



BENDIGO DISTRICT CRICKET ASSOCIATION

RULE BOOK 2024/25



BOARD OF MANAGEMENT 2024/25

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GLOSSARY OF TERMS

AM Cricket	<i>Third XI and Under 18 competitions</i>
Appellant	<i>Person, Club or Association, which includes BDCA and BDCUA</i>
Association	<i>Bendigo District Cricket Association</i>
BDCA	<i>Bendigo District Cricket Association</i>
BDCAAT	<i>Bendigo District Cricket Association Appeals Tribunal</i>
Board	<i>Board of Management of the Bendigo District Cricket Association</i>
BDCA Tribunal	<i>A panel appointed by the Board to hear any misconduct or clearance hearings</i>
BDCUA	<i>Bendigo District Cricket Umpires Association</i>
Clubs	<i>Registered Member Clubs of the Bendigo District Cricket Association</i>
Laws of Cricket	<i>Laws of Cricket 2017 Code (2nd Edition-2019)</i>
PM Cricket	<i>First, Second, Fourth XI competitions</i>
Rules	<i>Local Playing Rules of the Bendigo District Cricket Association</i>

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- Advise on current Government funding programs, including grants
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UMPIRES FEES - HOME AND AWAY AND REP CRICKET

Two-day match	1 st X1	Two Umpires	\$150.00
		One Umpire	\$180.00
One day match (45 overs)	1 st X1	Two Umpires	\$150.00
		One Umpire	\$180.00
20/20 Match	1 st X1	Two Umpires	\$ 70.00
		One Umpire	\$100.00
Two-day match	2 nd X1	Two Umpires	\$120.00
		One Umpire	\$150.00
One day match	2 nd X1	Two Umpires	\$120.00
		One Umpire	\$150.00
Two-day match	3 rd X1 & U18	Two Umpires	\$ 80.00
		One Umpire	\$100.00
One day match	3 rd X1 & U18	Two Umpires	\$ 80.00
		One Umpire	\$100.00
Rep. Cricket SNR (50 Overs)	All matches BDCA to supply one umpire	One Umpire	\$150.00
Rep. Cricket JNR (50 Overs)		One Umpire	\$140.00
Rep. Cricket (45 Overs)		One Umpire	\$120.00
Rep. Cricket (40 Overs)		One Umpire	\$100.00
Rep. Cricket (20 Overs)		One Umpire	\$ 70.00
Rep. Cricket Travel	Murray Valley	One Umpire	\$ 85.00
Rep. Cricket Travel	Other than Bgo	One Umpire	\$ 55.00

FINALS FEES

All Finals	1 st X1	Two Umpires	\$170.00
	2 nd X1	Two Umpires	\$140.00
	3 rd X1	Two Umpires	\$100.00
	4 th X1	One Umpire	\$100.00
	20/20	Two Umpires	\$80.00
	Under 18	Two Umpires	\$100.00
	Under 16	One Umpire	\$80.00
	Under 14	One Umpire	\$80.00
	Under 12	One Umpire	\$80.00

SCHEDULE OF FINES AND BONDS

Fines	Level One	\$100.00
	Level Two	\$200.00
	Level Three	\$300.00
	Level Four	\$400.00
	Level Five	\$200.00 per over and loss of points
	Level Six	\$400.00 per over and loss of match
	Level Seven	Discretion of Board of Management
Bonds	Level One	\$200.00
	Level Two	\$400.00
	Level Three	\$500.00
	Level Four	\$1,000.00



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RULE 1: GENERAL PROVISIONS

POWERS OF THE BOARD OF MANAGEMENT

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

LAWS OF CRICKET

- 1.3 The Laws of Cricket shall apply in all cases except as hereafter modified in these playing rules and conditions.
- 1.4 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”. Refer Laws of Cricket Rule 28.4

PROGRAM OF MATCHES

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

CONFIRMATION OF TEAMS

- 1.6 Confirmation of nominated teams must be provided to the Association Secretary at least 21 days prior to the commencement of the season. Any club withdrawing a team or teams after that time shall incur a Level 3 fine per team withdrawn.

REFERENCE TO CRICKET VICTORIA PREMIER CRICKET RULES

- 1.7 The Board or the BDCA 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.

PENALTY

- 1.8 Any Club infringing on the Playing Conditions & Rules and where loss of points cannot apply, shall incur a penalty of Level 4 for each infringement.
- 1.9 Any fine or penalty imposed against a player by their club or another Association, shall be recognised by the BDCA.

FINALS ELIGIBILITY - TEAMS

- 1.10 All clubs must be financial to participate in any final series scheduled by the Board.

RULE 2: GENERAL MATCH PROVISIONS

BEFORE THE COMMENCEMENT OF PLAY

- 1.10 Players must be off the ground, at least five minutes, before any session of play.
- 1.11 Teams must be on the field and ready to start play at the scheduled time in all matches. The offending team, or teams, may have a Level 2 fine imposed for each 3.5 minutes late starting. The umpires will decide the offending team or teams.

MATCH REPORT SHEET

- 2.1 Prior to the toss of the coin, the teams are to be written on the Match Report Sheet. The Toss for the match shall take place at least thirty (30) minutes prior to the starting time, with at least one umpire in attendance, and the time to be recorded on the Match Report Sheet. Matches that do not have an umpire appointed shall follow the same process with captains and or coaches.
- 2.2 Juniors playing senior cricket require additional disclosure on the match report sheet. Refer Rule 13.6 for requirements.
- 2.3 At the conclusion of each match the completed Match Report Sheet and duplicate score sheet must be held by the home team. At the conclusion of the home and away season each club will be requested to submit the match report sheets and duplicate score sheets to the Board. For each missing match report sheet and score sheet a Level 1 fine will be issued.
- 2.4 Should an investigation or report take place; clubs must make available Match Report Sheets and score sheets upon request of the Board. Failing to do so will receive a Level 1 Penalty.

TEAM SELECTION

- 2.5 It is each club's responsibility to ensure all names of players participating for each match of cricket are entered onto **PlayHQ prior to 8.00 p.m. on the Thursday** before the commencement of each scheduled match. Failure to do so shall result in a Level 1 fine.

SCORING

- 2.6 All clubs must "live score" on PlayHQ. **The home team is responsible for live scoring each match.** Failure to do so shall result in a Level 1 fine. Repeated offences will incur Level 2 fine, and possible subsequent penalties as determined by the Board. **The away team is required to score manually in the book.** The away team may also choose to score electronically "offline". This does not replace the requirement to score in the book.
- 2.7 Complete match details, including individual batting, bowling, and fielding statistics must be entered on PlayHQ by 8.00 p.m. on the completion of the match.
- 2.8 The opposing team must confirm or dispute match results on PlayHQ by 9.00 a.m. on the morning following the completion of the match.

ASSOCIATION AUTHORISED EQUIPMENT

- 2.9 For all Association fixtured matches, clubs are required to use Association authorised equipment i.e., cricket balls, stumps etc. Failure to do so shall result in a Level 1 fine. Repeated offences will incur Level 2 fine, and possible subsequent penalties as determined by the Board.

WICKET PREPARATION

- 2.10 Rolling of Pitch for matches on consecutive days - Upon completion of the first days play the curator or club official may sweep the pitch clean of loose debris i.e., turf and remark lines. On the following day, the pitch may be rolled/prepared for 30 minutes but under no circumstances is the pitch to be watered.
- 2.11 If a side is dismissed on the first day of a two-day match or the change of innings in a one-day match, the curator may roll the pitch for a maximum of seven minutes between innings. The curator or club official may sweep the pitch clean of loose debris i.e., turf and remark lines.

MEMBER ENTERING THE GROUND DURING PLAY

- 2.12 Any person entering the ground during play to supply drinks and / or equipment shall be appropriately attired, that is be wearing (shorts, shirt/singlet, shoes) and be wearing a High Vis top. Bare feet and the possession of alcohol (Refer Rule 25 "Report Matrix") is not accepted. The umpire has the authority to disallow any person to enter the playing ground without proper attire.

1st XI – WORK RELATED LATENESS

- 2.13 In 1st XI matches, any player who has received prior Association approval for work-related lateness will be able to enter the field of play and bowl immediately (up to 60 minutes from the commencement of the match). After the 60-minute period has elapsed, the Laws of Cricket will apply.

CAPTAINS REPORT

- 2.14 Captains of both teams are required to complete a Captain's Report "online" after the completion of each match, outlining the performance of the officiating umpires.
- 2.15 In U18 matches the online Captains Report is to be completed by the Coach / Team Manager.
- 2.16 Matches that do not have BDCUA umpires allocated the completion of a captain's report is not required.
- 2.17 Captains Reports must be submitted by noon, midday on the Tuesday after the match has been completed. For each missing Captain's Report, a Level 1 fine will be issued to the offending Club.

RULE 3: PREMIERSHIPS & THE ALLOCATION OF MATCH POINTS

- 3.1 All One- and Two-day matches contribute towards the minor premiership. All matches are fixtured by the Association and shall be decided according to the points system provided. The team scoring the highest total number of points shall be declared the Minor Premiers.

3.1.1 Result of matches shall be recorded by points as follows:

- Win outright and first innings lead 10
- Win outright and first innings tie 8
- Win outright and behind on first innings 6
- Win on first innings no further point result 6
- Tie outright each team 5
- Tie on first innings no further points result 3
- Tie first innings with outright loss 2
- Loss outright after first innings lead 4
- Draw or abandoned game 3
- Bye 6
- Forfeit – Maximum points awarded in Grade that round
- Team Forfeiting – Penalty of the loss of two points

- 3.2 Premiership trophies shall be competed for each season in the following competitions.

• 1 st XI Sir John Lienhop Shield	• 2 nd XI Jack Kidd Memorial Shield
• 3 rd XI Arthur Lee Memorial Shield	• 4 th XI To be Announced
• U18 John Turner Memorial Shield	• One Day Final Keck Findlay Shield
• 20/20 Bendigo Advertiser Shield	

- 3.3 Match points will contribute to Premierships as follows:

	Sir John Lienhop, Jack Kidd, Arthur Lee, John Turner, and 4 th XI Shields	Keck Findlay Shield	Bendigo Advertiser Shield
Two Day	✓		
One Day	✓	✓	
20/20			✓

Sir John Lienhop, Jack Kidd, Arthur Lee, John Turner, and 4th XI Shields

- 3.4 If two or more teams are equal on points, their relative positions shall be determined by **percentage**. For ascertaining percentages, the following system shall be adopted. The batting average for a team shall be obtained by dividing the total number of runs by the total number of wickets lost. The batting average against such team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken. The former shall be divided by the latter. The team having the highest quotient shall be considered to have the better performance.

For ascertaining averages, a team declaring its innings closed or having its innings terminated, shall be deemed to have lost the number of wickets fallen.

The team average is calculated by:

- Dividing total runs scored by total wickets lost = **batting average**
- Dividing the total runs scored against by the total wickets taken) = **bowling average**
- Dividing the batting average by the bowling average = **to give the team average**

Keck – Findlay (One Day).

- 3.5 Should there be equality in aggregate Premiership Points, the team higher on the ladder, shall be the one with the better **net run rate**. The team net run rate is calculated by:

- Total runs scored divided by overs faced – (minus)
- Total runs against divided by overs bowled =
- Net Run Rate

To ensure the ladder calculates correctly, results must be entered into PlayHQ:



RULE 4: ADVERSE CONDITIONS

Fitness of Conditions

- 4.1 The Board will determine the suitability of grounds for play, due to inclement weather or otherwise, prior to the commencement of a day's play.
- 4.2 If the Board has not cancelled all matches for the days play, the fitness of the pitch, ground, weather, and light for the commencement of play shall be judged as follows:

		AM Cricket	PM and 20/20 Cricket
		1	2
A	Prior to 90 Minutes before starting time	Curator	Captains
B	<90 Minutes before starting time	Curator / Umpires	N/A
C	<45 Minutes before starting time	N/A	Umpires If No Umpires - Coaches or Captains

- (A1) The ultimate decision as to the fitness of the wicket and surrounding areas for play shall be in the hands of the Ground Curator.
- (A2) The captains of the respective teams, must be the judge of the fitness of the wicket, and surrounding areas, for play up until 90 minutes prior to starting time. In the event of a disagreement, the Umpires must decide the question/outcome of fitness of wicket and grounds.
- (B1) The ultimate decision as to the fitness of the wicket and surrounding areas for play shall be in the hands of the Ground Curator or in their absence the Umpires.
- (C2) Umpires take control of the match 45 minutes before the scheduled commencement of play.
- 4.3 Should a day's play be called off the home club must email the Association at bendigodca@gmail.com notifying the Association of the state of play in the scheduled match.

Considering the Fitness of Ground, Weather and Light

- 4.4 When Umpires, Curators, Captains and Coaches 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."*

- 4.5 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 vacuums) and saw dust.
- 4.6 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.
- 4.7 In PM and 20/20 cricket (Table at 4.2) 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.
- 4.8 Play from one end only can be decided at the start of play or on resumption of play where an issue regarding continuing bowling from both ends has arisen due to changed conditions.

	Day 1	Day 2
Two Day Game	Normal Conditions – Not Required. Both ends utilised.	Wet conditions – Agreement to utilise safe end of wicket.
Two Day Game	Wet conditions – Agreement to utilise safe end of wicket.	Normal Conditions – Bowling conditions to follow Day 1.
One Day and 20/20 Games	Wet Conditions - Both innings and where required, after resumption of play.	N/A

- 4.9 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.
- 4.10 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.
- 4.11 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.

Two Day Match - Ordinary Conditions

- 4.12 If the match has reverted to ordinary conditions, this means the playing out of a match, with no division of time, or overs, but with requirements for the bowling of a minimum number of overs. The minimum number of overs will be calculated by the umpires, at a rate of one over every 3.5 minutes for time lost. For competitions with bowling restrictions are removed (Rule 28.11 & 28.15); however, Rule 13 the underage injury prevention must still be adhered to.

One Day and 20/20 Matches – Duckworth Lewis

- 4.13 Duckworth Lewis will be applied to the match. For Duckworth Lewis instructions refer to Rule 29.12.

Fitness of light

- 4.14 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

- 4.15 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. Refer to Rule 28.8 (d) Two Day Matches, 29.12 One Day Matches and 31.21 Twenty 20 Matches, for making up the lost time.
 - (e) Refer to Rule 4.17 for the application of covers.
- 4.16 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 4.14(b) and 4.14(d) above).

2. The ground must be inspected by umpires and deemed safe for the resumption of play (Rule 4.9 and 4.10).

(c) Refer to Rule 4.17 for the application of covers.

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.

- 4.17 Where play is suspended under Rule 4.15 and 4.16 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 4.15(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 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 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.

RULE 5: TRANSFERS

- 5.1 Any player wishing to move from one Club to another within the Association or any Australian Cricket Club shall require a transfer.

The onus is on clubs to ensure all players are cleared via the Cricket Australia PlayHQ Player Transfer System. If you play a senior game, you must obtain a senior transfer.

- 5.2 Transfers shall be open on August 1 of each year.
- 5.3 All transfers must be finalised by December 31 each year (excluding Rule 5.16).
- 5.4 A player not playing with his registered club for 24 calendar months shall be granted an automatic transfer to the club of his choice pending fulfilment of all other financial and transfer requirements.
- 5.5 All transfers must be submitted through the Cricket Australia PlayHQ Player Transfer System and clubs involved are to deal with the transfer within 7 days.
- 5.6 Should a club not deal with a transfer application submitted through the PlayHQ

System within 7 days, an automatic transfer will be granted by the Association.

- 5.7 A player may lodge a maximum of two transfer applications with the one Club in any one season, upon the refusal of the 2nd transfer a player has the right to appeal to the BDCA Tribunal. Any appeals regarding transfer will require a Level 4 bond from both clubs.
- 5.8 Any appeals that are going to be withdrawn must be done so at least 48 hours before the hearing. Any club failing to do so will forfeit their bond.
- 5.9 Players lodging appeals may be represented by the official from the Club to which the player is making application to be cleared.
- 5.10 The Club to which the player is making application to be cleared from will be entitled to have one Club Official acting as advocate on their behalf.
- 5.11 Matters to be considered by the BDCA Tribunal in consideration of an application for a transfer by a player shall be as follows: -
- (i) Service to the club.
 - (ii) Financial status.
 - (iii) Financial or other incentives.
 - (iv) Junior status.
 - (v) Junior training.
 - (vi) Effect on club; and
 - (vii) Whether discussion held with club.
- 5.12 If a Player/Club wishes to take further action, this can be done through appealing to the Northern Rivers Region 5 Board.
- 5.13 The Secretary of the Association shall be responsible for maintaining a Transfer Register. All appropriate details are accessible from within PlayHQ.
- 5.14 In the event of an Affiliated Club withdrawing, or disbanding, said Club's players may receive a transfer to play with any other Club in the Association. The Association will action such transfer in this case.
- 5.15 All Association senior competitions are covered by this rule and all affiliated Associations of Cricket Australia, Cricket Victoria and the VCCL.
- (a) A player having played in a senior cricket competition in the current season may, prior to Christmas, and subject to clause (b) play in any other senior competition after a transfer has been approved.
 - (b) If, prior to Christmas, a player returns to play in a senior BDCA competition in which they have already played, the player shall be tied to that senior competition for the remainder of the season.
 - (c) A player having played in one or more senior competitions prior to Christmas, without clause (b) being applied, shall be tied for the remainder of the season to the senior competition in which they last played prior to Christmas.
 - (d) Junior school cricket competitions are not considered part of an Association run competition and a transfer is not required for players to

join the Association from a school cricket competitions.

- (e) If a player has played premier cricket prior to Christmas in the current season, the player may return to play in this competition. However, the player is tied to the Club they play their first game after Christmas with. (Refer Scenario 3 & 4 below)

	4(b)	4 (c)	4(e)	
	Playing Locally		Playing Locally / Premier	
Example	Scenario 1	Scenario 2	Scenario 3	Scenario 4
Round 1	Bendigo	Bendigo	Bendigo	Bendigo
Round 2	Bendigo	Bendigo	Carlton	Carlton
Round 3	West Bendigo	West Bendigo	Carlton	Carlton
Round 4	Bendigo	Didn't Play	Didn't Play	Didn't Play
Christmas				
Post Christmas tied to the following Club	Bendigo	West Bendigo	-	-
Round 5	N/A	N/A	Carlton	Bendigo
Therefore tied to the following Club	-	-	Carlton	Bendigo

Players Moving to Bendigo (Local Area) Post Christmas

- 5.16 Players may be granted a transfer to play after Christmas if the player moves to the Bendigo region for Employment or Education. The player must supply all relevant information, e.g. The name and address of the employer or the name of the Education Centre.
- 5.17 A player may be invited by a Premier Club or decide to experience cricket at a Premier level during the season. **Players who play four or more Premier games are considered** a Premier Player. Should the player play more than four Premier games the player is then deemed ineligible to play in the local Association; Rule 5.15 (e) applies. A permit must be submitted, and the Board must be notified of the player's movements.

RULE 6: PERMITS

- 6.1 All permits must be submitted through the Cricket Australia Play HQ Player Permit System.
- 6.2 Play HQ permit types include: **Temporary**, Professional, Non-Resident, Curator, Higher Grade, Dispensation, Consent or Other. The Board only accepts Temporary permits.
- 6.3 All permit requests to be received by the Association Secretary, no later than 5.00pm Friday, prior to the match the player wishes to play in.

Other Competitions including Marquee Players in 20/20 Competitions

- 6.4 Any registered Association player who requests to play in another Sunday or

Midweek competition outside of the Association must lodge a permit request in accordance with Rule 6.1 to play in such competition, to obtain a permit.

Juniors playing Senior Cricket (with another Club)

- 6.5 For any Association junior player wishing to play senior cricket with a club in another Association, may do so by applying for a permit for the season.
- 6.6 The Association Secretary is empowered to grant permission, for a permit, to participate in an Association match, provided they are approved by the Secretary, such permits to be received no later than 5.00pm on Friday before the match. After 5.00pm the President & Secretary of the Association may grant a permit.
- 6.7 Players must be listed on PlayHQ, registered, and have an active status prior to playing for the first time with an Affiliated Club, in a match under the control of the Association.
- 6.8 Any Club playing a player deemed ineligible, shall be deemed to have lost the match or matches in which such player took part, and the maximum points gained by any Club in that grade's round, shall be allotted to the opposing team. A Level 4 fine shall be applied.

RULE 7: PLAYER REGISTRATION

- 7.1 A club shall ensure that its players are eligible to be registered.
- 7.2 The Secretary of the Association shall be responsible for the maintenance of a suitable register, showing the history of all players registered with the Association.
- 7.3 All players must have an **active status** for the current season on PlayHQ to enable them to be selected for a match.
- 7.4 All players must have the date of birth recorded in the space provided in PlayHQ.
- 7.5 All players that have never registered with any Australian Cricket Club shall be required to register online via PlayHQ prior to 8.00pm on the Thursday preceding the next scheduled match.
- 7.6 Club registered junior players are to be considered the same as senior registered players if they are to be selected for senior cricket. Junior players must have a senior **active status** added to their PlayHQ profile to enable them to be registered and selected for senior cricket.
- 7.7 Players requesting registration to a Club from outside the Association, shall not be endorsed until a transfer/permit is approved from their previous Club regarding financial consideration/suspension. Transfer processes refer to Rule

5, Permit process refer to Rule 6.

- 7.8 Once transferred, the player/s are tied to their nominated Club unless cleared to another Club under Rule 5. Any Club playing a player/s in its Senior grades that has not been correctly registered or cleared shall be dealt with under Rule 7.12.
- 7.9 All registered players shall be deemed to have agreed to abide by Rule 24, The Spirit of Cricket, and the Association Policy – Code of Conduct Player Behavior, page 76.
- 7.10 It is the responsibility of the Club to ensure any players who have had their registration deactivated are re-registered to play.
- 7.11 The Board shall have power to reject, review or revoke any player registration at any time.
- 7.12 No player shall be eligible to play in a scheduled round of Association matches, if such player has taken part in another Association, when playing days are the same dates. All days between Saturday to Saturday inclusive, be considered the same date. This rule is to include all Cricket Australia, Cricket Victoria and VCCL Affiliated Associations but excludes players in the Association junior competitions and school competitions.

CLUBS WITH TEAMS IN MULTIPLE ASSOCIATIONS

- 7.13 Clubs having senior sides entered in competitions other than the Association recognise player registrations to cover all grades of senior cricket Member club are involved in.
- 7.14 Any Club that has teams playing in both the BDCA and another association/s (excluding Maiden Gully Marist Cricket Club) in the one season must:
- (a) Nominate 8 players from your Club to solely play in the other association/s, making them ineligible to play in the BDCA.
 - (b) All other players are free to move between the associations until such point they are fully qualified in the other association, **at which stage they can no longer return to the BDCA in that season.**
 - (c) Any requests outside of (a) and (b) must be sent to the Board.

CLUBS WITH MULTIPLE TEAMS IN ONE COMPETITION

- 7.15 When a Club enters multiple teams in one competition, players cannot be interchanged between teams. Once a player plays for one team, they are ineligible to play for the other team during the current competition.

UNDER 18s

- 7.16 To compete in the Under 18 competition, a player must be under the age of 18, on the **first day of September**, in the year in which the competition commences.
- 7.17 Clubs may play two Under 19 players in Under 18 matches. The Under 19 players are not permitted to play in an Association 1st XI or 2nd XI matches.

3rd XI

- 7.18 Players cannot play 1st XI and 3rd XI in the same round.
- 7.19 Players can only play in both 2nd XI and 3rd XI competitions, in the same round on a maximum of five (5) occasions. For finals qualification, the higher grade will count.

4th XI

- 7.20 A junior player affiliated with one club, can play with another Association club in the current season. This is only applicable if the club the junior is affiliated with does not have a team playing in the Association 4th XI competition. The player would need to apply for a temporary permit, Rule 6.2 and then have an active senior registration status, Rule 7.3.
- 7.21 Players can only play in both 3rd XI and 4th XI competitions, in the same round on a maximum of five (5) occasions. For finals qualification, the higher grade will count.

SUSPENDED, DISQUALIFIED, UNREGISTERED PLAYERS

- 7.22 No player may play, be named to play, or be allowed to enter the field of play during the scheduled hours of play, in any Association match who:
- i) is a suspended or disqualified player in this or any other cricket Association;
or
 - ii) is an unregistered player in this Association (including where the registration application, of the player, has been refused or revoked.
- 7.23 Any Club playing a player not possessing the requisite qualification shall, subject to the discretion of the Board, be declared to have lost the match or matches in which such player took part and lose all points for the match. Where the team has lost the match in which such player took part, then a Level 4 fine shall be imposed. The awarding of points to be allotted to the opposing club or clubs will be at the discretion of the Board.
- 7.24 Any player who contravenes Rule 7.22 shall:
- i) be dealt with as the Board sees fit, and
 - ii) have any played matches not count towards qualifications for semi-final or final matches, averages, or association awards.

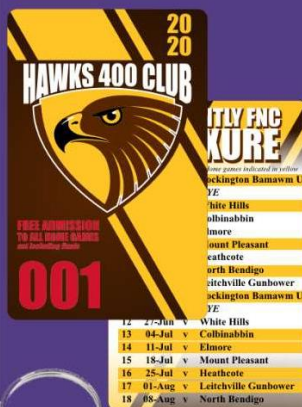


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RULE 8: FORFEITURE OF MATCH

Pre-match

- 8.1 A team must have at least 7 players in attendance within ten minutes prior to the scheduled starting time, or it forfeits the match.
- 8.2 Should the forfeiture take place after the Umpires have taken control of the game; the umpires should be paid 50% of the applicable daily rate.
- 8.3 The Match Result must be entered on PlayHQ.
- 8.4 In the event of a forfeit, the players of the winning team are considered to have played a match for finals qualification purposes. A team listing the players of the winning team is to be entered on PlayHQ in line with Rule 2.7. Failure to list a team within this time will result in those players not being considered to have played in the match for finals qualification purposes. Teams that forfeit matches are to ensure no players are selected on PlayHQ for the forfeited match.

During match

- 8.5 A match shall be lost by a side which in the opinion of the umpires refuses to play. If so, the umpires shall award the match to the opposing side.
- 8.6 The Umpires have taken control of the game; the umpires must be paid 100% of the applicable daily rate by the team forfeiting.
- 8.7 The Match Result must be entered on PlayHQ.
- 8.8 In the event of a forfeit, all players are considered to have played a match for finals qualification purposes. Individual statistics will be recognised, no match votes will be awarded.

Penalties for Pre and During Match Forfeits

- 8.9 In the event of a forfeiture of a match, through any cause, the opposing team shall be awarded the maximum number of match points gained by any winning team, in that grade, in that round, and the offending Club shall forfeit two points.
- 8.10 In addition, the offending Club shall be fined (Level 4 or 7), unless a satisfactory explanation be given, and accepted by the Board.

RULE 9: WICKETS & GROUNDS

- 9.1 New turf wicket tables must be of an approved size and standard, assessed by the Board before it is deemed suitable for play and matches are scheduled to that ground.
- 9.2 Clubs must ensure all reasonable attempts are always made to prepare a wicket during the season and penalties may be incurred by clubs if after investigation by the Board this is found not to be the case. All clubs are required to contact the Board as soon as possible if they are anticipating problems with wicket preparation.

- 9.3 Any club failing to meet its obligation, or with due regard to the weather, to have its ground, or a ground to be approved by the Board, in a proper condition for play, shall be subject to penalties as determined by the Board. The Board shall have the power to award points to the opposing Club unless satisfactory reasons be forwarded to and approved by the Board.
- 9.4 Where a club's home ground becomes unavailable, the following procedures are to be followed:
- (a) The Home Club shall make application to the Board for approval of the changes proposed to the draw.
 - (b) The Home Club shall be responsible for contacting the opposition Club.
 - (c) If the proposed change(s) is approved, the Association will notify the BDCUA Secretary.
- 9.5 The BDCUA will make appointments to accommodate late changes to the draw.
- 9.6 If sightscreens are available, and the batting side is wanting to use them, it shall be the batting side's responsibility to provide for any required adjustments, and to ensure there are no consequent delays in play.
- 9.7 The home side must have sawdust available for use on request by Captains and/or Umpire / Umpires. (Refer Rule 4.5 Adverse conditions)
- 9.8 The mowing of grass beyond the immediate wicket area shall be the sole responsibility of the Council or Committee of Management.
- 9.9 Clubs are required to provide separate change room facilities for each participating team and umpires where possible.
- 9.10 Home clubs are to ensure that the boundary is clearly marked **with a boundary rope**. The boundary must be marked, **a minimum** 2.74 metres inside the fence line or any obstruction not part of the field of play i.e., Goal Posts etc.
- 9.11 Clubs must ensure a 7-metre circle is marked **(painted dots)** at each end from the batter's position on the popping crease on a middle stump line. **This marking will assist Umpires in enforcing Rule 14**. Markings are not to be on the playing pitch.
- 9.12 For semi-final matches, teams finishing 1st & 2nd in all grades have the option of requesting their home ground. Should a club have multiple teams finishing 1st & 2nd, once the club's home ground is selected the remaining teams will be allocated a ground after all grade's grounds have been allocated.
- 9.13 Grand final matches shall be played on grounds allotted by the Association.

RULE 10: COVERS

Before Commencement of Play

- 10.1 Covers shall be used for all matches played on turf wickets.
- 10.2 Covers of the type approved by the Board are to be used for the protection of turf wickets at any time and must meet standards required by the Board.
- 10.3 Unless prior approval is granted by the Board or its nominee, covers must be placed on the wicket no later than sunset on the day prior to play, then removed in line with Rule 10.8 for preparations to be carried out on the wicket. **Clubs failing to do so will receive a Level 2 fine.**
- 10.4 Cover sizes
- Rain forecast – Full covers - Entire wicket table
 - No Rain forecast – 3 metres width x 30metres length of the wicket table
- 10.5 Clubs and curators are reminded that covers must be placed on the wicket on the Thursday night prior to play if **rain** is forecast. A Level 2 fine will be issued if all reasonable care has not been taken by clubs to produce best results.
- 10.6 Clubs may be instructed by the Board to lay covers earlier in the week if required. Notification to clubs will be by email & placed on the Association website and social media platforms. Clubs failing to do so will receive a Level 2 penalty.
- 10.7 Covers must be available **at each ground on the day of play and prior to the game**. It is the responsibility of the home club or team on whose ground the match is being played to provide any labour necessary for placing or removing covers prior to commencement of match. **The away team is also required to assist once members arrive at the ground.**
- 10.8 **Where AM cricket precedes PM cricket, the covers must be removed to ensure the pitch can be inspected and play commences at the agreed time. The covers may be re-laid, prior to the game and on the morning of any playing day, should weather conditions necessitate.**
- 10.9 Where there is no AM cricket scheduled match at a ground and the weather permits for the covers to be removed, the covers must be removed by no later than 10.00.am on the morning of any playing day. Clubs failing to do so will receive a Level 2 penalty.

During Play

- 10.10 Covers must still be **accessible** following the commencement of play. **The use of the covers is** at the direction of the umpire or umpires in control of the match. Both competing Clubs are responsible to assist with the placement of covers, and failure by either Club to conform to the umpire's direction renders them liable for a Level 1 penalty.
- 10.11 Growth mats or any material used to assist wicket table growth are to be at a minimum of 2 metres away (both sides) from the pitch/wicket being used for the match, prior approval must be granted by the Board.

RULE 11: UMPIRES

11.1 Payment for umpires will be as follows:

- (a) Clubs shall pay 100% of all Umpires fees, for all home and away, and finals matches in which they participate. Variations to this Rule 8.2.
- (b) Umpires are to be paid half rates if they attend ground within 45 minutes of the scheduled start of play and play does not proceed (Rule 4.2 Table).
- (c) Umpires are to be paid the Full rate, where the captains require the umpire to remain beyond the scheduled tea break commencement before a decision is made for play not to proceed.
- (d) The payment to Umpires will be made on the day by each participating club.

11.2 **Provided both innings are completed**, the Umpires will cast 3-2-1 votes, for Best and Fairest, in 1st, 2nd, 3rd X1 and Under 18 matches on PlayHQ “Voted Awards”. Only one of the umpires in a two-umpire match needs to lodge the votes for the match. The votes will be kept for safe keeping by the Association Secretary.

11.3 For matches that do not have a BDCUA appointed Umpire/Umpires, votes will be awarded in line with Rule 11.2 in the following order:

- Club/Clubs appointed Umpire/Umpires
- Competing Club Captains
- Competing Club Coaches

11.4 It is compulsory for all umpires to login into PlayHQ and complete the following at the conclusion of each match.

- | | |
|---------------------------------|--|
| • Enter Votes Rule 11.2 above | <input type="checkbox"/> Umpire’s Report |
| • Over Rates | <input type="checkbox"/> Team Assessment |
| • Non-Reportable – Minor Report | <input type="checkbox"/> Reportable Offences |
| • Ground and Pitch Assessment | <input type="checkbox"/> Match Fines – Slow over rates |
| • Spirit of Cricket – Votes | |

Level 1 Penalty applies for each match not completed within 48 hours of the conclusion of each match.

11.5 Umpire Replacement due to unavailability or incapacitation

In the event of an appointed umpire becoming incapacitated or being unavailable, a replacement from the BDCUA Panel of Umpires is to be arranged wherever possible. The replacement umpire shall take full responsibility for the duties of the umpire originally appointed.

- 11.6 **Umpire Standing Alone**
An umpire who for whatever reason is required to stand alone shall officiate at the bowler's end and adjudicate on all matters within the jurisdiction of that position. The batting side shall provide a replacement to act at the striker's end (square leg) and shall have jurisdiction on all matters pertaining to that position apart from a non-pitching No Ball. The batting side supplied umpire must not take a mobile phone onto the ground.
- 11.7 Unless teams nominate a Club umpire before the commencement of play (at the coin toss), only members from the playing team may umpire.
- 11.8 **Incapacitated Umpire Returns**
The umpire who is incapacitated or unable to attend shall resume as soon as possible.

RULE 12: OVERS RATES

- 12.1 The following conditions are applicable to all matches.
- 12.2 Officiating umpires shall advise both captains of the number of overs to be bowled at the commencement of each innings.
- 12.3 If the minimum number of overs has not been bowled before the end of the requisite period, a penalty may be applied for each over bowled (Level 1) after the requisite period and prior to compulsory closure.
- 12.4 The umpires shall be the sole judge of which side was responsible for the minimum number of overs not being bowled within the requisite period, and their decision shall be final.
- 12.5 The number of overs bowled beyond the requisite period, and incurring a penalty shall be apportioned, either wholly or partially, to the batting and/or bowling side. Such apportionment is to be in terms of full overs.
- 12.6 The umpires shall, throughout the innings, keep a record of all unfair or unnecessary time wasted by the batting/ bowling sides at a rate of one over every 3.5 minutes.
- 12.7 The umpires shall notify the captains, of the penalties, immediately following the completion of the innings.
- 12.8 The number of overs incurring a penalty, and the apportionment to each side, shall be recorded on Play HQ (Umpires Report).
- 12.9 Penalties shall not apply in an innings where a side is dismissed, or declared its innings closed, prior to the end of the requisite period.

RULE 13: UNDERAGE INJURY PREVENTION RULES BOWLING

- 13.1 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)

Under 13: A maximum spell of four (4) consecutive overs.
A maximum daily allocation of 8 overs (not match)

Under 11: A maximum spell of four (2) consecutive overs.
A maximum daily allocation of 4 overs (not match)

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

Any breach shall be penalised in line with a Level 5 & 6 penalty.

- 13.2 **Scorers** to notify fielding captain before the commencement of the bowlers last over of each spell.
- 13.3 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 completed spell.
- 13.4 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 13.3 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.
- 13.5 For the purpose of calculating a bowler's minimum rest period as defined in paragraph 13.3 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.
- 13.6 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.



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RULE 14: WICKET KEEPER, FIELDERS and BATTERS

HELMETS

- 14.1 In all Association sanctioned competitions and training sessions, it is compulsory that all players wear helmets when batting (14.7), wicket-keeping (14.5) up to the stumps and when fielding (14.6) 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.
- 14.2 All helmets must be British Standard 7928:2013 compliant.
- 14.3 Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a **significant impact**.
- 14.4 Any helmet that has been modified from manufacturer's standards is deemed non-compliant and is not permitted to be worn.
- 14.5 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.
- 14.6 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.
- 14.7 Batter: At all times when batting against a fast or medium paced bowler a batter must wear a helmet with a faceguard.
- 14.8 Umpires may prevent a player from frequently alternating between wearing a helmet, cap, or no cap after the completion of each over if they deem these changes are causing undue delays to the match.
- 14.9 The square leg umpires are not permitted to hold a helmet for any player.

RESPONSIBILITY:

- 14.10 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.
- 14.11 In matches with Association 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.
- 14.12 In matches without Association 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.

RULE 15: PROTESTS

- 15.1 All protests must be submitted by the Club Secretary to the Association Secretary within forty-eight (48) hours of the day's play when the cause of the protest occurred. The protest must clearly outline the specific grounds for the dispute.
- 15.2 The Association Secretary must provide written or electronic notice of any protest to the Secretary of the opposing team within seventy-two (72) hours of the day's play, detailing the full grounds for the protest.
- 15.3 Failure to render the protest within the prescribed time, with respect to paragraphs 15.1 will render such protest void.
- 15.4 All protests must be accompanied by a Bond (Level 4), and if such protest is deemed frivolous by the Association, such deposit shall be forfeited.

RULE 16: DISPUTED SCORES

- 16.1 In the event of a dispute regarding the score, scorebook, or electronic device during or after the match, the scorebook and electronic device must be handed to the Umpires. The dispute should then be discussed and resolved between the Umpires and Captains.
- 16.2 If a resolution is not reached at the end of the match. Scores will be entered on PlayHQ from the electronic device used during the match. The opposing team should then mark the Match Result as "Disputed," which will automatically notify the Association.
- 16.3 An Association representative will contact both clubs to resolve the dispute.
- 16.4 The Association may request the score sheet from the manual scorebook be provided to work through the dispute. Refer to Rule 2.6 for failing to comply.
- 16.5 Once the dispute is resolved the Association will adjust the match result on PlayHQ to ensure premiership points are correctly awarded and ladders are appropriately updated.
- 16.6 Both Clubs involved with the dispute will be notified when the dispute has been resolved which will include an explanation of the result.



RULE 17: USE OF BALLS

17.1 In a **Two Day Match** the following applies:

- (a) Each side in the 1st and 2nd XI competition are to submit one 4-piece red Kookaburra “Regulation” cricket ball, with the BDCA or Sportspower brand to the umpires, prior to the commencement of the innings, and to be retained by the fielding side at the completion of the innings.
- (b) Each side in the 3rd XI and Under 18 must submit as a minimum, one Kookaburra 4-piece red “Senitor” cricket ball with BDCA or Sportspower brand to the umpires, prior to the commencement of the innings, and to be retained by the fielding side at the completion of the innings.
- (c) Each side in a 4th XI match will use a Kookaburra 4-piece red “Meteor” Cricket ball.
- (d) A new ball must be used for each team’s first innings of the match, and a second new ball may be taken at the commencement of either team’s second innings.
- (e) In the event of a new ball not being taken for a second innings, the ball used in the first innings by the fielding side shall be used for the second innings.

17.2 In a **One Day** game the following applies:

- (a) Each side in the 1st and 2nd XI competitions are to submit one new 4-piece white Kookaburra “Regulation” cricket ball, with the BDCA or Sportspower brand to the umpires prior to the commencement of the innings, and to be retained by the fielding side at the completion of the innings.
- (b) Each side in the 3rd XI and Under 18 competitions are to submit one new 4-piece white Kookaburra “Senitor” cricket ball with the BDCA or Sportspower brand is to be used, and to be retained by the fielding side at the completion of the innings.
- (c) For all 4th XI matches a new Kookaburra 4-piece red “Meteor” Cricket ball shall be used.

17.3 In a **Twenty 20** game the following applies:

- (a) One new 4-piece white Kookaburra “Regulation” cricket ball with the BDCA or Sportspower brand shall be used for each innings.

17.4 The Board may approve the use of specified coloured balls for scheduled matches.

RULE 18: THE OVER

- 18.1 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.
- 18.2 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.
- 18.3 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.
- 18.4 Any bowler who the junior injury prevention rules (Rule 13) applies must not breach these rules in completing the part over.

RULE 19: REPRESENTATIVE MATCHES

19.1 AVAILABILITY

All players within the Association shall be deemed available for representative matches unless the Association Senior Representative Coach is notified the Monday evening of the week before the match.

19.2 PENALTY – FAILURE TO ATTEND

19.2.1 A penalty shall apply against a player who is selected for representative games and fails to attend. The penalty against the player: 1 game suspension, and a Level 3 penalty will be issued to the Club. Any player or Club has the right of appeal to the Association Tribunal.

19.2.2 If a player nominates for selection in any Association representative team and is selected, they must do so or have their Association representative permit cancelled.

19.3 REPLACEMENT PLAYER

A player selected as a replacement in a Region match and currently playing in an Association match may be replaced in that Association match by a player of a **similar type**, whether such a player has batted or bowled in the current round of Association matches. The principle of this rule shall apply to allow consequential replacements in all divisions.

19.4 REPLACEMENT FOR INJURED PLAYER

A player injured whilst representing the Association or in a higher representative match and currently playing in an Association match, may, via an application to the Board, be replaced in that Association match by a player of a **similar type**, whether such a player has batted or bowled in the current round of Association matches. The principle of this rule shall apply to allow consequential replacements in all divisions.



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RULE 20: USE OF SUBSTITUTES

- 20.1 The Board may approve a **substitute player**, for any player playing, in any International, Interstate, VCCL representative match, Cricket Victoria's Premier Cricket, and Association or Region representative matches.
- 20.2 The Board may approve a **substitute player**, at least 24 hours prior, to the commencement of the day's play, in which the substitution will take place, irrespective of which day the substitute will be used.
- 20.3 A **substitute player** may bat, bowl or wicket-keep, but **may not** continue the innings of the absent player.
- 20.4 Where substitutes are used, subsequent player substitutions are made in lower grades applying Rule 20.2 and 20.3.
- 20.5 Umpires, and the opposing Captain must be informed by the Association Secretary of the intention to use a **substitute player**, and the name of the replacement player, prior to the day's play, and this will be recorded on the Match Report Sheet.
- 20.6 Notwithstanding any of the above, the Board may, in exceptional circumstances, approve a **substitute player**, at any time prior to the commencement of play on the day the replacement is to be made.
- 20.7 If a **substitute player** is used, without the approval of the Board, then the club at fault will be deemed to have played an ineligible player. **A Level 7 Penalty shall be applied.**
- 20.8 For a ruling on the use of a **substitute fielder** refer to the Laws of Cricket – Rule 24.1.

RULE 21: SCOREBOARDS

- 21.1 It is compulsory for all matches to have a scoreboard operating during the match.
- 21.2 Home teams are to ensure a functioning scoreboard is available for use.
- 21.3 It is the responsibility of the batting team to regularly update the score.



RULE 22: PLAYER ELIGIBILITY FOR FINALS

- 22.1 A player of a Club shall not be eligible to play in any Finals matches unless that player has played a minimum of **7** games in that particular grade or multiple grades with that Club in the current season as per competition management platform (Play HQ) statistics, refer to table below for examples.
- 22.2 Any player not playing **7** games within a grade will be considered qualified for the lowest grade played, refer Player C and E in table below. Junior players are to be treated as senior players for qualification purposes, and junior fixture games will not be considered in the senior game total.
- 22.3 A player who is fully qualified (seven (7) games in a particular grade) may only play in that grade/or any higher-grade finals match, refer Player A and B.
- 22.4 Clubs seeking to play a player in a grade lower than permitted shall apply via email to the BDCA Secretary outlining the exceptional circumstances for seeking approval to the Board by 1.00pm on the **Thursday** preceding the match.
- 22.5 Players may be granted a transfer to play after Christmas if the player relocates to the Bendigo region for Employment or Education. The player must supply all relevant information, e.g. The name and address of the employer or the name of the Education Centre. The player must play in **five (5)** matches in the Association season, to be eligible to play in semi-final or grand final matches.
- 22.6 When a player is cleared to another Association during the current season, and desires to return to the Association, to qualify for the Final Series matches, they must play the required number of matches as set out at Rule 22.1
- 22.7 Where players have played 2nd XI and 3rd XI or 3rd XI and 4th XI simultaneously during the season, this shall count for one game, for the purpose of qualification, the higher grade will count.
- 22.8 Players are not permitted to play in both “double up” 2nd /3rd and 4th XI matches in any Final Series matches simultaneously.
- 22.9 Matches abandoned without a ball being bowled (excluding forfeits – see Rule 8 Forfeiture of Match) do not count towards finals eligibility.
- 22.10 It is the responsibility of competing clubs to ensure players selected for finals matches are eligible for the grade they have been selected in.
- 22.11 The Association will monitor finals selections for ineligible players.
- 22.19 Maiden Gully Marist Cricket Club who has teams entered in this Association and the Castlemaine District Cricket Association (CDCA), the following applies when considering player eligibility for finals:

BDCA	1sts	2nds	3rds	4ths
CDCA	A Grade	A Reserve	-	-

'Games' shall only be considered for home and away matches. Any finals 'games' shall not be counted towards qualification for further finals matches. Refer to table below for further clarification.

Player A	1sts	2nds	3rds	4ths		Has qualified for 1st XI only (refer Rule 22.3 for lower grade qualification)
Games Played	7	0	0	0		
Qualified	✓	✗	✗	✗		
Player B	1sts	2nds	3rds	4ths		Has qualified for 3rd XI and higher (refer Rule 22.3 for lower grade qualification)
Games Played	0	3	7	2		
Qualified	✓	✓	✓	✗		
Player C	1sts	2nds	3rds	4ths		Has not played 7 games in any grade to qualify. Can play 4th XI finals and above. (refer Rule 22.2 for lower grade qualification)
Games Played	0	2	5	5		
Qualified	✓	✓	✓	✓		
Player D	1sts	2nds	3rds	4ths	EVCA	Has qualified for EVCA and EVCA only
Games Played	0	0	3	3	7	
Qualified	✗	✗	✗	✗	✓	
Player E	1sts	2nds	3rds	4ths	EVCA	Has not played 7 games in any grade to qualify, BDCA only recognising play 7 games within BDCA. (refer Rule 22.2 for lower grade qualification)
Games Played	0	0	3	4	4	
Qualified	✓	✓	✓	✓	✓	
Jnr Player 1	1sts	2nds	3rds	4ths		Can play in any Senior grade as they have not qualified in any one grade.
Games Played	0	2	3	3		
Qualified	✓	✓	✓	✓		
Jnr Player 2	1sts	2nds	3rds	4ths		Has qualified as a 'Senior' player in the 3rd XI. Can play 3rd XI or above. (refer Rule 22.2 for lower grade qualification)
Games Played	0	0	7	2		
Qualified	✓	✓	✓	✗		

Player Movement

22.20 Player Movement – More than One Grade

No Player shall be able to drop more than one grade in a round. Any Club that is found to have dropped a Player more than one grade in a round during the season shall see the side forfeit any points won (if Match is won). A special Permit may be applied for with regards to an injured Player playing in a specialist role in the lower grade (i.e. An injured bowler playing in the lower grade as a batter).

- 22.21 For junior players (Under 16, 14 & 12s) playing in the senior competition, a player may drop more than one grade in a round.
- 22.22 If a Club has a lower grade fixture on a date that a higher grade in that Club does not have a game fixtured (i.e. a bye) then only a maximum of three (3) players can drop from the higher grade observing the bye to the lower grade for that fixture.

RULE 23: FINALS

Two Day Semi Finals

- 23.1 The four competing teams, which have obtained the highest total number of match points, plus team average, at the completion of the home and away games, shall compete in a semi-final round of matches, the first playing fourth, and second playing third.
- 23.2 Should either of the semi-final games, not reach a first innings decision, within the provisions of the rules, or a tie result, the winner shall be deemed the higher on the ladder, at the completion of the home and away games.

Two Day Final

- 23.3 The two winning teams from Rule 23.1 and 23.2 in the semi-finals shall then play off in the final.
- 23.4 In the final, in the event of a tie on the first innings, the winner shall be deemed the higher on the ladder at the completion of the home and away games.

One Day Final

- 23.5 The one-day final is played between the two teams finishing 1st and 2nd on the one-day ladder. The one-day ladder does not include scheduled two day matches that revert to one day matches due to weather conditions.

20/20 Final

- 23.6 The **two remaining teams after the third round of the competition.**

Tie & Inclement Weather – One Day and 20/20 Finals

- 23.7 In the one-day and 20/20 finals, in the event of a tie or inclement weather, the winner shall be deemed by completing a Super Over. Refer Rule 32 for Super Over conditions.

One Day Final

- 23.8 Should play not commence in the **final** at Rule 23.7 for any reason the winning team will be decided by the team finishing highest on the ladder (points followed by net run rate).

20/20 Final

- 23.9 **Should play not commence in the final at Rule 23.7 for any reason the winning team will be decided by the team finishing with the highest net run rate.**

RULE 24: 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 **Bendigo District Cricket Association Policy – Code of Conduct (Player Behaviour). Page 76***



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Authorised by L.Chesters, ALP, 16 Myers Street Bendigo

RULE 25: MEMBER CONDUCT

For the purposes of Rule 25, the use of the word Member is taken to mean/represent Club, Club Player, Official, Employee or Club Members.

UMPIRES

25.1 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.

25.2 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.

25.3 Post Game Day Requirements

(a) Club - The captain or a representative or an official of both clubs must check with umpires within 15 minutes 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 15 minutes at the conclusion of a day's play to enable the Club captain or representative to check if there are any pending reports.

25.4 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 25.3, an umpire shall be deemed to have fulfilled the responsibility for notification of the report under 25.2.

25.5 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.

25.6 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)

- 25.6.1 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.
- 25.6.2 An Umpire shall note a Level 1 Report on the Umpires Match Report on PlayHQ (Rule 11.4).
- 25.6.3 The Secretary of the Association shall forward details of the report to the Secretary of the member's Club concerned for passing onto the member.
- 25.6.4 A member may request for a "Minor Behavior Report" to be heard by the Tribunal. Refer Rule 25.7 for the process.
- 25.6.5 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.
- 25.6.6 Should a member receive two (2) "Minors" recorded against them during a 24 month (two seasons), the Secretary of the Association 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 BDCA 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 Association Secretary of this decision within 24 hours of receiving notification of the report and before the next scheduled match.

Level 2 (Major) Offences

- 25.6.7 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.
- 25.6.8 An Umpire shall note a Level 2 Report on the Umpires Match Report on PlayHQ.

Level 3 (Extreme) Offences

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

25.6.10 An Umpire shall note a Level 3 Report on the Umpires Match Report on PlayHQ.

25.7 Process of hand

Upon receipt of a report lodged by an umpire or Member the Board shall on behalf of BDCUA.

- (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 BDCA tribunal.
- (d) notify the BDCUA Secretary immediately upon confirmation of the players intention to accept the early guilty plea or request the report be heard by the BDCA tribunal.
- (e) If the report is to be heard by the BDCA Tribunal, the Association Secretary will provide a copy of the report to the Chair of the BDCA Tribunal; and
- (f) Nominate the date and time and inform the BDCUA and involved clubs of the hearing of that charge which shall, if practicable, be heard by the BDCA 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 BDCA Tribunal.

CLUBS

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

The Association 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

- 25.9 The Board may lay charges against any club, player, official, member or team participating in an Association 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 Association 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 Association.

Bendigo District Cricket Association 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	Disputing or showing dissent towards / at an Umpire (and his decision)	Minor Misbehavior	CITING or 1 MATCH	N/A or CITING
1.6	"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
1.7	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	Major	4 Matches	2 Match

	manner			
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 Player, Umpire, Referee, Team Official or spectator	Major	4 Matches	2 Match
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 26: TRIBUNAL

For the purposes of Rule 26, the use of the word Member is taken to mean/represent Club, Club Player, Official, Employee or Club Members.

26.1 TRIBUNAL MATTERS

The members of the BDCA 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 BDCA Tribunal members who shall be persons of experience and skills suitable to the function of chairing a disciplinary tribunal.

26.2 TRIBUNAL CHAIR

A member of the BDCA 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.

26.3 INELIGIBLE TO SIT ON TRIBUNAL

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

26.4 CHARGES TO BE HEARD

Every charge brought by the Association pursuant to Rule 25 against any Member shall be placed before the BDCA Tribunal.

26.5 NATURAL JUSTICE & PROCEDURE

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

26.6 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

26.7 APPEALS TRIBUNAL MEMBERS

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

26.8 APPEALS TRIBUNAL CHAIR

Three (3) members of the BDCAAT 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 BDCAAT as required.

26.9 INELIGIBLE TO SIT ON APPEALS TRIBUNAL

No member of the BDCAAT 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 BDCAAT.

26.10 JURISDICTION

The BDCAAT has jurisdiction to hear appeals where:

- (a) the person, Club or Association (including BDCUA) seeking to appeal (Appellant) satisfies the BDCAAT that substantial new or additional evidence has become available; and
- (b) the decision being appealed is:
 - (i) a decision of the BDCA 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 BDCAAT).

26.11 APPEALING A DECISION OF THE BDCA TRIBUNAL OR BOARD

To appeal a decision of the BDCA 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 BDCA 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.

26.12 DECISIONS OF THE BOARD OR BDCA TRIBUNAL

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

26.13 **NATURAL JUSTICE & PROCEDURE**

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

26.14 **FURTHER APPEAL**

If a Player / Club are not satisfied with the hearing of the BDCAAT application can be made to the Northern Rivers Region. Northern Rivers applicable fees must be paid.

26.15 **SUSPENSION**

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

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

26.17 Any Club that suspends, or expels a player or member, shall forward within one week of such suspension or expulsion, the name of such player or member, together with particulars of the offence, and an explanation as to why the suspension or expulsion has been imposed to the Association.

26.18 No player or member whilst under suspension shall be permitted to take part in any Association match or Representative match.

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

26.20 Any suspension handed down to a player or member shall commence immediately and will apply to all senior competitions the player or members club is scheduled to play in.

26.21 Penalties imposed on members are to be served in the immediate round/rounds of matches scheduled in all BDCA sanctioned senior competitions.



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 27: DANGEROUS AND UNFAIR BOWLING

27.1 FAST SHORT-PITCHED DELIVERIES LIMIT –

27.1.1 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 not balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be applied.

27.1.2 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 (Rule 13.8.1).

27.2 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.

27.3 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.



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RULE 28: PLAYING CONDITIONS – TWO DAY MATCHES

Rule 28 Table
Two Day Matches – Playing Conditions

	1st XI	2nd XI	3rd XI	4th XI	Under 18
Commencement of Play	1.00pm	1.00pm	8.45am	1.15pm	8.45am
1 st Session Time	150 mins	135 mins	175 mins	105 mins	175 mins
Tea Interval	3.30pm	3.15pm	N/A	3.00pm	N/A
Interval length	20 mins	20 mins	10 mins	20 mins	10 mins
2 nd Session Time	145 mins	130 mins	N/A	105 mins	N/A
Cessation of Play	6.15pm	5.45pm	11.50am	5.05pm	11.50am
Stumps Day 2 if 1 st Innings' result achieved	3.30pm	3.15pm	10.15am	3.00pm	10.15am
Interruption – Bad Weather / Light	60 Mins	60 Mins	30 Mins	30 Mins	30 Mins
Compulsorily Closed Innings	85 overs	75 overs	50 overs or 11.50am Whichever comes first	60 overs	50 overs or 11.50am Whichever comes first
Number of Players in a Team	11	12	12	12	12
Cessation of Play – Ordinary Conditions	6.30pm	6.00pm	11.50am	5.20pm	11.50am

1st, 2nd, 3rd, 4th XI and Under 18

- 28.1 Two-day matches shall commence in accordance with ***Commencement of Play***, and except as provided thereafter cease at the completion of ***Compulsorily Closed Innings*** (Compulsory Closure). If overs are not completed by ***Cessation of Play***, then penalties may apply (Level 1 fine per over for each over not completed). ***Compulsorily Closed Innings*** must be bowled each day. (Less 3 overs for any change of innings). The day's play is declared closed at this point.

**Compulsory Closure = when a side is not dismissed within the overs allocated.*

TEA INTERVAL

- 28.2 At ***Tea Interval*** and interval will be taken for tea. The period for the interval is ***Interval***. The tea interval may vary due to the following circumstances:
- (a) Nine wickets have fallen, in which case play will continue for a period not exceeding 30 minutes, or until the innings is concluded.
 - (a) When an innings ends, or there is a stoppage caused by weather or bad light, which extends, or occurs, within one hour of the scheduled interval, the interval shall be taken immediately.

SIDE BATTING FIRST

- 28.3 Under normal playing conditions, the side batting first shall have its innings compulsorily closed on the completion of **Compulsorily Closed Innings**. If bad weather delays or causes stoppage in play, the following variation shall be observed:
- (a) When play is interrupted at, or after, **Cessation of Play** the innings shall be compulsory closed at that time, unless ordinary conditions apply (Rule 4.12).
 - (b) From the scheduled starting time, if weather, or bad light, interrupts play for **Interruption – Bad Weather / Light** or less, the match will continue, providing players are on the ground and playing at **Cessation of Play**, until the remaining number of overs have been completed.
 - (c) If the game has commenced, and if the aggregate of time lost, during the innings of the side batting first, exceeds **Interruption – Bad Weather / Light**, the match shall then be completed under ordinary conditions. [Refer Rule 4.12]
 - (d) If the minimum number of overs has not been bowled, before the end of the requisite period, a penalty may be applied for each over bowled after the requisite period (Level 1).
 - (e) The umpires shall be the sole judge of which side was responsible for the minimum number of overs not being bowled, within the requisite period, and their decision shall be final. (Penalties shall apply) [Refer Rule 12.5]

SIDE BATTING SECOND

- 28.4 Provided there is no earlier termination of its innings, the side batting second shall be entitled to receive the same number of overs as bowled to the side batting first, if a team's innings was compulsorily closed. When the side batting first has been dismissed, or declared its innings closed, prior to its requisite time for closure, the following variations shall apply.
- (a) The number of overs to be bowled on the 1st day will be given to both captains, prior to the commencement of the 2nd innings.
 - (b) The batting time allowed for the bowling of **Compulsorily Closed Innings** to avoid penalties, under Rule 12.5, shall be the same as calculated for the side batting first.
 - (c) If on the second day, and during the innings of the side batting second, the loss of playing time from bad weather, does not exceed **Interruption Bad Weather / Light**, the match shall be continued until the entitlement of Compulsorily **Closed Innings** is received.
 - (d) When the total loss of playing time on the second day, and during the innings of the side batting second, exceeds **Interruption “Bad Weather / Light”**, by or after **“Cessation of Play”**, the match shall then be

completed under ordinary conditions - see Rule 4.12 re-calculation of overs.

- (e) If a 1st innings result has been achieved, and on agreement of both captains, stumps may be drawn at or after **“Stumps Day 2 if 1st Innings result achieved”** on the second days play.

NO PLAY DAY ONE

1st and 2nd XI

- 28.5 Should play on the first day of a two-day game, (not finals match) be prevented by inclement weather, the game reverts to ordinary conditions unless the round is cancelled by the Association. In that case one-day matches would be scheduled.

3rd, 4th XI and Under 18s

- 28.6 Should play on the first day of a two-day game, be prevented by bad weather conditions, the game reverts to a one-day game on the second day.

MATCH COMMENCES AND THEN DELAY – ORDINARY CONDITIONS

- 28.7 If the time lost after play is scheduled to commence at **commencement of play** is greater than **Interruption – Bad Weather / Light** the match shall be completed under ordinary conditions.

NO PLAY – SHARED TIME

DELAY IN PLAY AND UP TO INTERRUPTION – BAD WEATHER / LIGHT

- 28.8 Each grade will be classified as separate competitions as set by the Association.

Should the commencement of play on the first day of a two-day game (not finals matches) be delayed up to **Interruption “Bad Weather / Light”** the following is applied:

- (a) The total time remaining in the match will be equally divided between the two (2) teams, less the 10 minutes change of innings.
- (b) The revised batting time allowed for the bowling of overs to avoid penalties shall be calculated by taking one-half of the total time remaining in the match excluding 10 minutes change of innings and tea interval where applicable. The overs will be calculated at 3.5 minutes per over.
- (c) Play will cease at the end of the over in progress at **Cessation of Play – Ordinary Conditions** on the first day.
- (d) If the time lost after play has commenced on day 1 does not exceed Interruption “Bad Weather/Light”, time shall be made up on day 1 if overs have not been bowled by the cessation of play.

- (e) If the time lost after the team batting second has commenced its innings does not exceed Interruption “Bad Weather/Light” the time shall be made up on day 2.

Provided there is no earlier termination of its innings, the side batting second shall be entitled to receive the same number of over's as bowled to the opposite side if a team's innings was compulsorily closed.

Lost time Calculator: Calculation Rule 28.8

	1 st XI Example		
Time Allocated	590 minutes		
(2 innings of 295 minutes)			
Overs Lost	147 minutes		
(42 overs *3.5 minutes)			
Total Minutes Available	443 minutes		
- Changeover	433 minutes		
(10 minutes)			
Time Available for Match	123.7 overs		
(433/3.5 minutes)			
Number of overs per innings	62 overs		
(123.7 overs /2)			

NUMBER OF PLAYERS PER TEAM

- 28.9 For all matches the number of players permitted to play is **“Number of Players in a Team”**.

1st XI

- (a) Any player who has received prior Association approval for work-related lateness will be able to enter the field of play and bowl immediately (up to 60 minutes from the commencement of the match). After the 60-minute period has elapsed refer to the Laws of Cricket.
- (b) If a player, who has been on the field of play from the start of the innings, and leaves the field of play, the Laws of Cricket regarding substitute fieldsmen is to be strictly applied by the umpires.

2nd, 3rd, 4th XI and Under 18s

- (b) A team can consist of 12 players. Only 11 players are allowed on the field at any one time whilst the opposition team is batting. Each side can name 12 players on the team sheet and must be nominated prior to the toss of the coin.
- (c) The fielding team must only utilise the named 12 players when fielding. Should an injury occur during the match, the fielding side has a 12th player named that may field. Additional substitute fielders (13th player) are only permitted if the fielding side has 2 injured players within the named 12 players.

- (d) If the 12th player has not been on the ground and enters the field of play for the 1st time of the innings, they may bowl immediately up to 60 minutes from the commencement of the innings. After the 60-minute period has elapsed refer to the Laws of Cricket.
- (e) If both teams have completed their 1st innings, the same 11 players that batted in that innings shall be required to bat in the 2nd innings. No interchangeability is permitted.

Any breaches will be subject to a Level 7 penalty.

FOLLOW ON

28.10 The side that bats first shall have the option of requiring the other side to follow-on providing it leads by:

- **100 runs in a 1st XI or 2nd XI two-day matches**
- **75 runs in a 3rd XI, 4th XI or Under 18 two-day matches**

SPECIFIC GRADE RULES

1st XI

28.11 If the side batting second bowls the team out in the first innings after the 75th over the team batting second may choose to forgo the remaining overs of the first day and only face the 85 overs on the second day.

3rd XI & Under 18

BOWLING

28.12 Each bowler is restricted to a fifth of the overs per innings. Any breaches of the Bowler restriction guidelines shall be subject to **Level 7 penalty**.

28.13 When a side must bowl greater than fifty overs in an innings, the captain may bowl any bowler after the fifty overs as per the laws of cricket. (Bowling injury prevention rules still apply).

4th XI

BATTING

28.14 A Batter must retire upon making 100 runs

28.15 Runs scored from the same ball that the 100th run is made shall, also count.

28.16 Each bowler is restricted to a fifth of the overs per innings. Any breaches of the Bowler restriction guidelines shall be subject to **Level 7 penalty**.

28.17 When a side must bowl greater than fifty overs in an innings, the captain may bowl any bowler after the fifty overs as per the laws of cricket. (Bowling injury prevention rules still apply).

RULE 29: PLAYING CONDITIONS - ONE DAY MATCHES **(INCLUDING FINAL)**

Rule 29 Table **One Day Matches – Playing Conditions**

	1st & 2nd XI	3rd XI & Under 18	4th XI
Commencement of Play	12.30pm	8.15am	1.00pm
Interval	20 mins	10 mins	20 mins
Cessation of Play	6.30pm	11.35am	5.30pm
Session Length	170 mins	95 mins	122 mins
Number of Overs per Innings	45 overs	25 overs	35 overs
Compulsorily Closed 1 st innings	3.20pm	9.50am	3.05pm
Minimum Overs per Innings to Constitute a Match	20 overs	5 overs	25 overs
Number of Players per Team	11 - 1 st XI 12 – 2 nd XI	12	12

Finals start times refer to commencement times at Table Rule 30

HOURS OF PLAY AND INTERVAL

- 29.1 All matches shall commence in line with the ***Commencement of Play*** and unless changed by specific circumstances applying to a match, the ***Cessation of Play*** shall be used for the purpose of over calculation. Each match will consist of two sessions, ***Session Length***.
- 29.2 An ***interval*** shall be taken at the end of the innings of the side batting first.

COMPULSORY CLOSURE: LENGTH OF INNINGS:

- 29.3 **Uninterrupted Innings (Both Innings)**
If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after ***Number of overs per innings*** are received.

If the ***Number of overs per innings*** are not completed by the session times allocated, the infringing team may be penalised (Level Two). Remaining overs will be completed.

- 29.3.1 3rd XI and Under 18, provided there is no earlier termination, or delays / stoppages due to inclement weather **the side batting first** shall have its innings compulsorily closed on the completion of receiving its ***Number of overs per innings, or Compulsory Closed 1st Innings.***

If a match is influenced by a delay due to (for example a lost ball or player injury) it is requested umpires show discretion in allowing

leniency in achieving the full allocated overs as a result (10 minute maximum only to be applied).

29.4 Delayed start to the Match – and no Further Interruptions:

In the event of a delayed or interrupted match a ***Minimum overs per innings to constitute 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 ***Minimum Overs per Innings to Constitute a Match*** for the match, then the match shall be abandoned.

29.5 Delayed start to the Match – and then interruptions to the First innings of the Match:

Where the above Rule 29.4 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 29.4 that being one for each Full Seven (7) minutes of the aggregate time lost. If the reduction calculation results in fewer than the ***Minimum Overs per Innings to Constitute a Match*** for the match, then the match shall be abandoned.

29.6 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 ***Minimum 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 we be applied, refer Rule 29.12.

- 29.7 Ending of second side's innings and match
Play shall cease immediately one of the following circumstances applies:
- when the score of the opposing side is passed.
 - the requirement of overs under 29.3 is completed.
 - the innings ends before completion of its required overs.
 - 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
 - the players are off the field at or leave it after the **cessation of play time**.
 - If play ceases in accordance with 29.7 (e) - the overs already bowled shall be its entitlement for the purposes of this Rule.
- 29.8 **Declarations**
Neither side shall be permitted to declare its innings closed.
- 29.9 **Win or Tie: Second Side's Overs Entitlement Received**
If the second batting side receives its entitlement of overs under 29.3 or is dismissed in fewer overs, the winner shall be the side with the higher actual score and if the scores are equal the match shall be a tie.
- 29.10 **Win or Tie: Fewer Overs for Side Batting Second**
If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under Rule 13, a number of runs as calculated in 29.12 shall be the first side's par score which, subject to the provision for a draw in 29.11, must be exceeded by the second side for a win or equaled for a tie.
- 29.11 **Drawn Match**
If the side batting second receives fewer than the **minimum overs per innings to constitute a match** and no other result has been obtained, the match shall be drawn.
- 29.12 **Duckworth Lewis**
- **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 must be revised to a lesser number than originally allotted **minimum overs per innings to constitute a match**, 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 My Cricket Live Score App.
 - **Prematurely Terminated Matches**
If the innings of the side batting second is suspended (with at least **minimum overs per innings to constitute a match** 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.

Calculation of Target Score - Duckworth-Lewis Calculator

MY CRICKET APP INSTRUCTIONS

- 1 Refer to My Cricket 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.

- 29.13 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

- 29.14 A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 29.3 for an interrupted innings or one-fifth of the number as reduced in 29.4 for adverse conditions. Where overs from a bowler already exceed a reduced limit, the number bowled shall be that bowler's limit.
- 29.15 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.
- 29.16 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.
- 29.17 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.
- 29.18 Marking of Fielding Restriction Area
- Two semi-circles shall be drawn on the field of play.
 - The semi-circles shall have as their centre the middle stump at either end

of the pitch.

- The radius of each of the semi-circles shall be 27.5 metres.
- The semi-circles shall be linked by two parallel straight lines drawn on the field.
- The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

29.19 On-Side Fieldsmen, at the instant of delivery, there may not be more than five fieldsmen on the leg side.

29.20 Powerplay Over, in addition to the restriction contained in 29.19 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the paragraphs and table below.

A) Powerplay Overs – Uninterrupted Match

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at 29.21 and be taken as follows:

	1st & 2nd XI 45 Overs	3rd XI & Under 18s 25 Overs	4th XI 35 Overs
Powerplay 1: no more than two (2) fielders shall be permitted outside the fielding restriction area.	Overs 1 to 9 20%	Overs 1 to 5 20%	Overs 1 to 7 20%
Powerplay 2: no more than four (4) fielders shall be permitted outside the fielding restriction area.	Overs 10 to 36 60%	Overs 6 to 20 60%	Overs 8 to 28 60%
Powerplay 3: no more than five (5) fielders shall be permitted outside the fielding restriction area.	Overs 37 to 45 20%	Overs 21 to 25 20%	Overs 29 to 35 20%

B) Fielding Restrictions Infringements

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no-ball.

29.21 Bowler Restrictions, the number of maximum overs permitted to bowl per bowler shall be in accordance with the table below which shall be applied independently to both innings of the match.

Innings Length	Max Overs/Bowler	Innings Length	Max Overs/Bowler	Innings Length	Max Overs/Bowler
45	5 x 9	30	5 x 6	15	5 x 3
44	4 x 9	29	4 x 6	14	4 x 3
43	3 x 9	28	3 x 6	13	3 x 3
42	2 x 9	27	2 x 6	12	2 x 3
41	1 x 9	26	1 x 6	11	1 x 3
40	5 x 8	25	5 x 5	10	5 x 2
39	4 x 8	24	4 x 5	9	4 x 2
38	3 x 8	23	3 x 5	8	3 x 2
37	2 x 8	22	2 x 5	7	2 x 2
36	1 x 8	21	1 x 5	6	1 x 2
35	5 x 7	20	5 x 4	5	5 x 1
34	4 x 7	19	4 x 4	4	4 x 1
33	3 x 7	18	3 x 4	3	3 x 1
32	2 x 7	17	2 x 4	2	2 x 1
31	1 x 7	16	1 x 4	1	1 x 1

29.22 Powerplay Overs – Commencement, each block of Powerplay Overs must commence at the start of an over.

29.23 Powerplay Overs – Interruptions, if play is interrupted, when play resumes the overs completed plus the total overs lost to the interruption will determine the applicable Powerplay the innings resumes under. during a Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the Powerplay applicable will be in line with the Powerplay blocks in the Table at 29.20(A).

29.24 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.

Rule 29.24 does not apply to 4th XI matches.

29.25 **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.

29.26 **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.

29.27 **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)”.

29.28 **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.

Wide - Reverse Sweep or Switch Hit

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 into 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

RULE 30: PLAYING CONDITIONS – FINALS – TWO DAY MATCHES

GROUND MANAGERS

All clubs hosting finals are to nominate a ground manager who is available all day on the days played and will also have a set of Club Keys. **Failure to do so will be subject to a level 7 penalty.**

GROUND CONTROL

During the finals, the umpires will take control of the ground 60 minutes before the scheduled start of play. In the event of inclement weather, only participating captains, umpires, and curator will be allowed at the centre wicket table.

ORDINARY CONDITIONS – SEMI FINALS

ANY 1ST, 2ND, 3RD, 4TH X1 OR UNDER 18 SEMI FINAL MATCHES PLAYED UNDER ORDINARY CONDITIONS, THE TEAM FINISHING HIGHER ON THE LADDER MUST BE BEATEN (RULES 4.2 AND 8.2 APPLY).

During finals any player who has played on that morning in Association junior competition matches will be able to enter the field of play and bowl immediately (up to 60 minutes from the commencement of the day's play) in a senior finals match. After the 60-minute period has elapsed refer to the Laws of Cricket.

Table Rule 30

	1st XI	2nd XI	3rd XI	4th XI	Under 18
Time Commenced	12.00 noon	12.30 pm	10.00am	1.15pm	8.45am
Overs per Innings	85 Overs	75 Overs	50 Overs	60 Overs	50 Overs
Cessation of Play	5.15pm	5.15pm	1.05pm	5.05pm	11.50 am
Tea Interval	2.30pm	2.45pm	N/A	3.00pm	N/A
Interval length	20 Mins	20 Mins	N/A	20 Mins	N/A
Interruption – Bad Weather / Light	60 Mins	60 Mins	30 Mins	30 Mins	30 Mins

- 30.1 Semi-final matches shall commence at the ***Time Commenced***, and except as provided hereafter, cease at the completion of ***Overs per Innings***. If overs not completed by the ***Cessation Play***, then penalties may apply for each over not completed (Level 1). ***Overs per Innings*** must be bowled each day (Less 3 overs for any change of innings). The day's play is declared closed at this point.
- 30.2 A tea interval of ***Interval Length*** shall be taken at the ***Tea Interval*** unless:
- (a) Nine wickets have fallen, in which case play will continue for a period not exceeding 30 minutes, or until the innings is concluded.
 - (b) When an innings ends, or there is a stoppage caused by weather or bad light, which extends, or occurs, within one hour of the scheduled interval, the interval shall be taken immediately.
- 30.3 Under normal playing conditions, the side batting first shall have its innings compulsorily closed on the completion of a maximum ***Overs per Innings***. If bad weather delays or causes stoppage in play, the following variation shall be observed:
- (a) When play is interrupted at, or after ***Cessation Play***, the innings shall be compulsory closed at that time, unless ordinary conditions apply (Rule 4.11)
 - (b) From the scheduled starting time, if weather or bad light interrupts play for less than ***Interruption – Bad Weather / Light***, the match will continue, providing players are on the ground, and playing at ***Cessation Play***, until the remaining number of overs still to be bowled, have been completed.

- (c) If the aggregate of time lost, in the 1st innings from the scheduled starting time, exceeds **Interruption – Bad Weather / Light**, the match shall then be completed under ordinary conditions (Rule 4.11 re-calculation of overs).
 - (d) If the minimum number of overs has not been bowled, before the end of the requisite period, a penalty may be applied for each over bowled after the requisite period (Level 1), and prior to compulsory closure.
 - (e) The umpires shall be the sole judge of which side was responsible for the minimum number of overs not being bowled, within the requisite period, and their decision shall be final (Penalties shall apply).
- 30.4 The batting time allowed, for the bowling of overs, to avoid penalties under Rule 12.5, shall be the same as calculated for the side batting first.
- 30.5 Provided there is no earlier termination of its innings, the side batting second shall be entitled to receive the same number of overs as bowled to the opposite side, if a team's innings was compulsorily closed. When the side batting first has been dismissed, or declared its innings closed, prior to its requisite time for closure, the following variations shall apply.
- (a) The number of overs to be bowled on the 1st day will be given to both captains, prior to the commencement of the innings.
 - (b) The batting time allowed, for the bowling of **Overs per Innings**, to avoid penalties (Level 1) under Rule 12.5 shall be the same as calculated for the side batting first.
 - (c) If on the second day, and during the innings of the side batting second, the loss of playing time, from bad weather does not exceed **Interruption – Bad Weather / Light**, the match shall be continued until the entitlement of **Overs per Innings** is received.
 - (d) When the minimum number of overs has not been bowled, before the end of the requisite period, a penalty may be applied for each over bowled after the requisite period (Level 1), and prior to compulsory closure.
 - (e) The umpires shall be the sole judge of which side was responsible for the minimum number of overs not being bowled, within the requisite period, and their decision shall be final.
 - (f) When the total loss of playing time on the second day, and during the innings of the side batting second, exceeds 60 minutes, by or after **Cessation Play**, the match shall then be completed under ordinary conditions (See Rule 4.11 re calculation of overs).
- 30.6 When a 1st innings result is achieved, and on agreement of both captains, stumps may be drawn.

RULE 31: PLAYING CONDITIONS – Twenty20 Rules

Duration of Match & Nomination of Teams

31.1 The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. Teams shall consist of 12 players per side.

31.1.1 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 fieldsman is used.

Eligibility of Players

31.2 All participating players must be a **registered** member of the club they are representing in the season of the competition (invitational players are exempt).

31.3 Any player serving a suspension at the time of a scheduled BDCA Twenty20 match for their club **or any other club** is ineligible to play. BDCA Twenty20 scheduled matches are not counted in a suspension period.

31.4 A club is entitled to have one (1) invitational player **per match in round's one to three of the 20/20 competition**. (The invitational player may vary for each match, **an invitational player may only play for one club in the current season**)

31.5 When more than one invitational player has played **in round's one to three**, any one of those players may play in the final, **the invitational player must have played at least one match in rounds one to three to qualify for the final**.

31.6 **Invitational Player Qualification for Finals:** For an invitational player to be eligible for finals, they must be named and have participated in matches during rounds one to three. The match must have commenced for it to count towards qualification—washouts and forfeited matches do not qualify.

Length of Innings

31.7 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.

31.8 Each game shall be made up as follows:

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

31.9 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 (Level 1).

31.10 If matches are delayed or interrupted the following will apply.

- (a) Five (5) overs per side constitute a minimum match requirement.
- (b) When the side batting second receives less than 5 completed overs and no other result has been obtained, the **match will be rescheduled**.

The Result

31.11 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.

31.12 In the result of a tie, a Super Over will be played to decide a winner. Refer to Rule 32 for Super Over conditions.

Inner Field Area Restriction

31.13 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.

31.14 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.

31.15 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.

31.16 Restrictions on the Placement of Fieldsmen

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

31.17 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

31.18 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

31.19 Overs may be bowled from one end, refer Rule 4.7

Declarations

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

Free Hit after all No Balls

31.21 Refer Rule 29.24

Timed Out

31.22 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

31.25 Refer to Rule 29.25 – 29.28 for wide ball interpretations.

Matches Failing to Commence

31.26 Should matches not commence when scheduled, the matches will be rescheduled by the Board.

RULE 32: SUPER OVER (TWENTY 20)

32.1 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 11 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 32.1 (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 34: CLOTHING, ADVERTISING LOGOS AND FOOTWEAR

CLOTHING and ADVERTISING LOGOS

- 34.1 All Players competing in BDCA matches shall wear proper cricket attire as follows:
- 34.2 Senior – Two-day matches (1st XI, 2nd XI, and 3rd XI)
 - (a) Collared shirts, trousers, socks, and footwear shall be predominantly white.
 - (b) Trousers shall be full length.

- (c) Cream clothing shall be deemed as white.
- (d) Registered playing club caps, white floppy hats and pullovers.
- (e) The maximum number of badges permitted, including sponsors logos, the manufacturer of the shirt and the club emblem is five (5).

Number of Logos	Position	Maximum Size
2	One on either side of chest area of shirt (Logos worn on the chest are to be attached in the position normally occupied by the pocket,	60cm ²
2	One on either sleeve of shirt (Logos worn on the sleeve are to be attached above elbow height).	60cm ²
1	One on back between shoulder blades	60cm ²

34.3 One day and 20/20 matches (1st XI, 2nd XI, and 3rd XI) and **All** 4th XI & U18 matches.

- (a) Collared shirts, trousers may be coloured and socks and footwear shall be predominantly white.
- (b) Trousers shall be full length.
- (c) Shirts may also include numbers and names on the back of shirts. Should names be included, no derogatory nicknames are permitted. The Association reserves the right to disallow or have shirts removed.
- (d) Registered playing club caps, floppy hats, and pullovers.
- (e) The maximum number of badges permitted, including sponsors logos, the manufacturer of the shirt and the club emblem is seven (7).

The seven logos are as follows:

Number of Logos	Position	Maximum Size (Total area)
2	One on either side of chest area of shirt (Logos worn on the chest are to be attached in the position normally occupied by the pocket	60cm ²
2	One on either sleeve of shirt (Logos worn on the sleeve are to be attached above elbow height).	60cm ²
1	One on back between shoulder blades	60cm ²
1	Centre stomach area	300cm ²
1	Centre back area	300cm ²

FOOTWEAR

- 34.4 **No player shall be permitted to bat or bowl, unless wearing spikes when playing turf cricket.**
- 34.5 Footwear is to be predominantly white, i.e., more than 60% white where white or cream pants are part of the uniform.
- 34.6 Footwear matching the colour of the pants worn as part of the Club's playing uniform in one day and 20/20 matches is permitted.
- 34.7 Exemption may be granted subject to a doctor's certificate highlighting the medical condition being submitted to the Association for approval. Any player failing to adhere to this rule will be removed from bowling and batter will be required to change into spikes to continue batting.
- 34.8 Breaches of the above rules are to be reported on the match report in PlayHQ, for consideration by the Association.

****Commercial logos designs of uniform and advertising require the
prior approval of the Association. ****

RULE 35: MATCH DAY INJURY

1. Where a player or umpire involved in a BDCA-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.
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.
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.
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.

36: AWARDS

36.1 FINAL

The winning team in each grade, shall be awarded a perpetual trophy, and presented with medallions. The officiating umpires in each Grand Final shall also be presented with a medallion. The best player judged by the officiating umpires in the grand-final of each grade shall receive a medallion.

36.2 CRICKETER OF THE YEAR

The Association shall award annually a medal to the player or players who record the most votes as awarded by the appointed umpire(s) in each competition, excluding the 4th XI. The medal shall be awarded to the best and fairest player(s) in each competition each season.

Competition

1st XI - Sir John Lienholp Shield
2nd XI – Jack Kidd Memorial Shield
3rd XI – Arthur Lee Memorial Shield
Under 18 – John Turner Memorial Shield

Medal

Bill Stephenson Medal
George Firth Medal

36.3 Any player, having been reported and found guilty of an offence and suspended under the rules and by-laws of the Association by the BDCA Tribunal, shall be ineligible to win the medal.

36.4 At the completion of the home and away season, the BDCA Executive shall count the votes.

36.5 The Association shall award trophies each season in all divisions for batting average, bowling average and aggregate point awards. An aggregate award shall also be awarded for Wicket-Keeping and Fielding in each competition.

36.6 BATTING and BOWLING AWARDS

Qualifications for Association batting, and bowling awards, shall be as follows:

1st X1	Batting 340 runs	Bowling 25 wickets from at least 5 matches
<u>2nd X1</u>	Batting 250 runs	Bowling 20 wickets from at least 5 matches
<u>3rd X1</u>	Batting 200 runs	Bowling 15 wickets from at least 5 matches
<u>4th X1</u>	Batting 200 runs	Bowling 15 wickets from at least 5 matches
<u>U 18</u>	Batting 200 runs	Bowling 15 wickets from at least 5 matches.

36.7 In the event of there being no qualified player for an award the following applies:

- (a) The minimum number of runs, or wickets, shall be successively reduced by 10%, and then rounded up to the nearest whole number, until a winner can be determined.

FIELDING and WICKETKEEPING AWARDS

36.8 Fielding awards shall be presented as follows:

1st X1	Wicket-Keeping	20 dismissals (Only designated keepers eligible)
	Fielding	14 dismissals (Includes catches and run outs)
2nd X1	Wicket-Keeping	20 dismissals (Only designated keepers eligible)
	Fielding	14 dismissals (Includes catches and run outs)
3rd X1	Wicket-Keeping	15 dismissals (Only designated keepers eligible)
	Fielding	12 dismissals (Includes catches and run outs)
4th X1	Wicket-Keeping	15 dismissals (Only designated keepers eligible)
	Fielding	12 dismissals (Includes catches and run outs)
U 18	Wicket-Keeping	15 dismissals (Only designated keepers eligible)
	Fielding	12 dismissals (Includes catches and run outs)

36.9 CHAMPION PLAYER

The Association shall award annually a “Champion Player” award to the player or players who record the most aggregate points in each competition.

For determining points for champion player awards, the following applies:

Unassisted wicket	15 points
Assisted wicket	10 points
Catch	5 points
Stumping	5 points
Run	1 point

36.10 CLUB AWARD – IAN PHILLIPS MEMORIAL TROPHY

Affiliated Clubs shall compete, in a “Club Championship”, for the Ian Phillips Memorial Trophy. The Club Championship is exclusive of semi-final and grand final matches. The formula for the Club Championship is **WINS x POINTS**.

Points - First X1 (12), Second X1 (10), Third X1 (8), Under 18 (8), under 16A (6), Under 14A (4) and Under 12A (2) will be combined, and the club with the most points, will be declared the winner.



POLICY – CODE OF CONDUCT (PLAYER BEHAVIOUR)

The Board will continue to closely monitor player behaviour in the Bendigo District Cricket Association. 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 Association 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 25 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 25 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 BDCA 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 BDCUA panel 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 BDCA AND CONSEQUENTLY ANY PLAYER CALLED TO APPEAR BEFORE THE BDCA TRIBUNAL CAN EXPECT LITTLE SYMPATHY AND, IF FOUND GUILTY, A PERIOD OF SUSPENSION.

It is the responsibility of everyone involved with BDCA cricket - 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 Association may request transfer 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 or Association should seek a **transfer** 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 A. 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 A. 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 transfer from an appropriately qualified trained medical doctor. If being considered for selection inside the minimum 6-days return, then transfer 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 Bendigo District Cricket Association (BDCA) recognises that social media is an important part of the way members communicate. The BDCA actively encourages members to participate in social media and share their experiences in cricket. The BDCA 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 BDCA 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 Bendigo region.
2. However, the BDCA's public reputation is valuable and so are the reputations of the BDCA's members, sponsors, and stakeholders, so the BDCA prohibits any communication on social media that is defamatory, obscene, proprietary, and misrepresentative of the BDCA 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 BDCA or another member.
 - C. Abuse, harass or threaten any other person, including the BDCA 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 BDCA without the consent of such members.

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

and related to the BDCA'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 BDCA.
- L. Promote commercial interests in social media platforms operated by the BDCA; or
- M. Without authority, post internet addresses, links to websites, email addresses or other personal information on social media platforms operated by the BDCA.

Consequences

- 5. The BDCA and its Members continually monitor online activity in relation to the social media of the BDCA and Members. The BDCA encourages Members to report detected breaches or suspected breaches of this Policy to the BDCA, and any use of social media which is likely to harm the BDCA's reputation.
- 6. In circumstances of a breach or suspected breach of this Code of Conduct, the BDCA 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 BDCA 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.

POLICY – HEAT POLICY

This document and the information contained herein is confidential and the exclusive property of Bendigo District Cricket Association (BDCA).

PURPOSE:

The BDCA recognises the need to manage the welfare of its players and officials during periods of extreme heat and periods exposed to the presence of lightning. This policy establishes a regime of controls and guidelines aimed at mitigating the risks of sports activity in hot weather and in periods exposed to local lighting events.

MANAGEMENT:

The BDCA Board is the controlling body to manage this policy during the active season and will communicate to Clubs and Umpires extreme heat and or lightning related actions and decisions through this procedure.

Background

The BDCA understands that playing cricket in extreme heat is a danger to participants, including players, umpires, officials, and spectators. In recognition of this, the Association has developed guidelines to be adopted to reduce the likelihood of injuries and illness in those conditions.

This policy applies to players, umpires and club/BDCA officials. For conciseness, these are referred to hereafter as “participants”.

The purpose of this policy is to ensure that no participant suffers significant health damage due to participating in hot conditions.

Participating in hot conditions will affect different individuals to different extents and in differing ways. Factors that can influence the effect on different individuals include:

- The individual’s level of fitness and general health.
- The preparation the individual has undertaken in the lead-up to the match.
- Whether, and how much, the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he is now participating.
- The measures the participant takes to ensure proper rehydration during and after participating.
- The age of the individual.
- No person is forced by the BDCA to participate in any match.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of Clubs and the individuals themselves. The BDCA provides guidelines in this policy and makes specific directions and provisions in this policy and the Bylaws, to ensure Clubs and Participants are aware of their responsibilities and can avoid unnecessary risk to individuals.

Heat Policy

The BDCA has provisions to cancel play on specific days in any match. These provisions are detailed below.

- Background
- Activation
- Announcements
- Weather Limits
- Modified Conditions

Guidelines for Extreme Heat

Activations for Heat Policy:

Considerations

Below are considerations the BDCA Board will be considering when activating extreme heat policy. The decision will be made as early as possible in the best interest of the game and participants. Please note that this could be enacted on the day of the match if conditions change from the forecasted temperature.

Activation 1

Cancellation of Games (applies to all cricket governed by BDCA)

There will be no play on days that the Bureau of Meteorology (BOM) forecast that the Bendigo temperature 40°C (38°C Friday night cricket) or greater as at 5pm on the day prior to the game.

<http://www.bom.gov.au/vic/forecasts/bendigo.shtml>

N.B. That the day's play is abandoned will be broadcast on the cricket show on Fresh FM, BDCA social media pages and other media outlets.

Activation 2

Enacting of modified playing conditions

The BDCA Board will convene to decide whether to abandon play or to activate modified playing conditions. Factors taken into consideration will be:

- Period of extended heat
- Heat health alerts issued
- Temperature 38°C or greater (First week only)
- Temperature 36°C Friday night cricket
- Impacts of extreme conditions may impact on participants. This may include reschedule of start times.
- One day matches reduced to 35 overs (if applicable)

Special Considerations

Saturday Junior Games

Cancellation of junior games played on Saturday will be as per above.

Modified conditions to be discussed by coaches prior to play or, if asked to be considered by the BDCA Board prior to commencement of play.

Friday Night Junior Games

If the triggers are met on the Thursday night prior to the games on Friday night, the BDCA Board will advise clubs Friday prior to midday if games have been cancelled.

As the BDCA Board may not have convened prior to Friday night game starting time, consideration to cancellation or modified rules are to be considered by coaches prior to game if this is the case. Considerations shall be.

- Cancellation of game (using Activation 1 as guide)
- Modified conditions

Modified Playing Conditions:

Two Day match

Day 1

60 overs to be bowled with breaks as follows:

- 10 overs then drinks, 10 overs then drinks
- 10 overs then the tea break.
- 10 overs then drinks, 10 overs then drinks.
- 10 overs then stumps

If the side batting first is dismissed prior to their entitlement; the side batting second is entitled to the remainder of the 60 overs. (Normal break deductions apply).

Day 2

60 overs to be bowled as per day 1.

Game ceases when.

- Side batting dismissed prior to their over entitlement
- First innings result.

If day two only, is an extremely hot day.

The side batting second is entitled to 85 overs but the game ceases as soon as there is a first innings result i.e., there is no second innings.

85 overs to be bowled with breaks as follows:

- 14 overs then drinks, 14 overs then drinks taken off the ground.
- 14 overs then drinks; 14 overs then the tea break.
- 14 overs then drinks; 15 overs then stumps.

One Day match

- Games to be played as 35 over game.
- Drinks break at 18 overs.
- Bowler maximum 7 overs. (1/5 overs to be bowled)

3rd XI & Under 18

- Games to commence at 8am
- Extra drinks break.
- Overs remain the same
- On ground drinks
- Player rotation
- 5 over blocks from one end to reduce time

Junior Games

Consideration to modify playing conditions should be given to the following:

- Saturday games commence at 8am or earlier if agreeable.
- Friday night games commence at 6pm or later if agreeable.
- Friday night games the Board may nominate rescheduling arrangements
- Extra drinks break.
- On ground drinks.
- Rotation of players
- Game cease when first inning result

Guidelines for Extreme Heat:

Shade

Clubs should provide shaded areas where the batting team, spectators and scorers can shelter.

Drinks

Umpires should allow additional drink breaks without concern as to the extra time taken beyond the scheduled playing time. Any participant may call for additional drinks at any time while batting, fielding, or umpiring, although every effort should be taken to minimise delays when this occurs. For example, the drinks should be run onto the ground immediately at the conclusion of an over and batter ready to take strike with a minimum delay to the fielding team. Bowlers may have drinks placed on the boundary line, which can be consumed during or at the completion of an over without disrupting play.

Sun Protection

Players are reminded of the need for frequent applications of sunscreen and the preference for long sleeved shirts to reduce exposure to the sun. Hats are an essential item, and the wide brimmed style is recommended, particularly on sunny days.

Slow Play

Where the required number of overs is not bowled within the scheduled time, umpires should show appropriate leniency where delays are reasonably due to extreme heat affecting either team.

Player Rest and Rotation

After notifying his captain and an umpire (if possible), a player may remove himself from the field at any time for reasons of heat stress.

If a team has more than the named eleven players, they may, after notifying an umpire, rotate fieldsmen to rest players in extreme heat conditions.

Umpires

Where an umpire feels that his health or judgment may suffer because of the exposure to heat, he may take a break from his duties, after arranging an appropriate substitute. The appropriate substitute will depend on the circumstances of the match in which he is officiating but is likely to involve requiring the other appointed umpire to officiate at both ends and a club official or player to stand at square leg. If the affected umpire is the only official (or club umpire), it will be necessary for an experienced club official or player to officiate.

Where two games are being conducted in close proximity, it may be possible to use an official umpire from another game, without detracting from the independence of the standing umpires.

First Aid

Club first aid kits must include aids for the treatment of heat affected participants. Every endeavour should be made to have a club member, who is properly skilled in the treatment of heat affected people, at home games. A notice should be prominently included in or displayed near the first aid kit, explaining the treatment of heat affected patients.

Useful Resources

<https://www.betterhealth.vic.gov.au/health/HealthyLiving/how-to-cope-and-stay-safe-in-extreme-heat>

<https://www2.health.vic.gov.au/public-health/environmental-health/climate-weather-and-public-health/heatwaves-and-extreme-heat>



The Victorian Metropolitan Cricket Union (VMCU), Victorian Country Cricket League (VCCL) and Victorian Sub-district Cricket Association (VSDCA) have, in partnership with Cricket Victoria, established guidelines for all of Community Cricket specifically to deal with suspect bowling actions. The guidelines provide clear steps for remediation of bowlers who are cited to have a suspect bowling action.

This document should be used as a base for Associations to implement within their rules or policies, to have a best practice guideline in place to manage mentions of suspect bowling actions. There may be additional clauses that your association believes are appropriate to implement within your local competition on top of the guidelines provided below.

Throughout the process associations, clubs, coaches, and officials are to act in the best interests of the player(s) and cricket in general, with the overall welfare of the player(s) and the game being the prime considerations.

LAWS OF CRICKET 21.2 FAIR DELIVERY – THE ARM

Under the Laws of Cricket, a ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing. An umpire is to make a mention, when they have no doubt, a bowler has broken the Laws of Cricket Fair Delivery.

The below process does not preclude any umpire from calling a bowler for throwing, at any time, if the umpire is in no doubt.

LEVEL 1

In any scheduled match, if the umpire(s) suspects a bowler to have delivered a ball breaching Law 21.2 Fair Delivery – The Arm under the Laws of Cricket, a mention is to be made by the umpire(s) to the Association Secretary/Administrator in writing, separate from any Match Report, naming the bowler and the club they are representing, expressing what the concerns are with the bowler's action.

Upon receipt, the Association Secretary/Administrator contacts the Club Administration Officer/Secretary and instructs the club and/or coach to undertake remedial action with the player.

Coaches or anyone else assisting with the remedial work are recommended to utilise the Cricket Australia Coach App and any other expertise available within their local association, for support with training activities to support the remedial work.

There will be a 4 week "intervention period" to allow remedial work to be undertaken.

Clubs have one month to report back to the Association Secretary/Administrator on the remedial work undertaken to remediate the bowler.

LEVEL 2

If a player receives a second mention, the umpire(s) will make a report to the Association Secretary/Administrator in writing separate from any Match Report, naming the bowler and the club they are representing, expressing what the concerns are with the bowling action.

The Association Secretary/Administrator will contact the club and request that video footage be taken of the mentioned bowler in a training simulation. The footage is to be provided to Cricket Victoria (CV) through the CV Coach Force Online Bowling Assessment, who will then liaise with the coach/club, anyone else assisting with the remedial work and player to provide remedial action advice. The cost to this service will be \$75 for the video review. Once completed, the player, coach and club will receive a full technical bowling assessment as well as recommended bowling drills.

To book an Online Bowling Assessment, follow the link or [click here](https://www.cricketvictoria.com.au/online-bowling-assessment-cv-coach-force/)
<https://www.cricketvictoria.com.au/online-bowling-assessment-cv-coach-force/>

There will be a 6 week “intervention period” to allow remedial work to be undertaken.

The Association Secretary/Administrator also contacts the Secretary of their Community Cricket Peak Body (either the VCCL, VCMU or VSDCA), and at this point the player is placed on the Community Cricket Peak Body suspect action registry.

The Association Secretary/Administrator may request that the club provides evidence that the Online Bowling Assessment has been undertaken.

LEVEL 3

If a player receives a third mention, the umpire(s) will make a report to the Association Secretary/Administrator in writing separate from any Match Report, naming the bowler and the club they are representing, expressing what the concerns are with the bowling action.

The Association Secretary/Administrator contacts the Secretary of their Community Cricket Peak Body and advises that the player has again been mentioned.

The Association Secretary/Administrator contacts the club and requests that the player completes a Face-to-Face assessment via Cricket Victoria’s individual skills coaches, which will include an individual report with remedial action advice. The cost of the session will be \$125, inclusive of the detailed individual report.

To book a Face-to-Face assessment with Cricket Victoria’s individual skills coaches follow the link or [click here](https://www.cricketvictoria.com.au/location/skills-coaching/). <https://www.cricketvictoria.com.au/location/skills-coaching/>

A copy of the report is also forwarded to the Association.

There will be an 8 week “intervention period” following this analysis to allow remedial work to be undertaken. During this intervention period the player will be permitted to bowl in matches.

Umpires will be advised of the player’s situation by the Association Secretary/Administrator. If there is any doubt during this intervention period, then the umpire(s) will continue to make a separate report to the Association Secretary.

LEVEL 4

If a player receives a fourth mention, the umpire(s) will make a report to the Association Secretary/Administrator in writing separate from any Match Report, naming the bowler and the Club they are representing expressing what the concerns are with the bowling action.

The Association Secretary/Administrator must contact the Secretary of their Community Cricket Peak Body and advise that the player has again been mentioned.

The Association Secretary/Administrator contacts the Club and advises that the bowler is to undertake a 3D biomechanical assessment which Cricket Victoria can facilitate. The cost of this assessment is provided at the time of application. Clubs/players can contact Cricket Victoria here to organise the 3D biomechanical assessment.

There will be an additional 8 week "intervention period" following this analysis to allow remedial work to be undertaken. During this intervention period the player will be permitted to bowl in matches.

Umpires will be advised of the player's situation by the Association Secretary/Administrator. If there is any doubt during this intervention period, then the umpire(s) will continue to make a separate report to Association Secretary.

Any subsequent mention following Level 4, the player will immediately again move to Level 3 and continue through the process.

JUNIOR CRICKETERS

Should a players bowling action be deemed suspect in any scheduled junior match, a report is to be lodged with the Association Secretary/Administrator by a designated official from the club making the report. This shall either be the club Junior President/Secretary or designated Junior coordinator. All junior players loop through Level 2 whilst they remain eligible for junior cricket, and all are free to play senior cricket during this time.

MATCHES WITHOUT OFFICIAL ASSOCIATION UMPIRES

Should a player be deemed to have a suspect bowling action in any scheduled match that does not have an Association - officially appointed umpire, a report is to be lodged with the Association Secretary/Administrator by a designated official from the club making the report. For senior matches it is to be the club President/Secretary, in all junior matches any player is referred via their club President/Secretary or designated Junior Coordinator.

ONGOING PROCEDURE

The Suspect Action Bowling Guidelines are an ongoing procedure and players do not return to Level 1 each season. Each mention will progress the procedure, irrespective of time.

APPENDIX 1**OVERS CALCULATION TABLE (ONE DAY & TWENTY 20 MATCHES)**

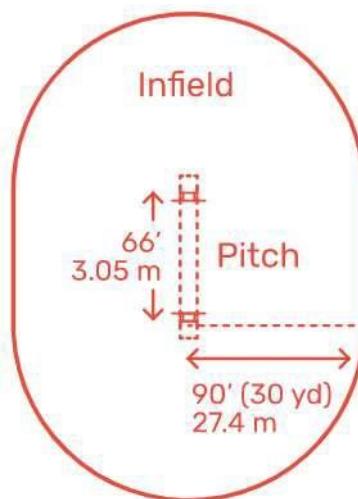
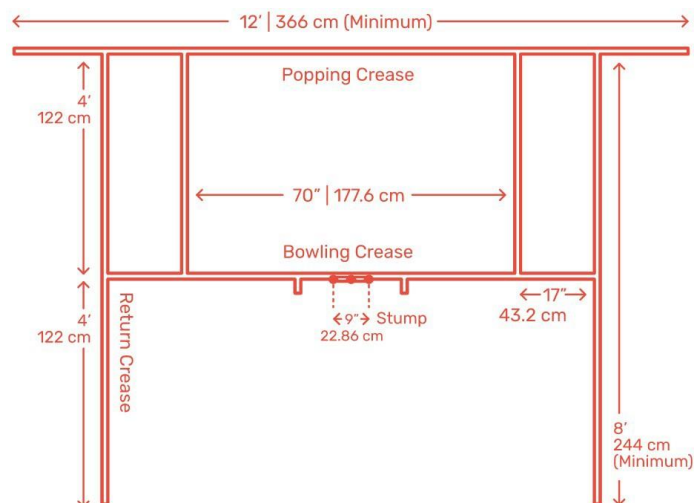
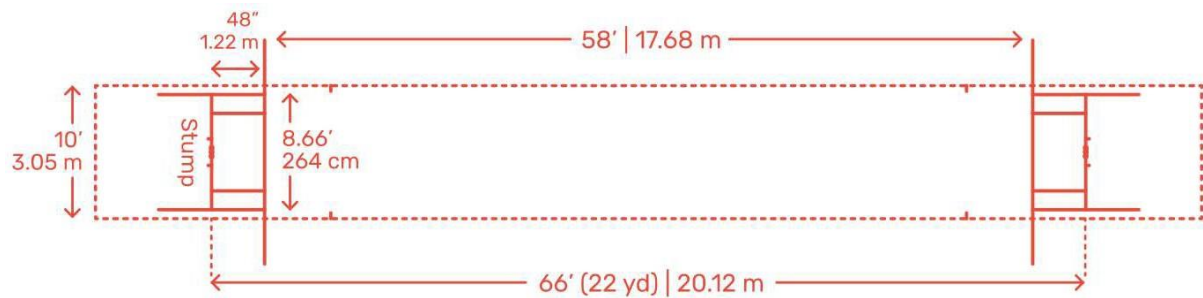
LOST TIME IN THE FIRST INNINGS (Overs lost to be split by both teams)

TIME LOST (MINS)	OVERS LOST	TIME LOST (MINS)	OVERS LOST
<i>0.0 – 7.0</i>	2	<i>70.0 – 77.0</i>	22
<i>7.0 – 14.0</i>	4	<i>77.0 – 84.0</i>	24
<i>14.0 – 21.0</i>	6	<i>84.0 – 91.0</i>	26
<i>21.0 – 28.0</i>	8	<i>91.0 – 98.0</i>	28
<i>28.0 – 35.0</i>	10	<i>98.0 – 105.0</i>	30
<i>35.0 – 42.0</i>	12	<i>105.0 – 112.0</i>	32
<i>42.0 – 49.0</i>	14	<i>112.0 – 119.0</i>	34
<i>49.0 – 56.0</i>	16	<i>119.0 – 126.0</i>	36
<i>56.0 – 63.0</i>	18	<i>126.0 – 133.0</i>	38
<i>63.0 – 70.0</i>	20	<i>133.0 – 140.0</i>	40

LOST TIME IN THE SECOND INNINGS (Overs lost to deducted from 2nd batting team's overs allocations. Calculation in Duckworth Lewis calculator required to determine par score).

TIME LOST (MINS)	OVERS LOST	TIME LOST (MINS)	OVERS LOST
<i>0.0 – 30.0</i>	0	<i>100.0 – 103.5</i>	21
<i>33.0 – 33.5</i>	1	<i>103.5 – 107.0</i>	22
<i>33.5 – 37.0</i>	2	<i>107.0 – 110.5</i>	23
<i>37.0 – 40.5</i>	3	<i>110.5 – 114.0</i>	24
<i>40.5 – 44.0</i>	4	<i>114.0 – 117.5</i>	25
<i>44.0 – 47.5</i>	5	<i>117.5 – 121.0</i>	26
<i>47.5 – 51.0</i>	6	<i>121.0 – 124.5</i>	27
<i>51.0 – 54.5</i>	7	<i>124.5 – 128.0</i>	28
<i>54.5 – 58.0</i>	8	<i>128.0 – 131.5</i>	29
<i>58.0 – 61.5</i>	9	<i>131.5 – 135.0</i>	30
<i>61.5 – 65.0</i>	10	<i>135.0 – 138.5</i>	31
<i>65.0 – 68.5</i>	11	<i>138.5 – 142.0</i>	32
<i>68.5 – 72.0</i>	12	<i>142.0 – 145.5</i>	33
<i>72.0 – 75.5</i>	13	<i>145.5 – 149.0</i>	34
<i>75.5 – 79.0</i>	14	<i>149.0 – 152.5</i>	35
<i>79.0 – 82.5</i>	15	<i>152.5 – 156.0</i>	36
<i>82.5 – 86.0</i>	16	<i>156.0 – 159.5</i>	37
<i>86.0 – 89.5</i>	17	<i>159.5 – 163.0</i>	38
<i>89.5 – 93.0</i>	18	<i>163.0 – 166.5</i>	39
<i>93.0 – 96.5</i>	19	<i>166.5 – 170.0</i>	40
<i>96.5 – 100.0</i>	20		

APPENDIX 2 PITCH & GROUND MARKINGS



CLUB CONTACTS

BENDIGO CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
Club email			bendigo@club.cricketvictoria.com.au
President	Tim Shanahan	0438 672 413	timshanahan45@gmail.com
Secretary	Ash Hunter	0430 396 934	ashleigh.m.hunter15@gmail.com
Treasurer	Travis Windridge	0419 110 417	travis.windridge@bigpond.com
Senior Coach	Tony Ryan	0447 339 946	noonryryan@yahoo.com
Junior Coordinator	Mark Ryan	0438 672 413	Mark.Ryan@statetrustees.com.au
Play HQ Officer	Ash Hunter	0430 396 934	ashleigh.m.hunter15@gmail.com

BENDIGO UNITED CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
President	Adrian Bassett	0431 322 052	bucccricket@gmail.com
Vice President	Chris Pinniger	0437 941 298	cpinniger73@gmail.com
Secretary	Simon Harris	0408 338 343	simon.harris72@bigpond.com
Treasurer	Ash Younghusband	0428 089 584	ashleyyounghusband23@gmail.com
Senior Coach	Harry Donnegan	0400 509 952	harry.donagan93@gmail.com
Junior Coordinator	Nick Crawford	0401 472 325	nh.crawford@bigpond.com
Play HQ Officer	Nick Crawford	0401 472 325	nh.crawford@bigpond.com

EAGLEHAWK CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
Club email		54467633	secretary@eaglehawkcc.org.au
President	Jason Abbott	0431 136 668	president@eaglehawkcc.org.au
Secretary	Neil Williams	0427 570 865	secretary@eaglehawkcc.org.au
Treasurer	Aaron Monro	0418 462 590	treasurer@eaglehawkcc.org.au
Senior Coach	Nathan Walsh	0429 960 571	nathwalsh18@gmail.com
Junior Coordinator	Kathryn Hinton	0422 182 752	juniorexecutor@eaglehawkcc.org.au
Play HQ Officer	Neil Williams	0427 570 865	secretary@eaglehawkcc.org.au

GOLDEN SQUARE CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
President	Scott Trollope	0419 547 778	s.trollope@outlook.com
Secretary	Sarah Mannes	0438 067 125	sarahmannes1@gmail.com
Treasurer	Mat Christie	0400 948 083	mmrchristie@gmail.com
Senior Coach	Tim Wood	0418 241 400	wood.timothyjohn@gmail.com
Junior Coordinator	Mick Donnelly	0426 196 335	mickkazzy@icloud.com
Play HQ Officer	Sarah Mannes	0438 067 125	sarahmannes1@gmail.com

HUNTLY NORTH CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
President	John Wilson	0418 296 215	president@huntlynorthcc.com.au
Vice President	Shane Gilchrist	0417 344 023	president@huntlynorthcc.com.au
Secretary	Jenni Griffin	0409 007 776	secretary@huntlynorthcc.com.au
Treasurer	Jenni Griffin	0409 007 776	secretary@huntlynorthcc.com.au
Junior Coordinator	Jason Scott	0447 717 020	juniorexecutor@huntlynorthcc.com.au
Child Safety Officer	Megan Scott	0428 369 742	info@huntlynorthcc.com.au
Play HQ Officer	John Wilson	0418 296 215	president@huntlynorthcc.com.au

KANGAROO FLAT CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
Club email			kflactcc@gmail.com
President	Rod Wight	0408 566 456	rwi57511@bigpond.net.au
Secretary	Ian Hamblin	0411 413 411	kflactcc@gmail.com
Treasurer	Bradley Thomas	0419 634 128	kfcctreasurer@gmail.com
Senior Coach	Peter Patullo	0418 309 991	chokomungus@gmail.com
Junior Coordinator	Mick Smith	0427 219 940	michael.smith2@education.vic.gov.au
Play HQ Officer	Rod Wight	0408 566 456	rwi57511@bigpond.net.au

MAIDEN GULLY CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
Club email			info@mgmcricket.club
President	Robert Brown	0458 653 953	president@mgmcricket.club
Vice President	Leigh Draper	0421 111 653	Vp@mgmcricket.club
Secretary	Steve Burleigh	0419 196 332	Secretary@mgmcricket.club
Treasurer	Nik Sharma		Treasurer@mgmcricket.club
Senior Coach	Timothy Bubb	0438 531 458	info@mgmcricket.club
Junior Coordinator	Jessica James	0438 682 749	Juniorcoord@mgmcricket.club
Play HQ Officer	Aaron Foy	0407 848 709	Secretary@mgmcricket.club

SANDHURST CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
Club email			sandhurstcricketclub@gmail.com
President	Peter Lenaghan	0409 514 393	lenaghan3@gmail.com
Secretary	Ash Harvey	0403 261 750	sandhurstcricketclub@gmail.com
Treasurer	Joel Schnieder	0411 876 554	joel182@iinet.net.au
Senior Coach	Dylan Gibson	0400 379 826	dylan.gibson@viatek.com.au
Junior Coordinator	Paul Henderson	0428 177 314	p.henderson@outlook.com
Play HQ Officer	Ash Harvey	0403 261 750	sandhurstcricketclub@gmail.com

STRATHDALE-MARISTIANS CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
Club email			smccsuns@gmail.com
President	Michael Prowse	0422 150 276	m_prowse@hotmail.com
Secretary	Grant Fitzgerald	0419 524 434	gfitzger62@gmail.com
Treasurer	Michael Prowse	0422 150 276	m_prowse@hotmail.com
Senior Coach	Grant Waldron	0414 698 784	waldrongrant@hotmail.com
Junior Coordinator	Anthony Purcell	0412 270 601	Anthony.Purcell@humanservices.gov.au
Play HQ Officer	Ben DeAraugo	0418 376 208	ben.dearaugo@gmail.com

STRATHFIELDSAYE CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
Club email			strathfieldsayecc@outlook.com
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Secretary	Pat Dillon	0497 683 676	strathfieldsayecc@outlook.com
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WHITE HILLS CRICKET CLUB

POSITION	NAME	NUMBER	EMAIL
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	Dean Bowles	0400 865 095	bowlesy_18@hotmail.com
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	Tom Schultz	0407 892 770	tomschultz@y7mail.com
PlayHQ Officer	Pat Egan	0400 402 600	pjegan92@gmail.com

NOTES:

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

THE NUMBER ONE BALL IN CRICKET



#LIVEFORTHEGAME

Nicole Faltum & Glenn Maxwell Kookaburra Brand Ambassadors

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