



ALEXANDRA & EASTERN HILLS CRICKET ASSOCIATION INCORPORATED

BY-LAWS

REVISION HISTORY

Revision No.	Version Date	Season Applicable	Summary of Changes
Current Edition			
6	09 October 2025	2025 onwards	• Removal of Constitution • Re Structured All Junior Playing Conditions • Heat Policy Update • PR&D changes
Previous Editions			
5	03 December 2024	2024 – 2025	• Match Conditions – Under 16 & Under 14 - Twenty20 batting retirement (z, ix)
4	17 October 2024	2024 – 2025	• Qualification of junior player in senior finals updated • Requirement for live scoring of A and A2 matches added • Addition of reserve day for finals matches • Retirement for D Grade batters changed • Junior retirement conditions changed • Minor administrative changes
3	23 September 2023	2023 – 2024	• Reformatting of historic document • Multiple minor by-law changes as communicated at Club Delegate meeting 3/10/2023
2	26 October 2022	2022 - 2023	• Original version

CONTENTS

BY-LAWS PART I: ADMINISTRATIVE CONDITIONS.....	5
1. Register of Members	5
2. Fees Payable by Members.....	5
2.1 Fees and Fines.....	5
2.2 Umpire Payments.....	6
2.3 Other Fees	8
3. Member Insurance.....	8
4. Permits, Reports and Disputes.....	8
5. Shields and Trophies.....	9
BY-LAWS PART II: MATCHES, TEAMS, PLAYER REGISTRATION & QUALIFICATION	11
1. Player Registrations	11
2. Player Movement	11
2.1 General.....	11
2.2 Player Requesting a Transfer	12
2.3 Season Permits for Dual Registration	12
3. Premier Cricketer Player Eligibility.....	13
4. Eligibility Related Matters	13
5. Team Nominations	14
6. Match Conditions.....	14
6.1 Match Commencement and Duration.....	14
6.2 Scoring of Matches	16
6.3 Match Abandonment & Forfeit	16
6.4 Junior Bowling Restrictions	17
7. Notifying Results & Points	18
7.1 Premiership Points	18
7.2 Notification of Match Results	19
7.3 Captain's Report	19
8. Finals.....	19
8.1 Player Qualification	19
8.2 Match Conditions.....	20
BY-LAWS PART III: PLAYING CONDITIONS.....	22
Law 1 – The Players.....	22
Law 2 – The Umpires	22
Law 3 – The Scorers	23
Law 4 – The Ball.....	23
Law 5 – The Bat	23
Law 6 – The Pitch	23

Law 7 – The Creases.....	24
Law 8 – The Wickets	24
Law 9 – Preparation and Maintenance of the Playing Area.....	24
Law 10 – Covering the Pitch	24
Law 11 – Intervals.....	24
Law 12 – Start of Play; Cessation of Play	25
Law 13 – Innings.....	25
Law 14 – The Follow-on	25
Law 15 – Declaration and Forfeiture.....	25
Law 16 – The Result.....	25
Law 17 – The Over	26
Law 18 – Scoring Runs.....	26
Law 19 – Boundaries	26
Law 20 – Dead Ball.....	26
Law 21 – No Ball.....	26
Law 22 – Wide Ball.....	27
Law 23 – Bye and Leg Bye	27
Law 24 – Fielder's Absence; Substitutes.....	27
Law 25 – Batter's Innings; Runners	28
Law 26 – Practice on the Field.....	28
Law 27 – The Wicket-Keeper.....	28
Law 28 – The Fielder	28
Law 29 – The Wicket is Broken.....	28
Law 30 – Batter out of His/ Her Ground	29
Law 31 – Appeals	29
Law 32 – Bowled	29
Law 33 – Caught	29
Law 34 – Hit the Ball Twice.....	29
Law 35 – Hit Wicket	29
Law 36 – Leg Before Wicket	29
Law 37 – Obstructing the Field	29
Law 38 – Run Out.....	29
Law 39 – Stumped	29
Law 40 – Timed Out.....	29
Law 41 – Unfair Play.....	29
Law 42 – Player's Conduct.....	30
HOT WEATHER POLICY	31
HELMET POLICY.....	32

Preamble	32
1. Playing Conditions – Batting	32
2. Enforcement – Batting in a Match with an Association Appointed Umpire	32
3. Enforcement – Batting in a Match Without an Association Appointed Umpire	33
4. Playing Conditions – Wicketkeeping	35
5. Enforcement – Wicketkeeping in a Match with an Association Appointed Umpire	35
6. Enforcement – Wicketkeeping in a Match Without an Association Appointed Umpire	35
7. Playing Conditions – Fielding	37
8. Enforcement – Fielding in a Match with an Association Appointed Umpire	37
9. Enforcement – Fielding in a Match Without an Association Appointed Umpire	38
CODE OF ETHICS	40
1. Players.....	40
2. Coaches.....	40
3. Parents and Supporters	41
JUNIOR RULES OF THE ASSOCIATION.....	42
1. Match Conditions & Rules (Two & One Day) - Under 16s and Under 14s	42
2. Match Conditions & Rules (Twenty20) - Under 16s and Under 14s.....	47
3. Match Conditions & Rules - Under 12s.....	49
4. Match Conditions & Rules - Under 10s.....	51
ASSOCIATION JUNIOR SUB-COMMITTEE TERMS OF REFERENCE	54
ASSOCIATION UMPIRING PANEL TERMS OF REFERENCE	56
PERMITS, REPORTS AND DISPUTES COMMITTEE TERMS OF REFERENCE.....	58
LIFE MEMBERSHIP TERMS OF REFERENCE.....	62
1. Criteria	62
2. Checklist for Association Level Service.....	62
3. Checklist for Club level service.....	62
4. Additional information.....	62

BY-LAWS PART I: ADMINISTRATIVE CONDITIONS

1. Register of Members

In accordance with Clause 5 of the Constitution of the Association, the current members of the Association are detailed in the table below.

Member Club	Colours & Nickname	Link to Contact Details
Ashbourne Cricket Club	Bulls – Green & Gold	Link
Bremer – Callington Cricket Club	Cobras – Blue & Gold	Link
Echunga Cricket Club	Miners – Blue & Red	Link
Hahndorf Cricket Club	Magpies – Black & White	Link
Langhorne Creek Cricket Club	Tigers – Black & Gold	Link
Lenswood Ranges Cricket Club	Lions – Green & Red	Link
Lobethal Cricket Club	Tigers – Black & Gold	Link
Macclesfield Cricket Club	Redbacks – Black & Red	Link
Mount Barker Cricket Club	Kookaburras – Blue & White	Link
Nairne Cricket Club	Razorbacks – Maroon & White	Link
Strathalbyn Cricket Club	Stallions – Red & White	Link
Wistow Cricket Club	Echidnas – Maroon & Gold	Link
Woodside Cricket Club	Warriors – Blue & Red	Link

2. Fees Payable by Members

2.1 Fees and Fines

In accordance with Clause 5.2 of the Constitution of the Association and the provision of these By Laws, the fees payable by Members to the Association are detailed in the table below.

Description	Reference	Financial Fee	Non-Financial Impact
Affiliation (annual) fee	Constitution Clause 5.2	\$180	N/A
Failure of Club delegate to attend an Association General Meeting	Constitution Clause 8.4 (a)	\$50	N/A
Failure of a Club to provide an umpire for a finals match when reasonably requested	By-Laws Part I - Clause 2.2 (h)	\$50 per umpire requested	N/A

Description	Reference	Financial Fee	Non-Financial Impact
Club plays a suspended player	By-Laws Part II - Clause 4 (a)	Set by Executive Committee	Forfeit of game per By-Laws Part II – Clause 7.1
Withdrawal of team after start of season	By-Laws Part II - Clause 5 (c)	Registration fee applicable to the withdrawn team	N/A
Venue of match altered without Association's prior permission	By-Laws Part II – Clause 6.1 (i)	N/A	Forfeit of game per By-Laws Part II – Clause 7.1
Forfeiting within one hour of the scheduled start of play	By-Laws Part II - Clause 6.3	\$100 plus any umpire costs per By-Laws Part II – Clause 6.2(c)	Loss of points in accordance with provisions of a forfeit
Forfeiting with notification	By-Laws Part II – Clause 6.3(d)	\$100 per match for the fifth and each subsequent forfeit.	Loss of points in accordance with provisions of a forfeit per By-Laws Part II – Clause 7.1
Failure to enter results or report, by specified time or use mandatory electronic scoring – first offence	By-Laws Part II – Clause 6 & 7	N/A	Written warning
Failure to enter results or report, by specified time or use mandatory electronic scoring – second offence	By-Laws Part II – Clause 6 & 7	\$50	N/A
Failure to enter results or report, by specified time or use mandatory electronic scoring – third & subsequent offence	By-Laws Part II – Clause 6 & 7	\$50	Loss of 1 premiership point

2.2 Umpire Payments

- a) Consistent with the Association Umpiring Panel Terms of Reference, the Association will be responsible for assigning umpires to matches, with A Grade matches having Association appointed umpires as a priority.
- b) The Association will register the umpiring panel umpires with SACA and take responsibility for the payment of Association appointed umpires.
- c) Umpires will be paid a stipend for umpiring fortnightly in arrears.
- d) Clubs with A Grade sides registered will be invoiced for ten rounds of A Grade umpire payments at the beginning of the season. At the conclusion of the season, all Clubs which had Association umpires officiating will be invoiced for the umpiring cost and Clubs with A Grade teams will be invoiced the balance.
- e) The stipend paid to umpires appointed by the Association for standing in minor round matches are detailed in the following table:

Grade	Two Umpires	One Umpire
A Grade	\$132	\$176
A2 Grade	\$110	\$154
B Grade	\$99	\$132
C Grade	\$88	\$110
D Grade	\$88	\$110
Under 16	\$44	\$66
Under 14	\$44	\$66
Senior Twenty20	\$99	\$110
Junior Twenty20	\$44	\$66

- f) Where the Association appoints two umpires to stand in a game, Clubs will only be charged the amount equivalent to if one umpire had stood.
- g) The Association will be responsible for appointing and paying umpires for finals matches. Where the Association Umpiring Panel is insufficient to provide two umpires for each finals game, the Association may direct Clubs not participating in finals to provide umpires for finals matches. Where a Club fails to provide an umpire upon such a request, they shall be fined by the Association an amount as shown in the table under 2.1 of this clause, provided the request from the Association is not unreasonable.
- h) The stipend paid to each umpire standing in finals matches are detailed in the following table:

Grade	Non-Accredited Umpire	Association Accredited Umpire
A Grade	\$130	\$176
A2 Grade	\$110	\$154
B Grade	\$90	\$132
C Grade	\$80	\$110
D Grade	\$80	\$110
Under 16	\$50	\$66
Under 14	\$50	\$66
Senior Twenty20	\$80	\$110
Junior Twenty20	\$50	\$66

- i) For the purpose of Part I – Clause 2.2(h,) an Association Accredited Umpire is a member of the Association Umpiring Panel who has been registered as an umpire with SACA in accordance with Part I – Clause 2.2(b). A non-accredited umpire is an umpire standing on behalf of a non-competing Club at the direction of the Association per Part I – Clause 2.2(g).
- j) Where junior games are completed over multiple days the umpire stipend is per day of standing, not per match.

2.3 Other Fees

Fees set by the Association at the Annual General Meeting not otherwise referenced in these by-laws are detailed below.

Description	Fee Payable
Senior Team Registration	\$300 per team
Junior (Under 12 – Under 16) Team Registration	\$90 per team
Junior (Under 10) Team Registration	\$50 per team
Senior Team Twenty20 Competition Registration	\$100 per team
Junior Team Twenty20 Competition Registration	\$40 per team
Hire of Eastern Fleurieu (6-12) School	\$50 per day

3. Member Insurance

- a) The Association requires that all Member Clubs must always have player accident and public liability insurance cover in place.
- b) If requested, Member Clubs may need to provide proof insurance cover is in place at any time.
- c) In the event that proof of insurance cover is not provided by a Member Club upon request, any team affiliated with that Member Club may not participate in any match organised by the Association until evidence of insurance cover is provided.
- d) In the event that a team affiliated with a Member Club cannot participate in a match because of failure to provide evidence of insurance in accordance with this Clause, the result of the affected match will be a loss by forfeit by the offending Member Club.
- e) The Association acknowledges that it may be able to procure player accident and public liability insurance on behalf of Member Clubs through arrangements with state or national governing bodies. Wherever possible, the Association will undertake to procure such insurances to reduce the administrative and financial impact on Member Clubs.
- f) In the event the Association fails to procure insurance on behalf of the Member Clubs, the provisions of Part 1 – Clause 3 (a) – (d) still apply to Member Clubs.

4. Permits, Reports and Disputes

- a) The Association will maintain a Permits, Reports and Disputes Committee (PRDC) in accordance with the processes detailed in the *Permits, Reports and Disputes Committee Terms of Reference*.
- b) The PRDC are to adjudicate on all code of ethics reports permits and any other disputes that arise from time to time and apply any penalty appropriate.
- c) The PRDC shall have the authority to determine penalties for any act which contravenes these By-Laws including, but not limited to:
 - i) Determining the result of a match.

- ii) Levying a fine, reprimand or suspension of a player or official.
 - iii) Directing that any member or member Club do or refrain from doing any act, matter or thing.
 - iv) Adjusting premiership points of any team of any Club.
 - v) Levying a fine, reprimand or suspension of any member Club(s).
 - vi) Recommending the expulsion of a member's Club to a special general meeting of the Association.
- d) Any person can appeal to the Association Executive Committee if they feel that the decision of the PRDC is a denial of natural justice or an unfair or unreasonable penalty. Each appeal is subject to a \$300.00 fee which will be refunded if the appeal is upheld.

5. Shields and Trophies

- a) Premiership trophies shall be presented to successful teams in A, A2, B, C & D Grade, Under 16 and Under 14 competitions. These teams may hold the trophies for 12 months.
- b) Any Club presented with a premiership trophy in accordance with this rule shall be deemed responsible to the Association for any loss or damage whilst it is in their possession.
- c) All shields are the property of the Association for the time being and shall, on demand, be returned to the Association. If a Club fails to comply with this rule, the Association may take legal action for the recovery of the trophies.
- d) The Association shall in each season, present the following trophies:
 - i) For A, A2, B, C, D, Under 16 and Under 14 grades the following trophies are presented:
 - 1) Batting aggregate for the most runs by a batter.
 - 2) Bowling aggregate for the most wickets by a bowler.
 - 3) Cricketer of the year (except for A grade where the award is called best all-rounder) for the most points determined using the following system:
 - A) 1 point for every run scored as a batter.
 - B) 20 points for every wicket as a bowler.
 - C) 10 points for every catch, run out and stumping as a fielder or wicketkeeper.
 - D) Where there is a qualification that to be eligible a minimum of 100 runs must be scored as a batter and a minimum of five wickets taken as a bowler.

- ii) For A Grade only, the Shaun Tait Trophy shall be awarded on votes by the umpire(s) using a 3-2-1 system where 3 votes are awarded to the best player for each minor round game.
- iii) For A Grade only, the Best Fielder shall be awarded on votes by the umpire(s) using a 2-1 system where 2 votes are awarded to the best fielder for each minor round game.
- e) The Association may elect to present additional awards consistent with the above for standalone competition it may organise, such as Twenty20 competitions if deemed reasonable by the Association Executive Committee.

BY-LAWS PART II: MATCHES, TEAMS, PLAYER REGISTRATION & QUALIFICATION

1. Player Registrations

- a) Senior and junior player registrations must be completed via the PlayHQ website.
- b) Each Club shall maintain a list of all players registered to the Club on the PlayHQ website.
- c) No person shall be eligible to play unless they are a registered player of the Club with which they intend to play.
- d) Players are eligible to be selected on PlayHQ as a 'Fill-in Player' only if they:
 - i) Have not previously registered as a participant that would require Player Movement under Part II – Clause 2; and
 - ii) Are selected as a 'Fill-in Player' for not more than two games; and
 - iii) Are not selected after 26 January (that is, no 'Fill-in Player' can be selected after in a game after 26 January).
- e) Once a participant has been selected as a 'Fill-in Player' twice in a season, they must then be registered to that Club within PlayHQ and it is the responsibility of the Club to ensure that the participant completes the registration. Once registered the Club must update the records of the games played by the 'Fill-in Player' prior to the commencement of the final minor round game of the season for the games played as a 'Fill-in Player' to be eligible for counting towards final qualification.
- f) Once registered, a player remains with that Club until they gain a transfer (or clearance) from that Club.
- g) In the event of a breach of Part II – Clause 1 (c), (d) or (e) the offending Club will be considered to have forfeited the game (consistent with the provisions of Part II – Clause 7.1) and any individual player statistics gained shall not be counted towards awards and net run rate shall be calculated in accordance with the provisions consistent with a forfeit.

2. Player Movement

2.1 General

- a) All player movement shall be submitted and managed via the PlayHQ website.
- b) No player shall move their services from one Club to another without first obtaining approval from their registered Club and the Association(s).

2.2 Player Requesting a Transfer

- a) No player shall be granted a transfer from any Club if they are under disqualification (with the disqualification imposed either by the Association or the Club), have unpaid fines (with the Club or the Association) or are unfinancial with their Club. If a player initiates a transfer under these circumstances, the current Club shall 'Decline' the Transfer request within five days of it being requested.
- b) If a transfer is initiated in PlayHQ and not actioned within five days by the player's current Club, then the player's transfer shall be automatically granted at the Club and Association levels.
- c) Any player whose previous Club refuses to grant a transfer, and if that Club is a member of the Association, the player may appeal the transfer refusal to the Permits, Reports & Disputes Committee (PRDC).
- d) No player movement for the current season shall be granted after the date of 26 January without Association approval where such approval will be determined by the PRDC for senior grades and the Junior Sub-committee for junior grades.

2.3 Season Permits for Dual Registration

- a) Clubs may also apply to the Association Executive Committee for a 'Season Permit' for a senior player to have dual registration (for an Association Club and a Club outside of the Association, other than a SACA Premier Cricket Club, a SA Veterans Cricket Association Club or for a Club or team in a competition considered by the PRDC to be social or representative).
- b) Permits for dual registration may be granted by the Association Executive Committee where it determined that a player has legitimate work, study, family or other commitments that are significant enough to warrant dual registration. Where a permit for dual registration is granted, the Association Executive Committee must specify the period that the permit applies, and any conditions attached to it. Permits for dual registration shall only apply for the season which the application was made.
- c) Any dual registration (including for junior players where 2.3(a) and Part II – Clause 3 applies), must be entered into PlayHQ as a 'Season Permit' and approved by the relevant Club and Association prior to the relevant dates set out in these By-Laws.
- d) Where approval is required from the Association (such as PRDC or Junior Sub-committee), this must be sought prior to submitting the 'Season Permit' request in PlayHQ.
- e) No player shall be registered and hold a 'Season Permit' for two Clubs within the Association, unless they are part of an approved composite team by the Association, or have prior approval from the PRDC, or the Junior Sub-committee, where appropriate.
- f) Any outbound permit request (that is, where the player is requesting to play outside the Association) shall be approved automatically by the Association.

3. Premier Cricketer Player Eligibility

- a) Any player who plays for a SACA Premier Cricket Club and wishes to play for a Club in the Association when available shall be registered to the Association's Club prior to the date of 15 October in the applicable season.
- b) Clubs may apply to the Executive Committee for players to be registered after 15 October in extenuating circumstances. Such applications will be referred to the PRDC by the Executive Committee. For the removal of doubt, the absence of written advice from the PRDC of approval of such a permit shall not be taken as the permit having been approved.
- c) Any player who is properly registered for a Club in the Association in accordance these by-laws and has played, or been named to play, in the 1st Grade (Division 1 or Division 2) or 2nd Grade team of a SACA Premier Cricket Club during the current season shall only be eligible to play in the Club's highest grade. For the removal of doubt, if the Club's highest grade has a bye or abandoned match, the player in question is not eligible to play in a lower grade.
- d) In the event that such a player plays in a grade other than the Club's highest grade as these by-laws apply to them, the Club will be considered to have forfeited the game (consistent with the provisions of Part II – Clause 7.1). Any individual player statistics gained in that game, for the forfeiting side only shall not be counted towards awards and net run rate shall be calculated consistent with a forfeit.
- e) In addition to all other qualification criteria required by these by-laws, any player who also plays for a SACA Premier Cricket Club (in any grade), shall only be eligible to play in Association finals matches if they were named in the PlayHQ record for the majority of the final five rounds of the season for their Club in the Association.

4. Eligibility Related Matters

- a) Any Club, after having received written notice from the Secretary of the Association to the effect that any of its players have been disqualified or suspended by the Association, shall forfeit the match (consistent with the provisions of Part II – Clause 7.1) in which such member has played and shall in addition be fined a sum of money to be determined by the Executive Committee.
- b) To qualify for a lower grade minor round game when a higher-grade team of that Club has a bye, a player must not have played the previous match in a higher grade and not batted in the top six or been one of the first four bowlers used. In the event of extraordinary circumstances, Clubs may apply to the PRDC for a permit.
- c) In the event that a bye has been scheduled for a Club in Round 1 of the season in the A Grade, A2 Grade, B Grade or C Grade, all players that are listed on the team sheet in any of that Club's lower grades (all senior grades lower than the grade that has the bye) will not be permitted to play in the Round 2 match of the grade that had the bye in Round 1.



Example...

If a Club has a bye in Round 1 of the A Grade competition, any player that plays in the A2 Grade, B Grade, C or D Grade for that Club is not permitted to play A Grade in Round 2.

In extraordinary circumstances, Clubs may apply to the Permits Reports and Disputes Committee for a permit. This rule does not apply to the A Grade if the A Grade season commences a week prior to the lower grade competitions.

5. Team Nominations

- a) Prior to 15 September each year, Clubs shall nominate the number of teams it would like to enter in A and A2 Grades. For all other grades, Clubs shall nominate the teams it would like to enter no later than one week prior to the commencement of Round 1.
- b) The Executive Committee may move teams between grades to improve the structure of the competition.
- c) In the event of a Club withdrawing a team after the commencement of the season, the Club's lowest senior team must be withdrawn. Any Club withdrawing a team after the start of the season, the Club will be fined a value equivalent to the registration cost for the withdrawn team. For the removal of doubt, the original registration fee for the team shall also be payable.
- d) For Clubs with two or more teams in the same grade of competition, a list of seven players per team shall be nominated prior to the midpoint of the season and sent to Association Secretary. These players cannot alternate between teams thereafter.

6. Match Conditions

6.1 Match Commencement and Duration

- a) The normal commencement time, overs per side and maximum overs per innings per bowler for senior competitions is detailed in the following table.

Competition	Commencement Time	Maximum Overs per Innings per Side	Maximum Overs per Bowler
A Grade	12:30 pm	45	9
A2 Grade	1:00 pm	40	8
B Grade	1:00 pm	40	8
C Grade	1:00 pm	35	7
D Grade	1:00 pm	35	7
Twenty20 (all grades)	As required	20	4

- b) The commencement time for any match may be amended by the Executive Committee with mutual agreement of both competing Clubs.

- c) If the commencement of play is delayed due to pitch, ground, weather or light conditions, the number of minutes of playing time that is lost shall be divided by seven. The resultant whole number (rounded to the nearest whole number) shall determine the number of overs to be deducted from each team's innings quotas.
- d) In the event of a match commencement being delayed, the maximum overs per bowler is determined by ensuring that no one bowler can bowl more than one fifth of the total overs (rounded up to the nearest whole number).
- e) In the event of a match commencement being delayed for an extended period, the match shall be abandoned if the resultant match would be less than twenty-five overs per team.



Example...

A2 Grade play commences at 1.30 pm meaning 30 minutes of play are lost. Calculate $30/7 = 4.2$. Overs per team are reduced by 4 to 36 overs per side. The maximum overs per bowler is calculated as $36/5 = 7.2$. Rounding up this means that no bowler can bowl more than 8 overs.

A Grade Play commences at 2.00 pm meaning 90 minutes of play are lost. Calculate $90/7 = 12.9$. Overs per team are reduced by 12 to 33 overs per side. The maximum overs per bowler is calculated as $33/5 = 6.6$. Rounding up this means that no bowler can bowl more than 7 overs.

C Grade play commences at 2:20 pm meaning 80 minutes of play are lost. Calculate $80/7 = 11.4$. Overs per team are reduced by 11 to 24 overs per side. Play is therefore abandoned.

- f) Once a match has commenced, there is to be no reduction in overs in the event of any delay.
- g) Entitlement to draw stumps at 6.30 pm shall exist for either team if at least 30 minutes play has been lost due to weather.
- h) Prior to the 7:00 pm on the day preceding the scheduled start of play, Clubs may be permitted to alter the venue of matches provided the alteration does not interfere with the Association's existing programming.
- i) No alteration to venues shall be made without first obtaining the permission of the Association's Statistical Officer.
- j) The Association shall have the power to direct Clubs to alter the programmed venue for a match at any point prior to the scheduled commencement of play and may identify any oval the Association deems appropriate to be used.
- k) In the event of a breach of Part II – Clause 5.1 (i), the offending Club will be considered to have forfeited the game (consistent with the provisions of Part II – Clause 7.1) and any individual player statistics gained shall not be counted towards awards and net run rate shall be calculated in accordance with the provisions consistent with a forfeit.

6.2 Scoring of Matches

- a) All A Grade A2 Grade and B Grade matches must be scored using PlayHQ E-Score system. Other grades may be scored using PlayHQ E-Score at either Club's discretion.
- b) Where PlayHQ E-Score is used, this may substitute for the Club who is providing the electronic device's scorebook. The opposing Club must still complete a scorebook in these situations.
- c) In grades where the use of PlayHQ E-Score is mandatory, it is the home (or first-named team) who is responsible for supplying a suitable device with access to the relevant match. If the responsible Club fails to provide a suitable device where PlayHQ E-Score use is mandatory, they shall be responsible for correct and satisfactory score entry for the entire match, and the Association shall impose penalties as described in Part I – Clause 2.
- d) Where PlayHQ E-Score is used, both Clubs have responsibility for the commencement and continuation of the match in PlayHQ E-Score (including at the change of innings), and for finalising a match result in accordance with these By-Laws.
- e) Scorebook(s) shall be checked and signed by both Captains and any umpire appointed by the association at the end of each day's play. Where PlayHQ E-Score is used, both Captains shall witness the closure of the match.
- f) In the case of a match where independent umpires are in charge, the match is not considered complete until one or both umpires sign the scorebook(s).

6.3 Match Abandonment & Forfeit

- a) The Association Statistical Officer, Secretary or President must be notified in the event of a forfeit or abandoned match immediately after a decision has been made by the Club(s) involved.
- b) In the event of a Club forfeiting a game, the lowest senior team must be forfeited.
- c) In the event of a forfeit within one hour of, or after, the scheduled start of play, the forfeiting Club will be charged a fine per Part 1 – Clause 2 plus the full cost of any umpire fees if an umpire had been appointed by the Association.
- d) In the event of a forfeit being notified prior to one hour before the scheduled start of play, there will not be a fine imposed for the first four occurrences each season. For the fifth and each subsequent forfeit, the forfeiting Club will be fined per Part 1 – Clause 2.

6.4 Junior Bowling Restrictions

- a) The Association has adopted the *Australian Junior Bowling Guidelines 2022/23* published by Cricket Australia for the protection of players.
- b) Restrictions on the number of overs per spell and total overs per day by bowlers under the age of 19 are as follows:

Player Age	Maximum Overs per Bowling Spell	Maximum Overs per Day
Under 19	Six	Eighteen
Under 17	Six	Sixteen
Under 15	Five	Twelve
Under 13	Four	Eight
Under 11	Two	Four

- c) For the purpose of Part II – Clause 6.3, the age of the bowler is determined from their age on the day which they are bowling. That is, a player who turns 19 partway through the season is no longer subject to the junior bowling restrictions after their birthday.
- d) The maximum overs per day specified in Part II – Clause 6.3 are the sum of overs bowled in all games currently underway and previously played on that day.



Example...

A player who is Under 15 bowls four overs in the Saturday morning competition before playing A Grade in the afternoon. That player may only bowl a maximum of eight overs for the A Grade that day, with no spell longer than five overs.

- e) Having completed a spell, a bowler subject to the Junior Bowling Restrictions must rest for the longer of the same number of overs from the same end as the completed spell or 20 minutes before bowling again.
- f) The Junior Bowling Restrictions apply equally to all bowlers regardless of the pace of the bowling.
- g) Where an Association umpire is not appointed, the responsibility of restricting the number of overs bowled by bowlers under 19 years of age lies with the bowler's captain.
- h) Each Club will be required to include the age of any player who is under 19 on their team sheet.

7. Notifying Results & Points

7.1 Premiership Points

- a) For all senior grades, premiership points are determined as follows:
 - i) 4 points for a win (including win on forfeit).
 - ii) 2 points for a drawn, tied or abandoned match.
 - iii) Net run rate (NRR) will be used as the method for ranking teams on equal premiership. NRR will be calculated by deducting the average runs per over scored against a team from the average runs per over scored by that team. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
 - iv) In the event of a forfeit, NRR will be as calculated based on the following:
 - 1) Both teams will be considered to have batted the full amount of overs in each innings, with the winning team to receive a number of runs equal to a run rate of 6.00, and the forfeiting team to receive a number of runs equal to a run rate of 3.00.
 - 2) The ladder adjustment for the team receiving the forfeit shall be as follows:
 - A) Overs For: as scheduled according to these By-Laws.
 - B) Runs For: the number of "Overs For" multiplied by 6.00.
 - C) Overs Against: as scheduled according to these By-Laws (must be the same as "Overs For").
 - D) Runs Against: the number of "Overs For" multiplied by 3.00.
 - 3) The ladder adjustment for the team conceding the forfeit shall be as follows:
 - A) Overs For: as scheduled according to these By-Laws.
 - B) Runs For: the number of "Overs For" multiplied by 3.00.
 - C) Overs Against: as scheduled according to these By-Laws (must be the same as "Overs For").
 - D) Runs Against: the number of "Overs For" multiplied by 6.00.
- b) In the event of a team playing fewer matches than other teams because of a bye, those teams shall have their own points averaged; for the types of games for which the bye occurs and adjusted to the number of matches played.

7.2 Notification of Match Results

- a) Where a match has not been scored using PlayHQ E-Score:
 - i) The home team shall be responsible for entering the match result on PlayHQ, including for drawn, tied or abandoned matches, and
 - ii) Each team shall be responsible for entering their own player scores and any votes required to be cast for Association awards.
- b) Both teams have until 5:00 pm on the Monday following the match to enter the detailed match results and player scores. This deadline also applies to the entering of team lists for abandoned matches.
- c) If results are not entered by the deadline, the Association shall impose penalties as described in Part I – Clause 2.

7.3 Captain's Report

- a) In matches where an Association umpire is appointed, or otherwise directed by the Association, each of the Clubs must complete a captain's report in the format prescribed by the Association to report on the particulars of that match, including pitch and ground conditions and umpire performance.
- b) The captain (or coach, if applicable) of each team participating must submit the captains report prior to a deadline of 5:00 pm on the Monday following the completion of the match.
- c) If the captain's report is not entered by the deadline, the Association shall impose penalties as described in Part I – Clause 2.

8. Finals

8.1 Player Qualification

- a) A maximum of eleven players can be named for any senior match and only matches played for premiership points will count towards finals qualification. That is, A Grade Twenty20 competition and representative matches will not count towards finals qualification.
- b) To qualify for a senior finals match, a player shall have been named on the official PlayHQ record for five minor round matches for that Club.
- c) To qualify for a lower grade senior final, a senior player must be named on the official PlayHQ record for the majority of their last five minor round senior matches for that Club in that grade or a lower grade. Junior players shall be exempt from this rule provided they have satisfied the requirements of 8.1(b).
- d) Prior to the first final, the Association may provide Clubs participating in finals with a list of players it believes to have qualified for each grade. If any player who is not on this list plays in a final, the offending Club will forfeit the final (in accordance with the provisions of Part II – Clause 4(a)).
- e) A player may play in a lower senior grade final than what they are qualified for, as per by Part II Clause 7.1(c), provided the grade they have qualified for is playing on the same day as the grade they have been selected for and is the Club's immediate lower grade or a subsequent immediate lower grade team.

- f) Any player not qualified under Part II Clause 7.1(b) may appeal to the Executive Committee, which shall convene a PRDC hearing to adjudicate the case.

8.2 Match Conditions

- a) The A Grade finals series will be played over three weekends as follows:
 - i) On the first weekend, the Saturday will have qualifying (1st vs 2nd) and elimination final (3rd vs 4th) matches.
 - ii) On the second weekend, the Saturday will have the preliminary final (loser of 1st vs 2nd vs winner of 3rd vs 4th).
 - iii) The third weekend will have the grand final played on the Saturday between the winner of the qualifying (1st vs 2nd) and the winner of the preliminary final.
- b) In all other senior grades finals series will be played over two weekends as follows:
 - i) On the first weekend, the Saturday will have semi final (1st vs 4th and 2nd vs 3rd) matches.
 - ii) On the second weekend, the Saturday will have the winners of the semi final matches play in the grand final.
- c) The team finishing in the higher position at the end of the minor round shall have the choice of grounds in the final series. Home grounds may be used, unless otherwise decided by the Association.
- d) If, in a senior grade Semi Final, Qualifying Final, Elimination Final or Preliminary Final:
 - i) The game finishes in a tie, the team finishing higher on the premiership table at the end of the minor round shall be declared the winner.
 - ii) No play is possible due to inclement weather or the Association's Hot Weather Policy then the match shall be played the following day (Sunday) under the same conditions. If no result is possible on the following day (Sunday) due to abandonment, or the match is tied, then the team finishing higher on the premiership table at the end of the minor round shall be declared the winner.
 - ii) Play commences (that is, at least one delivery is bowled) but no result is possible due to abandonment, then the team finishing higher on the premiership table at the end of the minor round shall be declared the winner.
- e) In the event of the scheduled Grand Final day being abandoned due to inclement weather or the Association Hot Weather policy, the match will be played the following day under the same conditions.
- f) In the event of the scheduled day of the Grand Final being partially interrupted due to inclement weather (at least 30 minutes of play lost), stumps may be drawn at 6:30 pm and play will recommence at the usual scheduled start time the following day.

- g) Part II – Clause 5.1(c) (which details the reduction of overs if the start of play being delayed due to pitch, ground, weather or light conditions) will not apply to the scheduled day of the Grand Final but will apply to the reserve day if the scheduled day of the Grand Final is abandoned in full and the start of play on the reserve day is delayed.
- h) The replacement of players will not be permitted in the event that the Grand Final utilises the reserve day.
- i) The reserve day for the Grand Final will apply to senior grades.
- j) If there is no result possible in a Grand Final match, or the match is tied, drawn or abandoned the team which won the Qualifying Final (A Grade), or the team finishing higher on the premiership table at the completion of the minor round (all grades below A Grade) shall be declared the winner.

BY-LAWS PART III: PLAYING CONDITIONS

Matches organised by the Association are played in accordance with the *MCC Laws of Cricket* (as published from time to time) and as amended in these By Laws. In the event of a contradiction between the *MCC Laws of Cricket* and these By-Laws, these By-Laws shall take precedent.

For the purposes of the *MCC Laws of Cricket* the Association shall fulfill the duties of the 'Governing Body' and the home side the 'Ground Authority'.

Law 1 – The Players

Law 1 shall apply except for the conditions below:

Law 1.2.1 (captains to nominate players in writing to the umpires prior to the toss) is replaced with:

- a) The captains shall, before the commencement of each match, exchange team sheets which includes all the names of the team members intending to play in the match. Any team member who is under nineteen years old shall have their name indicated on the team sheet. No alteration to the team sheet shall be permitted.
- b) For A, A2 and B Grade matches, the selected team shall be nominated in PlayHQ prior to the commencement of the match. In such circumstances, the online PlayHQ record shall replace the requirement for team sheets to be exchanged.

Law 1 is further amended to add the conditions below:

Law 1.5 (players to wear correct attire)

- a) All players must wear appropriate closed footwear at all times.
- b) In A Grade games only, the captains may agree to wear to coloured uniforms, including Finals. All other grades shall be played in appropriate white cricket attire.
- c) If a player is not wearing the correct colour cricket attire they shall not be permitted to bat, bowl or wicket keep in A, A2 and B Grade matches.
- d) If a player is not wearing a shirt that is predominately the appropriate colour they shall not be permitted to field in A, A2 and B Grade matches or bat, bowl or wicket-keep in C and D Grade matches.

Law 2 – The Umpires

Law 2 shall apply except for the conditions below:

Law 2.1 (appointment and attendance of umpires) is amended with the following text included in addition to the law:

- 2.1.1 Where no Association umpires attend, the captain of the batting side shall be responsible for the appointment of umpires whilst their team is batting.

- 2.1.2 Where only one Association umpire is appointed the captain of the batting side shall be responsible for the appointment of a square leg umpire. The appointed square leg umpire will ensure they are clearly identifiable and distinguishable from fielders.

Law 2.2 (change of umpire) is amended to include the following additional text:

If the fielding side is unhappy with an umpire who is a player, it shall be the responsibility of the fielding captain to notify the batting captain that they wish the umpire to be replaced. Upon receiving the request, the batting captain must oblige immediately.



Reminder...

Participants are reminded that Law 2.7 (fitness for play) defines that it is the umpire (or the captains by agreement if no Association appointed umpire is present) that decide when conditions are not considered safe for play. There is no requirement to stop play during rain and play may commence while rain is falling so long as the umpire determines that it is safe to do so.

Law 3 – The Scorers

Law 3 shall apply in its entirety.

Law 4 – The Ball

Law 4 shall apply except for the conditions below:

Law 4.6 (specifications) is replaced with the following text:

- a) The ball used in matches organised by the Association shall be in accordance with the table as follows:

Grade	Turf Wicket	Synthetic Wicket
A Grade	Kookaburra Senator 4-piece	Kookaburra Tuf-Pitch 2-piece
A2 Grade		
B Grade	Kookaburra Tuf-Pitch, Kookaburra Red King, Kooka Crown or Kooka Practice 2 -piece	
C Grade		
D Grade		
Senior Twenty20	As advised	

- b) The colour of ball used for any match will be determined by the Association prior to the commencement of the match, but unless advised otherwise by the Association, shall be red in matches when white uniforms are worn and white where coloured uniforms are worn.

Law 5 – The Bat

Law 5 shall apply in its entirety.

Law 6 – The Pitch

Law 6 shall apply in its entirety.



Reminder...

Participants are reminded that Law 6.6 (Junior Cricket) permits the Association to specify the dimensions for the pitch to be used in junior matches.

Law 7 – The Creases

Law 7 shall apply and is amended to include the condition below:

- 7.5 For A Grade matches only, the home side will be required to place a mark on each side of the stumps 30 centimetres from the centre of middle stump.

Law 8 – The Wickets

Law 8 shall apply in its entirety.

Law 9 – Preparation and Maintenance of the Playing Area

Law 9 shall apply and is amended to include the condition below:

- 9.8 For A Grade matches only, a 27 metre ring is to be marked around the pitch. The 27 metre ring should be clearly marked in a fashion which will not interfere with play such as by a continuous white line or a series of plastic/rubber discs at 5 metre intervals.

Law 10 – Covering the Pitch

Law 10 shall not apply and is replaced with the conditions below:

- 10.1 The home side shall utilise covers (where available) and use their best endeavours to enable play to occur safely.

Law 11 – Intervals

Law 11 shall apply except for the conditions below:

Law 11.2.2 (duration of interval between innings) is replaced with:

- 11.2.2 An interval between innings shall be 15 minutes, commencing from the close of an innings until the call of Play for the start of the next innings.

Law 11.8.1 & 11.8.2 (interval for drinks) are replaced with:

- 11.8.1 Drinks shall be taken at the midway point of each innings. The midway point is defined as after the completion of 23 overs for A Grade matches, 20 overs for A2 and B grade matches and 18 overs for C and D Grade matches. Each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.

- 11.8.2 Unless, as permitted in 11.9, the captains agree to forgo it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batter retires in the over immediately prior to the scheduled drinks interval drinks shall be taken immediately.

Variations to timing and the number of drinks intervals are permitted in agreement between umpires and captains if required to manage player welfare, such as for play during hot weather (refer to the *Hot Weather Policy*).

Law 12 – Start of Play; Cessation of Play

Law 12.1 (call of play) and Laws 12.9 (conclusion of match) shall apply. Laws 12.2 to 12.8, 12.10 & 12.11 (relating to timed matches) shall not apply.

Law 12 if further amended with the addition of following condition:

- 12.12 If any side is not ready to commence at the scheduled start time, the opposing side shall be awarded five (5) penalty runs and, in addition, shall be awarded one (1) penalty run for every minute after the scheduled start time elapsed until they are ready to commence. If a side is not ready to play by thirty (30) minutes after the scheduled start time they shall be considered to have lost the match in accordance with Law 16.3.2 (refusal to play).

Law 13 – Innings

Law 13 shall apply except for the conditions below.

Law 13.1 is amended to add the condition below:

- 13.1.3 Except for the stipulated adjustments due to a weather delay, the captains or umpires may not change the duration of overs for a match without the prior approval of the Association. If the match duration is altered without prior approval the outcome of the match shall be a draw per Law 16.5.2.

Law 13.4 (the toss) is replaced with the below:

- 13.4 The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires (where an Association Umpire is appointed) not earlier than 20 minutes, nor later than 10 minutes before the scheduled time for commencement.

Any team whose captain is not prepared to toss 10 minutes prior to the commencement of play, shall forfeit the right to toss and the opposing team shall be deemed as having won the toss.

In matches with an Association Umpire appointed, if the toss is carried out by captains without the umpire present, the umpire may (at their sole discretion) direct the captains to redo the toss on the field of play and in their presence.

Law 14 – The Follow-on

Law 14 shall not apply.

Law 15 – Declaration and Forfeiture

Law 15 shall apply in its entirety.

Law 16 – The Result

Law 16 is amended to add the condition below to Law 16.3.1 (a match shall be lost by a side which):

- 16.3.1.3 does not have at least 7 players present within 30 minutes after the scheduled start time for commencement of the match.



Reminder...

Participants are reminded that Law 16.6.1 means that as soon as a result is reached, such as the winning runs being scored or final wicket being taken, the match is ended.

Further to this Law 16.9 details the methods allowed to correct mistakes in scoring.

Law 17 – The Over

Law 17 shall apply in its entirety.

Law 18 – Scoring Runs

Law 18 shall apply in its entirety.

Law 19 – Boundaries

Law 19 shall apply except for the conditions below.

Law 19.1 (determining the boundary of the field of play) is replaced with the condition below:

- 19.1 The home side must clearly mark a boundary line with either line marking paint, rope, cones, or any safe but obvious markings allowing a minimum distance of 2.7 metres from any obstruction that could present a risk to player safety such as (but not limited to) fences, goalposts, sightcreens, and trees.

Law 20 – Dead Ball

Law 20 shall apply in its entirety.

Law 21 – No Ball

Law 21 shall apply except for the conditions below.

Law 21.7 (ball pitching off the pitch) is replaced with the following:

- 21.7 The umpire shall call and signal No ball if a ball which he/she considers to have 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 as defined in Law 6.1 (area of pitch) before it reaches the line of the striker's wicket. In matches played with matting any ball which pitches on a strap or hem of the two-piece matting at the centre of the pitch shall be immediately called and signalled 'Dead Ball' and shall be re-bowled.

However, a ball pitching cleanly in the gap between the two mats in the middle of the pitch shall be regarded as a normal delivery unless in the opinion of the umpire that it acted abnormally in which case the umpire shall call and signal 'Dead Ball' and the ball re-bowled.



Reminder...

Participants are reminded that Law 21.10 details that deliveries bouncing over the head of the striker are a no ball, rather than a wide as often seen in international matches. This means that if the striker makes contact with a ball bouncing over their head and it is called no ball, Law 21.18 means they cannot be given out (except by being run out, obstructing the field or hitting the ball twice).

Law 22 – Wide Ball

Law 22 shall apply and is amended to include the condition below.

Law 22.1 (judging a wide) has the following added:

- Law 22.1.3 For A Grade matches only, any delivery passing outside a mark 12 inches from the centre of middle stump on the leg side of the batter shall be called wide.



Reminder...

Participants are reminded that Law 22.1 says that a ball is wide if the ball is not sufficiently in reach for him/her to be able to play the ball with a normal cricket stroke.

With the exception of A Grade matches, it is considered that normal cricket strokes can be played to leg side deliveries and that umpires should strive for consistency during games in calling wides.

Law 23 – Bye and Leg Bye

Law 23 shall apply in its entirety.

Law 24 – Fielder's Absence; Substitutes

Law 24.1 (substitute fielders) shall apply.

Law 24.2 (fielder absent or leaving the field of play) is replaced with the below:

- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this Law, is he/she to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
- 24.2.2.1 an umpire shall be informed of the reason for this absence.
- 24.2.2.2 he/she shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
- 24.2.2.3 he/she shall be permitted to bowl, once returning to the field of play.

Law 24.3 (penalty time not incurred) shall not apply.

Law 24.4 (player returning without permission) shall apply.

Law 25 – Batter's Innings; Runners

Law 25 shall apply and is amended to include the condition below for D Grade matches only.

Law 25.4.3 (retired when not hurt) is replaced with the following:

25.4.3 if a batter retires for any reason other than as in 25.4.2 (retired hurt), the innings of that batter may be resumed, without the need for consent from the opposing captain, after two wickets have fallen (not retirements) or after the fall of the last wicket of a batter who has not previously retired. If for any reason his/her innings is not resumed, that batter is to be recorded as 'Retired - out'.



Reminder...

Participants are reminded that runners for injured batters are permitted.

Law 26 – Practice on the Field

Law 26 shall apply in its entirety.

Law 27 – The Wicket-Keeper

Law 27 shall apply in its entirety.

Law 28 – The Fielder

Law 28 shall apply and is amended to include the condition below.

Law 28.4 (limitation of on side fielders) is amended to include following additional text:

For A Grade matches only, at the instant of the bowler's delivery, no more than five fielders shall be on the on side. In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.

Laws 28.7 & 28.8 are appended to Law 28 as below:

28.7 For A Grade matches only, at the instant of the bowler's delivery, no more than five fielders shall be outside the marked 27 metre circle. In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.

28.8 Fielders are at all times required to comply with the Association's adopted Helmet Policy.



Reminder...

Participants are reminded that in matches other than A Grade, unless specific playing conditions apply (such as in Twenty20 matches), there is no restriction on the number of fielders permitted on the on side apart from the requirement to not have more than two behind square leg.

Law 29 – The Wicket is Broken

Law 29 shall apply in its entirety.

Law 30 – Batter out of His/ Her Ground

Law 30 shall apply in its entirety.

Law 31 – Appeals

Law 31 shall apply in its entirety.

Law 32 – Bowled

Law 32 shall apply in its entirety.

Law 33 – Caught

Law 33 shall apply in its entirety.

Law 34 – Hit the Ball Twice

Law 34 shall apply in its entirety.

Law 35 – Hit Wicket

Law 35 shall apply in its entirety.

Law 36 – Leg Before Wicket

Law 36 shall apply in its entirety.

Law 37 – Obstructing the Field

Law 37 shall apply in its entirety.

Law 38 – Run Out

Law 38 shall apply in its entirety.

Law 39 – Stumped

Law 39 shall apply in its entirety.

Law 40 – Timed Out

Law 40 shall apply in its entirety.

Law 41 – Unfair Play

Law 41 shall apply in its entirety.



Reminder...

Participants are reminded that the bowling of dangerous and unfair non-pitching deliveries are detailed in Law 41.7.1 which details when a full toss shall be called a no ball.

The law specifies that “any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair” and waist height is defined as top of the batter's trousers (MCC Laws of Cricket Appendix 6).

So, a non-pitching delivery is to be called a no ball if it would have passed above the top of the batter's trousers if they were standing upright at the popping crease, irrespective of the position the batter takes guard or eventually plays the ball in.

Square leg umpires are encouraged to make a mental note of the reference point of this height, such as a sign on the boundary fence, in the background to help with adjudicating this law when the batter moves.

Law 42 – Player's Conduct

Law 42 shall apply and is amended to include the condition below.

- 42.8 All players shall comply with the Association's published Code of Ethics. In the case of a breach of the Code of Ethics, the umpire (or opposing captain if an Association umpire is not appointed) shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.
- 42.9 There shall be no alcohol, cigarettes, e-cigarettes or illegal drugs consumed on any playing arena while a match is in progress.



Reminder...

Law 42 defines four levels of offences for breaches of conduct. All players are expected to comply with this code of conduct as well as the Associations Code of Ethics.

Generally, Level 1 offences will result in a first-and-final warning, Level 2 offences will result in the awarding of penalty runs while Levels 3 & 4 will result in the removal of the player from the field and the potential for the game to be awarded to the non-offending team (per Law 16.3). Examples of the potential offences include, but are not limited to:

Level 1

- Wilfully mistreating any part of the cricket ground, equipment or implements used in the match.
- Showing dissent at an umpire's decision by word or action.
- Using language that, in the circumstances, is obscene, offensive or insulting.
- Making an obscene gesture.
- Appealing excessively.
- Advancing towards an umpire in an aggressive manner when appealing.
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

Level 2

- Showing serious dissent at an umpire's decision by word or action.
- Making inappropriate and deliberate physical contact with another player
- Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner.
- Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature.
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

Level 3

- Intimidating an umpire by language or gesture.
- Threatening to assault a player or any other person except an umpire.

Level 4

- Threatening to assault an umpire.
- Taking inappropriate and deliberate physical contact with an umpire.
- Physically assaulting a player or any other person.
- Committing any other act of violence.

HOT WEATHER POLICY

- a) Play shall be abandoned for all grades on the following day when the Adelaide forecast temperature is 40 degrees or more as published on the Bureau of Meteorology [website](#) at 6:00 pm prior to the scheduled day's play.
- b) In the event that the forecast temperature for the scheduled day's play is 35 degrees or above at the programmed venue, captains and/or umpires shall, and must, take 2 additional drink breaks, the innings is to be split into 3 (eg. B Grade = drinks after over 10, 20 & 30), these are to be only 3-5min each.
- c) In the event that the actual temperature is higher than 35 degrees, regardless of the previous day's forecast, captains and/or umpires shall, and must, take 2 additional drink breaks, the innings is to be split into 3 (eg. B grade = drinks after over 10, 20 & 30), these are to be only 3-5min each.
- d) In the event of a catastrophic fire danger rating being declared by the CFS for the Mount Lofty Ranges fire ban district, all matches scheduled while the rating is in place will be abandoned.
- e) The Association will have the power to abandon games if the conditions are worse than Forecast as listed above.



Reminder...

The hot weather policy also applies to junior matches which are scheduled for a Friday night. In those instances, the Thursday evening forecast should be referenced.

Equally, Saturday morning junior cricket is also judged by the previous evening's forecast.

HELMET POLICY

Preamble

In order to protect players, the Association has adopted this Helmet Policy in accordance with *Cricket Australia Helmet Recommendations*.

In summary, it is a requirement that players wear a Helmet at all times when batting, wicketkeeping up to the stumps and when fielding close. Under no circumstances is play to be permitted if a player who is required to wear a Helmet in accordance with this policy is not doing so.

This policy applies to all senior matches and the term 'Helmet' within this policy refers to a helmet compliant with British Standard 7928:2013.

The requirement for Helmets in junior matches is detailed within the Junior By-Laws.

1. Playing Conditions – Batting

- a) A batter must wear a Helmet at all times when batting.
- b) The umpire(s) are responsible for ensuring that a Helmet is worn when required but are not responsible for ensuring that the Helmet being worn by the batter is compliant with the relevant standard.
- c) The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a Helmet when required.

2. Enforcement – Batting in a Match with an Association Appointed Umpire

- a) After the fall of a wicket or the retirement of a batter, the incoming batter must, unless time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing Helmet as required by Clause 1 (a).
- b) If this requirement is not met the umpires(s) are to direct the batter to comply with Clause 1 (a).
- c) If, having entered the field of play not wearing a Helmet, a batter leaves the field in order to comply with Clause 1 (a), there shall be no loss of time/overs to the match solely due to this delay.
- d) If a batter does not to comply with this direction:
 - i) The umpire shall call time, if necessary.
 - ii) The umpires shall summon and inform the offending players captain of his/her refusal to comply with Clause 1 (a).
 - iii) The umpire shall award 5 penalty runs to the fielding team.
 - iv) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to the Association Executive Committee, who shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.

- e) If after the action in Clause 2(d) the batter continues to not comply with Clause 1(a) then:
 - i) The batter will be given out, Timed Out.
 - ii) In the event of a Timed Out dismissal, the bowler does not get credit for the wicket.
- f) In the event of an extended delay in which either no batter comes to the wicket wearing a Helmet or a batter fails to wear a Helmet and also fails to leave the wicket having been given out in accordance with Clause 2(e), the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match). For the purposes of that Law the start of the action shall be taken at end of Clause 2(d).
- g) Further to Clause 2(d)(iv), the umpire(s) shall also report the occurrence of Clause 2(e)(i) to the Executive of the offending player's team and to the Association Executive Committee.
- h) For the purpose of this law no time/overs shall be lost to the game after the completion of any of the actions described in Clauses 2(c) – 2(e).

3. Enforcement – Batting in a Match Without an Association Appointed Umpire

- a) After the fall of a wicket or the retirement of a batter, the incoming batter must, unless time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing Helmet as required by Clause 1(a).
- b) If this requirement is not met, the umpire(s) must not permit the game to continue until:
 - i) The batter complies with Clause 1(a), or
 - ii) The batter without a Helmet leaves the field of play and is replaced by a batter complying with Clause 1(a).
- c) Should Clause 3(b) not be complied with, and the umpire(s) permits the game to continue, the captain of the fielding side must not permit his/her bowler to bowl any delivery until Clause 3(b) has been complied with.
- d) Should the match be permitted to continue without Clauses 3(a) – 3(c) being complied with, the following shall apply:
 - i) Upon receiving information regarding the incident, the Association Executive Committee shall take all reasonable and appropriate measures to investigate the instance(s).
 - ii) Should the Association Executive Committee find that the match continued without Clauses 3(a) – 3(c) being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - 1) Both teams will have all their match points from the match removed.
 - 2) Both team captains will be reported for failure to comply with the Association's by-laws.

- 3) Any batter who failed to comply with Clauses 3(a) and 3(b) will be reported for failure to comply with the Association's by-laws.
 - 4) Any bowler who failed to comply with Clause 3(c) may be reported for failure to comply with the Association's by-laws.
 - 5) Any umpire who failed to comply with Clause 3(b) may be reported for failure to comply with the Association's by-laws.
 - 6) The Association Executive Committee shall take such action as they deem appropriate against the above participants.
 - 7) Furthermore, the Association shall take action against the Club(s) of the offending players in the match.
- e) In the event of an extended delay of 10 minutes in which either no batter comes to the wicket wearing a Helmet or a batter fails to wear a Helmet and also fails to leave the wicket, to comply with Clause 3(b)(i) or 3(b)iii) the fielding captain shall instruct his/her players to leave the field of play and the game will not recommence until Clause 3(b) been complied with.
- i) If a delay as in Clause 3(e) continues for a period of 20 minutes, the game shall be deemed abandoned and the fielding team shall report the instance to the Association Executive Committee as soon as practicable.
 - ii) The Association Executive Committee shall take all reasonable and appropriate measures to investigate the instance(s) and take such action as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:
 - 1) Remove all match points from the batting team whose batter(s) failed to comply with Clause 1(a).
 - 2) Award a win to the fielding team.
 - 3) Take appropriate action against each batter who failed to comply with Clause 1(a).
 - 4) Impose an appropriate sanction on the captain of the team of the batter(s) who failed to comply with Clause 1(a).
 - 5) Impose an appropriate sanction on the Club of the batter(s) who failed to comply with Clause (a), including, but not restricted to:
 - I) Financial penalties
 - II) Removal of match points from one or more Club teams
 - III) Denial of one or more Club teams from taking part in finals

4. Playing Conditions – Wicketkeeping

- a) At all times when wicketkeeping up to the stumps (a distance of two metres or closer to the stumps), the wicketkeeper must wear a Helmet.
- b) Any wicketkeeper who is eligible to play junior cricket (under the age of 16 as of 1 September of the current season), must wear a Helmet when wicketkeeping within seven metres of the stumps.
- c) The umpire(s) are responsible for ensuring that a Helmet is worn when required by Clause 4(a) or 4(b) but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013.
- d) The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a Helmet when required by Clause 4(a) or 4(b).

5. Enforcement – Wicketkeeping in a Match with an Association Appointed Umpire

- a) At any time as required by Clause 4(a) or 4(b) a wicketkeeper must wear a Helmet.
- b) Should a wicketkeeper fail to wear a Helmet at anytime as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue until the wicketkeeper does one of the following:
 - i) Wears a Helmet.
 - ii) Moves his/her position to one that does not require him/her to wear a Helmet.
 - iii) The fielding team changes wicketkeeper to a different player who is complying with Clause 4(a) or 4(b).
- c) In the event of an extended delay in which the wicketkeeper fails to wear a Helmet and fails to comply with Clauses 5(b)(i) – 5(b)(iii), the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
- d) Further, each wicketkeeper that fails to comply with Clause 4(a) or 4(b) shall be reported to the Executive of the offending player's team and to the Association Executive Committee by the umpire(s). The Association Executive Committee shall take any action it deems appropriate against each offending wicketkeeper.

6. Enforcement – Wicketkeeping in a Match Without an Association Appointed Umpire

- a) At anytime as required by Clause 4(a) or 4(b) a wicketkeeper must wear a Helmet.
- b) Should a wicketkeeper fail to wear a Helmet at any time as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue.
- c) Should the umpire(s) not comply with Clause 6(b) and permit the game to continue, the batters together shall refuse to take a position to receive the ball until Clause 4(a) or 4(b) is complied with.

- d) Should the match be permitted to continue without Clauses 6(a) to 6(c) being complied with, the following will apply:
 - i) Upon receiving information regarding the incident, the Association Executive Committee shall take all reasonable and appropriate measures to investigate the instance.
 - ii) Should the Association Executive Committee find that the match continued without Clauses 6(a) to 6(c) being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - 1) Both teams will have all their match points from the match removed.
 - 2) Both team captains will be reported for failure to comply with the Association by-laws.
 - 3) Any wicketkeeper who failed to comply with Clauses 6(a) and 6(b) will be reported for failure to comply with the Association by-laws.
 - 4) Any batter who failed to comply with Clauses 6(c) may be reported for failure to comply with the Association by-laws.
 - 5) Any umpire(s) who failed to comply with Clauses 6(b) may be reported for failure to comply with the Association by-laws.
 - 6) The Association Executive Committee shall take such action as they deem appropriate against the above participants reported to them.
 - 7) Furthermore, the Association Executive Committee shall take action against the Club(s) of those offending players in the match.
- e) In the event of an extended delay in which the wicketkeeper fails to wear a Helmet or fails to move his/her position to one where a Helmet is not required, the captain of the batting side shall instruct his/her batters to leave the field of play and the game will not recommence until Clause 4(a) or 4(b) has been complied with.
 - i) If a delay as in Clause 6(e) continues for a period of ten minutes, the game shall be deemed abandoned and the batting team shall report the instance to the Association Executive Committee as soon as practicable.
 - ii) The Association Executive Committee shall take all reasonable and appropriate measures to investigate the instance(s) and take such action as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:
 - 1) Remove all match points from the fielding team whose wicketkeeper(s) failed to comply with Clause 4(a) or 4(b).
 - 2) Award a win to the batting team.

- 3) Take appropriate action against each wicketkeeper who failed to comply with Clause 4(a) or 4(b).
- 4) Impose an appropriate sanction on the captain of the team of the wicketkeeper(s) who failed to comply with Clause 4(a) or 4(b).
- 5) Impose an appropriate sanction on the Club of the wicketkeeper(s) who failed to comply with Clause 4(a) or 4(b) including, but not limited to:
 - I) Financial penalties.
 - II) Removal of match points from one or more Club teams.
 - III) Denial of one or more Club teams from taking part in finals.

7. Playing Conditions – Fielding

- a) At all times when fielding in a position closer than seven metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position wholly behind the popping crease on the offside, must wear a Helmet.
- b) The umpire(s) are responsible for ensuring that a helmet is worn when required by Clause 7(a) but are not responsible for ensuring that the helmet being worn by the fielder is compliant with British Standard 7928:2013.
- c) The umpire(s) are the sole judges of the distance from the stumps in this clause.
- d) The umpire(s) must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by Clause 7(a).
- e) The exchange of protective equipment between members of the fielding side on the field of play is permitted provided that the umpire(s) do not consider that it constitutes a waste of playing time.

Note: For the avoidance of doubt, any fielder within the prescribed distance deemed to be fielding at "leg slip" or "leg gully" must wear a Helmet.

8. Enforcement – Fielding in a Match with an Association Appointed Umpire

- a) Should a fielder fail to wear a Helmet at anytime as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue until the fielder does one of the following:
 - i) Wears a Helmet.
 - ii) Moves his/her position to one that does not require him/her to wear a Helmet.
 - iii) The fielding team changes the fielder in the position, to a different player who is complying with Clause 7(a).
- b) In the event of an extended delay in which the fielder fails to wear a Helmet and fails to comply with Clauses 8(a)(i) – 8(a)(iii), the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).

- c) Further, each fielder that fails to comply with Clause 7(a) shall be reported to the Executive of the offending player's team and to the Association Executive Committee by the umpire(s). The Association Executive Committee shall take any action it deems appropriate against each offending fielder.

9. Enforcement – Fielding in a Match Without an Association Appointed Umpire

- a) At any time as required by Clause 7(a) a fielder must wear a Helmet.
- b) Should a fielder fail to wear a Helmet at any time as required by the by-laws or as directed by an umpire(s), the umpire(s) shall not permit the game to continue.
- c) Should the umpire(s) not comply with Clause 9(b) and permit the game to continue, the batters together shall refuse to take a position to receive the ball until Clause 7(a) is complied with.
- d) Should the match be permitted to continue without Clauses 9(a) – 9(c) being complied with, the following will apply:
 - i) Upon receiving information regarding the incident, the Association Executive Committee shall take all reasonable and appropriate measures to investigate the instance.
 - ii) Should the Association Executive Committee find that the match continued without Clause 7(a) being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - 1) Both teams will have all their match points from the match removed.
 - 2) Both team captains will be reported for failure to comply with the Association by-laws.
 - 3) Any fielder who failed to comply with Clause 7(a) will be reported for failure to comply with the Association by-laws.
 - 4) Any batter who failed to comply with Clause 9(c) may be reported for failure to comply with the Association by-laws.
 - 5) Any umpire who failed to comply with Clause 9(b) may be reported for failure to comply with the Association by-laws.
 - iii) The Association Executive Committee shall take such action as they deem appropriate against the above participants reported to them.
 - iv) Furthermore, the Association Executive Committee shall take action against the Clubs of those offending players in the match.
- e) In the event of an extended delay in which the fielder fails to wear a Helmet or fails to move his/her position to one where a Helmet is not required, the captain of the batting side shall instruct his/her batters to leave the field of play and the game will not recommence until Clause 7(a) has been complied with.

- i) If a delay as in Clause 9(e) continues for a period of ten minutes, the game shall be deemed abandoned and the batting team shall report the instance to the Association Executive Committee as soon as practicable.
- ii) The Association Executive Committee shall take such action(s) as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:
 - 1) Remove all match points from the fielding team whose fielder(s) failed to comply with Clause 7(a).
 - 2) Award a win to the batting team.
 - 3) Take appropriate action against each fielder who failed to comply with Clause 7(a).
 - 4) Impose an appropriate sanction on the captain of the team of the fielder(s) who failed to comply with Clause 7(a).
 - 5) Impose an appropriate sanction on the Club of the fielder(s) who failed to comply with Clause 7(a) including, but not limited to:
 - I) Financial penalties.
 - II) Removal of match points from one or more Club teams.
 - III) Denial of one or more Club teams from taking part in finals.

CODE OF ETHICS

1. Players

1. All umpires are to be respected at all times. This respect is to be the responsibility of all the team captains.
2. If the fielding team is unhappy with an umpire who is a player, it shall be the responsibility of the fielding captain to notify the batting captain that he wishes him to be replaced. The batting captain must oblige forthwith.
3. The captains are responsible at all times (including on and off the field) for ensuring play is conducted within the spirit of the game as well as within the laws. This includes the preamble to the laws of the game titled "The Spirit of Cricket".
4. If an officially appointed umpire, or team captain, is unhappy as regards the conduct of an opposition team, or an individual player, it shall be his/her responsibility to make a written report to the Association Secretary, stating the details and reasons for his claim. The matter shall be dealt with by the Association Executive Committee who may refer the matter to the PRDC.
5. Any player or captain found guilty of misconduct may have their registration suspended for a period at the discretion of the PRDC.
6. If a player uses crude or abusive language; particularly when such language is likely in the opinion of the appointed umpire to be audible beyond the boundary, the umpire may issue the player concerned with an official warning. The umpire must note this on their match report. The Association must maintain a record of such warnings against all players and on each occasion a warning is notified, must notify the secretary of the player's Club. If a total of two such warnings are notified in the same season, the player named shall automatically have their registration suspended prohibiting them from playing the next match.
7. Any written report made under the Players Code of Ethics shall be forwarded to the Association Secretary or a member of the Association Executive Committee within 48 hours of the close of the days play, the person making this report shall also notify the secretary or a member of the association Executive Committee by telephone at the earliest opportunity.
8. If an umpire reports a player, players or Club official he/she must note this in his/her match report and will present the captain or Club representative of the player(s) on report as soon as practical. This report is to be completed electronically and logged in the OfficialsHQ system.

2. Coaches

1. Remember that children participate for pleasure and winning is only part of the fun.
2. Be reasonable in your demands on young players' energy and enthusiasm.
3. Teach players to follow rules.
4. Whenever possible, group players to ensure that everyone has a reasonable chance of success.
5. Avoid over playing the talented players. The just average players need to deserve equal time.

6. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of player.
7. Develop team respect for the ability of opponents and for the judgement of officials and opposing coaches.
8. Keep up to date with the latest coaching practices and the principles of growth and development of children.
9. Never ridicule or scold a child for making a mistake. Positive comments are motivational.
10. Remember children play sport for their enjoyment, not yours.

3. Parents and Supporters

1. Do not force an unwilling child to participate in cricket.
2. Remember, children are involved in cricket for their enjoyment, not yours.
3. Encourage your child to play by the rules.
4. Focus on the child's efforts and performance rather than winning or losing.
5. Never ridicule or yell at a child for making a mistake or losing a game.
6. Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
7. Support all efforts to remove verbal and physical abuse from sporting activities.
8. Respect official's decisions and teach children to do likewise.
9. Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
10. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

JUNIOR RULES OF THE ASSOCIATION

1. Match Conditions & Rules (Two & One Day) - Under 16s and Under 14s

1.1 Match Commencement and Duration

- a) The normal commencement time, overs per side and maximum overs per match is detailed in the following table. Overs are to be bowled in 5 over blocks at one end at a time, batters are to swap strike at the conclusion of the over.

Competition	Commencement Time	Innings Completion Time	Maximum Overs per Innings/Day	Maximum Overs per Match
Under 16	8:45am	11:30am	40	80
Under 14	8:45am	11:30am	40	80

- b) Two-Day matches are to be played over two consecutive Saturdays unless otherwise stipulated. Matches are to be played on the main ovals of each Club where appropriate.
- c) A maximum of 15 minutes late starting time may be added to the starting time. A team not ready to commence play by 9:00 am can, on complaint, be deemed to have forfeited.
- d) An equal number of overs to be available to the side batting second unless the innings is completed. If the batting team on the first day of a Two-Day match are all out with over left in the innings/day play, 2 overs are to be lost for the innings change over.
In the event that the team batting first is dismissed in less than 28 overs, the team batting second may bat for a maximum of 50 overs in their first innings. Their opposition will then return to bat for their second innings
- e) A five-minute drinks break is to be taken at the completion of 20 overs, or by mutual agreement of both coaches, preferably organised prior to the commencement of play.
- f) To enforce a 'Follow On' in a Two-Day match there must be a lead of 100 runs or more. Refer to MCC Laws of Cricket Law 14 for more details.
- g) Abandoned Play on Day one of a two-day match:
- i) In the event of there being no play on the first day of a Two-Day match, the match shall be played on the second day.
 - ii) The second day of play is to be a "One Day Match" this is to be a maximum of 20 overs per team with One Day rules to apply.
 - iii) If there is time lost on any day due to inclement weather conditions, then the total number of overs possible in the match shall be halved, each team having equal number of overs. For an odd number add one over and divide by two. If more than 20 minutes of play is lost due to inclement weather conditions, stumps are still to be drawn at 11:30 am on both days.

- iv) If a minimum of 20 overs per team is not achievable due to weather conditions the match is to be abandoned.
- v) In event of the team batting second not having its full batting allocation due to weather conditions and therefore failing to reach opponents total, the match is regarded as a draw.

1.2 Match Results and Premiership points:

- a) Match results are to be recorded on the PlayHQ website after the completion of a match by 5:00 pm Monday. Each team is responsible for entering their own team's stats into PlayHQ after the match.
- b) Premiership points are allocated as follows:
 - i) 12 Points if won outright.
 - ii) 6 points if won on first innings.
 - iii) 6 points to team winning outright after losing first innings.
 - iv) 3 points each team if there is a tie on the first or the second innings.
 - v) 3 Points each team if a match is abandoned.
 - vi) If a match is forfeited by one team before the match commences, the team receiving the forfeit will receive outright points plus 5 bonus points in a Two Day game and first innings points plus three and half (3.5) bonus points in a One Day game.
 - vii) In addition to premiership points the following points will be allocated:
 - 1) 0.2 points for every wicket taken.
 - 2) 0.01 points for every run scored.

1.3 Oval and Equipment

- a) The boundary must be measured out a maximum of 50 meters from the middle stump of each end, with a straight line from arc to arc.
- b) The ball used shall be a Red Kookaburra, two-piece, 156-gram ball.
- c) Clothing must be predominantly white. Shorts are permitted.

1.4 Players

- a) A player must be registered on PlayHQ before the commencement of the match.
- b) Player Age Eligibility;
 - i) For Under 16's, they must be under 16 years of age as of 1 September of the current season.
 - ii) For Under 14's, they must be under 14 years of age as of 1 September of the current season.

- c) Playing down permits may be granted by the Association Junior Sub-Committee in certain circumstances.
 - i) A permit may be granted for a person over the age limit who demonstrates limited cricket ability and/or experience or when a Club requires older player(s) to top up their team to ensure they have enough players.
 - ii) A player who receives a permit will be subject to batting and bowling restrictions. Refer to 1.5 & 1.6.
 - iii) The Association Junior Sub-Committee reserves the right to review, modify or revoke permits at any time during the season.
- d) For minor round games teams are able name 14 players with 13 batters and bowlers per innings. A team may take the field with a minimum of 8 players and an innings will close once the team is either all out or when 10 wickets are lost (whichever is the lower).
- e) Any player may be replaced by another player on the second day of a Two Day match provided the names of both players are listed on PlayHQ.
 - i) The coach is required to inform the opposing coach and the umpire (if required) the names of the players being replaced and who they're being replaced by prior to the toss of the coin. There may be a maximum of 3 player replacements per team in any, 1 match.
 - ii) If a player who is listed to be replaced is part way through a batting innings they are to be Retired Not Out. The individual performance of each player is to be recorded separately.
- f) If a team requires an inter-Club exchange of player(s) the coach is to notify the opposing coach as soon as possible. Personal runs and wickets go to the player and percentage points go to the Club they play for on the day. A 'Game Permit' is to be acquired prior to start of play via PlayHQ.
- g) For Clubs with two or more teams in the same grade of competition, a list of 5 players per team shall be nominated to Junior Committee Secretary after the third game. These players cannot alternate between teams as the remaining players are permitted to do.
- h) Whenever practical, a player shouldn't have his/her family member umpiring at the bowler's end.
- i) 'Runner Batter', this allows retired batters that have made their retirement score as per 1.5 c) that ability to return to the crease to support the 'Not Out' batter, this also applies to Retired batters on Permit. The 'Runner Batter' may only return to the crease once all batters are out and only retired batters from 1.5 c) are remaining.

The 'Not-Out' batter must face all remaining balls until they are out or the returning 'Runner Batter' is ran out, the 'Not-Out' batter will be marked as 'Run-Out' in the scoreboard.

The 'Runner Batter' must wear full protective equipment as per 1.5 a).

Multiple 'Runner Batters' are not allowed to be at the crease at the same time, this would indicate the batting team is 'All Out'.

1.5 Batting

- a) Full protective clothing (including helmets) must be worn.
- b) For minor round matches only, a team may nominate up to 13 batters. When 10 wickets fall, the innings is over. Batters must be nominated on score sheets before start of play. A 12th or 13th batter can only be listed on the official PlayHQ record in the event they participated in that match.
- c) For Two Day matches, batters shall retire per innings;
 - i) 60 runs for under 16's, 25 runs for Permit Player
 - ii) 50 runs for under 14's, 15 runs for Permit Player
 - iii) Batters who have retired due to reaching the retirement score may not bat again in that innings.
 - iv) Batters who have retired not reaching the above runs may retire to the crease to continue their batter innings, lowest retired score to return 1st.
 - v) Batters who have retired due to reaching the retirement score may return to the crease as a 'Runner Batter' only.
 - vi) Permit players who have retired due to reaching the retirement score may return to the crease as a 'Runner Batter' only.
- d) For One Day matches, batters shall retire per innings;
 - i) 30 runs for under 16's, 15 runs for Permit Player
 - ii) 25 runs for under 14's, 13 runs for Permit Player
 - iii) Batters who have retired due to reaching the retirement score may not bat again in that innings.
 - iv) Batters who have retired not reaching the above runs may retire to the crease to continue their batter innings, lowest retired score to return 1st.
 - v) Batters who have retired due to reaching the retirement score may return to the crease as a 'Runner Batter' only.
 - vi) Permit players who have retired due to reaching the retirement score may return to the crease as a 'Runner Batter' only.

1.6 Bowling

- a) For minor round matches only, a team may nominate up to 13 bowlers, they must be nominated on score sheets before start of play. A 12th or 13th bowler can only be listed on the official PlayHQ record in the event they participated in that match.
- b) For Two Day matches, bowlers may bowl per innings;
 - i) 6 overs for under 16's, 3 overs for Permit Player
 - ii) 5 overs for under 14's, 3 overs for Permit Player
Each team must use at least 8 bowlers

- c) For One Day matches, bowlers may bowl per innings;
 - i) 3 overs for under 16's, 2 overs for Permit Player
 - ii) 3 overs for under 14's, 2 overs for Permit Player
- d) In the event that the first innings of a Two-Day match is completed within 40 overs resulting in the second innings being longer than 40 overs, the bowling restrictions listed above will apply for only the first 40 overs of the innings. This does not apply to Permit Players.
- e) "No Ball" call by either umpire;
 - i) A full-pitched ball above the waist height of the batter standing upright at the crease. If the ball hits the wicket's it's still determined as a No Ball as it passed the batter prior.
 - ii) Bounces more than once or rolls along the ground before it reaches the popping crease.
 - iii) The ball hits the edge of the synthetic matting, if the ball hits an edge where the matting joins in the middle it shall be called a "Dead Ball"
- f) In under 16's matches all no-balls and wides are to be re-bowled. In under 14's a maximum of 2 no-balls and/or wides are to be re-bowled each over (maximum of 8 deliveries per over) with the exception of the final over of the innings where all no-balls and wides must be re-bowled.
- g) The LBW rule applies, Refer to MCC Laws of Cricket Law 36 for more details.

1.7 Fielding

- a) There must be no more than 11 fielders on the oval at any given time. Fielders may be alternated if a team has more players available.
- b) No fielder may field within 10 metres of the batter on strike, other than in an 90deg arc from the wicket keeper to point.
- c) The wicketkeeper may only be changed once per innings (unless injured) and this to be during the drinks break.
- d) The wicketkeeper must wear a helmet when wicket-keeping within 7 metres of the strike batter's stumps.

1.8 Finals

- a) Matches are to be played on consecutive days (Saturday & Sunday), results are decided on the 1st innings result only, with a maximum of 40 overs per innings.
- b) Semifinals shall comprise of 1st vs 4th and 2nd vs 3rd. Winners of the semifinals shall play off in the grand final.
- c) A player to Qualify to play in Finals must be named on the official PlayHQ record for 5 days of play in that age grade or a lower age grade to qualify to play in any finals match. Matches played in separate competitions (e.g. standalone Twenty20 competitions, representative matches, etc) shall not count towards finals qualification. In extenuating circumstances, a Club may submit a request to the Association Executive Committee.

- d) Abandoned play as nominated in 1.1.g) is to be followed other than an abandoned match will result in the highest team from the minor rounds being declared the winner.
- d) Neutral umpires shall be appointed for all finals.
- e) In finals matches only 11 players are permitted to bat and bowl, 1.4.i) regarding the use of up to 13 batters does not apply to finals. 1.4.e) is allowed along with rotating fielders, all players must be listed on the team selection

2 Match Conditions & Rules (Twenty20) - Under 16s and Under 14s

2.1 Match Commencement and Duration

- a) The normal commencement time, overs per side and maximum overs per match is detailed in the following table.

Competition	Commencement Time	Innings Completion Time	Maximum Overs per Innings	Maximum Overs per Match
Under 16	5:30pm	8:30pm	20	40
Under 14	5:30pm	8:30pm	20	40

- b) Matches will conclude once the winning runs have been scored.
- c) Five consecutive overs are to be bowled from one end and then five consecutive overs are to be bowled from the other end and so on. Batters are to swap ends after each over, bowlers are to field close by for timely bowling changes.
- d) There will be a 15 minute break at the change of innings and there will be no drinks intervals (unless agreed by both teams due to hot weather).

2.2 Match Results and Premiership points

- a) Match results are to be recorded on the PlayHQ website after the completion of a match by 5:00 pm the following day of that match. Each team is responsible for entering their own team's stats into PlayHQ after the match.
- b) Premiership points are allocated as follows:
 - i) 4 Points for a win.
 - ii) 2 points each team if there is a tie.
 - iii) 2 Points each team if a match is abandoned.
 - iv) If a match is forfeited by one team before the match commences, the team receiving the forfeit will receive a win.
 - v) In addition to premiership points the following points will be allocated:
 - 1) 0.2 points for every wicket taken.
 - 2) 0.01 points for every run scored.

2.3 Oval and Equipment

- a) The boundary must be measured out a maximum of 50 meters from the middle stump of each end, with a straight line from arc to arc.
- b) The ball used shall be a Pink Kookaburra, two-piece, 156-gram ball.
- c) The inner circle must be measured out as a 27-metre ring from the middle stump of each end, with a straight line from stump to stump. If line marking equipment is unavailable, light weight plastic markers can be used.
- d) A Leg Side Wide mark is to be made 30cm from the centre of the leg stump.

2.4 Players

- a) As per the 'One-Day' rules in 1.4
- b) The 'Runner Batter' does not apply to Twenty20 games.

2.5 Batting

- a) As per the 'One-Day' rules in 1.5
- b) The 'Runner Batter' does not apply to Twenty20 games.
- c) Batters will have a 'free hit' for the following delivery after any no ball is signalled from an umpire. Batters can still be dismissed by normal no ball deliveries, for example Run out.

2.6 Bowling

- a) As per the 'One-Day' rules in 1.6
- b) Any ball which passes outside the leg stump marking will be called and signalled 'Wide' except those passing between the batter and leg stump. Normal off-side wide rules will apply.
- c) Any 'No Ball' called by an umpire will be followed by a 'free hit', Batters can still be dismissed by normal no ball deliveries, for example Run out.
- d) Maximum of eight balls per over apart from the last over of each innings and to allow a 'free hit' following a no ball.

2.7 Fielding

- a) No more than 3 fielders may be placed outside the 27-metre inner ring for the first 6 overs and not more than 5 fielders may be placed outside the inner ring for the remaining overs.
- b) There is to be no more than five fielders placed on the leg side at any time.
- c) If a 'Free Hit' is to be bowled the Fielders are to stay in the same position as when the no ball was bowled unless the batters changed ends on the no-ball (i.e. if a different batter is on strike for the free hit). For the removal of doubt, the wicket keeper is also to not change their position (either up to the stumps or back), unless in the standing umpires' opinion the wicket keeper standing up to the stumps on the free hit is a safety risk.

2.8 Finals

- a) A player to Qualify to play in Finals must be named on the official PlayHQ record for 5 days of play in that age grade or a lower age grade to qualify to play in any finals match. Matches played in separate competitions (e.g. Saturday competitions, representative matches, etc) shall not count towards finals qualification. In extenuating circumstances, a Club may submit a request to the Association Executive Committee.
- b) Neutral umpires shall be appointed for all finals.
- c) Matches are decided on the 1st innings result with a maximum of 20 overs per innings.
- d) Semifinals shall comprise of 1st vs 4th and 2nd vs 3rd. Winners of the semifinals shall play off in the grand final.
- e) In finals matches only 11 players are permitted to bat and bowl. There is no limit on the number of players who can participate as substitute fielders and the replacement of players (as per Clause 1.4 j) above) is permitted.

3. Match Conditions & Rules - Under 12s

3.1 Match Commencement and Duration

- a) The normal commencement time, overs per side and maximum overs per match is detailed in the following table.

Competition	Commencement Time	Innings Completion Time	Maximum Overs per Innings	Maximum Overs per Match
Friday	5:30pm	8:30pm	20	40
Saturday	8:45am	11:30am	20	40

3.2 Match Results and Premiership points:

- a) Matches are not played for premiership points and no finals shall be played.
- b) Individual Players Scores are encouraged to be uploaded to PlayHQ for Association Team Selections

3.3 Oval and Equipment

- a) The boundary must be measured out as a maximum of 45 metre circle from the base of the middle stump at the batting end.
- b) The ball shall be a Red Kookaburra two-piece 142 gram ball.
- c) The pitch is to be shortened to 18 metres (distance between the base of the stumps at each end).
- d) All overs of the innings are to be bowled from the same end.
- e) A batting tee is to be made available and kept behind the batting stumps if 1.3 c) is to be completed.

3.4 Players

- a) A player must be registered on PlayHQ before the commencement of the match.
- c) Player Age Eligibility;
 - i) For Under 12's, they must be under 12 years of age as of 1 September of the current season.
- d) Playing down permits may be granted by the Association Junior Sub-Committee in certain circumstances.
 - i) A permit may be granted for a person over the age limit who demonstrates limited cricket ability and/or experience or when a Club requires older player(s) to top up their team to ensure they have enough players.
 - ii) A player who receives a permit will have no batting or bowling restrictions. Coaches are responsible to advise the opposition coach and coordinate batting and bowling to like players.
 - iii) The Association Junior Sub-Committee reserves the right to review, modify or revoke permits at any time during the season.
- c) Teams are able name 11 players with all able batt and bowl per innings. A team may take the field with a maximum of 9 or a minimum of 6 players. The innings will close once the team is either all out or when 8 wickets are lost (whichever is the lower).

3.5 Batting

- a) Batters must retire after facing 20 balls. All balls (regardless of whether wides/no-balls) will be included in the batter's ball count. If a team has 10 batters, each will face a maximum of 18 balls. If a team has 11 batters, each will face a maximum of 16 balls (and so on).
- b) Retired batters may return after all other batters have batted. Coaches can use their discretion to determine the order, however it is recommended that retired batters return in the order that they retired (i.e., the first batter to retire is given the opportunity to resume their innings before other retired batters).
- c) Batters can be dismissed first ball. All modes of dismissal count, excluding LBW.
- d) All batters must wear a helmet.

3.6 Bowling

- a) All players shall be allowed a minimum of 2 overs before any other player can bowl any additional overs.
- b) A maximum of 6 deliveries per over. Extras to be recorded as balls faced to the batter.
- c) If 3 extra balls are bowled (wide/no ball) in an over a batting tee is to be used for the batter to have a 'Free Hit', this will replace one of the signalled extras. The coach/umpire is to make the decision on the batters and bowler's ability.

- d) Dangerous deliveries:
 - i) If the ball passes or would have passed over the waist height of the batter in their normal batting stance, either umpire shall call and signal a 'No Ball'. The delivery may be re-bowled subject to Clause 3.6-b).

3.7 Fielding

- a) No fielder may field within 10 metres of the batter on strike, other than in an 90deg arc from the wicket keeper to point
- b) Stumping decisions are allowed but coaches are to allow for new players not being aware of this rule. Explain and make allowances.
- c) The wicketkeeper must wear a helmet at all times.

4. Match Conditions & Rules - Under 10s

4.1 Match Commencement and Duration

- a) The normal commencement time, overs per side and maximum overs per match is detailed in the following table.

Competition	Commencement Time	Innings Completion Time	Maximum Overs per Innings	Maximum Overs per Match
Friday	5:30pm	8:30pm	20	40

4.2 Match Results and Premiership points:

- a) Matches are not played for premiership points and no finals shall be played.

4.3 Oval and Equipment

- a) The boundary must be measured out as a maximum of 35 metre circle from the base of the middle stump at the batting end.
- b) The ball shall be a Red Kookaburra 'Softaball'.
- c) The pitch is to be shortened to 16 metres distance between the base of the stumps at each end).
- d) All overs of the innings are bowled from the same end.
- c) The 5 fielding spots should be marked 15 metres from the batter with a marker.

4.4 Players

- a) A player must be registered on PlayHQ before the commencement of the match.
- b) Player Age Eligibility;
 - i) For Under 10's, they must be under 10 years of age as of 1 September of the current season.

- c) Playing down permits may be granted by the Association Junior Sub-Committee in certain circumstances.
 - i) A permit may be granted for a person over the age limit who demonstrates limited cricket ability and/or experience or when a Club requires older player(s) to top up their team to ensure they have enough players.
 - ii) A player who receives a permit will have no batting or bowling restrictions. Coaches are responsible to advise the opposition coach and coordinate batting and bowling to like players.
 - iii) The Association Junior Sub-Committee reserves the right to review, modify or revoke permits at any time during the season.
- d) Teams are able name nine (9) players with all able batt and bowl per innings. A team may take the field with a maximum of seven (7) or a minimum of five (5) players. The innings will close once all overs are bowled.
- e) Teams should be mixed up rather than just have the good bowlers bowling to the good batters - every player deserves the chance to improve their cricket. Sometimes it's easier to hit a ball that's bounced once opposed to one rolling along the ground. But in the case of a total mismatch some common sense from the coaches is required

4.5 Batting

- a) Batters shall retire at 17 balls, assuming a 7-player team. As there is allowances for varying team size, the following retirement rules apply:
 - i) 5 player team – batters retire at 24 balls
 - ii) 6 player team – batters retire at 20 balls
 - iii) 7 player team – batters retire at 17 balls
 - iv) 8 player team – batters retire at 15 balls
 - v) 9 player team – batters retire at 13 balls
- b) All balls (regardless of whether wides/no balls) will be included in the batter's ball count.
- c) If there is an extra ball to be bowled at the end of the innings, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
- d) Batters are to swap ends following a dismissal. If there is a run out then the not out batter is required to face the next delivery.
- e) Batters are to retire as soon as they face their allotted balls, not at the end of the over. The Umpire/Coach can rotate strike until the end of that over to swap the retired batter.
- f) The Umpires/Coaches are responsible for rotating batters if one striker faces too many balls in a row (i.e. 3 balls faced in a row with no run scored).
- g) The following dismissals apply: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. **No LBWs.**

4.6 Bowling

- a) Each over consists of 6 balls. Wides/no-balls are not re-bowled.
- b) Each bowler will bowl a minimum of 2 overs. Any extra overs to be bowled after this is at the discretion of the coach and should be shared around as much as possible, up to a maximum of 4 overs per player.

4.7 Fielding

- a) The fielders can't move from the cones until the ball has been played. This gives players a reference point when fielding and helps in opening up the field for more scoring.
- b) Teams with less than 7 players remove the number of fielding spots. Teams with more than 7 players create a sit out point (you could have drinks at these points or stand next to the square leg umpire) and would be preferred that the sit out point is before the player is the bowler or wicketkeeper.
- c) The fielding team moves/rotates one spot clockwise after every over (hence the fielding cones).

ASSOCIATION JUNIOR SUB-COMMITTEE TERMS OF REFERENCE

1. The President and Secretary of the Junior Sub-Committee will be elected at the AGM of the Alexandra & Eastern Hills Cricket Association.
2. The President will be responsible for convening a delegates meeting of all Clubs where five committee positions are to be elected.
3. Representatives of an individual Club cannot fill more than two positions on the Junior Sub-Committee at any one time.
4. The Junior Sub-Committee will meet at regular intervals prior to, and during the season where they will be responsible for the following:
 - a) Ensuring that all matches are played within the "spirit of the game" with a focus on participation and enjoyment.
 - b) Ensuring that all Clubs are aware of the Junior Rules of the A&EHCA and that all matches are played in line with these rules.
 - c) Promoting and supporting the development of players and coaches.
 - d) Disseminating relevant information to Clubs regarding junior competitions.
 - e) Coordinating the program for all junior grades.
 - f) Mediating the resolution any issues between Clubs in relation to junior matches.
 - g) Ensuring that all results are entered onto PlayHQ in a timely and accurate manner.
 - h) Assisting Clubs with the entering of match results and registration of players onto PlayHQ through the appointment of nominated PlayHQ administrator.
 - i) Considering applications for permits for overage players.
 - j) Selecting and appointing coaches and team managers of the Association Under 13 and Under 15 representative teams.
 - k) Liaising with the coaches and team managers to coordinate the try-outs and selection for the A&EHCA u/13 and u/15 teams.
 - l) Scheduling venues and independent umpires for finals matches.
 - m) Resolving other minor operational matters relevant to junior competitions.
5. Matters of a serious nature that relate to junior competitions are to be escalated to the Association Executive Committee who (in discussion with the Junior Sub-Committee President) will determine the most appropriate course of action.
6. The Junior Sub-Committee Secretary will be responsible for ensuring that agendas for each meeting are prepared and distributed to committee members and that the minutes of each meeting are distributed to the Association Secretary, member of the Junior Sub-Committee and all Clubs within one week of the meeting.
7. Club delegates will be invited to attend the first meeting of the Junior Sub-Committee each season and the meeting held prior to the finals series. Attendance of Club delegates at other meetings will be at the discretion of the Junior Sub-Committee.

8. The President of the Junior Sub-Committee will be invited to attend all meetings of the Association Executive Committee as a non-voting member.
9. The minutes of each meeting of the Junior Sub-Committee are to be tabled at the subsequent meeting of the Association Executive Committee where the minutes must be ratified before any decision of the Junior Sub-Committee can take effect.

ASSOCIATION UMPIRING PANEL TERMS OF REFERENCE

1. These Terms of Reference have been developed to ensure that the Association Umpiring Coordinator, umpires, Association Executive Committee and member Clubs are clear about the respective roles and responsibilities of each party.
2. The Association Umpiring Panel will be responsible for umpiring matches in the Association and inter-association matches being hosted by the Association.
3. The Umpiring Coordinator will be appointed by the Association Executive Committee and Club delegates at the AGM of the Association. If a suitable person cannot be appointed at this time, the Association Executive Committee will assume responsibility for selecting and appointing the Umpiring Coordinator.
4. Umpires will be paid a daily fee for their services. In the event of a match being abandoned more than one hour before the scheduled start of play, no fee will be payable. In the event of a match being abandoned after the umpire arrives at the ground, a reduced rate will be payable. The daily umpiring fee and a fee for attending an abandoned match will be determined at the AGM of the Association and these fees will be applicable for the entirety of the following season. Once the umpiring fees have been determined, no increases or decreases will be permitted until the next AGM.
5. The Umpiring Coordinator will have sole responsibility for rostering umpires to officiate matches. Priority will be given to rostering umpires to A Grade matches however less experienced umpires may be assigned to lower-level matches appropriate to their level of competency and confidence.
6. In the event that there are more umpires available than there are A Grade matches on any given week, the Umpiring Coordinator will give priority to assigning umpires to higher grade matches with rostering to be based on experience and performance.
7. For minor round matches, one umpire will be assigned to each match and the umpire will officiate both ends. The batting team will be responsible for providing the square leg umpire.
8. For matches that do not have an Association Umpiring Panel umpire assigned, the batting team will be responsible for providing both umpires for the duration of their innings.
9. All finals matches will have two independent umpires assigned. In the event that these umpires are both members of the Association Umpiring Panel, they will do one end each and alternate between the main and square leg positions. In the event that only one is a member of the Association Umpiring Panel, this person will officiate from both ends while the other independent umpire will only do square leg. In the event that neither umpire is a member of the Association Umpiring Panel, they will alternate between the main and square leg positions.
10. When scheduling finals umpiring appointments, and when circumstances allow, the Umpiring Coordinator should provide the opportunity for the highest two ranked umpires in the Association's Umpire of the year award to stand in the A Grade grand final.
11. The Association Umpiring Panel will officiate matches in accordance with the Laws of Cricket along with any revisions as detailed in the Association Constitution and By-Laws.

12. The Association will take responsibility for registering the Association Umpiring Panel with the appropriate governing bodies if required, such as with the SACA.
13. Umpires who form part of the Association Umpiring Panel are expected to have completed *Cricket Australia's Umpiring Community Officiating Accreditation* at a minimum and to undertake professional development to maintain their skills.
14. Umpires shall have all the responsibilities as detailed in Law 2 of the Laws of Cricket, including but not being limited to, being responsible for ensuring that the pitch and outfield is made as safe and as fair as possible for both teams. The umpire will ensure that markers are placed around goal posts and other hazards, and that the condition of the pitch and placement of ground markers are as consistent as possible for each day of a match. This may include instructing the home Club to cover the pitch where appropriate.
15. The Association shall take responsibility for payment of umpires at a frequency in accordance with the Association By-Laws. The Association will recover the cost of umpires from Clubs in accordance with the Association By-Laws.
16. Umpires who form part of the Association Umpiring Panel have the power to place players on report for the following offences:
 - a) Abusive, threatening, vilifying or intimidating language or behaviour towards an umpire, player or spectator.
 - b) Abuse of equipment of property.
 - c) Showing dissent towards an umpire's decision.
 - d) Excessive appealing.
 - e) Time wasting.
 - f) Running on the pitch.
 - g) Intentionally changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket.
 - h) Dangerous bowling.
 - i) Failure to act in the spirit of the game.
17. In the event that a report is made, the umpire must advise the reported player either at the time of the offence or as soon as practicable after the offence. At the conclusion of the day's play, the umpire is to provide the reported player with the details of the offence. This should be done in writing where possible.
18. Where an umpire places a player on report, the details of the offence are to be forwarded in writing to the Umpiring Coordinator, the Association Secretary and the Chairperson of the PRDC. The PRDC will meet in the week following the match to determine an appropriate penalty. The PRDC may request that the reporting umpire and reported player attend the hearing to give evidence.
19. As soon as practicable after the conclusion of the day's play, the umpire shall complete the written report of the match in the OfficialsHQ or any other means (ie online form) record for the match as required.

PERMITS, REPORTS AND DISPUTES COMMITTEE TERMS OF REFERENCE

1. The Permits, Reports and Disputes Committee (PRDC) is a sub-committee of the Alexandra and Eastern Hills Cricket Association (the Association). The PRDC is an independent body responsible for arbitrating disputes, resolving complaints and adjudicating on and determining penalties to players or officials who have been placed on report.
2. It is always the explicit expectation of the Association and its member Clubs that the PRDC perform their function with due regards to the Association's Constitution and By-Laws in their entirety as well as in line with the MCC Laws of Cricket and any other guidance from governing bodies such as Cricket Australia or SACA as they may apply from time to time.
3. Further, it is expected that decisions made, and actions taken by the PRDC shall be based on the principles of fairness, transparency and timeliness with all decisions made on the balance of presented evidence with due consideration of the intent of any relevant laws or guidelines, the impact on the parties involved and the Objects of the Association as detailed in the Constitution.
4. Any item may be referred to the PRDC by the Association Executive Committee for a binding decision. This includes but is not limited to areas of permits, qualification and disputes.
5. The PRDC will be appointed by the Association Executive Committee and made up of up to 7 panel members. The Association Secretary shall attend all meetings convened by the PRDC where adjudication on matters occurs but shall not have any voting rights.
6. The PRDC shall take no direction or influence from the Association Executive Committee on any matter or any potential penalty that is considered.
7. Any item before the PRDC shall be considered by a panel of 3 members, these members shall be selected by the Association Secretary at random, if a panel member is unavailable another random selection will take their place. In considering the appointment of the PRDC, the Association Executive Committee shall prioritise independence of PRDC members from Clubs. Once appointed, the PRDC shall select a chairperson from the 3 selected members.
8. PRDC members shall recuse themselves from adjudicating on any matter where they either do, or there is a reasonable perception that they may, have a conflict of interest. Where it is not possible to adjudicate on a matter because there are not 3 members of the PRDC which are not conflicted, the Association Executive Committee and the matter escalated to a higher governing body (e.g. SACA).
9. The PRDC must meet (in person or via video/phone conference call) to adjudicate on matters and minutes of these meetings shall be recorded by the Association Secretary. Matters shall not be adjudicated over email except in exceptional circumstances and in such instances, the Association Secretary shall be required to provide approval to the PRDC to adjudicate on a matter without meeting.
10. For each matter considered, the PRDC must provide the affected parties in the matter the opportunity to present or provide evidence of their side of the matter.

11. Decisions made by the PRDC when adjudicating on matters shall be based on forming a consensus view wherever possible. Voting amongst the PRDC shall only be used as a last resort when consensus decision making has failed, votes are to be collated by the Association Secretary.
12. Upon the PRDC reaching a decision on a matter, the Association Secretary is to record the following as a minimum:
 - a) A description of the matter being adjudicated.
 - b) The names of the 3 members who adjudicated on the matter.
 - c) The evidence that was considered in the adjudication.
 - d) The decision reached and the reasons it was arrived at.
 - e) If the decision was reached by consensus, or if a vote was carried out, voting outcome (e.g. 2-1).
13. Specific Matters Relating to Permits:
 - a) The Association Constitution and By-Laws determines the circumstances which a player is eligible and ineligible to play in a match. This includes the requirements for finals qualification.
 - b) A Club has the right to make a submission for a permit to the Association Executive Committee via the Association Secretary if a player is ineligible to play in a match due to extenuating circumstances.
 - c) Clubs may also apply to the Association Executive Committee for a permit for a player to have dual registration (for an Association Club and a Club outside of the Association, other than a Premier Cricket Club). Permits for dual registration may be granted by the Association Executive Committee where it determined that a player has legitimate work, study, family or other commitments that are significant enough to warrant dual registration. Where a permit for dual registration is granted, the Association Executive Committee must specify the period that the permit applies, and any conditions attached to it. Permits for dual registration shall only apply for the season which the application was made.
 - d) The Association Executive Committee may refer any permit request on which it cannot form a decision on to the PRDC.
 - e) If the Club applying for the permit believes that the permit ruling by the Association Executive Committee is unfair, the Club may appeal the decision to the PRDC. Each appeal is subject to a \$300.00 fee which will be refunded if the appeal is upheld.
 - f) If a permit request has been ruled on by the PRDC, whether that request was referred to them by the Association Executive Committee or via a Club appeal, the ruling of the PRDC on that permit is final and binding.

14. Specific Matters Relating to Reports:

- a) Umpires and the Association Executive Committee have the power to place players and officials on report for the following offences:
 - i) Abusive, threatening, vilifying or intimidating language or behaviour towards an umpire, player or spectator.
 - ii) Abuse of equipment or property.
 - iii) Showing dissent towards an umpire's decision.
 - iv) Excessive appealing.
 - v) Time wasting.
 - vi) Running on the pitch.
 - vii) Intentionally changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket.
 - viii) Dangerous bowling.
 - ix) Failure to act in the spirit of the game.
- b) In the event of a player or official being placed on report, the reporting umpire is required to inform the Umpiring Coordinator and the Association Secretary. The Association Secretary will then inform the PRDC who will adjudicate the matter.
- c) The Association Secretary will coordinate the date, time and venue of a hearing and invite the reported player or official, a Club representative and any other witnesses deemed necessary. The Association Secretary will attend as minute taker.
- d) The Association Secretary will advise the reported player or official and any witnesses to the incident of the date, time and venue of the hearing at least 24 hours prior to the hearing.
- e) The panel at its discretion may proceed with, postpone or defer a hearing. It may proceed in the absence of the reporting umpire, reported player or official, and/or the Club representative if considered appropriate by the Association Secretary.
- f) The reported player or official cannot play for their Club until the report is heard by the PRDC.
- g) The reported player or official will not be represented by a legal practitioner at any hearing.
- h) The panel will have the opportunity to cross-examine the reported player or official and witnesses and use this information to adjudicate whether or not they are guilty of an offence.

- i) In the event that the player or official is found guilty of an offence, the panel will consider whether a penalty should apply, and if so, hand down an appropriate penalty to the reported player or official. Penalties may include, but are not limited to, the following:
 - i) Reprimand.
 - ii) Suspension.
 - iii) Loss of premiership points.
 - j) It is the responsibility of the Association Secretary to record the result of the hearing and any penalties handed down. This information will be disseminated in writing to the Secretary of the Club of the reported player or official and all members of the Association Executive Committee.
 - k) It is the responsibility of the Secretary of the Club of the reported player or official to ensure that the reported player or official is advised of any penalty handed down.
 - l) Any Club whose player or official is found guilty shall be fined \$50.00 plus any other penalty handed down by the PRDC.
 - m) Any person can appeal to the Association Executive Committee if they feel that the decision of the PRDC is a denial of natural justice or an unfair or unreasonable penalty.
 - n) Each appeal is subject to a \$300.00 fee which will be refunded if the appeal is upheld.
15. Specific Matters Relating to Disputes:
- a) In the event of a dispute arising between the Association Executive Committee and a member Club, umpire, player or other stakeholder of the Association, the Association Executive Committee will attempt to resolve the dispute in the first instance.
 - b) If resolution of the dispute cannot be achieved by the Association Executive Committee, the PRDC may be requested to mediate the matter with the goal of achieving a fair and reasonable outcome.

LIFE MEMBERSHIP TERMS OF REFERENCE

1. Criteria

- a) Minimum of 10 years' service to the Association as a player, official and/or administrator; with consideration to having had a minimum of 20 years of Club service as a player, official and/or administrator.

2. Checklist for Association Level Service

- a) One or more of the following activities:
 - i) Association Executive Committee Member.
 - ii) Coaching of Association teams.
 - iii) Team Manager of Association teams.
 - iv) Player representing the Association.
 - v) Umpiring .
 - vi) Delegate / Representative to other cricket bodies outside the Association .
 - vii) Sub-Committee Membership (e.g. PRDC, Junior Sub-Committee).
 - viii) Any other significant contribution as determined by the Association Executive Committee.

3. Checklist for Club level service

- a) One or more of the following activities:
 - i) Minimum 20 years of Club service as a player, coach, administrator or official.
 - ii) Special Club service (e.g. Curator).
 - iii) Association delegate.

4. Additional information

- a) 10 years' service to the Association is the trigger for being considered for nomination, Club service alone is not qualification.
- b) Deceased candidates are not to be considered.
- c) Association Executive Committee to request input from Clubs regarding nominations.
- d) A list of future potential candidates should be developed with the support of Clubs to minimise oversights.
- e) Candidates should be considered annually by nomination to the Association Executive Committee before the end of January each year.
- f) A certificate of Life Membership and badge will be provided to successful candidates.