



# **BENDIGO DISTRICT CRICKET ASSOCIATION WOMEN'S CRICKET RULE BOOK 2025/26**



# BOARD OF MANAGEMENT 2025/26

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## ***POLICIES***

*The Board has several policies that all players, officials, and club members must abide by. These policies relate to social media, concussion and can be found on the Association's website*



Federal Member for Bendigo

**LISA CHESTERS** MP



## **BENDIGO DISTRICT CRICKET ASSOCIATION**

### **WOMENS CRICKET RULE BOOK**

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## **RULE 1: GENERAL RULE 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 2017 Code (3<sup>rd</sup> Edition-2022)**

- 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”.

### **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 Any club withdrawing a team or teams after that time shall incur a Level 3 fine per team withdrawn.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.
- 1.10 Unless a statement appears to the contrary - rules refer to – Under 16 and Open Age women’s matches.
- 1.11 For all matches, any references to umpires may be interpreted, to include team manager, or their nominees (must be over 18).

- 1.12 These rules have been interpreted from the Cricket Australia recommended junior formats. It is the intent to follow the recommended formats. However, the Board reserves the right to update these rules during the season if the rules have been misinterpreted.

### **TEAM SELECTION / ELECTRONIC SCORING**

- 1.14 It is each club's responsibility to ensure all names of players participating for each match of cricket are entered onto Play HQ 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.
- 1.15 All clubs must have the capability to "live score" on Play HQ. 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.
- 1.16 Complete match details, including individual batting, bowling, and fielding statistics must be entered on Play HQ by 8.00 p.m. on the completion of the match.

### **FINALS ELIGIBILITY - TEAMS**

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

### **1.18 POLICIES**

The Board has several policies that all players, officials, and club members must abide by. These policies relate to social media, concussion and can be found on the Association's website

### **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                           |

## **RULE 2: ELIGIBILITY OF PLAYERS**

- 2.1 There shall be competition in the following three competitions – being
- a) Under 16, and
  - b) Open age
    - Division 1
    - Division 2
- 2.2 To compete in the Under 16 competition, a player must be under the age of 16 on the

**1st of September**, in the year in which the competition commences.

- 2.3 For the purposes of Rules 2.2, any player whose date of birth is the first of September shall be considered eligible for that age group.
- 2.4 In special circumstances, an over age player may play in the Under 16 competition, at the discretion of the Board.
- 2.5 To be eligible to play in the finals for Open Age Division 1 or 2 competitions, a player must have played a minimum of 5 home and away games in the current season as per competition management platform (PlayHQ) statistics.
- 2.6 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.
- 2.7 Any player not playing **more than** six (6) games within a grade will be considered qualified for the lowest grade played, refer Player C 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.
- 2.8 Any player who has played more than **six (6)** home and away games in Division 1, shall be ineligible to play in the final series of Division 2.
- 2.9 If scheduling allows, players may in both Division 1 and Division 2 in the same round. "Doubling Up" is limited to a maximum of (3) matches. For finals qualification, "doubling up" will count as a match played in the higher grade only.
- 2.10 In the event of any club having Division 1 and Division 2 playing on the same day of the final series, players can be interchangeable, and Rule 2.9 will not apply.
- 2.11 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 Friday preceding the match.

|                     |      |      |   |  |  |  |
|---------------------|------|------|---|--|--|--|
| <b>Player A</b>     | 1sts | 2nds | Has qualified for Div 1 only<br>(refer Rule 2.7)  |  |  |  |
| <b>Games Played</b> | 10   | 0    |   |  |  |  |
| <b>Qualified</b>    | ✓    | ✗    |   |  |  |  |
|                     |      |      |   |  |  |  |
| <b>Player B</b>     | 1sts | 2nds | Has qualified for Div 2 and higher  |  |  |  |
| <b>Games Played</b> | 3    | 7    |   |  |  |  |
| <b>Qualified</b>    | ✓    | ✓    |   |  |  |  |
|                     |      |      |   |  |  |  |
| <b>Player C</b>     | 1sts | 2nds | Can play Div 1 or Div 2 finals <b>having qualified (5 games or more for the club) and not playing more than 6 matches in Div 1.</b> |  |  |  |
| <b>Games Played</b> | 3    | 3    |   |  |  |  |
| <b>Qualified</b>    | ✓    | ✓    |   |  |  |  |

- 2.12 A player may play in both Premier Cricket and the BDCA competitions during the season. A player who has played more games in Senior Premier Cricket than in BDCA Senior Women's competition will be ineligible to play in BDCA Women's competition finals. To qualify for this competition finals match, players must qualify in accordance with Rule 2.5.

### **RULE 3: PLAYER REGISTRATION**

- 3.1 Players must be registered by Play HQ prior to the first match in which they compete. Unregistered players are ineligible to play.
- 3.2 All subsequent registrations must be lodged on Play HQ, prior to the commencement of the match the player first plays.
- 3.3 It is the responsibility of the club to check Play HQ website to ensure that player is registered.
- 3.4 Players are not deemed to be a registered BDCA player unless they are registered on Play HQ to a member club.

### **RULE 4: CLOTHING ADVERTISING – LOGOS - ATTIRE**

- 4.1 Traditional white or club coloured playing tops are permitted.
- 4.2 All players in the same team must be dressed in an identical fashion, including shirt color.
- 4.3 Traditional white- or club-coloured pants are required to be worn by all players.

### **RULE 5: GENERAL MATCH PLAY AND CONDITIONS**

- 5.1 The team named first on the fixture for a match is the home team, and is responsible for setting the stumps, marking the boundary line and submitting the scores, as set out on the Official Match Result Sheet.
- 5.2 The Match Format is to be in line with Cricket Australia's Format:
- (a) For the Under 16 Competition **20 overs – Junior Cricket Level 2**
  - (b) For the Under Open Age Competitions
    - Division 1 – **25 overs – One day game**
    - Division 2 – **20 overs – One day game**

### **RULE 6: UMPIRES**

- 6.1 Clubs are to supply umpires for all games in both competitions.
- 6.2 BDCUA umpires may be used in Div 1 games the fee for each game is \$100 per umpire

## **RULE 7: CRICKET BALLS TO BE USED**

7.1 The following cricket balls will be used:

- **Under 16 Girls** Kookaburra **WHITE KOOKA COLT 142gm**
- **Open Age Division 1 & 2** Kookaburra **WHITE KOOKA COLT 142gm**

## **RULE 8: TIME BETWEEN INNINGS**

8.1 The time between innings shall be a maximum of 20 minutes. **Interval duration to be agreed upon by captains/coaches/umpire prior to the commencement of the match.**

## **RULE 9: BOUNDARY LINE**

9.1 The boundary line is to be in accordance with Cricket Australia's Format:

- (a) For the Under 16 Competitions **45 metres (Max) – Junior Cricket Level 2**
- (b) For the open Age Competition **50 metres (Max)**

9.2 It is recommended that the team responsible for marking the ground use a tape measure / string, or other suitable line, to ensure the maximum distance is not exceeded.

## **RULE 10: PITCH LENGTH**

10.1 The pitch length is to be:

- (a) For the Under 16 Competition **20.1 metres –**

Bowlers are permitted to bowl off a shortened pitch (18 metres) if deemed appropriate by both coaches. The popping crease may be marked using cloth tape 1.22m from the stumps.

- (b) For the Open Age Grading Games **20.1 metres –**
- (c) Spring loaded stumps are permitted to be used at both ends.





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## **RULE 11: NO BALLS AND WIDES**

11.1 The following applies to the interpretation of no balls and wides.

- (a) If in the opinion of the umpire, a ball is pitched off the sides of the pitch, it shall be called a **“no ball”**.
- (b) A delivery passing the batter in her normal batting stance over shoulder height shall be called a **“no ball”** by either umpire.
- (c) Umpires should clearly note the distinction between no balls and wides.
  - 1. A ball landing off the pitch shall be called a **“no ball”** in all circumstances.
  - 2. A **“Wide”** should be called, if a ball lands on the pitch, but nevertheless, passes the batter, and at the discretion of the umpire, could not be struck by the batter standing in her normal batting stance.
- (d) A bowler must not exceed maximum deliveries per over in the age groups as follows: –
  - Under 16 – 6 Legal Balls (Maximum of 8 balls per over)
  - Open Age – 6 Legal Balls (Maximum of 8 balls per over)
- (e) A full-pitched delivery directed, or passing the batter, in their normal batting stance, over waist height shall be called a “no ball” by either umpire.
- (f) **Division 1 - As per Laws of Cricket Rule 21.7:**  
The umpire shall call and signal 'No Ball' if a ball which he/she considers having been delivered, without having previously touched bat or person of the striker,
  - bounces more than once or rolls along the ground before it reaches the popping crease,OR,
  - pitches wholly or partially off the pitch before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

### **Division 2 & U16s –**

The umpire shall call and signal 'No Ball' if a ball which he/she considers having been delivered, without having previously touched bat or person of the striker,

- bounces more than twice or rolls along the ground before it reaches the popping crease,

OR,

- pitches wholly or partially off the pitch before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

## **RULE 12: FIELDING - INNER FIELD AREA RESTRICTIONS**

### **12.1 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.

### **12.2 Semi-Circles and Line Measurements**

The radius of each semi-circle shall be 22.8 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.

### **12.3 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.

### **12.4 Restrictions on the Placement of Fieldsmen**

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

### **12.5 Restrictions outside circle**

| <b>Maximum 2 fieldsmen are permitted to be outside the field restriction circles</b> |   |                |
|--|---|----------------|
| <b>Div 1</b>   |   | <b>Div2</b>    |
| Overs 1 to 6   | 2 | Overs 1 to 5   |
| Overs 7 to 12  | 3 | Overs 6 to 10  |
| Overs 13 to 18   | 4 | Overs 11 to 15 |
| Overs 19 to 25   | 5 | Overs 16 to 20 |

### **12.6 Interrupted Matches – Calculation of Target Score**

- (a) Should adverse weather cause a delayed start, or an interruption in play, full overs will still be allocated to both teams unless the total aggregate time lost exceeds 30 minutes.

If more than 30 minutes of play is lost, the revised cessation of play is set at 2:00pm (or four hours from scheduled start time) and the number of overs in the innings of either team must be reduced by one for each full seven (7) minutes of aggregate time lost. If required, a revised target is to be calculated using the Duckworth Lewis Stern method calculated on the Live Score App.

Minimum overs per innings to constitute a match – 5

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

| <b>Length of Innings</b> | <b>2 Out</b> | <b>3 Out</b> | <b>4 Out</b> | <b>5 Out</b> |
|--------------------------|--------------|--------------|--------------|--------------|
| Over                     | Over Number  | Over Number  | Over Number  | Over Number  |
| 25                       | 1 - 6        | 7 - 12       | 13 - 18      | 19 - 25      |
| 24                       | 1 - 5        | 6 - 11       | 12 - 17      | 18 - 24      |
| 23                       | 1 - 4        | 5 - 10       | 11 - 16      | 17 - 23      |
| 22                       | 1 - 3        | 4 - 9        | 10 - 15      | 16 - 22      |
| 21                       | 1 - 2        | 3 - 8        | 9 - 14       | 15 - 21      |
| 20                       | 1            | 2 - 7        | 8 - 13       | 14 - 20      |
| 19                       |              | 1 - 6        | 7 - 12       | 13 - 19      |
| 18                       |              | 1 - 5        | 6 - 11       | 12 - 18      |
| 17                       |              | 1 - 4        | 5 - 10       | 11 - 17      |
| 16                       |              | 1 - 3        | 4 - 9        | 10 - 16      |
| 15                       |              | 1 - 2        | 3 - 8        | 9 - 15       |
| 14                       |              | 1            | 2 - 7        | 8 - 14       |
| 13                       |              |              | 1 - 6        | 7 - 13       |
| 12                       |              |              | 1 - 5        | 6 - 12       |
| 11                       |              |              | 1 - 4        | 5 - 11       |
| 10                       |              |              | 1 - 3        | 4 - 10       |
| 9                        |              |              | 1 - 2        | 3 - 9        |
| 8                        |              |              | 1            | 2 - 8        |
| 7                        |              |              |              | 1 - 7        |
| 6                        |              |              |              | 1 - 6        |
| 5                        |              |              |              | 1 - 5        |

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

| <b>Length of Innings</b> | <b>Over Restrictions</b>                                 |
|--------------------------|--|
| Over                     |  |
| 25                       | Maximum of 5 overs per bowler                            |
| 24                       | Four bowlers can bowl 5 overs, one bowler bowls 4 overs  |
| 23                       | Three bowlers can bowl 5 overs, two bowlers bowl 4 overs |
| 22                       | Two bowlers can bowl 5 overs, three bowlers bowl 4 overs |
| 21                       | One bowler can bowl 5 overs, four bowlers bowl 4 overs   |
| 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                             |

## **RULE 13: BATTERS**

- 13.1 All players will bat. Batter's time at the crease will be driven by the number of balls faced. Batters will compulsorily retire when they have received
- Division 1 – **No limit**
  - Division 2 – **35 balls**


Coaches may retire batters before the compulsory balls faced has been reached.

- 13.2 Once batter are "Out" they are "Out"
- 13.3 There will be **no** "Leg Before Wicket" dismissals in Under 16 and Open Age -Division 2 competitions.
- 13.4 The "Leg Before Wicket" form of dismissal will be played in Open Age - Division 1 in accordance with the Laws of Cricket, Refer Law 36.
- 13.5 All batters must wear a helmet
- 13.6 If all batters have retired and there are still overs/balls to be bowled, batters are to return to the crease in order of the lowest retired scores.
- 13.7 Should no batter be voluntarily retired by the Coach; batters are to return to the crease in order of retirement at the compulsory retirement limit at Rule 13.1

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Federal Member for Bendigo

## LISA CHESTERS MP



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**2024/25 -Div 1 – LISA CHESTERS SHIELD – PREMIERS –  
GOLDEN SQUARE CRICKET CLUB**

## **RULE 14: VENUE**

- 14.1 In the event of a change of venue for a match, the home team manager/coach is responsible for all necessary arrangements after consultation with the Secretary. The venue must be the same for the duration of the match.
- 14.2 Alterations to the day or time of play must be agreed upon by both teams, and approved by the Board. Requests for changes to match day or time must be submitted to the Board a minimum for 72 hours before the commencement of the match for approval.
- 14.3 Division 1 and 2 matches may be played at either turf or hard wicket venues, at the discretion of the home team.

## **RULE 15: HOURS OF PLAY**

- 15.1 Under 16 games are scheduled to be played from 5.15pm until 7.15pm midweek.
- 15.2 Open Age play Sunday mornings from 10.00am until 1.30pm. By agreement between competing clubs, games may commence at 9.00am when the weather is forecast to extreme (heat).

## **RULE 16: TEAMS**

- 16.1 Players of both teams are to be named on the Match Report Sheet, before the commencement of play, these sheets are to be held by the home club. Match Report Sheets must be available for review by the Board if and when requested. All Results must be entered on Play HQ.
- 16.2 A team may consist of the following number of players in each age group.
- Under 16 – 9 (11 players can bat/bowl)
  - Open Age –
    - Division 1 - 12 (11 players can bat/bowl)
    - Division 2 – 9 (8 out all out)

If a team has additional players only the maximum numbers may bat/bowl.

- 16.3 When fielding a maximum of eleven players in division 1 and nine players in division 2 and under 16s are permitted on the field, this includes the bowler and wicketkeeper.
- 16.4 To constitute a match a team must have 7 players at the commencement of scheduled play.

## **RULE 17: BOWLING**

- 17.1 The following bowling restrictions shall apply
- (a) 6 ball overs to be bowled, with a maximum of 8 balls bowled per over including extras, refer Rule 11.1 (d).

- (b) The maximum number of overs anyone bowler is permitted to bowl is Under 16 and Division 2 four (4) overs, Division 1 One day games five (5).
- (c) Overs are to be bowled in 5-over blocks alternating between ends, i.e. Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc.
- (d) At the end of each over, only the two batters change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, batters remain at the same end, the umpires do not change end.
- (e) The bowling of overs from one end only is permitted when the Captains/Coaches all agree that the condition of the pitch or the ground prevents the bowling of overs from both ends, the Coaches/Captains jointly (as the case may be) may determine that play shall proceed with overs being bowled from one end only.

## **RULE 18: WICKETKEEPER**

- 18.1 In addition to Rule 27.5 in all Under 16 matches - Wicketkeepers must wear a helmet at all times.
- 18.2 Rule 18.1 also applies to juniors playing and wicketkeeping in the open age competition.

## **RULE 19: AWARDS**

- 19.1 Batting, Bowling, Fielding and Wicketkeeping Aggregate awards will be awarded in each competition.
- 19.2 Champion Player will also be awarded in each competition. This will be based on a points system
- 19.3 A team of the year for Division 1 Women's Competition will be selected and announced at the completion of the season.

## **RULE 20: PREMIERSHIPS & POINTS ALLOCATIONS**

- 20.1 All matches for the minor premiership, 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.
- 20.2 Result of matches shall be recorded by points as follows:

|                        |          |
|------------------------|----------|
| <b>Win</b>             | 6 Points |
| <b>Loss</b>            | 0 Points |
| <b>Draw (Wash Out)</b> | 3 Points |

- 20.3 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.

- 20.4 In the result of a tie, a Super Over will be played to decide a winner. Refer to Rule 23 for Super Over conditions.
- 20.5 Premiership trophies shall be competed for each season and shall receive a premiership cup to be held by the premier club in each division.

|   |                                |
|---|--------------------------------|
| Open Age Division 1 and 2- Lisa Chesters Shield | Under 16- Lisa Chesters Shield |
|---|--------------------------------|

- 20.5 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 Play HQ:

## **RULE 21: MATCH DAY INJURY**

- 21.1 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.
- 21.2 An injured batter who has temporarily retired and is unable to return after the fall of the seventh wicket, shall be recorded as “retired hurt” and the innings shall be deemed closed.
- 21.3 Where an injury occurs to a batter involved in the last 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, she shall be recorded as “retired hurt”, as described in 2 above.
- 21.4 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.





**Bendigo District Cricket Association's preferred equipment supplier**



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## **RULE 22: 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)**.*

## **RULE 23: SUPER OVER**

23.1 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 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 21.1 (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 24: DANGEROUS AND UNFAIR BOWLING**

### **24.1 FAST SHORT-PITCHED DELIVERIES LIMIT –**

#### **24.1.1 Fast Short Pitched Limit per Over**

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

#### **24.1.2 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.

## **24.2 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.

## **24.3 Slow High Full-Pitched Deliveries**

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

# **RULE 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 Club Post Game Day Requirements**

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

### **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.

### **25.5 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.

| <b>Offence Level</b> | <b>Category</b> | <b>Recommended Penalty</b> | <b>Early Guilty Plea</b> |
|----------------------|-----------------|----------------------------|--------------------------|
| <b>Level 1</b>       | Minor           | 0-2 Matches                | 0-1 Matches              |

|                |         |             |             |
|----------------|---------|-------------|-------------|
| <b>Level 2</b> | Major   | 4-8 Matches | 2-4 Matches |
| <b>Level 3</b> | Extreme | Tribunal    | N/A         |

### **Level 1 – Offence (Minor)**

- 25.5.1 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.
- 25.5.2 An Umpire shall note a Level 1 Report on the Umpires Match Report on Play HQ and notify the Board.
- 25.5.3 A member may request for a “Minor Behavior Report” to be heard by the Tribunal. Refer Rule 25.6 for the process.
- 25.5.4 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.
- 25.5.5 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.
- 25.5.6 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**

- 25.5.7 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.
- 25.5.8 An Umpire shall note a Level 2 Report on the Umpires Match Report on Play HQ.

### **Level 3 (Extreme) Offences**

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



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

## 25.6 **Process**

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

- (a) lay a charge against the reported member for misbehaviour or bringing the game of cricket into disrepute.
- (b) notify the reported member and 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) 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
- (e) nominate the date and time 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**

25.7 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**

25.8 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  | <b>Minor Misbehavior</b> | <b>CITING</b>            | <b>N/A</b>           |
| 1.2              | Abuse of cricket equipment, clothing, or fixtures and fittings   | <b>Minor Misbehavior</b> | <b>CITING</b>            | <b>N/A</b>           |
| 1.3              | Using language that is obscene, offensive, or insulting and/or the making of an obscene gesture                            | <b>Minor Misbehavior</b> | <b>CITING</b>            | <b>N/A</b>           |
| 1.4              | Excessive appealing  | <b>Minor Misbehavior</b> | <b>CITING</b>            | <b>N/A</b>           |
| 1.5              | Disputing or showing dissent towards / at an Umpire (and <b>their</b> decision)  | <b>Minor Misbehavior</b> | <b>CITING or 1 MATCH</b> | <b>N/A or CITING</b> |
| 1.5              | "Sledging". Any comments or actions directed to, or about a player, which is designed to distract or erode his confidence. | <b>Minor Misbehavior</b> | <b>CITING</b>            | <b>N/A</b>           |
| 1.6              | Two (2) Level 1 Citing's in two seasons and / or 24-month period   |                          | <b>2 Match</b>           | <b>1 Match</b>       |

| 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 <b>their</b> decision)               | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |
| 2.2              | Charging or advancing towards the umpire in an aggressive manner when appealing  | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |
| 2.3              | Kicking or knocking over stumps in an inappropriate manner   | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |
| 2.4              | Deliberate and malicious distraction or obstruction on the field of play   | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |
| 2.5              | Throwing the ball at or near a Player, umpire or official in an inappropriate and/or dangerous manner                        | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |
| 2.6              | Abuse or use of language of a generally insulting nature towards another Player, Umpire, Referee, Team Official or spectator | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |
| 2.7              | Changing the condition of the ball under the Laws of Cricket Unfair Play   | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |
| 2.8              | Any attempt to manipulate a match regarding the  | <b>Major</b> | <b>4 Matches</b>    | <b>2 Match</b>    |

|      |   |              |                  |                  |
|------|---|--------------|------------------|------------------|
|      | result (contrived result). The captain of any team guilty of such conduct shall be held responsible |              |                  |                  |
| 2.9  | Captain failing to control <b>their</b> players   | <b>Major</b> | <b>4 Matches</b> | <b>2 Match</b>   |
| 2.10 | Inappropriate physical contact between Players  | <b>Major</b> | <b>4 Matches</b> | <b>2 Match</b>   |
| 2.11 | "Send-off". Provocation of an outgoing batter by a member/s of the fielding team                    | <b>Major</b> | <b>4 Matches</b> | <b>2 Match</b>   |
| 2.12 | Drinking alcohol on the ground or at a ground whilst participating                                  | <b>Major</b> | <b>8 Matches</b> | <b>4 Matches</b> |
| 2.13 | Two (2) Level 2 offences in two seasons and / or 24-month period                                    |              | <b>8 Matches</b> | <b>N/A</b>       |

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

## **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 Chairman. 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 Chairman 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: WICKET KEEPER, FIELDERS and BATTERS**

### **HELMETS**

- 27.1 In all Association sanctioned competitions and training sessions, it is compulsory that all players wear helmets when batting (27.7), wicket-keeping (27.5) up to the stumps and when fielding (27.6) in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
- 27.2 All helmets must be British Standard 7928:2013 compliant. A list of compliant helmets to be worn from the start of the 2021/22 season is available on the Association website.
- 27.3 Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a **significant impact**.
- 27.4 Any helmet that has been modified from manufacturers standards is deemed non-compliant and is not permitted to be worn.
- 27.5 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.
- 27.6 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 off-side, the fielder must wear a helmet with a faceguard.
- 27.7 Batter: At all times when batting against a fast or medium paced bowler a batter must wear a helmet with a faceguard.
- 27.8 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.
- 27.9 The square leg umpires are not permitted to hold a helmet/hat/cap for any player.

### **RESPONSIBILITY:**

- 27.8 The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.
- 27.9 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.
- 27.10 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 28: UNDERAGE INJURY PREVENTION RULES**

### **BOWLING RULE**

- 28.1 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 1<sup>st</sup> 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.**

- 28.2 **Scorers** to notify fielding captain before the commencement of the bowlers last over of each spell.
- 28.3 A bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowlers immediately concluded spell.
- 28.4 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 28.3 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.
- 28.5 For the purpose of calculating a bowler's minimum rest period as defined in paragraph 28.3 above, any interruption to play due to weather, or an interval, shall contribute in the amount of one over for each 3.5 minutes or part thereof.
- 28.6 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 29: ADVERSE CONDITIONS**

### **Fitness of Conditions**

- 29.1 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.

### **Considering the Fitness of Ground, Weather and Light**

- 29.2 When Captains/Coaches/Umpires are considering the fitness of ground, weather, and light for the commencement of play shall take into consideration.

*"The fact that the grass and ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the Umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batters the ability to play their shots and run between the wickets, then the conditions shall be regarded as so bad that it would be unreasonable for play to take place."*

- 29.3 After any suspension of play, the Captains/Coaches/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.

- 29.4 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.

### **Lightning and Thunder Rule: 30/30**

- 29.5 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.

## 29.6 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 29.5(b) and 29.5(d) above).
  2. The ground must be inspected by umpires and deemed safe for the resumption of play (Rule 29.3 and 29.4).

**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.

## 29.7 Where play is suspended under Rule 29.5 and 29.6 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 29.5(b). It is imperative people involved in monitoring the storm event work as "a team".*

- (a) **Game suspended with storm event in the distance** – The umpires in charge of the game under Rule 29.5 decide to suspend play with the storm front being in the distance, but likely to impact the match the umpires may instruct the covers to be applied to the wicket table.
- (b) **Game suspended with storm event in immediate area** - The umpires in charge of the game under Rule 29.5 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.

## 29.8 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:

|          |  | <b>AM Cricket</b> | <b>PM and 20/20 Cricket</b>                       |
|----------|--|-------------------|---|
|          |  | <b>1</b>          | <b>2</b>  |
| <b>A</b> | Prior to 90 Minutes before starting time | Curator           | Captains  |
| <b>B</b> | <90 Minutes before starting time         | Curator / Umpires | N/A   |
| <b>C</b> | <45 Minutes before starting time         | N/A               | Umpires<br>If No Umpires -<br>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.

29.9 Should a day's play be called off the home club must email the Association at [bendigodca@gmail.com](mailto:bendigodca@gmail.com) notifying the Association of the state of play in the scheduled match.

## **RULE 30: FINALS**

### **Semi Finals**

30.1 The four competing teams, which have obtained the highest total number of match points 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.

30.2 Should either of the semi-final games, not reach a first innings decision, within the provisions of the rules, the winner shall be deemed the higher on the ladder, at the completion of the home and away games (Teams 1 and 2).

Should the match end with a tie result the match will be decided by playing a Super over, Refer Rule 23

### **Final**

30.3 The two winning teams from the Semi Finals matches shall then play off in the final.

30.4 In the final, in the event of a tie on the first innings, the winner shall be deemed playing a Super over, Refer Rule 23

30.5 Should play not commence in the final for any reason the winning team will be decided by the team finishing highest on the ladder at the completion of the home and away games (points followed by net run rate).



## **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 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.



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## **POLICY – HEAT POLICY**

### **PURPOSE:**

The BDCA recognises the need to manage the welfare of its players and officials during periods of extreme heat and heatwaves. This policy establishes a method for control and guidelines aimed at mitigating the risks of sports activity in hot weather.

### **MANAGEMENT:**

The BDCA Board is the controlling body to manage this policy during the active season and will communicate to Clubs and Umpires 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 they are 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.

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

- Background
- Activation
- Announcements
- Weather Limits

## **Activations for Heat Policy:**

Below are triggers 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. The Bureau of Meteorology forecast for Bendigo will be used as the basis for triggering thresholds.

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

## **Communication**

That the day's play is abandoned will be broadcast on the BDCA social media pages and other media outlets. Advance notice will be communicated through the Club Presidents WhatsApp group.

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

### **Senior Cricket**

- 40°C or greater as at 5pm on the day prior to the game.

### **Junior games and midweek games**

- 38°C or greater as at 5pm on the day prior

### **Cricket Blast**

- 36°C or greater as at 10am on the day

Days of play where temperatures are high but not meeting cancellation threshold guidelines on what controls that are to be put in place are below.

## **Guidelines on controls to be considered when playing in days of high temperatures**

### **Shade**

Clubs should provide shaded areas when players are not on the field and scorers can take shelter.

### **Hydration**

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 their captain and an umpire (if possible), a player may remove themselves 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 their health or judgment may suffer because of the exposure to heat, they may take a break from their duties, after arranging an appropriate substitute. The appropriate substitute will depend on the circumstances of the match in which they are 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.

### **First Aid**

Club first aid kits must include aids for the treatment of heat affected participants. Every effort should be made to have a club member that 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://play.cricket.com.au/community/resources/player-safety/weather>

<https://www.health.vic.gov.au/environmental-health/heat-health-warning>



## **Coach/Manager's Match day check list**

**This is designed as a guide and equipment requirements may vary depending on particular club and grounds etc.**

### **1. Ground equipment**

- 1.1 Enough plastic cones to mark the boundary of the ground
- 1.2 String line for setting boundary. Ref Junior Format Rules for ground sizes
- 1.3 Set of stumps and bails
- 1.4 Rubber mallet and container of water (if required) to set stumps
- 1.5 Broom to sweep pitch if required
- 1.6 Chalk to mark batter's guard and length of wicket
- 1.7 Bowler run up markers
- 1.8 Club kit players - equip kit bag
- 1.9 New ball
- 1.10 Cloth or towel to wipe ball if the ground is wet
- 1.11 Keys to access ground and or toilet facilities

### **2. Other equipment**

- 2.1 iPad or Smartphone
- 2.2 WiFi connectivity (may score offline and load at conclusion of days play)
- 2.3 BDCA scoresheet (for backup)
- 2.4 Table and chairs for scorers
- 2.5 Rule Book
- 2.6 Counters for umpiring
- 2.7 Sunscreen
- 2.8 First aid kit and Ice pack

### **3. Match day tasks for home team.**

- 3.1 Undertake an inspection of the playing field and pitch, are there any areas that may affect player safety, including cracks, holes, bumps, loose fence signage, visible debris and exposed sprinkler covers.
- 3.2 Prior to start of play on the first day a match report sheet to be provided by the team named first.
- 3.3 The team match report sheet must be completed with the match result and signed off by both teams' coaches.
- 3.4 The match report sheet must be retained and stored by the home club.
- 3.5 Scores to be entered on Play HQ <http://PlayHQ.cricket.com.au/> after the completion of the match and prior to 12.00 midday on the Monday.
- 3.6 Coaches can check eligibility of players by consulting player contact details on the BDCA / Play HQ web site
- 3.7 Match imputation procedures can be downloaded from the BDCA Play HQ website



## SENIOR WOMEN'S SCRICKET CLUB CONTACTS

|                              |                   |              |  |
|------------------------------|-------------------|--------------|--|
| <b>California Gully</b>      | Jasmine Burzacott | 0428 500 395 | <a href="mailto:secretary.calgullycc@gmail.com">secretary.calgullycc@gmail.com</a> |
| <b>Eaglehawk</b>             | Jordan Lea        | 0409 797 936 | <a href="mailto:Jordz_18@hotmail.com">Jordz_18@hotmail.com</a>                     |
| <b>Golden Square</b>         | Sarah Mannes      | 0438 067125  | <a href="mailto:sarahmannes1@gmail.com">sarahmannes1@gmail.com</a>                 |
| <b>Maiden Gully Marist</b>   | Michele Ky        | 0451 472 976 | <a href="mailto:michelleky_@hotmail.com">michelleky_@hotmail.com</a>               |
| <b>Sandhurst</b>             | Peter Lenaghan    | 0409 514 393 | <a href="mailto:lenaghan3@gmail.com">lenaghan3@gmail.com</a>                       |
| <b>Strathdale-Maristians</b> | Jayne Demeo       | 0409 496 905 | <a href="mailto:jaynedemo@gmail.com">jaynedemo@gmail.com</a>                       |
| <b>Strathfieldsaye</b>       | Ed Castle         | 0402 246 236 | <a href="mailto:cvsustainable@bigpond.com">cvsustainable@bigpond.com</a>           |
| <b>West Bendigo</b>          | Deonee O'Connell  | 0417 037 007 | <a href="mailto:westbendigocc@gmail.com">westbendigocc@gmail.com</a>               |
| <b>White Hills</b>           | John Geary        | 0408 248 282 | <a href="mailto:gearyjohn65@gmail.com">gearyjohn65@gmail.com</a>                   |

**NOTES:**

This image shows a full page of white paper with horizontal dotted lines. The lines are evenly spaced and run across the entire width of the page, providing a guide for handwriting practice. There are no margins, text, or other markings on the page.



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