



NORTHERN RIVERS REGION 5

PLAYING RULES FOR THE



KOOKABURRA CUP



2025/26



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GENERAL PROVISIONS

POWERS OF THE BOARD

The Board of the Northern Rivers Region shall have the right to add, remove or amend any Rule of Play so long as any changes are notified in writing to all affiliated clubs within 7 days of the change occurring.

The Board shall have the power to decide all questions arising out of matches not provided for in these Rules.

LAWS OF CRICKET

The Laws of Cricket shall apply in all cases except as hereafter modified in these playing rules and conditions.

The number of “onside” fieldsmen shall not exceed 5 of which no more than 2 may be behind the popping crease at the instant of the bowler’s delivery. In the event of an infringement the Umpire shall call and signal “No Ball”.

PROGRAM OF MATCHES

The Clubs of the Association shall compete in a series of matches, the program of which shall be arranged by the Board. The Board may, if necessary, alter the program in respect of dates, time, or grounds on which any of the matches shall be played.

REFERENCE TO CRICKET VICTORIA PREMIER CRICKET RULES

The Board or the Northern Rivers Region Tribunal, in resolving a dispute or situation which is not directly covered by the Laws of Cricket or these Rules, may refer to the Cricket Victoria Premier Cricket rules for an interpretation and subsequent action if deemed necessary.

MATCH DAY CONTACTS

TRAVIS HARLING

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RULE 1: PLAYING CONDITIONS – TWENTY 20 MATCHES

Nomination of Teams

1.1 Teams shall consist of 12 players per side.

1.1.1 Twelve players may be named in each team, however only eleven of these players shall be permitted to participate as batter, and only eleven shall be permitted to bowl or keep wickets i.e.: the batting twelfth man and the bowling twelfth man may be two different players. The bowling twelfth man is not permitted to keep wickets. The Team Declaration Form must indicate which player will not bat and which player will not bowl or keep wickets.

Note: This rule allows for free "interchange" of fieldsmen. The Laws of Cricket regarding substitute fieldsmen are to be strictly applied and enforced by Umpires only when a 13th fieldsmen is used.

Eligibility of Players

1.2 All participating players must be financial member of the club they are representing in the season of the competition (invitational players are not permitted).

1.3 Any player serving a Club/Association suspension at the time of a scheduled Northern Rivers Twenty20 match for their club is ineligible to play in Northern Rivers Twenty20 scheduled matches. Northern Rivers Twenty20 matches are not counted in an Association suspension period.

Length of Innings

1.4 Uninterrupted matches: Each team shall bat for 20 overs unless dismissed earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

1.5 Each game shall be made up as follows:

- (1) Side batting first 80 minutes
- (2) Interval 15 minutes
- (3) Side batting second 80 minutes

1.6 If the overs have not been bowled before the end of the requisite period, a penalty may be applied for each over bowled after the requisite period.

1.7 **Delayed start to the Match – and no Further Interruptions:**
In the event of a delayed or interrupted match 5 overs per innings constitutes a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

If the first innings of a match (the side batting first) is delayed the umpires shall reduce the maximum overs by one for each full seven (7) minutes of the aggregate time lost (Refer Appendix 1). So as an example, if 14 minutes are lost the maximum overs for the side batting first will be reduced by 2 overs, both sides would then be entitled to bat 2 overs less than allocated Number of overs per innings. If the reduction calculation results in fewer than the 5 overs per

Innings to Constitute a Match, then the match shall be abandoned.

1.8 **Delayed start to the Match – and then interruptions to the First innings of the Match.**

Where the above Rule 1.7 has occurred and there are further interruptions to the match in the innings of the side batting first, then a further reduction on the sides allocations of overs as well as the side batting second allocation will occur at the same rate as noted in the above Rule 1.7 that being one for each Full Seven (7) minutes of the aggregate time lost. If the reduction calculation results in fewer than the 5 Overs per Innings to Constitute a Match, then the match shall be abandoned.

1.9 **Delayed Start to the Match – then interruption/s occur after the minimum overs per innings to constitute a match, in the innings of the:**

Side Batting First.

Where the 5 overs per innings to constitute a match or more have been bowled and an interruption has then occurred and is continuing, compulsory closure of the side batting first shall occur when the compulsorily closed 1st innings time arrives. Should play be able to resume prior to the compulsorily closed 1st innings time then the reduced overs calculated by 3.5 minutes per over from the remaining available time for the side batting first becomes the number of overs to be bowled or time. This occurs if repeated interruptions occur.

The Side Batting Second.

The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number of overs, including any part over, as calculated for the side batting first.

The side batting second shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval. Should further time be lost during the innings of the side batting second, Duckworth Lewis calculation will be applied, refer Rule 5.13.

1.10 Ending of second side's innings and match

Play shall cease immediately one of the following circumstances applies:

- a) when the score of the opposing side is passed.
- b) the requirement of overs under Rule 1.4 is completed.
- c) the innings ends before completion of its required overs.
- d) the number of overs in (b) is less than **minimum overs per innings to constitute a match** and both captains agree a points result is no longer possible; or
- e) the players are off the field at or leave it after the **cessation of play time**.
- f) If play ceases in accordance with 1.10(e) - the overs already bowled shall be its entitlement for the purposes of this Rule.

The Result

1.11 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie is equal runs,

irrespective of wickets lost.

1.12 In the result of a tie, a Super Over will be played to decide a winner. Refer to Rule 2 for Super Over conditions.

Inner Field Area Restriction

1.13 **Area of Restriction**

The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one on each side.

1.14 **Semi-Circles and Line Measurements**

The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.

1.15 **Marking of Area Limits**

The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be a reasonable quantity in number and be fixed in place approximately 7 metres apart with one disc at each extremity of the bases of the semi-circles.

1.16 **Restrictions on the Placement of Fieldsmen**

At the instant of delivery there shall not be more than five fieldsmen on the leg side.

1.17 **Restrictions outside circle**

	Maximum 2 fieldsmen are permitted to be outside the field restriction circles
Overs 1 to 5	2
Overs 6 to 10	3
Overs 11 to 15	4
Overs 16 to 20	5

1.18 **Interrupted Matches – Calculation of Target Score**

(a) If due to a late start or suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 5 overs), then a revised target score (to win) shall be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated using the Duckworth Lewis method.

If the side batting first is dismissed in less than the number of overs available to them, AND then rain reduces the second innings, apply Duckworth Lewis

(b) In an interrupted match, the following **FIELD RESTRICTIONS** will apply:

Length of Innings	2 Out	3 Out	4 Out	5 Out
Over	Over Number	Over Number	Over Number	Over Number
20	1 – 5	6 - 10	11 - 15	16 - 20
19	1 – 4	5 - 9	10 - 14	15 - 19
18	1 – 3	4 - 8	9 - 13	14 - 18
17	1 – 2	3 - 7	8 - 12	13 - 17
16	1	2 - 6	7 - 11	12 - 16
15		1 - 5	6 - 10	11 - 15
14		1 - 4	5 - 9	10 - 14
13		1 - 3	4 - 8	9 - 13
12		1 - 2	3 - 7	8 - 12
11		1	2 - 6	7 - 11
10			1 - 5	6 - 10
9			1 - 4	5 - 9
8			1 - 3	4 - 8
7			1 - 2	3 - 7
6			1	2 - 6
5				1 - 5

(c) In an interrupted match, the following **BOWLING RESTRICTIONS** will apply:

Length of Innings	Over Restrictions
Over	
20	Maximum of 4 overs per bowler
19	Four bowlers can bowl 4 overs, one bowler bowls 3 overs
18	Three bowlers can bowl 4 overs, two bowlers bowl 3 overs
17	Two bowlers can bowl 4 overs, three bowlers bowl 3 overs
16	One bowler can bowl 4 overs, four bowlers bowl 3 overs
15	Maximum of 3 overs per bowler
14	Four bowlers can bowl 3 overs, one bowler bowls 2 overs
13	Three bowlers can bowl 3 overs, two bowlers bowl 2 overs
12	Two bowlers can bowl 3 overs, three bowlers bowl 2 overs
11	One bowler can bowl 3 overs, four bowlers bowl 2 overs
10	Maximum of 2 overs per bowler
9	Four bowlers can bowl 2 overs, one bowler bowls 1 over
8	Three bowlers can bowl 2 overs, two bowlers bowl 1 over
7	Two bowlers can bowl 2 overs, three bowlers bowl 1 over
6	One bowler can bowl 2 overs, four bowlers bowl 1 over
5	Maximum of 1 over per bowler

Bowling Procedure

1.19 Overs are to be bowled in 5-over blocks alternating between ends, i.e., Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc.

1.20 At the end of each over, only the two batter change ends. Apart from the normal

field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, batter remain at the same end, the umpires do not change end.

1.21 Overs maybe bowled from one end, the bowling of overs from one end is only permitted when the Umpires and both Captains all determine, or in the absence of an Umpire, both Captains determine that the condition of the pitch or the ground prevents the bowling of overs from both ends, the Umpires and/or the Captains jointly (as the case may be) may determine that play shall proceed with overs being bowled from one end only.

Declarations

1.22 The captain of the batting side may not declare his innings closed at any time during a match.

Free Hit after all No Balls

1.23 Free Hit After a No Ball (**All No Balls**), the delivery following any no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or the No Ball was a result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach. The bowler's end umpire will signal a free hit (after the normal no ball signal) by extending one arm straight upwards and moving it in a circular motion.

Timed Out

1.24 The incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

Wide Ball

1.25 **Wide ball**, umpires are instructed to apply a strict and consistent interpretation regarding this Law to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide. Instructions to umpires in respect of wides are contained in the "Wide Ball Interpretation" appendix to these rules. In summary the following applies.

1.26 **Leg side, all balls** that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide".

The delivery is not a Wide if the ball passes between the striker and leg stump.

1.27 **Offside**, a delivery shall be called "Wide" if:

- The ball passes outside the “Wide Guideline (Offside)” with the batter in a “normal” batting stance.
- The ball passes wide of the return crease, regardless of the striker bringing it within reach but failing to make contact.
- A right arm bowler bowling around the wicket to a right-hand batter or a left arm bowler bowling around the wicket to a left-hand batter bowls full pitched yorkers on the offside just within the “Wide Guideline (Offside)”.
- The delivery is not a Wide if:
- The batter moves to the offside and brings the ball within reach so he can hit it with a normal cricket stroke but fails to make contact despite it passing outside the “Wide Guideline (Offside)”.

1.28 **Wide - Reverse Sweep or Switch Hit**, when a switch hit, or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Offside) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

Reverse Sweep Interpretation

- When a switch hit, or reverse sweep is played, or the batter gets in a position to play the shot and then aborts it:
- The striker is deemed to bring the ball sufficiently within his reach on both sides of the wicket
- The Wide Guideline (Offside) shall apply on both sides of the stumps.
- The leg stump wide interpretation is no longer in play.

Switch Hit Interpretation

The directive.

- The batter’s grip and stance should be the same from the start of the bowler’s run up until the beginning of the bowler’s Delivery stride.
- The batter can utilize any grip, as long as he does not change it while the bowler is running in to bowl.

Interpretation.

- From the beginning of the delivery stride (defined as the moment that the bowler’s back foot lands in the delivery stride), the batter, if he chooses, may start to play the switch-hit stroke.
- If the bowler sees the batter alter his grip or stance before he enters his delivery stride, he is not compelled to deliver the ball.
- If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- The second time this happens, the striker should be formally warned that he is wasting time under Law 41.10 (Batter wasting time). This shall constitute a first and final warning and be applicable to any batter in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.
- The bowler, having seen the batter change his grip and/or stance, may decide to bowl at the batter, and is entitled to do so. The umpires should allow that option.
- In short, the batter is still entitled to play the switch-hit stroke, but he is only allowed to alter from one stance or grip to another once the

bowler has entered his delivery stride.

Wides – Height (batter standing up at the crease)

- Being a limited overs contest, the intention is to discourage the bowling of fast short, pitched deliveries that pass above the head of the batter standing upright at the popping crease.
- This type of bowling is considered a form of negative tactic – so the directive is to call “wide” for the marginal deliveries in this category.
- The umpire at the bowler’s end will be guided by the signal he receives from the square leg umpire. It is agreed that if the umpire at the bowler’s end is in doubt as to the validity of the square leg umpire’s judgement, he must stick with his partner’s signal and judgment.
- The only exception is when the square leg umpire is unsighted or does not provide a signal for whatever reason and informs the umpire at the bowler’s end of such, through an agreed teamwork signal.
- The umpire at the bowler’s end must then rule. It is suggested that the evidence he should consider is:
 - Ball passing over head
 - Keeper catching height
 - Steepness of the ball’s path post bounce
 - Gut feel or instinct

Timeout

1.29 During both innings a timeout is allocated. The timeout allocation is for 3 minutes and is scheduled to be taken after 10 overs or after 50% of the scheduled innings overs. Players are not to leave the field of play unless Umpire approval has been requested and given.



RULE 2: SUPER OVER

2.1 The following procedure shall apply in the event of a Tie...

- (a) Subject to ground, weather, or light conditions a Super Over will take place on the scheduled day of the match at a time to be determined by the Appointed Umpires or, in their absence, the captains. In normal circumstances it shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
- (b) 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned.
- (c) The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
- (d) Appointed umpires shall stand at the same end as they stood during the match.
- (e) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end, they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- (f) Only the starting 12 players for each team in the main match may participate in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the playing conditions of the main match shall apply.
- (g) Any penalty time, warnings or suspensions being served in the main match shall be carried forward to the Super Over.
- (h) Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- (i) The team batting second in the match will bat first in the Super Over.
- (j) Two balls are the two balls used in the match. The two balls are then placed individually into a box and the captains will randomly, without viewing either ball, select one of the two balls. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply
- (k) Each team shall bat for one over unless all out earlier.

- (l) If the original match was a tie under the Duckworth Lewis method, Rule 2.1 (n) below immediately applies.
- (m) Otherwise, in the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- (n) If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- (o) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from a Wide ball, a No ball or penalty runs.

Example

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

- (p) In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored two runs from its 4th ball while Team 2 scored one run, so Team 1 is the winner.



RULE 3: HELMETS (KEEPER, FIELDERS & BATTERS)

- 3.1 In all Northern Region sanctioned competitions and training sessions, it is compulsory that all players wear helmets when batting (3.7), wicket-keeping (3.5) up to the stumps and when fielding (3.6) in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, except for any fielding position behind square of the wicket on the offside.
- 3.2 All helmets must be British Standard 7928:2013 compliant. A list of compliant helmets to be worn from the start of the 2020/21 season is available online.
- 3.3 Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a **significant impact**.
- 3.4 Any helmet that has been modified from manufacturers standards is deemed non-compliant and is not permitted to be worn.
- 3.5 **Wicket Keeper:** At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a helmet with a faceguard. The match umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition.
- 3.6 **Fielder:** At all times when fielding in a position closer than 7 metres (unless otherwise approved by an umpire in their discretion) from the batter's position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the offside, the fielder must wear a helmet with a faceguard.
- 3.7 **Batter:** At all times when batting against a fast or medium paced bowler a batter must wear a helmet with a faceguard.

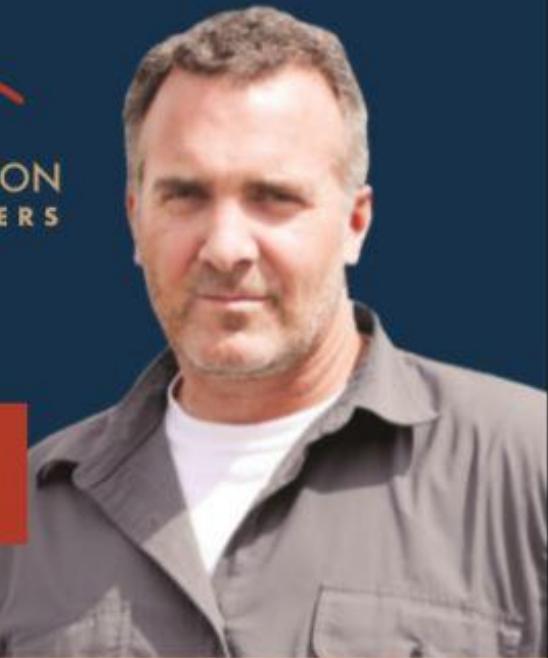
RESPONSIBILITY:

- 3.8 The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.
- 3.9 In matches with Northern Rivers appointed umpires, 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 a helmet when required.
- 3.10 In matches without Northern Rivers appointed umpires, the captains of both teams are responsible for compliance of these clauses. The captains of both teams shall not permit the match to continue during any period in which any batter, wicketkeeper or fielder within the prescribed area fails to wear a helmet when required.



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RULE 4: UNDERAGE INJURY PREVENTION BOWLING RULE

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

Ages apply as from 1st September prior to the season commencing for the following:

Under 19: A maximum spell of **six (6)** consecutive overs.
A maximum daily allocation of **18** overs (not match)

Under 17: A maximum spell of six (6) consecutive overs.
A maximum daily allocation of 16 overs (not match).

Under 15: A maximum spell of five (5) consecutive overs.
A maximum daily allocation of 12 overs (not match)

<https://www.community.cricket.com.au/clubs/youth-pace-bowling-guidelines>

4.2 **Scorers** to notify fielding captain before the commencement of the bowlers last over of each spell.

4.3 A bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowlers immediately concluded spell.

4.4 A bowler who has bowled a spell of fewer than the maximum overs set out in their age group, may resume bowling prior to the completion of the minimum rest period as defined in 4.3 above, but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply.

4.5 For the purpose of calculating a bowler's minimum rest period as defined in paragraph 4.3 above, any interruption to play due to weather, or an interval, shall contribute to the amount of one over for each 3.5 minutes or part thereof.

4.6 The age and overs bowled by a junior in a junior competition match on the same day as a senior match must be recorded on the senior match report sheet. Junior competition overs are included in the calculation of a junior players daily allocation.



RULE 5: ADVERSE CONDITIONS

Fitness of Conditions

- 5.1 The Northern Rivers Region Board will determine the suitability of grounds for play, due to inclement weather or otherwise, prior to the commencement of a day's play.
- 5.2 If the Northern Rivers Region Board has not cancelled all matches for the day's play, the fitness of the pitch, ground, weather, and light for the commencement of play shall be judged by the umpires.
- 5.3 Should a day's play be called off the home club must email the Region Secretary at nrivers5@gmail.com notifying the Secretary of the state of play in the scheduled match.

Considering the Fitness of Ground, Weather and Light

- 5.6 When Umpires are considering the fitness of ground, weather, and light for the commencement of play shall take into consideration.
"The fact that the grass and ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the Umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batters the ability to play their shots and run between the wickets, then the conditions shall be regarded as so bad that it would be unreasonable for play to take place."
- 5.7 The umpires must ensure that all possible steps are taken to improve the ground or pitch to expedite play. This includes, but is not limited to, the provision of drying equipment (blower vacs) and saw dust.
- 5.8 The use of rubber matting (if available) for bowling run ups and to cover wet patch/area that may be present on the wicket table are permitted to be used.
- 5.9 The bowling of overs from one end only is permitted when the Umpires and both Captains all determine, or in the absence of an Umpire, both Captains agree that the condition of the pitch or the ground prevents the bowling of overs from both ends, the Umpires and/or the Captains jointly (as the case may be) may determine that play shall proceed with overs being bowled from one end only.
- 5.10 After the commencement of play, the fitness of the ground, and weather, for continuation of play, or resumption of play, after an interval or stoppage, shall be determined by the Umpires.
 - (a) When the umpires decide that conditions are fit for play, play must go on.
 - (b) When the Umpires decide that conditions are unfit for play, the play will be suspended.
- 5.11 After any suspension of play, the Umpires, on their own initiative, carry out an inspection immediately the conditions improve, and shall continue to inspect at intervals. Immediately when the Umpires decide that play is possible, they shall

call upon the players to resume the game.

5.12 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the Umpires must consider if they would have suspended play in the first place under similar conditions. If the Umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. However, should the Umpires believe a resumption of play under these circumstances would contribute to worsening ground conditions, they will resume play only when the Umpires consider the conditions are adequate to do so.

Duckworth Lewis

5.13 Calculation of Target Score - Duckworth-Lewis Calculator

- Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted 20 overs, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method calculated by the Play HQ Live Score App.

- Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

PLAY HQ APP INSTRUCTIONS

- 1 Refer to Play HQ Live Score App.
- 2 Open the App, and select **CONTINUE WITHOUT LOGGING IN**.
- 3 Select DL Calculator button.
- 4 Enter the number of overs to be faced by each team at the start of play.
- 5 Select **SUSPENSION PERIODS** Button. Please skip to step 8 if no interruption occurred in the 1st innings of the match.
- 6 Select the **NEW SUSPENSION PERIOD** button and enter the match details at the time the interruption to play occurred and select **DONE**.
- 7 Enter total runs scored by the batting team at the close of their innings.
- 8 Select the **2nd Innings** button. (This step is only required if play is interrupted at any stage of the 2nd innings and then resumes if play does not resume, please refer to step 11).
- 9 Select the **NEW SUSPENSION PERIOD** button and enter the match details at the time the interruption occurred then select **DONE**. (This will provide an updated Target Score).
- 10 Enter the number of overs and wickets lost to receive the Duckworth-Lewis Par Score.

5.14 Captains and umpires together must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

OVER LIMITS FOR BOWLERS

5.15 A bowler shall not deliver more than one-fifth of the maximum of overs permitted in Rule 1.4 for an interrupted innings or one-fifth of the number as reduced in 5.13 for adverse conditions. Where overs from a bowler already exceed a reduced limit, the number bowled shall be that bowler's limit.

5.16 No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

5.17 Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

5.18 A part of an over bowled under the provisions of Laws of Cricket shall count as one full over in the limit of each bowler concerned in that over.

Fitness of light

5.19 The Umpires will suspend, or continue to suspend play, for bad light, when they consider that there is a risk of serious physical injury to all participants. Considerations to be given are background, sightscreens, and the type of bowling.

Lightning and Thunder Rule: 30/30

5.20 Suspension of play due to lightning.

(a) Suspension of play should follow the "30/30" rule. Play should stop when the "flash to bang" count is 30 seconds indicating that lightning is 10 kms away, and that there is significant risk that the next lightning strike could be at the observer's location. Play should be suspended, and all personnel moved to designated safe shelters.

(b) It is the responsibility of coaches, captains, and umpires to work as a team to ensure monitoring of the conditions and the safety of players.

(c) It is the responsibility of the home side coach / nominated representative to ensure weather conditions are monitored responsibly and that all personnel are quickly moved to safe shelter.

(d) Resumption of play after lightning.

Play shall not resume until after 30 minutes has elapsed from the last lightning strike.

5.21 Suspension of play due to thunderstorm.

- (a) Play should be suspended immediately and remain suspended while a thunderstorm is active in the immediate vicinity of the match. All personnel should be moved to safe shelter.
- (b) Resumption of play after thunderstorm.
 - 1. Play can only resume when risk of lightning strike has passed (see 5.20(b) and 5.20(d) above).
 - 2. The ground must be inspected by umpires and deemed safe for the resumption of play (Rule 5.6 and 5.7).

Note: **Safe shelters** include a car or large substantial building (with electricity) to provide a safe current to ground.

Unsafe shelters and locations include open fields, trees, tents, benches or under umbrellas. It is recommended that mobile phones not be used during thunderstorm activity.

5.22 Where play is suspended under Rule 5.20 and 5.21 the following is to be followed by Umpires in relation to applying covers.

Please note: The use of weather apps to monitor the movement of storms is also encouraged at 5.20(b). It is imperative people involved in monitoring the storm event work as “a team”.

- (a) **Game suspended with storm event in the distance** – The umpires in charge of the game under Rule 5.20 decide to suspend play with the storm front being in the distance, but likely to impact the match the umpires may instruct the covers to be applied to the wicket table.
- (b) **Game suspended with storm event in immediate area** - The umpires in charge of the game under Rule 5.20 decide to suspend play with the storm front being in the immediate vicinity the umpires will instruct the players to immediately leave the ground and find a safe shelter. The covers will not be applied.



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RULE 6: PROTESTS

- 6.1 All protests must be lodged by the Secretary of the Association of the team and lodged with the Secretary of the Region, within forty-eight (48) hours, of the close of the days play, on which such cause of protest occurred, setting forth the precise grounds, of the matter in dispute.
- 6.2 Notice of any protest must be given to the Secretary, of the opposing team by the Secretary of the Region, in writing / or by electronic means, outlining full details of the cause of the protest, within seventy-two (72) hours of the close of the days play.
- 6.3 Failure to render the protest within the prescribed time, with respect to paragraphs 6.1 and 6.2 will render such protest void.

RULE 7: DISPUTED SCORES

- 7.1 In the event of any dispute arising, in relation to the score, scorebook or electronic device, during or at the conclusion of the match, the scorebook and electronic device shall be handed to the Umpires by the Captains. The dispute can then be discussed and resolved between Umpires and Captains.
- 7.2 Should a resolution **not** be reached at the conclusion of the match. Scores will be entered on Play HQ from the electronic device used during the match. The Match Result would then be “Disputed” by the opposing team. The Region will be automatically notified of the dispute.
- 7.3 A Region representative will contact both clubs to resolve the dispute.
- 7.4 The Region may request the score sheet from the manual scorebook be provided to work through the dispute.
- 7.5 Once the dispute is resolved the Region will adjust the match result on Play HQ to ensure premiership points are awarded correctly and ladders are appropriately be updated.

RULE 8: USE OF BALLS

- 8.1 Match balls will be supplied by the Region. Each Association will be charged for the cost of match balls.
- 8.2 **Match balls are to be returned to the Region at the conclusion of each match.**
- 8.3 **Match balls from 1st Round knockout games are to be returned to the Region at the next round of games in Bendigo.**

RULE 9: THE OVER

- 9.1 If, for any reason, a bowler is unable to complete an over, the over shall be completed by another player, who shall not have bowled any part of the previous over and shall not be allowed to bowl any part of the next.
- 9.2 Part over Incapacity or Suspension – Any part of an over shall count as one full over in the limit of each bowler concerned in that over.
- 9.3 Any bowler who has reached their match limit (if applicable) prior to the over that is unable to be completed, is not permitted to complete the part over.
- 9.4 Any bowler who the junior injury prevention rules (Rule 4) applies must not breach these rules in completing the part over.

RULE 10: PLAYER ELIGIBILITY FOR FINAL

- 10.1 To be eligible to play in the Final players must have played one match in the Norther Rivers Kookaburra Cup Competition in the current season.





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RULE 11: SPIRIT OF CRICKET

IN THE LATE 1990S, TWO DISTINGUISHED MCC MEMBERS (AND EX-ENGLAND CAPTAINS), TED DEXTER AND LORD (COLIN) COWDREY, SOUGHT TO ENSHRINE THE 'SPIRIT OF CRICKET' IN THE GAME'S LAWS.

This would remind players of their responsibility for ensuring that cricket is always played in a truly sportsmanlike manner.

The Dexter/Cowdrey initiative proved successful. When the 2000 Code of Laws was introduced, it included, for the first time, a Preamble on the Spirit of Cricket.

"Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this Spirit causes injury to the game itself".

The Preamble goes on to explain the roles and responsibilities of captains, players and umpires in respecting and upholding the Spirit of Cricket.

Since the 2000 Code was published, MCC has promoted the new Laws - and the Spirit of Cricket - as widely as possible, both in Britain and overseas. As a result, cricketers, right across the world, are increasingly aware that they should not merely obey the game's Laws but safeguard its Spirit.

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

*The Spirit of Cricket needs to be read in conjunction with **Northern Rivers Region Policy – Code of Conduct (Player Behaviour)**.*

RULE 12: MEMBER CONDUCT

For the purposes of Rule 12, the use of the word Member is taken to mean/represent Club, Club Player, Official, Employee or Club Members.

UMPIRES

12.1 Umpires Lodge Reports of Misbehaviour

An umpire may lodge a report of any member of any Member Club who engages in misbehaviour or bringing the game of cricket into disrepute. Such report is to be lodged with the Board.

12.2 Notification of Report

Where an umpire intends to lodge a report to the Board that umpire shall notify the person concerned or the captain or official of the person's club on the day of the possible report.

12.3 Post Game Day Requirements

(a) Club - The captain or a representative or an official of both clubs shall ascertain from the umpires after the close of each day's play whether there are any pending reports, irrespective of any earlier notification.

(b) Umpires – Umpires must be available for a minimum of 20 minutes at the conclusion of a day's play to enable the Club captain or representative to check if there are any pending reports.

12.4 No Person Available for Notification of Report

Where a reported member is not available for notification that an umpire intends to lodge a report or the captain or representative or official of a club does not fulfil the requirement of 12.3, an umpire shall be deemed to have fulfilled the responsibility for notification of the report under 12.2.

12.5 Formalising Report

The Umpire has 48 hours after the cessation of play on the day on which the misbehaviour or bringing the game of cricket into disrepute occurs to formalise the report and notify the Board.

12.6 Prescribed Penalties

Umpire's Reports are issued in line with an offence level under a matrix system that provides a structure of prescribed penalties for each offence.

Offence Level	Category	Recommended Penalty	Early Guilty Plea
Level 1	Minor	0-2 Matches	0-1 Matches
Level 2	Major	4-8 Matches	2-4 Matches
Level 3	Extreme	Tribunal	N/A

Level 1 – Offence (Minor)

- 12.6.1 Where an Umpire has occasion to speak to a player about their behaviour but considers the member's behaviour to be not so serious a Level 1 “Minor Behaviour Report” may be issued.
- 12.6.2 An Umpire shall note a Level 1 Report on the Umpires Match Report on Play HQ.
- 12.6.3 The Secretary of the Region shall forward details of the report to the Secretary of the member's Association and Club concerned for passing onto the member.
- 12.6.4 A member may request for a “Minor Behavior Report” to be heard by the Tribunal. Refer Rule 12.7 for the process.
- 12.6.5 Should a member have a “Minor” recorded against them during a current season, then that record will carry over for the next seasons. If no further reports are received in this 24-month (two seasons) period, the first record of a “Minor” shall lapse.
- 12.6.6 Should a member receive two (2) “Minors” recorded against them during a 24 month (two seasons), the Secretary of the Region shall:
 - - (a) Cause the Board to lay a charge of misconduct against the cautioned member for misbehaviour or bringing the game of cricket into disrepute.
 - (b) Cause the reported member and the Club of the reported member to be notified that a charge has been laid against the reported person.
 - (c) This charge is to be considered under Offence 1.6 of the Matrix. The member shall have the option of accepting a one match penalty or have the charge heard by the Northern Rivers Tribunal following completion of the match from which the second report arises. Should a member decide to take the option of a penalty without a tribunal hearing, the club must notify the Region Secretary of this decision within 24 hours of receiving notification of the report and before the next scheduled match.

Level 2 (Major) Offences

- 12.6.7 Where an Umpire reports a member in Line with a Level 2 offence. The member has the option to accept an “Early Guilty Plea” or request the report be heard by a tribunal.
- 12.6.8 An Umpire shall note a Level 2 Report on the Umpires Match Report on Play HQ.

Level 3 (Extreme) Offences

12.6.9 There is **no provision** for a member to accept an “Early Guilty Plea” and thereby eliminate the need to attend a Tribunal hearing.

12.6.10 An Umpire shall note a Level 3 Report on the Umpires Match Report on Play HQ.

12.7 Process of hand

Upon receipt of a report lodged by an umpire the Board shall on behalf of Officiating Umpire.

- (a) lay a charge against the reported member for misbehaviour or bringing the game of cricket into disrepute.
- (b) notify the club of the reported member that a charge has been laid against the reported member.
- (c) If the nature of the report offers an early guilty plea, notification must be given within 24 hours of receiving the report of the intention to accept the early guilty plea or request the report be heard by the Northern Rivers tribunal.
- (d) If the report is to be heard by the Northern Rivers Tribunal, the Region Secretary will provide a copy of the report to the Chair of the Northern Rivers Tribunal; and
- (e) nominate the date and time of the hearing of that charge which shall, if practicable, be heard by the Northern Rivers Tribunal on the Thursday following the completion of the match from which a report arises or, if this is not practicable, at the earliest practicable time as determined by the Northern Rivers Tribunal.

CLUBS

12.8 A club may complain or protest about the conduct of umpires, players, spectators, or officials. Details of any complaint should be forwarded to the Region Secretary, within 48 hours of the event.

The Region Secretary shall convene an appropriate investigation. They shall be empowered to obtain evidence from any umpire, player or official before determining an appropriate action and present a recommendation to the Board to action.

These actions will include the decision to lay formal charges and refer the matter to a Tribunal for hearing.

BOARD

12.9 The Board may lay charges against any club, player, official or team participating in a Region match or other activity if it becomes aware of any conduct that appears to be particularly serious to warrant such action.

Where such a charge is for breach of Region Rules for which there is a prescribed penalty or fine, the reported person will be given an opportunity to accept the charge and accept the penalty without a hearing.

Alternatively, the charge may be referred for investigation of the matter and charges may be laid that are deemed appropriate on behalf of the Region.

Northern Rivers Region Match Review Panel Matrix

LEVEL 1 OFFENCES		CATEGORY	RECOMMENDED PENALTY	EARLY GUILTY PLEA
1.1	Failing to follow an Umpire/s instruction	Minor Misbehavior	CITING	N/A
1.2	Abuse of cricket equipment, clothing, or fixtures and fittings	Minor Misbehavior	CITING	N/A
1.3	Using language that is obscene, offensive, or insulting and/or the making of an obscene gesture	Minor Misbehavior	CITING	N/A
1.4	Excessive appealing	Minor Misbehavior	CITING	N/A
1.5	“Sledging”. Any comments or actions directed to, or about a player, which is designed to distract or erode his confidence.	Minor Misbehavior	CITING	N/A
1.6	Two (2) Level 1 Citing's in two seasons and / or 24-month period		2 Match	1 Match

LEVEL 2 OFFENCES		CATEGORY	RECOMMENDED PENALTY	EARLY GUILTY PLEA
2.1	Disputing or showing dissent (verbal or physical in nature) towards / at an Umpire (and his decision)	Major	4 Matches	2 Match
2.2	Charging or advancing towards the umpire in an aggressive manner when appealing	Major	4 Matches	2 Match
2.3	Kicking or knocking over stumps in an inappropriate manner	Major	4 Matches	2 Match
2.4	Deliberate and malicious distraction or obstruction on the field of play	Major	4 Matches	2 Match
2.5	Throwing the ball at or near a Player, umpire or official in an inappropriate and/or dangerous manner	Major	4 Matches	2 Match
2.6	Abuse or use of language of a generally insulting nature towards another	Major	4 Matches	2 Match

	Player, Umpire, Referee, Team Official or spectator			
2.7	Changing the condition of the ball under the Laws of Cricket Unfair Play	Major	4 Matches	2 Match
2.8	Any attempt to manipulate a match regarding the result (contrived result). The captain of any team guilty of such conduct shall be held responsible	Major	4 Matches	2 Match
2.9	Captain failing to control his players	Major	4 Matches	2 Match
2.10	Inappropriate physical contact between Players	Major	4 Matches	2 Match
2.11	“Send-off”. Provocation of an outgoing batter by a member/s of the fielding team	Major	4 Matches	2 Match
2.12	Drinking alcohol on the ground or at a ground whilst participating	Major	8 Matches	4 Matches
2.13	Two (2) Level 2 offences in two seasons and / or 24-month period		8 Matches	N/A

LEVEL 3 OFFENCES		CATEGORY	RECOMMENDED PENALTY	EARLY GUILTY PLEA
3.1	Intimidation of an umpire whether by language or conduct	Extreme	Tribunal	N/A
3.2	Abuse of Umpire	Extreme	Tribunal	N/A
3.3	Threat of assault on an umpire	Extreme	Tribunal	N/A
3.4	Threat of assault on another Player, Team Official or spectator	Extreme	Tribunal	N/A
3.5	Physical assault of another Player, umpire, official or spectator	Extreme	Tribunal	N/A
3.6	Deliberate physical contact between Players	Extreme	Tribunal	N/A
3.7	Any act of violence on the field of play	Extreme	Tribunal	N/A

RULE 13: TRIBUNAL

For the purposes of Rule 13, the use of the word Member is taken to mean/represent Club, Club Player, Official, Employee or Club Members.

13.1 TRIBUNAL MATTERS

The members of the Northern Rivers Tribunal shall be appointed by the Board before the commencement of each season and from time to time. The Board may appoint a pool of Northern Rivers Tribunal members who shall be persons of experience and skills suitable to the function of chairing a disciplinary tribunal.

13.2 TRIBUNAL CHAIR

A member of the Northern Rivers Tribunal will be appointed by the Board as the Chair. The Chair will be a legal practitioner or a magistrate. Three members of such Tribunal must sit at any hearing. The Board will provide support for the Chair as required.

13.3 INELIGIBLE TO SIT ON TRIBUNAL

The Northern Rivers Tribunal consist of persons not currently connected with the Region, or an Affiliated Club, as an Official or a Player.

13.4 CHARGES TO BE HEARD

Every charge brought by the Association pursuant to Rule 12 against any Member shall be placed before the Northern Rivers Tribunal.

13.5 NATURAL JUSTICE & PROCEDURE

The Northern Rivers Tribunal shall observe the rules of natural justice. Subject to the Board Rules, the Northern Rivers Tribunal may lay down its own rules of procedure, which it may vary as it sees fit. The Northern Rivers Tribunal shall not be subject to requirements of legal formality.

13.6 PENALTIES

If the Tribunal subsequently finds the player guilty of the charge, it should be expected that any suspension imposed would extend for a period no less than that prescribed by the recommended penalty within the Matrix.

However, when imposing a penalty on, the Tribunal shall consider any circumstances it considers relevant including:

- the seriousness of the breach.
- the harm caused by the breach.
- the person's seniority and standing in the game.
- the remorse shown by the person and the prospect of further breaches.
- the person's prior record; and
- the impact of the penalty on the person.

APPEALS TRIBUNAL

13.7 APPEALS TRIBUNAL MEMBERS

The Board shall from time to time appoint Members of the Northern Rivers Appeals Tribunal (NRAT). The NRAT members shall be persons of experience and skills suitable to participate in the NRAT.

13.8 APPEALS TRIBUNAL CHAIR

Three (3) members of the NRAT shall be appointed by the Board for each appeal hearing. Those three members from amongst their number shall elect a chair. The Board will provide support for the NRAT as required.

13.9 INELIGIBLE TO SIT ON APPEALS TRIBUNAL

No member of the NRAT shall hear any matter in which he or she has an actual or perceived conflict of interest that might call into question the impartiality of the NRAT.

13.10 JURISDICTION

The NRAT has jurisdiction to hear appeals where:

- (a) the person, Club, Association or Region (including Officiating Umpires) seeking to appeal (Appellant) satisfies the NRAT that substantial new or additional evidence has become available; and
- (b) the decision being appealed is:
 - (i) a decision of the Northern Rivers Tribunal which resulted in a sanction; or
 - (ii) a decision of the Board (for the avoidance of doubt, an appeal of a decision of the Board is to directly proceed to the NRAT).

13.11 APPEALING A DECISION OF THE NORTHERN RIVERS TRIBUNAL OR BOARD

To appeal a decision of the Northern Rivers Tribunal or Board the Appellant must:

- (a) lodge a notice stating the full the grounds of appeal (including detailed information related to the significant new or additional evidence that has become available) with the Board within 24 hours of the notification of a determination of the Northern Rivers Tribunal or Board using the form prescribed by the Board (Notice of Appeal); and
- (b) pay the appeal fee (Level 5 Fee) to the Board when lodging the Notice of Appeal; half of the money will be refunded if deemed not frivolous.

13.12 DECISIONS OF THE BOARD OR NORTHERN RIVERS TRIBUNAL

Decisions of the Board or Northern Rivers Tribunal shall stand until such time that the NRAT has determined to uphold, set aside, or alter the decision of the Board or Northern Rivers Tribunal appealed against.

13.13 NATURAL JUSTICE & PROCEDURE

The NRAT shall observe the rules of natural justice. Subject to the Board's Rules, the NRAT may lay down its own rules of procedure, which it may vary as it sees fit. The NRAT shall not be subject to requirements of legal formality.

13.14 FURTHER APPEAL

If a Player / Club are not satisfied with the hearing of the NRAT application can be made to the Victorian Country Cricket League. The applicable Victorian Country Cricket League fee must be paid.

13.15 SUSPENSION

Any Club or player, while under suspension, shall forfeit all rights, and privileges, held under the Region and Association.

13.16 Any Club failing to pay any fines inflicted by virtue of these rules, or to meet its engagements, may be disqualified from the Region and Association.

13.17 No player whilst under suspension shall be permitted to take part in any Region match.

13.18 Any suspended coach, captain, player or official shall not be permitted beyond the gate or fence of the playing arena on match days.



TRIBUNAL PROCEDURE

A Tribunal /Executive Committee will hear all relevant reports and hearings. It is recommended this body be independent of the Association governing body where possible.

The suggested format for conduct of a hearing is as follows:

- The Tribunal Chairman should bring all parties together, outline the powers of the Tribunal and introduce the format to be followed.
- The Tribunal should register the names of persons in attendance, absentees and produce a written report of the hearing.
- The Tribunal at its discretion may proceed with, postpone, or defer a hearing. It may proceed in the absence of the complainant(s), reported person(s) and/or club representative if considered appropriate by the Tribunal Chairman.
- No person shall be represented by a legal practitioner at any hearing, without the consent of the Chairperson. An advocate may act on behalf of the reported player to determine the facts from the player or players before the Tribunal is assembled and to advise the best way to conduct or present the case. The advocate may cross-examine the informant, reported person or any witness.
- The Tribunal Chairman shall read the report. The reported person shall then be asked if the charge is admitted to or denied.
- Written reports should be read to the hearing by the Chairperson and complainant(s) given the opportunity to elaborate on their statements.
- The reported person(s) may then be given the opportunity to respond.
- Witnesses may be called by complainant(s) and reported person(s) but shall give evidence only. Witnesses shall have the right to be present only during the giving of their evidence and any questioning arising from same.
- If during the consideration of the evidence the Tribunal desires to recall any witness, such witness shall be questioned in the presence of both the complainant and the reported person
- Through the chair, parties may question but not debate evidence.
- Reported persons and complainants should be given the opportunity to sum up evidence before the Tribunal retires for a decision.
- The Tribunal Chairman at the conclusion of the hearing after handing down the decision of the Tribunal should outline the rights of parties to the appeal process both internally and ultimately to the Bendigo District Cricket Association of (BDCA).
- The Tribunal Chairman will forward to the Association Secretary within 48 hours a written report of the hearing including Tribunal members and others present, summary of findings and penalty imposed if any.
- The Tribunal may initiate action against persons not already reported should evidence arising from a hearing indicate that a separate offence may have occurred.

Rule 14: DANGEROUS AND UNFAIR BOWLING

14.1 FAST SHORT-PITCHED DELIVERIES LIMIT –

14.1.1 Fast Short Pitched Limit per Over

A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either umpire shall call and signal no ball and caution the bowler in accordance with Law 41.6. If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be applied.

14.1.2 Fast Short-Pitched Limit Delivery Not Within Striker's Reach

Any fast short-pitched delivery, not being a no ball, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signaled wide ball by the umpire at the bowler's end. Such delivery shall be counted in the fast short-pitched limit of two per over.

14.2 High Full-Pitched Deliveries

Either umpire shall call and signal no ball for any high full-pitched delivery in breach of the Laws of Cricket. Any cautionary or other action is to be implemented by the bowler's end umpire as required.

14.3 Slow High Full-Pitched Deliveries

The dangerous and unfair bowling provisions of the Laws of Cricket shall apply except that a slow high full-pitched delivery above waist height of an upright striker, if considered not to have been deliberately so bowled, shall be called and signaled no ball only. No cautionary or action shall be taken.

RULE 15: MATCH DAY INJURY

- 15.1 Where a player or umpire involved in a Northern Rivers -controlled match suffers an injury causing bleeding, that person shall immediately retire from the game until such time as First Aid has been administered to prevent further bleeding. The injured person shall not resume playing or umpiring unless and until the bleeding has ceased.
- 15.2 An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket, shall be recorded in the scorebooks as "retired hurt" and the innings shall be deemed closed.
- 15.3 Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately if the batter is unable to resume after the five minutes. If the batter is unable to resume after the five minutes or after the early interval, he shall be recorded in the scorebooks as "retired hurt", as described in 2. above.
- 15.4 Where an injury occurs to an umpire, and they must leave the field for treatment, the other umpire shall officiate at both ends and the host club shall provide a competent person to stand at square-leg until the injured umpire is able to resume.

POLICY – CODE OF CONDUCT (PLAYER BEHAVIOUR)

The Board will continue to closely monitor player behaviour in the Northern Rivers Region. Traditionally, cricket has been one sport to maintain and exhibit the highest levels of conduct and sportsmanship. While always a most competitive game, the continued strength of the sport has relied upon the acceptance of the umpire's decision and the preparedness to play within the "spirit of the game".

The areas of major concern which are unacceptable to the Region are:

- (a) **The use of offensive language** - generally as a disparaging remark to an opposing player or toward an umpire, or even as an expression of frustration or self-admonishment. This includes racial or religious vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, colour or national or ethnic origin).
- (b) **The questioning/disputing of the umpire's decision** - often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no-balls, wides, byes, etc.
- (c) **The excessive number of frivolous and ridiculous appeals** - primarily aimed at pressuring and intimidating the umpire into a favourable decision.
- (d) **The actions of the dismissed batter** - in failing to leave the crease promptly on being given out and any equipment abuse (e.g., banging the bat into the ground or against the fence or race, etc. and/or throwing the bat or equipment during or after his return to the pavilion).
- (e) **"Send offs"** - usually to a dismissed batter by the bowler or a member of the fielding side. This can often inflame the situation and lead to a more serious altercation.

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

1. Serious breaches of misbehaviour will see the player immediately reported by the umpire(s) controlling the match. (Refer to Rule 12 Member Conduct and the section which follows – Level 2 Offences).
2. For less serious breaches where an umpire has occasion to speak to a player regarding his behaviour, but does not believe a report is necessary, the incident will be noted on the Umpires' Match Report and the player will receive a minor. (Refer to Rule 12 Member Conduct and the section which follows – Level 1 Offences)

FOR SERIOUS INSTANCES, SHOULD A PLAYER BE FOUND GUILTY OF AN ACT OF MISCONDUCT, HE SHALL BE LIABLE FOR A SUSPENSION AS DETERMINED BY THE NORTHERN RIVERS TRIBUNAL.

The recruitment and retention of umpires has become increasingly difficult, and it is certainly not being made any easier by the regularly unacceptable levels of player conduct. Few people are willing to continually subject themselves to the childish behaviour and offensive language which is too frequently prevalent on and beyond the cricket field.

All players can certainly play a role in raising the general standard of umpiring and the level of experience within the Region by lifting their personal level of behaviour and permitting the umpires to concentrate on those aspects of the game for which they are responsible.

All umpires will be requested to take a firm line with respect to player misconduct especially with regard to the use of offensive language and the disputation of any decision.

ALL PLAYERS SHOULD BE WELL AWARE OF THE STANDARDS EXPECTED BY THE NORTHERN RIVERS AND CONSEQUENTLY ANY PLAYER CALLED TO APPEAR BEFORE THE NORTHERN RIVERS TRIBUNAL CAN EXPECT LITTLE SYMPATHY AND, IF FOUND GUILTY, A PERIOD OF SUSPENSION.

It is the responsibility of everyone involved with Northern Rivers cricket – associations, club officials, team captains and especially the players, to ensure a return to the levels of conduct and sportsmanship traditionally inherent in the game.

POLICY – HEAD and NECK TRAUMA

If a Participant receives a blow to the head or neck (whether wearing protective equipment or not), follow the Guidelines below. If there is doctor or other medically trained person available, they should attend to the participant and use the process outlined below and in the Concussion Assessment Flowchart. If there is no doctor or medically trained person available; either a player, coach or administrator from the same team or match official should manage this process:

- a) Ask the Participant how they are feeling as soon as possible after the incident – preferably before play resumes.
- b) Assume that the Participant has sustained a concussion if the Participant reports any of the following symptoms because of the head or neck impact:
 - i. dizziness.
 - ii. headache.
 - iii. nausea.
 - iv. feeling vague; and/or
 - v. amnesia (ask the Participant a series of easy questions such as the name of the two teams playing the game, the day of the week, the month of the year and the current Australian Prime Minister).

If the Participant is suffering any of these symptoms, the Participant should seek further medical care at a local medical centre, hospital, or general practitioner / medical doctor before resuming playing, training, or umpiring.

- c) If the Participant has any of the following signs and symptoms.
 - i. loss of consciousness for any time.
 - ii. amnesia – inability to remember recent details.
 - iii. inability to keep balance.
 - iv. nausea or vomiting not explained by another cause, such as known gastroenteritis; and/or
 - v. fitting,

An ambulance should be called by dialing 000.

In no circumstance should the Participant resume playing, training, or umpiring until an assessment is made by a qualified medical doctor.

The Club or Region may request clearance by a qualified medical doctor prior to permitting the Participant to resume playing, training, or umpiring.

If the Participant reports any of the symptoms above, the doctor (or medically trained person), the team (captain, coach, administrator or official) that attended to the participant should direct the Participant stop playing, training, or umpiring and the Participant must do so.

If the Participant is suspected, presumed, or has an established concussion, the Club, Association or Region should seek a clearance by a qualified medical person before the Participant be permitted to return to playing, training, or umpiring, in line with Section 7 below.

If the Participant is suspected, presumed, or has an established concussion, the Participant should not be performing activities that may put themselves and others at risk such driving a motor vehicle, climbing ladders, riding a bike etc. until medically cleared to do so.

More serious co-existing diagnoses (e.g., fractured skull, neck injury) should be managed as an emergency priority and once these are excluded then diagnosis of concussion can be considered. In all circumstances, an ambulance should be called.

RETURN TO PLAY

If a Participant has been diagnosed with a concussion, the final determination on whether the Participant may return to play, must be made by a qualified medical doctor.

Participant must not return to play on the same day if the diagnosis of concussion is established.

The gradual return to play should be followed. An example of a gradual return to play program is outlined in Appendix 1. It should be noted that the activities are examples and a guide to return to play.

A Participant may be required to sit out the duration of a multi-day match and/or further matches as advised by medical staff.

It is recommended that any player returning to.

- (a) training should be approved and under the guidance of a qualified doctor
- (b) play after a diagnosis of concussion should provide his/her club with a letter from a qualified medical doctor stating that he/she have recovered from the concussion and medically fit to return to play.

JUNIOR PLAYERS

Managing concussion in junior players requires a more conservative approach. If concussion is suspected or confirmed in a junior player based on the criteria in section 6.1 above, they should be removed from playing and training (cricket or other sports) until cleared to return by a qualified medical doctor.

Recovery from concussion for adolescents is slower than in adults, so return to school and studying so be guided by medical advice.

DOCUMENTATION

All cases of concussion or suspected concussion (and all other head traumas) should be documented on an injury report. As a minimum, the injury report should record the date and time of the incident. The venue and how the incident occurred (e.g., batting, fielding) and any of the symptoms reported or signs observed.

APPENDIX 1. EXAMPLE OF GRADUAL RETURN TO PLAY AFTER CONCUSSION

Stage	Recommended Activity
Complete physical & cognitive rest	Relative physical and cognitive rest for a minimum of 24hrs post incident, and until all symptoms & signs have resolved.
Light aerobic exercise	Walking, swimming, or stationary cycling maintaining intensity around 70% estimated maximum heart rate No resistance/strength training
Sport-specific exercise	Running drills e.g., 10 x 50m runs. Walk back to the start between repetitions. Not to exceed 80% estimated maximum heart rate No cricket or strength/resistance training activities
Non-competitive skills training	Progression to more complex training drills e.g., bowling drills (no batter), fielding drills, batting drills/throwdowns Sub-maximal resistance/strength training. No additional conditioning
Full Training	Full participation in cricket and strength and conditioning training at a volume and intensity appropriate to the time lost to injury. Should include skills that challenge physical and cognitive capabilities.
Return to play	Available for selection if has remained symptom and sign free for 24 hours, and with written clearance from an appropriately qualified trained medical doctor. If being considered for selection inside the minimum 6-days return, then clearance from a 'medical specialist' experienced in managing neurological conditions or concussion should be gained e.g. neurosurgeon, neurologist, or sports & exercise physician

For further information relating to the Community Cricket Concussion Guidelines, please follow the link below.

<https://play.cricket.com.au/community/clubs/managing-your-club/community-cricket-concussion-guidelines>

POLICY – SOCIAL MEDIA

Code of Conduct

1. The Northern Rivers Region (NRR) recognises that social media is an important part of the way members communicate. The NRR actively encourages members to participate in social media and share their experiences in cricket. The NRR recognises the importance of the internet to improve and increase the flow of information, shaping public thinking about our organisation, members, sponsors, and stakeholders. Accordingly, the NRR will look to develop and maintain its own online social media presence through which it hopes to deliver content to its members and the public to develop and increase opportunities in cricket at all levels across the Region.
2. However, the NRR's public reputation is valuable and so are the reputations of the NRR's members, sponsors, and stakeholders, so the NRR prohibits any communication on social media that is defamatory, obscene, proprietary, and misrepresentative of the NRR or for commercial purposes.
3. Social media is a broad and changing concept. It generally refers to interactive electronic forums or online media where people are communicating, posting, participating, sharing, networking, or bookmarking. For the purposes of this by-law, social media extends to:
 - A. electronically communicated material, whether written, photographic, video, or audio, which is accessible by more than the member alone.
 - B. Facebook, YouTube, twitter, Myspace, LinkedIn, Wikipedia, Flickr, and related domains.
 - C. Blogs; social networking sites; instant messaging; social bookmarking, media sharing and collaborative editing websites.
 - D. Any other forum which might reasonably be classified as social media as that term is generally understood; and
 - E. Any other forum for public comment

Prohibitions

4. When using social media, a person must not:
 - A. Abuse others or expose others to content that is offensive, inappropriate or for an illegal purpose.
 - B. Impersonate or falsely represent any other person, including the NRR or another member.
 - C. Abuse, harass or threaten any other person, including the NRR or another member.
 - D. Make defamatory or libellous comments.
 - E. Use obscene, offensive, insulting, provocative or hateful language.
 - F. Post material that infringes the intellectual property rights of others.
 - G. Intrude upon the privacy of other members of the NRR without the consent of such members.

- H. Interfere with the conduct of any event run by the NRR or with the role and responsibilities of The NRR as the peak body for the sport of cricket in Victoria.
- I. Violate security measures instituted at any facility of the NRR.
- J. Comment in a way that may be construed as harming the reputation of him or herself, another member, or the NRR, including its sponsors and stakeholders.

and related to the NRR's social media platforms only:

- K. Make excessive postings on a particular issue or post multiple versions of the same opinion or information on social media platforms operated by the NRR.
- L. Promote commercial interests in social media platforms operated by the NRR; or
- M. Without authority, post internet addresses, links to websites, email addresses or other personal information on social media platforms operated by the NRR.

Consequences

- 5. The NRR and its Members continually monitor online activity in relation to the social media of the NRR and Members. The NRR encourages Members to report detected breaches or suspected breaches of this Policy to the NRR, and any use of social media which is likely to harm the NRR's reputation.
- 6. In circumstances of a breach or suspected breach of this Code of Conduct, the NRR may:
 - A. make a necessary public comment such as a correction, clarification, contradiction, or apology.
 - B. issue a formal warning.
 - C. report any breach of any law to any local authority or wronged party.
 - D. take any disciplinary action available to it under this Member Protection Policy; or
 - E. exercise any of its available rights at law.
- 7. The NRR expressly reserves the right to take any action, including dealing directly with Social Media providers, to remove any posted material that it considers to be in breach of this By-law.

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