



BENDIGO DISTRICT CRICKET ASSOCIATION JUNIOR 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

BENDIGO DISTRICT CRICKET ASSOCIATION JUNIOR RULE BOOK

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RULE 1: GENERAL RULE PROVISIONS

- 1.1 Any matter not provided for in the following Rules of Play, shall be decided, in accordance with the rules in force at the time of BDCA Senior Playing Rules, Cricket Victoria Premier Cricket, VCCL and the Laws of Cricket (latest edition).
- 1.2 Unless a statement appears to the contrary - rules refer to - Under 16, 14, 12 and 11 matches
- 1.3 For all junior matches, any references to umpires may be interpreted, to include team manager, or their nominees (must be over 18).
- 1.4 The Association shall have the power to take any action deemed appropriate, on a Club or Player, breaking a Law of Cricket, or Rules of the Association.
- 1.5 The Club, and/or the player, has the right of appeal through the Association, to the Independent Appeals Tribunal.
- 1.6 Subject to the Constitution and By-laws of the Association, the Board shall have the power to decide all questions arising out of Association matches, not provided for in these rules.
- 1.7 Subject to the approval of the Board, if necessary, alter the program in respect of dates, grounds or times, for commencing or continuing any match.
- 1.8 No registered player may play in another competition without the approval of the Board. Any suspected breaches of this Rule will be acted upon by the Board under Rule 1.4.
- 1.9 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.
- 1.10 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.
- 1.11 All clubs must have the capability to "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.
- 1.12 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.
- 1.13 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.
- 1.14 **FINALS ELIGIBILITY-** All clubs must be financial to participate in any final series scheduled by the Board.

RULE 2: ELIGIBILITY OF PLAYERS

- 2.1 There shall be competitions in the following **Four** age groups – being
- (a) Under 16, Under 14, Under 12 and Under 11.
- 2.2 To compete in the Under 16, 14, 12 and 11 competitions, a player must be under the age of 16, 14, 12 and 11 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 a competition, at the discretion of the Board.

RULE 3: FEES AND GROUND RENTAL

- 3.1 If any club defaults in paying any fees or fines, no team of that Club shall be eligible to play in the finals.

RULE 4: AFFILIATIONS AND CLEARANCES

- 4.1 Any player wishing to move from one Club to another within the Association or any Australian Cricket Club shall require a clearance.
- The onus is on clubs to ensure all players are cleared via the Cricket Australia PlayHQ Player Clearance System.*
- 4.2 Clearances shall be open on August 1 of each year.
- 4.3 All clearances must be finalised by December 31 each year (excluding Rule 4.15).
- 4.4 A player not playing with their registered club for 24 calendar months shall be granted an automatic clearance to the club of their choice pending fulfilment of all other financial and clearance requirements.
- 4.5 All clearances must be submitted through the Cricket Australia PlayHQ Player Clearance System and clubs involved are to deal with the clearance within 7 days.
- 4.6 Should a club not deal with a clearance application submitted through the PlayHQ System within 7 days, an automatic clearance will be granted by the Association.
- 4.7 A player may lodge a maximum of two clearance applications with the one Club in any one season, upon the refusal of the 2nd clearance a player has the right to appeal to the BDCA Tribunal. Any appeals regarding clearances will require a Level 4 bond from both clubs.
- 4.8 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.

- 4.9 Players lodging appeals may be represented by the official from the Club to which the player is making application to be cleared.
- 4.10 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.
- 4.11 If a Player/Club wishes to take further action, this can be done through appealing to the Northern Rivers Region 5 Board.
- 4.12 The Secretary of the Association shall be responsible for maintaining a Clearance Register. All appropriate details are accessible from within PlayHQ.
- 4.13 In the event of an Affiliated Club withdrawing, or disbanding, said Club's players may receive a clearance to play with any other Club in the Association. The Association will action such clearance in this case.
- 4.14 Clubs that have more than one team in a junior division, players must not move from team to team throughout the season.
- 4.15 Players may be granted a clearance to play after Christmas if the player moves to the Bendigo region for parents Employment or Education. The player must supply all relevant information, e.g. the name and address of the parent's employer or the name of the Education Centre.

RULE 5: ELIGIBILITY FOR FINALS

- 5.1 A player from a lower age group, or lower grade, may play in a higher age group or higher grade, but having completed one half of home and away games in the higher age group, or grade, cannot compete in a lower age group, or grade, without sanction of the Board. (Fractions to be adjusted to nearest whole game)
- 5.2 Any player playing BDCA Juniors shall be eligible to play senior cricket
- 5.3 A player must play in at least three home and away matches, before they are eligible to play in the final series.
- 5.4 New School enrolments after 01 January are eligible to play in the final series, provided they play at least two home and away games.
- 5.5 Where clubs have teams in the semi-final or grand final simultaneously, they may interchange players between higher and lower age groups, or grades, providing they have satisfied the requirements of Rule 4.
- 5.6 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 day preceding the match.

RULE 6: PLAYER REGISTRATION

- 6.1 A club shall ensure that its players are eligible to be registered.
- 6.2 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.
- 6.3 All players must have an **active status** for the current season on PlayHQ to enable them to be selected for a match.
- 6.4 All players must have the date of birth recorded in the space provided in PlayHQ.
- 6.5 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 **day** preceding the next scheduled match.
- 6.6 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. Fines as per schedule (Level 4) may be applied.
- 6.7 All 16, 14, 12 and 11 teams are restricted to a maximum of players in accordance with the guidelines set out by Cricket Australia - Format Summary

RULE 7: CLOTHING ADVERTISING – LOGOS - ATTIRE

- 7.1 All Players competing in BDCA matches shall wear proper cricket attire as follows:
- (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	60cm2
1	Centre stomach area	300cm2
1	Centre back area	300cm2

- 7.2 Commercial logos require the prior approval of the Board and must not be in conflict with BDCA.
- 7.3 The design of coloured shirts and the placement of commercial logos both require the prior approval of the Board.
- 7.4 The Board reserves the right to deny any request for approval if it deems the request to be inappropriate e.g. juniors wearing hotel advertising.
- 7.5 The correct attire for under 16-14-12-11 - Shorts or Trousers - white, Shirt - white or approved club colours, T-shirt - White, pullover - white. Sporting footwear- sandshoes, gym boots, cricket boots, all preferably white.
- 7.6 After the first two rounds of the season, no player is permitted to participate in any capacity unless correctly attired.

RULE 8: GENERAL MATCH PLAY AND CONDITIONS

- 8.1 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 Report Sheet.
- 8.2 The Match Format is to be in line with Cricket Australia's Format:
- (a) For the Under 16 Competitions Two Days **40 overs** and One Day **or T20s 20 overs**
 - (b) For the Under 14A Competition Two Days **40 overs** and One Day **or T20s 20 overs**
 - (c) **For the Under 14B Competition 25 over One Day games**
 - (d) For the Under 12 Competition **20 overs – Junior Cricket 2**
 - (e) For the Under 11 Competition **20 overs – Junior Cricket 1**

RULE 9: UMPIRES

- 9.1 Umpires for any games must be 18 years of age or older.
- 9.2 As the object of the Association is to foster sportsmanship, as well as skills, umpires shall ensure that talking on the field is kept to a reasonable limit.

Bendigo District Cricket Association's preferred equipment supplier



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RULE 10: CRICKET BALLS TO BE USED

10.1 The following cricket balls will be used in underage cricket:

•	Under 16A & B	Kookaburra four-piece - White	METEOR 156gm
•	Under 14A & B	Kookaburra four-piece	METEOR 156gm
•	Under 12A	Kookaburra	KOOKA COLT 142gm
•	Under 12B	Kookaburra	SOFTA BALL
•	Under 11	Kookaburra	SOFTA BALL

10.2 Only the balls used in the first innings shall be used in the second innings.

RULE 11: FORFEIT

Pre-match

11.1 A team must have at least 7 players in attendance within ten minutes prior to the scheduled starting time, or it forfeits the match.

11.2 The Match Result must be entered on PlayHQ.

11.3 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 1.10. 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

11.4 A match shall be lost by a side which in the opinion of the Board refuses to play. If so, the Board shall award the match to the opposing side.

11.5 The Match Result must be entered on PlayHQ.

11.6 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

11.7 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.

11.8 In addition, the offending Club shall be fined (Level 4 or 7), unless a satisfactory explanation be given, and accepted by the Board.

RULE 12: TIME BETWEEN INNINGS

12.1 The time between innings shall be 10 minutes (3 overs).

RULE 13: BOUNDARY LINE

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

- (a) For the Under 16 Competitions **55 metres (Max) – Jnr Cricket Level 3 Rep**
- (b) For the Under 14 Competitions **50 metres (Max) – Junior Cricket 3**
- (c) For the Under 12 Competitions **45 metres (Max) – Junior Cricket 2**
- (d) For the Under 11 Competitions **40 metres (Max) – Junior Cricket 1**

13.2 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, and that the boundary line is similar on both days play.

RULE 14: PITCH LENGTH

14.1 The pitch length is to be in accordance with Cricket Australia's Format:

- (a) For the Under 16 Competitions **20.1 metres – Junior Cricket 3**
- (b) For the Under 14 Competitions **20.1 metres – Junior Cricket 3**
- (c) For the Under 12 Competitions **18 metres – Junior Cricket 2**
- (d) For the Under 11 Competitions **16 metres – Junior Cricket 1**

RULE 15: NO BALLS AND WIDES

15.1 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 concrete, it shall be called a **"no ball"**.
- (b) A delivery passing the batter in their normal batting stance over shoulder height shall be called a **"no ball"** by either umpire. **Refer Rule 46: DANGEROUS AND UNFAIR BOWLING**
- (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 their normal batting stance.
- (d) A bowler must not exceed maximum deliveries per over in the age groups as follows:
 - Under 16 & 14 – 6 Legal Balls **(Maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)**
 - Under 12 – 6 Legal Balls (Maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)
 - Under 11 – 6 Balls (Maximum regardless of wide balls and no balls)
- (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) For a bowler who bowls a ball that bounces more than twice, or rolls along the ground, before reaching the popping crease, it shall be declared a “no ball”

RULE 16: FIELDING - RESTRICTED AREA

16.1 Except for the wicket keeper and slip fieldsmen, no fieldsman should be positioned closer than the following distances:

- Under 16, 14 and 12 – 10 metres
- Under 11 – 15 metres

Umpires to control this restricted area.

16.2 Wicket keepers **MUST** wear a helmet for protection when standing **on the pitch behind the stumps**.

RULE 17: BATTER RETIRES

17.1 When a batter retires other than due to injury, they may return to the crease only after all other batters have batted and must return in batting order.

17.2 A batter retired under this rule, may bat again after all other batters have been dismissed, or retired.

RULE 18: VENUE

18.1 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 Association Secretary. The venue must be the same for the duration of the match.

18.2 Alterations to the day(s) play (i.e. other than those shown on the fixture) must be nominated at least two weeks prior to such a game and approved by the Board. Teams unable to play on the day shown on the fixture shall forfeit the match, except as above.

RULE 19: DATES FOR FINALS

19.1 Unless the BDCA Board determines that special circumstances exist, Finals matches may only be played on the days, and at the normal times nominated on the fixtures.



RULE 20: WET WEATHER

- 20.1 In the event of wet weather, unless a notice is communicated on the Association's social media **platforms**, that all BDCA junior matches are cancelled, it must be assumed that grounds are potentially playable, and teams must attend their scheduled grounds. Team coaches will make the decision in the event of rain during a match.

RULE 21: HOURS OF PLAY

- 21.1 All Saturday morning competitions shall commence at 8.45 a.m. and finishing by 11.45 a.m. A 10-minute break may be taken at 10.05 a.m. or two five-minute breaks on the hour, if the weather is particularly hot.
- 21.2 Under 11 play Monday nights from 5.15pm until 7.45pm.
- 21.3 Under 16 play Wednesday nights from 5.15pm until 7.45pm.

RULE 22: TEAMS

- 22.1 Players of both teams are to be named on the Match Report Sheet, before the first day's play.
- 22.2 A team may consist of the following number of players in each age group.
- Under 16 & 14 – 11
 - Under 12 – 9 (maximum of eleven can bat and bowl)
 - Under 11 – 7 (maximum of nine can bat and bowl)

If a team has additional players only the maximum numbers may bat/bowl. However, coaches are encouraged to involve all players (e.g. Player who doesn't bat may bowl).

RULE 23: OVERS TO BE BOWLED TWO DAY MATCHES

- 23.1 Subject to paragraphs 21.1 hereof, at least 40 overs must be bowled on each day for Under 16s and 40 overs for Under 14s.
- 23.2 If on the second day, after the first team has batted all of the first day, more than 20 minutes has been lost due to inclement weather, the side batting second must be dismissed before noon or the game is drawn. Should however the second side score more runs, they win the match.
- 23.3 When playing time of 30 minutes or more is lost due to inclement weather or condition of the ground on the first day, the time available on the first and second days shall be totalled, and the team batting first, shall be entitled to bat for half that time.
- 23.4 If less than 30 minutes is lost, then the team batting first is entitled to bat until 11.45 a.m. on the first day.

- 23.5 If the game has commenced on day one, and more than 30 minutes of play is lost, the game reverts to ordinary conditions. If there is a change of innings during a day's play, three overs are to be deducted from the total number of overs which would otherwise have been required to be bowled on that day.
- 23.6 In the Under 14 competitions, the rules of Quarters Cricket will be adopted (Team A bats the first 20 overs of the game, then team B bats the second 20 overs of day one. On day two, team B continues its innings and completes its 40 overs, Team A then resumes its innings, and completes its 40 overs.
- 23.7 Each team is entitled to 40 overs with some examples of possible scenarios listed below: -

Scenario 1	Scenario 2	Scenario 3	Scenario 4	Scenario 5
Side A = 20 overs	Side A = 20 overs	Side A = 20 overs	Side A = 20 overs	Side A = 20 overs
Side B = 40 overs	Side B = 60 overs	Side B = 15 overs	Side B = 20 overs	Side B = 20 overs
Side A = 20 overs		Side A = 45 overs	Side B = 10 overs	Side B = 20 overs
			Side A = 30 overs	Side A = 10 overs

[Please note in scenario 5 that 10 overs of the match are still to be completed and Side B will start a new second innings]

- 23.8 If either side is bowled out before completion of their allotted overs the opposition side is entitled to their overs plus the balance of the opposition overs. (Scenario 1 is the normal way a match will be played (Team A bats the first 20 overs of the game, then team B bats the second 20 overs of day one. On day two, team B continues its innings and completes its 40 overs, Team A then resumes its innings, and completes its 40 overs. If both sides are dismissed before their 40 overs Side A begins its second innings.
- 23.9 In Under 14s **and 16's**, unless previously all out, sides must face a full 40 overs (no early declarations in pursuit of outright points). (Refer Rule **27**)

RULE 24: COMPULSORY CLOSURE

- 24.1 After the first day's session – if the side batting first is not all out, then their innings shall be compulsory closed.
- 24.2 When the innings of the team batting first is compulsory closed on the first day, the team batting second must receive the same number of balls as the first team, unless they are all out.

RULE 25: TEAMS ALL OUT ON FIRST DAY

- 25.1 When the team batting first is all out prior to the end of the first day's play, the team batting second, may continue to bat until 11.45 a.m.
- 25.2 On the second day, the team batting second, must receive at least the same number of overs bowled by both teams on the first day or **40 overs (U14 & 16)** whichever is the greater.

RULE 26: BOWLING RESTRICTIONS

26.1 The following bowling restrictions shall apply

- (a) In under 16 matches no player shall bowl more than 10 overs per innings (Max 6 over spell) in Two Day games and a maximum of **4** overs in a One Day **or T20** game.
- (b) In Under 14 matches no player shall bowl more than 8 overs per innings (Max 4 over spell) in Two Day games and a maximum of **5** overs in a One Day **or T20** game.
- (c) In Under 12 matches all players are to bowl (each wicketkeeper is to bowl 1 over each). E.g. 4 players x 3 overs, 3 players x 2 overs and 2 players x 1 over (i.e. Wicketkeepers).
- (d) In Under 11 matches all players are to bowl (each wicketkeeper is to bowl 1 over each). E.g. 3 players x 4 overs, 2 players x 3 overs and 2 players x 1 over (i.e. Wicketkeepers).

26.2 These limitations are on a per innings basis. When ordinary conditions come into play, bowling restrictions do not apply, however, **injury prevention guidelines still must be adhered to.**

RULE 27: FOLLOW ON

- 27.1 In Under 14 **and 16's** as per Rule 23.6 and 23.7 sides must face their allotted overs unless all out.
- 27.2 **No declarations** in the pursuit of outright points (all grades) however, in matches reverting to ordinary conditions the batting team has the right to declare their innings closed.

RULE 28: DRAWN GAME

28.1 In the event of a day's play being cancelled by influences outside the Associations control, then the Matches will be drawn, unless a team achieves a win on the first day.

RULE 29: BATTING RESTRICTIONS TWO DAY MATCHES

Under 16 AND UNDER 14

- 29.1 A batter must retire upon facing:
- Under 16 – 75 runs / 75 balls (whichever comes first)
 - Under 14 – 60 runs / 60 balls (whichever comes first)
- 29.2 A batter retired under this rule, may bat again after all other batters have been dismissed, or compulsorily retired, (batter compulsorily retired shall bat again in the same order as they were retired).
- 29.3 A batter shall not be compulsorily retired if there is no other person to bat.

RULE 30: ONE-DAY MATCHES HOURS OF PLAY

- 30.1 Where matches revert to one-day games due to a wash out on the scheduled first days play or other uncontrollable circumstances, the following rules shall apply.
- (a) The game will commence at **8:45 a.m.** and finish at **11:45 a.m.** or until the required number of deliveries have been bowled.
- 30.2 In the event that twenty minutes is lost to inclement weather, if a decision is not reached by noon, then the game will be drawn.
- 30.3 When more than 20 minutes is lost in the innings of the side batting first the game reverts to ordinary conditions.

RULE 31: BOWLING RESTRICTIONS

- 31.1 In all one-day games, in all competitions, no player shall bowl more than four (4) overs or as stipulated in the Australian Cricket Revised Junior Formats.

RULE 32: JUNIOR INJURY PREVENTION RULES BOWLING **RULE**

- 32.1 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 20 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 two (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.

- 32.2 **Scorers** to notify fielding captain before the commencement of the bowlers last over of each spell.
- 32.3 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.

- 32.4 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 32.3 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.
- 32.5 For the purpose of calculating a bowler's minimum rest period as defined in paragraph 32.3 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.

RULE 33: BATTING RESTRICTIONS – ONE DAY MATCHES

33.1 The following rules shall apply for the Under 16, Under 14, Under 12 and Under 11

A batter must retire upon making / facing

- Under 16s - **20** Overs – 50 balls
- Under 14s – **20 and 25** Overs – 50 balls
- Under 12s – 20 balls maximum (based on 9 batters – adjust for additional batters)
- Under 11s – 17 balls maximum (based on 7 batters – adjust for additional batters)

For Under 12 and 11s (All balls regardless of whether wide or no ball will be included in the batter's ball count.

- (a) All runs scored from the last ball before retirement shall count.
- (b) A batter retired under this rule, may bat again after all other batter have been dismissed, or compulsorily retired, (batter compulsorily retired shall bat again in the same order as they compulsorily retired).
- (c) A batter shall not be compulsorily retired, if there is no other person to bat.
- (d) In Under 16s and 14s a batter compulsorily retired cannot resume their innings if all players named on the match report sheet are not present to continue their innings on day two. (Refer 29.2)

RULE 34: PREMIERSHIP POINTS

34.1 The points system shall be as follows:

Outright Win	10	points
1st Innings Win	6	points
Loss first innings, but win outright	6	points
Bye	6	points
Tie	5	points
Lead on first innings but beaten outright	4	points
Tie on 1st Innings	3	points
Drawn Game	3	points *

Forfeit - The maximum points awarded to any team, in that Age Group Competition, in that round.

*Being applicable where no decision is reached, or no play has taken place

34.2 If the team batting second passes the first innings score, they may continue their innings and are entitled to their full complement of overs or total numbers of wickets lost end the innings.

RULE 35: CLUB CHAMPIONSHIP **IAN PHILLIPS MEMORIAL TROPHY -**

35.1 Affiliated Clubs shall compete, in a Club Championship, for the Ian Phillips Memorial Trophy, terminating on the completion of the programmed series of matches, exclusive of semi-final and grand final matches. **WINS TIMES 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.

35.2 Clubs participating in the finals shall compete for trophies as following.

JUNIOR PREMIERSHIP SHIELDS

Under 16 A	John Hecker	Under 16 B	Garry Mannix
Under 14 A	Bernie Fitt	Under 14 B	Cliff Hanrahan
Under 12 A	Norm Perrow	Under 12 B	

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.



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RULE 36: SUBMISSION OF MATCH RESULTS

- 36.1 Match scores from games played (Friday and Saturday) are to be entered onto PlayHQ by Sunday 10:00am. Sunday game results are to be entered by 5.30pm on the day. Failure to adhere to this rule will incur an automatic fine (Level 1) as determined by the Board.

WEB ADDRESS: <http://PlayHQ.cricket.com.au>

- 36.2 A summary of team scores must be included for each innings of the match on the second Saturday, although some of the information may have been submitted the previous week.
- 36.3 Each Manager is required to record their team list, on the match report sheet, prior to toss of the coin.
- 36.4 Both coaches are required to sign the match report sheet, at the conclusion of each day, thereby, verifying the accuracy of all details contained therein.
- 36.5 At the conclusion of each match the completed match report 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 to the Board. For each missing match report sheet a Level 1 fine will be issued.
- 36.6 Should an investigation or report take place; clubs must make available Match Report Sheets upon request of the Board. Failing to do so will receive a Level 1 Penalty.
- 36.7 If games are washed out (both before after commencing), a match report must be completed and the result must be entered on the website e.g. match washed out



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Federal Member for Bendigo

LISA CHESTERS MP

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RULE 37: FINAL SERIES

- 37.1 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.
- 37.2 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.
- 37.3 The two winning teams from Rule 37.1 in the semi-finals shall then play off in the final.
- 37.4 The final shall have one (1) reserve day that may be used. If a result is achieved on the first scheduled day, the reserve day will not be used.
- 37.5 Should the final be drawn or tied, the winner shall be the team that finished in a higher position on the ladder at the completion of the home and away games.
- 37.4 Where at the completion of the home and away matches, more than one team is level on points, the relative positions shall be decided on percentage. This percentage shall be determined by taking the average runs per wicket lost, against the average runs per wicket scored against the side.
- 37.5 The two highest finishing teams in the semi-finals are deemed as “home club” and are responsible for all paperwork. The highest finishing team in the grand final is responsible for all paperwork.

FINALS FEES

Semi Finals & Grand Finals	Under 16's	\$80.00
	Under 14's	\$80.00
	Under 12's	\$80.00



RULE 38: ASSOCIATION AWARDS

38.1 At the end of the season the following awards shall be given:

- (a) Trophies for players coming first in the individual awards. The nature of such awards to be decided at the Annual General Meeting preceding the season, or failing that, to be determined by the Executive.
- (b) Medallions and Cups for the Premiers of each Division.

Individual Awards

Under 12

Batting Aggregate	Total Runs
Batting Average	75 runs min to be eligible
Bowling Aggregate	Total Wickets
Bowling Average	6 Wickets min to be eligible
Fielding Award	6 dismissals (includes run outs)

Under 14

Batting Aggregate	Total Runs
Batting Average	125 Runs min to be eligible
Bowling Aggregate	Total Wickets
Bowling Average	8 Wickets min to be eligible
Fielding Award	8 dismissals (includes run outs)

Under 16

Batting Aggregate	Total Runs
Batting Average	150 Runs min to be eligible
Bowling Aggregate	Total Wickets
Bowling Average	10 Wickets min to be eligible
Wicket-Keeping Award	10 dismissals
Fielding Award	10 dismissals (includes run outs)

38.2 All junior grand final matches will have a man of the match award that will be presented on the day.





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RULE 39: PROTESTS

- 39.1 All protests must be lodged by the Secretary of the Club of the team and lodged with the Secretary of the Association, within forty-eight (48) hours, of the close of the days play, on which such cause of protest occurred, setting forth the precise grounds, of the matter in dispute.
- 39.2 Notice of any protest must be given to the Secretary, of the opposing team by the Secretary of the Association, in writing / or by electronic means, outlining full details of the cause of the protest, within seventy-two (72) hours of the close of the days play.
- 39.3 Failure to render the protest within the prescribed time, with respect to paragraphs 15.1 and 15.2 will render such protest void.
- 39.4 **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 40: WICKET KEEPER, FIELDERS and BATTERS **HELMETS**

- 40.1 In all Association sanctioned competitions and training sessions, it is compulsory that all players wear helmets when batting (40.7), wicket-keeping (40.5) up to the stumps and when fielding (40.6) 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.
- 40.2 All helmets must be British Standard 7928:2013 compliant. A list of compliant helmets to be worn from the start of the 2020/21 season is available on the Association website.
- 40.3 Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a **significant impact**.
- 40.4 Any helmet that has been modified from manufacturers standards is deemed non-compliant and is not permitted to be worn.
- 40.5 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.
- 40.6 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.
- 40.7 Batter: At all times when batting against a fast or medium paced bowler a batter must wear a helmet with a faceguard.

RESPONSIBILITY:

- 40.8 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.
- 40.9 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.
- 40.10 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 41: REPRESENTATIVE GAMES

- 41.1 An information sheet shall be processed at the start of each season, outlining regulations and information relating to representative matches.
- 41.2 There shall be at least three Selectors for each team if available, preferably a chairman of selectors, team coach/s and team manager.
- 41.3 All players must supply their own equipment for representative games, especially their own helmet, and be encouraged by coaches to use them whilst batting at all times.
- 41.4 Players who are selected in Representative matches for Bendigo and do not play, shall be penalised for one home and away club match, unless a written explanation is received, and accepted, by the Board.

RULE 42: CODE OF CONDUCT

PLAYERS / OFFICIALS /SUPPORTERS - Penalties for unsporting behaviour:

- 42.1 For home and away games, an umpire or opposing coach, as a very last resort, believing that misbehaviour of opposing players, officials or spectators be beyond the realms of reasonable sporting behaviour, may as soon as practicable after the match:
- (a) Report the incidents to the Secretary of the BDCA.
 - (b) The report must be a written statement, specifying the nature of the reported incidents, detailing all aspects, and including witnesses and names.
 - (c) After the reported player, club or party concerned, is notified, and given all possible opportunity for representation to a meeting of delegates of the BDCA, the association shall have the discretionary power to suspend Players, Clubs, and/or issue a caution, or withdraw points, if unsporting behaviour is founded.
 - (d) The penalty shall be determined by a full meeting of the executive of the BDCA.

Implementation of penalties for the BDCA - Junior final matches:

- 42.2 For finals matches, Independent, and only independent umpires, shall have the following authority for Poor Conduct or Unsporting Behaviour.
- (a) Bowler - After two warnings, further misbehaviour shall result in the player being sent from the field. The player shall not be allowed to take any further part in that innings or be replaced in the field.
 - (b) Batter - As above, shall be officially given out, therefore no replacement in that innings.
 - (c) Fieldsman - As above (i.e. same as bowler) shall be sent from field and no replacement allowed.
- 42.3 The Independent Umpire shall also have ALL POWERS OF REPORT for unsporting behaviour as in Home and Away games.

RULE 43: MEMBER CONDUCT

For the purposes of Rule 43, the use of the word Member is taken to mean/represent Club, Club Player, Official, Employee or Club Members.

UMPIRES

- 43.1 **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.
- 43.2 **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.
- 43.3 **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.
- 43.4 **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 43.3, an umpire shall be deemed to have fulfilled the responsibility for notification of the report under 43.2.
- 43.5 **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.

43.5

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.

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)

- 43.5.1 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.
- 43.5.2 An Umpire shall note a Level 1 Report on the Umpires Match Report and notify the Board
- 43.5.3 A member may request for a "Minor Behavior Report" to be heard by the Tribunal. Refer Rule 43.6 for the process.
- 43.5.4 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.
- 43.5.5 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.
- 43.5.6 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

- 43.5.7 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.
- 43.5.8 An Umpire shall note a Level 2 Report on the Umpires Match Report on PlayHQ.

Level 3 (Extreme) Offences

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

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

43.6 Process

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 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) 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 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

43.7 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

- 43.8 The Board may lay charges against any club, player, official 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 manner	Major	4 Matches	2 Match
2.4	Deliberate and malicious distraction or obstruction on the field of play	Major	4 Matches	2 Match
2.5	Throwing the ball at or	Major	4 Matches	2 Match

	near a Player, umpire or official in an inappropriate and/or dangerous manner			
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 44: TRIBUNAL

For the purposes of Rule 44, the use of the word Member is taken to mean/represent Club, Club Player, Official, Employee or Club Members.

44.1 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.

44.2 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.

44.3 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.

44.4 CHARGES TO BE HEARD

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

44.5 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.

44.6 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.



Federal Member for Bendigo

LISA CHESTERS MP



APPEALS TRIBUNAL

44.7 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.

44.8 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.

44.9 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.

44.10 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).

44.11 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.

44.12 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.

44.13 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.

44.14 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.

44.15 SUSPENSION

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

44.16 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.

44.17 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.

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

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

44.20 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.

44.21 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 45: UNDER 11 RULES OF PLAY

- 45.1 **Common sense, good sportsmanship and mutual agreement between coaches/managers are to be used in all situations not covered by these rules.**
- 45.2 All teams are to use a KOOKABURRA SOFTABALL.
- 45.3 Games are to commence at 5:15p.m. until 7:15p.m.
- 45.4 Under 11 Games shall be 1 – day games, with each team batting or bowling for a maximum of 20 overs each.
- 45.5 All players must bowl.
- 45.6 Batter must retire after receiving / facing 17 balls.
- 45.7 No player shall bowl more than 3 overs in any one game. All players must bowl a minimum of 2 overs in any one game
- 45.8 Wides and no balls are called. Maximum 6 balls per over.

- 45.9 For a ball landing off the pitch, the only way a batter can be dismissed is “Run Out”.
- 45.10 Pitch length is to be 16 metres.
- 45.11 When a bowler is struggling to bowl the full distance, the stumps at the bowler’s end should be brought forward to allow the maximum number of balls to be played.
- 45.12 All-overs are to be bowled from the same end and after 6 balls the umpire calls over, and the batter change ends. (This is to save time)
- 45.13 Batter must wear pads, batting gloves, a protector and a helmet with full facial protection.
- 45.14 Except for the wicketkeeper and slips, no player shall be allowed to field closer than an imaginary 15 metre circle drawn around the batter.
- 45.15 This rule applies to U11 only. When a batter is dismissed, he/she is recorded as “out” **but may** continue to bat. No limits or penalties on number of outs to encourage adventurous play.
- 46.16 Batter must run the full length of the wicket (16 metres) to register a run.
- 45.17 **The main objective for Under 11 cricket is to encourage participation.**

Rule 46: DANGEROUS AND UNFAIR BOWLING

46.1 FAST SHORT-PITCHED DELIVERIES LIMIT –

46.1.1 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.

46.1.2 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.

46.2 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.

46.3 **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 47: MATCH DAY INJURY

- 47.1 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.
- 47.2 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.
- 47.3 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.
- 47.4 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.



SPIRIT OF CRICKET

Responsibility of Coach / Manager:

The Coach and /or Manager are responsible, at all times, for ensuring that play is conducted within the spirit of cricket, as well as within the laws.

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 41***

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 43 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 43 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

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 cricket show on Fresh FM, BDCA social media pages and other media outlets. Advance notice will be communicated through 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>

Junior 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 effect player safety, including cracks, holes, bumps, lose 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 PlayHQ <http://PlayHQ.cricket.com.au/> after the completion of the match and prior to 10:00am on the Sunday.
- 3.6 Coaches can check eligibility of players be consulting player contact details on the BDCA / PlayHQ web site
- 3.7 Match imputation procedures can be downloaded from the BDCA PlayHQ website



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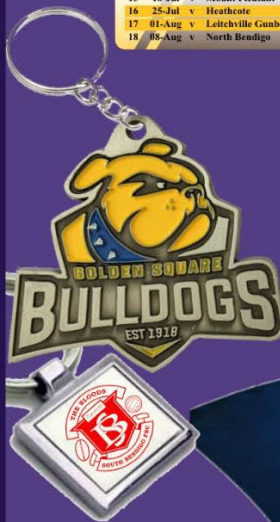
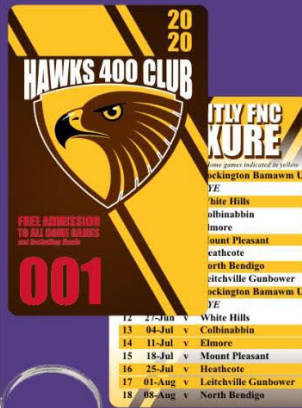
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