) Any combination of (a), (b) (c) above; or
  - (e) Otherwise deal with the person.
  - (f) Suspend the operation of any Penalty on any terms it thinks fit.
  - (g) The Judiciary Committee must report any action taken under 15.4 (c) above to the Management Committee as soon as possible.
- 2) Any fine must be paid to the *SSJCA* within 30 days of the person being notified that the fine has been imposed.
- 3) A person is ineligible for selection or participation in, or appointment to, any match or fixture set down by the *SSJCA* until any fine imposed on him/her has been paid or penalty served.
- 4) Any person who fails to present themselves at a hearing of the Judiciary Committee without just cause, having been given due notice of their attendance being required, shall be deemed to be guilty of misconduct and shall be liable to such penalty as determined by that Committee.

#### **15.6.6 Restrictions on Persons Found Guilty**

A person, other than an employee of the *SSJCA* or a local *Club*, who has been suspended or fined, or otherwise dealt with by the Judiciary Committee and who has not been completely exonerated on appeal:

- 1) Is prohibited from acting in any administrative position or as an Office Bearer of his/her *Club* or the *SSJCA*; and
- 2) Is prohibited from acting as Captain, Manager or Coach of any team taking part in a fixture conducted by the *SSJCA* or his/her *Club*; and
- 3) Is ineligible to be a Delegate to, or Office Bearer of, the *SSJCA* until the expiration of any suspension, or any fine imposed has been paid.

### 15.6.7 Reporting the Judiciary Findings

- 1) The Judiciary Committee must verbally advise the person, who is the subject of the report, of its decision as soon as possible after the hearing
- 2) As soon as practicable after the hearing the Judiciary Committee must give written notice of its decision to:
  - a) The person who is subject of the report; and
  - b) That person's *Club*; and
  - c) The person who lodged the report.
  - d) The appropriate Association where the person who lodged the complaint is a member of the Sutherland Shire Cricket Umpires Association or the NSW Cricket Umpires Association. The *Secretary* must give written notice setting out the details of the Judiciary Committee's report and findings.
- 3) The *Management Committee's* decision pertaining to any item above, when announced to a General Meeting shall contain only the finding. No transcript of the evidence or any part thereof shall be promulgated unless, by order of the President, at a closed meeting attended only by those Bona Fide members entitled to attend such a meeting.

### 15.6.8 Judiciary Records

The *Secretary* shall keep all records of proceedings and decisions relating to Judiciary hearings for a period not exceeding two years at which time the records shall be destroyed.

## 15.7 Appeals

- 1) All appeals must be in accordance with the provisions of the *Constitution* and specifically address the requirements contained therein pursuant to rule 11, and rule 23.
- 2) Any appeal arising from the Judiciary process should be determined by an Appeals hearing to be carried out within 7 days of receiving notice of appeal. No person having prior involvement in the workings of the Match Review Committee or Judiciary Committee may hear an appeal though that person(s) be a member of the *Management Committee*.
- 3) If insufficient persons are available to provide an Appeal hearing the *Management Committee* for the purposes of providing an independent and unbiased hearing may appoint external persons having no prior involvement in the matter as Associate Members of the *SSJCA* for the duration of the matter before it.
- 4) An appeal must be in writing, and lodged within 7 days of receiving the decision of the Judiciary Committee. It must contain the grounds on which the appeal is based. An appeal may be lodged against the decision of the Committee or against the severity of the penalty determined.

## **SECTION F – SEASON RECOGNITION REGULATIONS**

### **PART 16 – TROPHY AND AWARDS**

#### 16.1 Trophies And Awards

- 1) The *Management Committee* annually, and as soon as practicable following the completion of the season finals, shall determine the trophies to be awarded for team and individual performances.
- 2) In accordance with the *SSJCA Regulations* (see Regulation 1.2.4(3)), as at the 31<sup>st</sup> March, any *Club* in default or having unpaid fines, shall by its actions cause any player within that *Club* to be ineligible to receive any *SSJCA* award or trophy.
- 3) Any player, who is found guilty of or pleads guilty to a breach of the *SSJCA* Code of Conduct; during the current season; shall be ineligible to receive any *SSJCA* award or trophy for that season.
- 4) All members of a premiership winning team, as listed on the Team Nomination Form or participating in the finals match shall, if eligible, receive an individual award or trophy relating to their participation in such finals match.
- 5) Subject to Regulation 16.1(4), a player who has not played as a declared team member in at least 50% of *SSJCA Competition* matches for such team shall be ineligible to be considered as an award or trophy winner for any such award or trophy relating to such team or to their playing in such team.
- 6) The *Management Committee* may make an award or provide a trophy if it is of the view that circumstances exist to warrant special recognition of an individual player's efforts.
- 7) The *Management Committee* reserves the right to withhold the granting of an award or provision of a trophy where in its judgement the standard of performance for any particular age group or division in

any given year falls below what the *SSJCA* considers a reasonable standard relative to previous years.

- 8) The *Management Committee* shall consider itself to be “the Club” for the purposes of seeking to recognise outstanding representative cricket performances and shall make such awards and acknowledgements as it sees fit, provided that no such award may be made as to be in contradiction to the normal standards as perceived to apply to the competition proper.
- 9) Recognition of individual performances within the Annual Report will be contained to the first six players in order of merit starting at number one and listing them down to number six.

## 16.2 Team Trophies

- 1) A perpetual trophy shall be awarded to each and every team being declared Competition Premier in its division and age group. (See *SSJCA* Trophies List – Perpetual Team Trophies.)
- 2) Where a premiership is shared, the team being the minor premier shall receive the trophy first and retain it for six months before handing it over to the other *Club*. The second *Club* shall be responsible for ensuring the return of the trophy at the end of the competition rounds.
- 3) The “Best Representative Team Performance” will be awarded to the team with the best result in the NSWDCA Inter-district series competition. If more than one team finishes in equal position, with equal points, the quotient of each team shall be calculated to determine the winner. The President’s X11 Competition is excluded from consideration.

## 16.3 Individual Trophies

- 1) Trophies for individual performances within *SSJCA Competitions* shall be awarded as follows:-
  - (a) Best Batting aggregate
  - (b) Best Bowling aggregate
  - (c) Best Batting average
  - (d) Best Bowling average
  - (e) Best Wicket Keeping performance
- 2) Any performance in a final will be excluded for the purpose of determining all instances of individual awards. Only competition rounds will count.
- 3) Awards shall be made where merited for the best individual performance by a player in accordance with the *SSJCA* Trophies List . (See 16.7 *SSJCA* Trophies List.)
- 4) In determining the “Best” performance whether it be batting or bowling, aggregate will take precedence over average.
- 5) To provide an objective standard for arriving at each age group “Player of the Year” in the age groups of under 10A, under 12A, and under 14A, points will be awarded as follows:
  - (a) Runs – 1 point per run scored
  - (b) Wickets – 20 points for each wicket taken
  - (c) Catches – 5 points for each catch taken
  - (d) Stumpings – 15 points per stumping (applicable only to wicketkeepers).
- 6) There shall be a Wicket-Keeper award for the best performance by players in Traditional cricket in each age group from Under 14 to Under 16. In determining any wicket keeping award, should there be an identical number of wickets taken, be they catches or stumpings, byes but not leg byes shall be taken into account and the lowest number of byes shall be given precedence.
- 7) The “*SSJCA* Cricketer of the Year” shall be selected from the 16A competition and primary consideration will be based on performances over the competition rounds.
  - (a) However, the *Management Committee* may, in order to select 1 from a number of outstanding candidates, take into account demonstrated performance at Representative cricket level.
  - (b) In assessing performances, the *Management Committee* shall be guided by the standard set out above for the “Player of the Year” in other A grade age groups.
- 8) The “Best Representative Team Player” individual award shall apply to those participating in the NSWDCA Inter-districts representative series. It shall be determined by reference to the recognition of individual performances made by the *NSWDCA* in the first instance. Where more than 1 player is recognised an objective assessment will be made on aggregate figures utilising the formula contained in Paragraph 5 above. Where no *NSWDCA* recognition exists the *Management Committee* will determine whether an award is to be made using the criteria specified in the preceding statement. The Presidents X11 Competition is excluded from consideration for this award.
- 9) The “Best representative team player – Presidents XII Competition” shall apply to those participating in the Presidents X11 competition. The *NSWDCA* inter-districts series is excluded from consideration for this award. Determination of the award winner will utilise the formula contained in Paragraph 5 above.
- 10) The “Sutherland Medal” is awarded to the player who makes the most significant contribution to the



16A final. The award is decided by the Officials umpires, and is presented at the completion of the match.

## 16.4 Criteria For The Awarding Of Trophies

The qualifying criteria for batting and bowling average awards shall be determined by the Management Committee at its discretion.

## 16.5 Responsibility For Perpetual Trophies

- 1) All Perpetual Trophies remain the property of the SSJCA and shall be returned to the *Secretary* in a presentable condition each year by no later than the end of the last competition round.
- 2) The *Club* of which the player is (or was for the previous season) a member, is responsible for ensuring the return of the trophy to the *Secretary* by the time stipulated above.
- 3) Failure to return trophies as required will result in a fine.
- 4) The *Management Committee* shall hold the *Club* of which a player is a member responsible for reimbursing the SSJCA the full cost of repairs or replacement where trophies have been damaged or lost while in the keeping of the *Club* or *Club* member.

## 16.6 The Chatland Award

The sum of Two Hundred and Fifty Dollars (\$250.00), a donation from Mrs Chatland, shall remain on a fixed deposit and the interest paid annually to the SSJCA by Bank Cheque to maintain the "Chatland Award". Only upon the request of the donor may this *Regulation* be altered.

## 16.7 SSJCA Trophy List

The SSJCA Trophies list will be revised from year to year and varied to reflect changes in sponsorship and donations.

PERPETUAL TROPHIES	AWARD	AGE
BERT SHELL TROPHY	Club Championship	
JOHN WOODHOUSE MEMORIAL TROPHY	16A Cricketer of the Year	16A
CLIFF PADDY MEMORIAL TROPHY	Representative Individual Achievement Award – NSWDC Inter- District Series	
ALAN WARD MEMORIAL TROPHY	Best Representative Team Performance – NSWDC Inter-District Series	
HARRY PETERS TROPHY	Representative Individual Achievement Award – Presidents X11 competition	
PETER SCHOFIELD TROPHY	Best Representative Team Performance – Presidents X11 Competition	
S.D.C.C. TROPHY	14A Player of the Year	14A
ALAN CRASTON MEMORIAL TROPHY	12A Player of the Year	12A
ANDREW HILDITCH TROPHY	10A Player of the Year	10A
DON MASTERS MEMORIAL TROPHY	Best Association Wicketkeeper Traditional Cricket	

PERPETUAL TROPHIES - SSJCA TEAMS COMPETITION	GRADE
THE J.A.DALEY MEMORIAL SHIELD	16A
THE FRED MALBON MEMORIAL TROPHY	16B
THE KEN WHATLEY MEMORIAL TROPHY	16C
THE SPORTSGIFT TROPHY	16D
THE JOHN BANNON MEMORIAL TROPHY	14A
THE JOHN MOODIE MEMORIAL SHIELD	14B
THE KEN GARDNER MEMORIAL TROPHY	14C
THE GORDON THOMSON MEMORIAL TROPHY	14D
THE NEIL McINNES MEMORIAL TROPHY	14E
THE TED WYKES TROPHY	12A
THE MORT EDSON TROPHY	12B
THE TYNAN MOTORS TROPHY	12C
THE IRENE RUTTY MEMORIAL TROPHY	12D
THE RAY BRENNAN TROPHY	12E
THE SNOW DAVIES TROPHY	12F

THE DON CLARK TROPHY	12G
THE RON HILDITCH TROPHY	10A
THE KEN PRENDERGAST TROPHY	10B
THE WALLY CROUCHER MEMORIAL TROPHY	10C
THE IVOR CHALMERS MEMORIAL TROPHY	10D
THE WHATLEY FAMILY TROPHY	10E
THE CLAUDE MANN TROPHY	10F

NON-PERPETUAL AWARDS	AWARD	AGE
THE CHATLAND AWARD	Best Association Batting Performance Traditional Cricket	U16/U14
THE JIM LYNCH TROPHY	Best Association Batting Performance Traditional Cricket	U12/U10
THE STAN STEED TROPHY	Best Association Bowling Performance Traditional Cricket	U16/U14
THE BRIAN QUINN TROPHY	Best Association Bowling Performance Traditional Cricket	U12/U10
THE BILL LAWLER MEMORIAL TROPHY	Most Catches	U16/U14
THE JACK RUTTY MEMORIAL TROPHY	Most Catches	U12/U10
THE LANCE HANDLEY TROPHY	Best Association Score Book	OPEN

## **ANNEXURE A - Regulation 2.1A – Club Shirts Design Criteria**

### PLAYING SHIRT

#### Right hand side

- 1** Apparel manufacturer's logo or Club Sponsor
- 2** Apparel manufacturer's logo or Club Sponsor

#### Left hand side

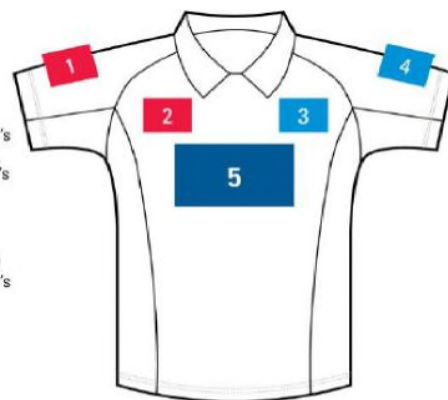
- 3** Club logo (no sponsor)
- 4** Apparel manufacturer's logo or Club Sponsor

#### Front of shirt

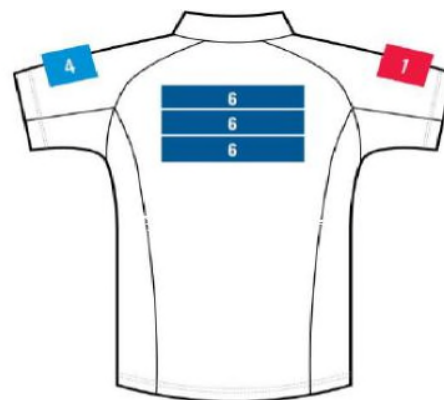
- 5** Club Sponsor logo

#### Back of shirt

- 6** Club Sponsor logo



FRONT



BACK

### PLAYING CAP

- 1** Club logo (no sponsor)
- 2** Club Sponsor logo
- 3** Headwear manufacturer's logo
- 4** Club Sponsor logo



FRONT



BACK



LEFT



RIGHT

**standalone back of shirt logos** - placed in upper part of visible back (circa top 1/3) with max size allowed as > of 206.45sq cm or top 1/3 of visible back  
**“visible back”** means area referenced by (i) height measured from middle back of seam where collar joins torso to waistband of trouser (assuming tail tucked into trousers), and (ii) width measured as roughly equivalent to shoulder width but not extending to where wraps around sides / under armpits  
**numbers & names are permitted on backs** (see particular applicable specifications below right)

Asset	Usage	Max Size
Front of Shirt	Club sponsor	206.45sq cm
Back of Shirt	Club sponsor	206.45sq cm
Left Chest	Club logo (no sponsor)	64.5sq cm
Right Chest	Apparel manufacturer's logo or club sponsor	64.5sq cm
Left Arm	Apparel manufacturer's logo or club sponsor	64.5sq cm
Right Arm	Apparel manufacturer's logo or club sponsor	64.5sq cm

Cap Centre	Club logo (no sponsor)	64.5sq cm
Cap Left	Headwear manufacturer's logo	39sq cm
Cap Right	Club sponsor logo	39sq cm
Cap Rear	Club sponsor logo	12.9sq cm

#### if have numbers on back:

- 1 or 2 digit numbers only, each number no > 20cm in height
- each number to be of an acceptable colour and independent of any other backing, artwork or logo (only allow discrete separated “colour on white” numbers)
- 1 line of text can also be used on back for a sponsor / player name – same place and specs as per player names - size of numbers to be reduced so that text and numbers together fit within visible back.

#### if have player names on back:

- single line of text & must be across the top back / shoulders, can use width of back but letters to be no > 5cm in height.
- can be used with sponsor logo provided name and logo within max size noted or top 1/3 of shirt (whichever greater)
- if used with numbers, see above

**numbers &/or names should be distinct, visible & per playing shirt norms - not of size to block fill visible back – white shirt colour to still be clearly apparent.**