

**SUNRAYSIA CRICKET ASSOCIATION
CRICKET BY-LAWS**



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1. LAWS OF CRICKET - SUNRAYSIA CRICKET POLICY

The laws of cricket as adopted shall apply except as provided in these rules.

a. Preamble – Spirit of Cricket

“Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the players.

2. REGISTRATIONS

- a. Every player must be registered and approved by the Board of Management. Players are only permitted to play 1 (one) match as a fill in player.
A player playing a second fill-in is deemed to be an ineligible / unregistered player if they haven't registered and will be subject to penalties under rule 2.C.
- b. Registration must be completed via the Competition Management Platform (CMP) and be completed before that player can be selected.
- c. **Penalty:** Any Club playing an un-registered player will be fined at a level 1 offence for each match that individual plays and incur loss of match points for each said match.
- d. Any player who is registered by a Club must obtain a transfer to register at another club within the SCA or a different Association.
- e. The online registration will cover both Senior and Junior competitions in the Sunraysia Cricket Association. However, a transfer may be granted for a player to play with another Club of players choice if, and only if, that individual's Club has no suitable team entered in the Junior Competition.
- f. Such an application should be made in writing to the Match and Permit Committee of the Association on an annual basis.
- g. The player will then be deemed to be registered to that Club for the current season. If, however, that player does not play during that season, the players registration will expire at the season's conclusion.
- h. Every player taking part in premiership matches may play only with the Club for which they are qualified by registration or under these by-laws.

3. PLAYER ENTERING DISTRICT

No player entering the district will play for any club of the Association without a transfer from the club the individual last registered with unless that club disbanded.

4. TRANSFERS

a. TRANSFER PROCEDURES

- i. Each transfer application must be lodged by the lodging Club's Secretary (or club designated transfer officer) and lodged through the current CMP computer program.

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- ii. The club from which the transfer is sought has FIVE (5) days from receipt of the transfer application to complete a response with all the necessary endorsements and return the response via the CMP to the Association.
- iii. Transfer Applications for players between clubs may only be lodged after April 30 and no later than December 31 of each year. Transfers must be lodged via PlayHQ as well as a paper copy to be sent to the Board Administration Manager.
- iv. As from the first day of May of each year, if a transfer application is not responded to within FIVE DAYS (5) days from the date of its despatch by the LODGING CLUB, it will be within the power of the Association to grant the player's transfer and such a transfer shall be binding on all Clubs.
- v. Any Player who lodges an application for transfer from a Club with whom they are an UNFINANCIAL MEMBER will have that application automatically refused and will have no right of appeal on that refusal.
- vi. A Player who is refused a transfer by a Club aside from 4a.v may appeal to the Association Independent Tribunal in accordance with Appeals Procedures, providing such an appeal is lodged within NINE (9) days from the date of the emailed transmission of the refused transfer.
- vii. Should a player be disqualified or suspended by the Association, they will have the right of appeal to the Region in which his Association is affiliated.
- b. **TIME LIMIT ON TRANSFERS**
 - i. Any player who abstains from playing cricket for a period of TWENTY-FOUR (24) calendar months may transfer to another Club in the Association without requiring transfer request.
 - ii. The application for registration to the new Club must be accompanied by a statement of financial status with their previous Club.
 - iii. The transfer must be lodged through the current CMP as a clearance to enable the SCA Board to confirm the player's financial status.
- c. **PLAYER FROM A DISBANDED AND/OR AMALGAMATED CLUB**
 - i. If a player's club has disbanded and no part of the disbanded club in name reforms, and no amalgamated club is formed, the player must obtain a transfer from the Association prior to playing with another SCA club.
 - ii. In the event that an amalgamated club disbands and re-forms as separate entities, a player of the disbanded club must nominate the newly formed club with which they wish to remain registered.
 - iii. A player wishing to move to another SCA club may not do so without a transfer from their nominated club.
 - iv. Where a player's club amalgamates with another club(s), the player shall be able to move to another SCA club as long as they are financial.
- d. **TRANSFER TO PREMIER CRICKET CLUBS & VETERAN COMPETITIONS**
 - i. If a player transfers to the Premier cricket competition in that State or Territory or an overage Veteran's competition, they will be considered to be still registered and bound to their SCA registered club.
- e. **PLAYER PERMITS**
 - i. A club can use a maximum of 3 permit players per playing season. The player using the permit can only play a maximum of 3 games of cricket per season before they are required to seek a permanent transfer to the club.
 - ii. Players playing on a permit in 1st division cricket will have appropriate points allocated to them as per rule 14.

5. DRAW AND MATCH COMMITTEE

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a. FIXTURES

- i. The Clubs comprising the Association shall compete in such a program of matches and play on such grounds and under such conditions as may be determined by the Draw & Match Committee.
- ii. Subject to the approval of the SCA Board, the Draw & Match Committee may, if necessary, at any time, alter the programme in respect to dates or grounds on which any of the matches will be played.
- iii. The SCA Board will present a Draw for the forthcoming on or before September first prior to the season starting.

b. Multiple Teams

- i. Multiple team entries will not be accepted in either 1st or 2nd Divisions.
- ii. Multiple team entries may be accepted in lower grades and all Junior Grades at the discretion of the SCA Board of Management – with a maximum of two (2) sides per club being entered in any one grade.
- iii. Prior to fielding multiple team entries in senior or junior grades clubs must first have at least one team in all available grades in that (senior or junior) competition and have a nominated home ground.

i. iv Non-Concurrent teams

Clubs with non-concurrent sides must nominate 6 'no move' players. These players will be ineligible to play the second available grade below without missing a round of cricket. Nominated players must be board approved and are subject to review at any time.

v. Promotion/Relegation. Clubs are subject to promotion or relegation at the conclusion of any season. Winning a premiership may require a team to be promoted to the next available grade above. Finishing last may result in a team being relegated to the next available grade below. Promotion or relegation will be at the discretion of the board.

6. FORFEITS

- i. The minimum number of players required for a team to commence a match in Sunraysia Cricket competition(s) is SEVEN (7).
- ii. Any Club not completing or failing to play a match, for which it is programmed in the Draw without the consent of the Association, will incur a penalty up to the maximum of: Loss of 10 playing points, 10 playing points awarded to the opposition and a level 7 fine offence.
The Association will have the authority to award points to the opposing team calculated on the average winning points for the round.
- iii. Any Club which cannot field all teams committed in a scheduled round of matches, will forfeit the lowest grade, or grades in that order to the opposing team or teams unless approval of the Board of Management to do otherwise is previously given.
- iv. Failure to comply could render the Club liable to loss of points in all grades played.
- v. Any team that forfeits 3 games, the SCA board in consultation with that club may remove that team from the competition.

b. BYES – Eligibility of Players

- i. In the event of a team having a bye, a player who played in the previous game for the team having the bye will be eligible to play in only the first available grade below the grade of the team having the bye. The player shall be eligible to play in any grade above.

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- ii. The team/s having a bye will be permitted to relegate a maximum of two (2) players from that Division to the grade below. Clubs may apply for an exemption to have more than two (2) players relegated to a lower Division.
- iii. Import players are not permitted to be relegated to a lower division when the team they have played in has a scheduled bye.
- iv. Eligibility for players with non-concurrent teams are subject to rule 5b iv .

7. GROUND AND VENUE PREPARATION

Change of Venue

Any venue or ground change request must be made in writing to the board at least 7 Days prior to the requested date change. All Venue & date changes must be approved by the board. Turf Wicket Requirements:

All Senior Men's and Women's matches are to be scheduled on turf wickets. Clubs joining the association as of the 2024/25 season will be given a period of grace. This will be at the discretion of the board.

Preparations

- i. The pitch may be rolled and/or beaten and swept for SEVEN (7) minutes before the commencement of an innings.
- ii. If a side declares its innings closed before play commences or during an adjournment, it must do so in sufficient time to enable the opposing side to request the home and/or host club to sweep and roll the wicket for SEVEN (7) minutes.

Match Day Ground Management

- iii. All boundaries must be clearly defined either by line, rope or markers and crease lines are to be re-marked following junior grade matches played on the same day.
- iv. Boundaries must be marked at least 3 metres inside any fixed fencing or obstacle around the perimeter of the playing field.
- v. It is the batting side's responsibility to ensure that the ground scoreboard is accurately updated regularly throughout the day's play.
- vi. Prior to the commencement of play in all senior matches, the match day check list, as provided by the Club's insurer, is to be signed by an authorised representative (Captain or Club Secretary) from each team.
- vii. Completed copies are to be retained on file by the home club for a minimum of seven (7) years from the day of the match.
- viii. Ground preparation must remain the same on both days of a scheduled 2-day game of cricket. Breaches to this rule may result in the board awarding a result.

Pitch Maintenance for Consecutive Match Days

- ix. Between the completion of play and the start of play on the immediately following day the pitch may be rolled, beaten and swept for a maximum of seven minutes. Under no circumstances is the pitch to be watered.
- x. The pitch maintenance must be performed in the presence of the umpire(s).

8. USE OF COVERS

- a. All turf pitches for Sunraysia Cricket must be covered subject to conditions laid down below for the use of covers.
- b. **Covers Specifications**

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- i. Covers applied to the 1st and 2nd division home grounds shall be of sufficient size to cover a minimum of 3 standard pitches. Covers on all other grounds shall be a minimum of 1 standard pitch. Covers shall be of Canvacon or equivalent and of medium duty material. Hessian underlays shall be placed under covers on the playing surface. The SCA must approve all covers.
- c. **Covering Pitch Prior to Match Day**
 - i. A cover including hessian underlay must be laid by dusk on the days preceding a match day where the forecast is for possible inclement weather, OR AS DIRECTED BY THE BOARD.
 - ii. This may include a “Covers Alert” direction following play on Saturdays for games played on consecutive days (i.e., Sat/Sun), finals series matches, and for Junior Grade matches scheduled on Sundays (i.e., Under 10 and Under 12).
- d. **Curator/Club Discretion**
 - i. In all other instances except those specified above the CURATOR/CLUB will be permitted to use covers at their discretion to obtain the best possible conditions for play on match day.
- e. **Wet Weather Committee.**
 - i. The Wet Weather Committee via its designated representative will have the power to waive the provision in clause 8c and instruct Clubs that covers must not be laid on any specific day.
- f. **Removing covers on Match Day**
 - i. In good conditions the cover must be removed no later than 8.30 a.m.
 - ii. Otherwise, removal will be at the discretion of the CURATOR OR GROUND MANAGER having regard to prevailing weather conditions.
- g. **Umpires’ Control of Covers**
 - i. The umpires will assume control 30 minutes prior to the scheduled start of each day’s play and make all decisions regarding the use of covers until the end of play.
 - ii. At all interruptions the umpires will direct and supervise the laying and removal of covers and report any failure of either side to comply with clause (h).
 - iii. Under NO circumstances any artificial surface may be used while the game is in progress.
- h. **Labour for Laying or Removing Covers**
 - i. Until the scheduled starting time the HOME/HOST CLUB will provide any labour required for the laying or removal of the cover.
 - ii. After that time BOTH SIDES must assist with the laying and removal.
- i. **Conditions for Finals Series Matches**
 - i. The above provisions of Rule 8c will apply to Finals Series matches in the absence of any specific directions from the Board of Management.
 - ii. The Board will be empowered to inspect finals venues and together with the Wet Weather Committee monitor prevailing and predicted weather conditions and to direct the HOME or HOST CLUBS to use covers at any time in the week preceding any day of a match.
- j. **Failure to Comply with Directions**
 - i. A Club failing to comply with the directions in Rule (h) may be dealt with under Rule 9 - Club failure to meet its engagement or ground obligations.

9. CLUB FAILURE TO MEET ENGAGEMENT OR GROUND OBLIGATIONS

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- i. A Club failing to meet its engagement or (without due regard to weather) failing to have its ground, as directed by the Association, in a proper condition for play may be fined for a level 5 offence.
- ii. The Association will in such circumstances as above have the power to award points to the opposing Club unless satisfactory reasons be forwarded to and approved by the Association.
- iii. Reports regarding the circumstances above may be made by the umpire(s) if appointed or either team Captain to the Board for investigation by the Draw and Match Committee prior to recommending an appropriate penalty to the Board of Management.

10. PITCH CONDITIONS

- i. Before the commencement of play on each match day, the fitness of the pitch and/or ground will be decided by the officiating umpire(s) except when the Adverse Weather Committee has called off play by 11.00 am for Senior Men's games and 3pm For Premier Women's games.

11. WET WEATHER PROCEDURES

- i. The SCA Board will appoint a Wet Weather Committee which will decide on the weather as being fit/unfit to play by 8.00 a.m. for junior matches, 11.00 a.m. for senior men's matches and 3pm for Premier Women's matches.
- ii. Where the Wet Weather Committee, prior to 8.00 a.m. or 11.00 a.m., as the case may be, abandons ALL Junior or Senior matches to be played on turf, then ALL scheduled matches in those Divisions affected shall be abandoned.
- iii. In the event of play being abandoned by the Wet Weather Committee all information will be posted on the SCA website by 11.00 a.m.
- iv. Details can be obtained at www.sunraysiacricket.com.au
- v. Umpires Not to Commence Play
 - 1. Umpires shall not commence play, or allow play to proceed after an interval, if it is raining.

12. EXTREME HEAT

a. BACKGROUND

- i. The Association accepts that cricket is a game played during summer and that conditions of extreme heat are likely to be experienced and expected in its region.
- ii. The Association comprises four senior grades, four junior grades and a women's grade wherein the fitness standards of players and Umpires vary considerably.
- iii. It is also acknowledged that the weather and temperature conditions experienced at individual grounds throughout the playing areas of the Association can vary considerably. The standard of grounds and the grass cover also impact the comfort levels of the participants.
- iv. Umpires are appointed as independent referees to adjudicate on difficult matters during a match.
- v. The following guidelines encompass circumstances where umpires are required to make decisions which could directly determine which team or teams gain premiership points because of the intervention of extreme weather conditions.

b. GUIDELINES - Cancellation of Play

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- i. If the temperature for Mildura is forecast to be 41 degrees Celsius or above for Senior cricket on a scheduled match day the Administration Manager will advise clubs that play has been cancelled for that scheduled day. For Women's cricket, If the Forecast Temperature is 40 Degrees Celsius or above on a scheduled match day then the Administration Manager will advise clubs that play has been cancelled.
 - ii. The decision to cancel play for the scheduled day will be based on the Bureau of Meteorology's temperature forecast as published on its website at 4.30pm the day prior to the scheduled match day.
 - 1. However, where two or more consecutive days immediately prior to the scheduled Senior match day have reached 41 degrees or higher and 40 degrees or higher for scheduled Womens match day(in accordance with the Bureau of Meteorology website at 4.30pm), the cancellation temperature for the scheduled match day will be adjusted to a forecast 39 degrees for Senior & 38 degrees for Women's based on the Bureau of Meteorology's temperature forecast as published on its website at 4.30pm on the day prior to play.
 - iii. Finally, where forecast conditions other than outlined above are deemed by the SCA Board to constitute an unacceptable risk to the health of participants, the Board will have the authority to cancel play for that scheduled day. The cancellation announcement will be made by a message posted on the Association website and social feeds.
- c. EXTREME WEATHER DAY - General Guidelines**
- i. On days when play has not been cancelled the match committee may declare that a day is an "Extreme Weather Day" and that the following guidelines must be adopted by participants. These guidelines are designed to be interpreted in such a way that games will proceed, subject to umpires taking appropriate action to apply the guidelines and alleviate the effects of the extreme heat on all participants.
 - ii. **Shade**
 - 1. Clubs should provide shaded areas where the players & officials can shelter
 - iii. **Drinks**
 - 1. Umpires should allow additional drink breaks without concern as to the extra time taken beyond the scheduled playing time.
 - 2. Any participant may call for additional drinks at any time while batting, fielding or umpiring, although every effort should be taken to minimise delays when this occurs. For example, the drinks should be run onto the ground immediately at the conclusion of an over and the batsmen should be ready to take strike with a minimum delay to the fielding team.
 - 3. Bowlers may have drinks placed on the boundary line, which can be consumed during or at the completion of an over without disrupting play.
 - 4. It is recommended that participants begin regular hydration routines using water or sports drinks before, during and after training and competition.
- d. Sun Protection**

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- i. Players are reminded of the need for frequent applications of sunscreen and the preference for long sleeved shirts to reduce exposure to the sun. Hats are an essential item and the wide brimmed style is recommended.
- e. **Playing Times**
 - i. Junior matches shall commence at 8am and be concluded by 11am.
 - ii. Senior scheduled playing times will not be changed by the Association.
 - iii. Umpires may schedule a longer tea break and play additional make up time after the scheduled time for stumps. Such a decision is made entirely at the umpires' discretion.
 - iv. On a declared extreme weather day, where a first innings result has been obtained on day one and/or two of a two-day game, play shall cease for the day.
- f. **Slow Play**
 - i. When the required number of overs is not bowled within the scheduled time, umpires should show appropriate leniency where delays are reasonable due to extreme heat affecting either team.
- g. **Player Rotation**
 - i. After notifying their Captain and an umpire (if possible) a player may remove themselves from the field at any time for reasons of heat stress.
 - ii. A batsman who has left the field of play for reasons of heat stress may return at the fall of a wicket. The batting team will be all out if there are no remaining batsmen.
 - iii. Where a fieldsman has left the field of play for reasons of heat stress, the fielding team may use a substitute after notifying an umpire. Fieldsmen may return at the conclusion of any over. In accordance with the laws of Cricket, the fieldsman may not bowl immediately on his return if he has been absent from the field for a period of more than 15 minutes.
- h. **Umpires**
 - i. Where an umpire feels that his health or judgement may suffer because of their exposure to heat, they may take a break from his duties, after arranging an appropriate substitute.
 - ii. The appropriate substitute will depend on the circumstance of the match in which they are officiating, but it is likely to involve requiring the other appointed umpire to officiate both ends and a club official or player to stand at square leg.
 - iii. If the affected umpire is the only official (or club umpire) it will be necessary for an experienced club official or player to officiate.
- i. **Illness and Treatment**
 - i. A notice should be prominently included in or displayed near the first aid kit, explaining the treatment of heat affected patients.
 - ii. If the patient remains seriously ill, confused, vomiting or shows signs of altered consciousness call 000 for an ambulance immediately and seek medical help.

13. TEAM SHEETS/SCOREBOOKS

- i. Completed team sheets (minimum of seven players in attendance required per team to commence a game), are to be given to the umpire(s) prior to the toss.
- ii. If no umpire is officiating, sheets must be exchanged by captains before the match commences and are to be included with match reports as per **Rule 27 (Match & Umpires Reports)**.

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- iii. Where a player is designated to be playing on only day one of a two-day match and is to be replaced by another player for day two, the status of both those players must be clearly marked on the team sheet at the time of the submission of team sheets.
- iv. No alteration is to be made without the consent of the opposing Captain.
- v. A player having been named to play in a higher grade on day one shall not be eligible to play in any lower grade in the same round of matches.
- vi. At the close of an innings umpires should ensure scorebooks agree and balance prior to recommencing play and together with opposing captains validate the accuracy of scorebooks at the conclusion of the first day's play (or subsequent days' play in Grand Final matches).
- vii. At the conclusion of each match the respective Captains and the umpire(s) shall sign each scorebook.
- viii. Each Club shall, if required, produce such scorebooks as called for to any meeting of the Association or its Committees.

14. PLAYER POINTS (1st DIVISION)

- a. Each Club fielding a First XI team in the Sunraysia Cricket Association is required to comply with the requirements of this rule as set out hereunder.
- b. **POINTS**
 - i. The team make-up may comprise any mix of players, provided the total number of points allocated does not exceed the maximum match points as defined in Rule f below.
- c. **POINTS DETERMINATION**
 - i. Prior to the commencement of a season, each Club that fields a 1st XI team in the Sunraysia Cricket Association is required to submit a list of players proposed or possibly likely to compete in that team during the season. This list shall comprise the players' names, the season they commenced with the Club, the Player type in accordance with the provisions of Rule d below and other information as required. This list shall be submitted to the SCA Board no later than 14 days prior to the first scheduled match, on the prescribed form.
 - ii. Following SCA checking and acknowledgement, the list will be posted on the SCA website.
 - iii. Any additional players must be added to this list during the season. Any such request must be submitted by 8pm on the Thursday prior to the first match for which the player is required, on the prescribed form.
- d. **PLAYER TYPES**
 - i. Player types are determined according to the following table, using the highest points allocation attributed to a player over the previous five seasons: Exception: Any player who has qualified for finals in the Junior section of a SCA club in any two previous seasons shall automatically be defined as a Type 0 player for that club.

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	Base Player	- Played 2 junior seasons at this Club or only ever played at this Club - Except where that player has played 30 games or more over the last 3 seasons at another SCA club	0
	Other Affiliate	- Has not played in any organized cricket match in Australia or overseas in the past 5 seasons. - Played in a VMCU / VCCL / VSDCA affiliated Competition or other State equivalent. - Played Premier or other State equivalent 3rd or 4th XI less than 20 games over 2 seasons - Overseas player	1
	SCA / Premier	- Player from another SCA club, played less than 20 games over past 2 seasons - Premier 3rd/4th XI Player more than 20 games over past 2 seasons	2
	SCA / Premier	- Player who has played more than 30 games over past 3 seasons for an SCA club. - Premier 1st/2nd XI player in the previous season	3
	First Class	- First Class or List A player, played in the last 12 months	4

e. CLUB SUBMISSIONS/SCA RULINGS

- i. A club may submit a request for consideration of player type or team points revaluation by the SCA Match Sub-Committee under extenuating circumstances. The SCA Match Sub-Committee reserves the right to allocate Player Points as it sees fit to any player not specifically covered by a category

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as in Rule 3 above or in circumstances outside the spirit of the prescribed system.

f. TEAM POINTS

- i. The maximum number of points for any team in a season is **11**.

g. LOYALTY PROVISIONS

- i. All players, other than Type 0, will have their points allocation reduced by one point following the completion of a season at their SCA Club. According to type, they will then reduce their points allocation by one point per season until they reach one point status as per the following table.

Type	Season 1	Season 2	Season 3	Season 4	Season 5
0	0	0	0	0	0
1	1	0	0	0	0
2	2	1	0	0	0
3	3	2	1	0	0
4	4	3	2	1	0

h. Exceptions:

- i. A Type 4 player will not be eligible for a loyalty deduction if he played at Type 4 level during the current SCA season.
- ii. For a player to qualify for a season loyalty points reduction, he must have been eligible to play in senior finals in accordance with the SCA By-laws.
- iii. Any points status achieved shall remain for life with that Club.
Exception: A player who has played less than 5 seasons with a SCA club will not retain their loyalty points status upon playing with another SCA club. That player will be a Type 2 player if returning to his original club.

i. PENALTIES

- i. Failure to have a player listed on the official player points list prior to a match – club shall be fined at a level 1 offence.
- ii. Breach of the Maximum Number of Points (11) – club shall be fined at a level 3 offence and the team shall lose 6 premiership points for each breach.
- iii. Should any Club knowingly or negligently make a false or incorrect declaration regarding Player Points allocations or otherwise not comply with these rules, the Club may be penalised in line with the penalties set out below.
- iv. Penalties may include (without limitation):
 - v. Loss of points –current season.
 - vi. Suspension from finals –current season.
 - vii. Player suspensions.
 - viii. Club fines.
 - ix. Any other penalty determined by the SCA Executive from time to time.

15. THE TOSS

- i. In all matches including the finals series, the Captain (or Nominee) of the first named team will toss the coin.
- ii. The Captains will toss in the presence of the umpire(s) appointed.

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- iii. The Captain winning the toss will indicate to the opposing Captain his intention to bat or bowl not less than TWENTY (20) MINUTES prior to the time of starting.
- iv. Any failure in this respect will be brought to the notice of the umpire(s) by the opposing Captain.

16. LATE STARTS/SLOW OVER RATES

- i. The umpire(s) will, at the conclusion of each match, furnish to the Association a report if play has not commenced or completed at the appointed time.
- ii. **Without such an explanation as shall be deemed satisfactory by the SCA Board, each Club offending will be subject to a loss of 1 premiership point for every over of play beyond the designated Division finishing time.**
- iii. If for any reason play does not commence within THIRTY (30) minutes of the time appointed, the umpire(s) will, on appeal, declare the match lost by the Club unable or refusing to proceed with the match.

17. INSPECTION OF BALL

- i. The ball may be inspected by both Captains and umpire(s) before the commencement or resumption of play and at any time during the match.

18. BALLS

- a. Balls used in all matches must be 'KOOKABURRA' brand and STAMPED 'SCA' as approved by the Association.
 - i. 1st & 2nd Division will use a Red 4-piece Kookaburra 156g Regulation in 2-day matches
 - ii. 1st & 2nd Division will use a White 4-piece Kookaburra Regulation 156g in 1-day matches.
 - iii. A white 4-piece Senator 156g ball shall be used in all Twenty20 matches.
 - iv. 3rd Division will use either a Red 4-piece Kookaburra 156g Regulation or 4-piece Senator in 2-day matches
 - v. 3rd Division will use a White 4-piece Kookaburra Regulation or 4-piece Senator in 1-Day matches.
 - vi. 4th Division will use either a White 4-piece Kookaburra 156g Regulation or 4-piece Senator in 1-day matches
 - vii. Women's Division will use a White 4-piece Kookaburra Senator 142g ball.
- b. ANY CLUB NOT USING OFFICIAL SCA STAMPED KOOKABURRA BALLS WILL BE ISSUED WITH A LEVEL 1 OFFENCE.
- c. Umpires are required to report Clubs if an unstamped ball has been used.

19. PREMIERSHIP LADDERS

- i. Clubs may challenge match points allocated FOLLOWING THE ISSUE of Official Ladders at the conclusion of each round.

20. AVERAGES TO DECIDE THE LADDER

- i. If two or more teams are equal on points, their relative ladder positions shall be decided by averages. The following system shall be adopted.
- ii. The batting average for a team (A) is obtained by dividing the total number of runs scored by the total number of wickets lost.

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- iii. The batting average **against** the team (B) is obtained by dividing the total number of runs scored against by the total number of wickets taken.
- iv. The former (A) shall be divided by the latter (B).
- v. The team having **the higher quotient** will take the higher position on the ladder.
- vi. In any innings which has been completed, TEN (10) wickets shall be considered lost.
- vii. For the purpose of ascertaining averages, a team having its innings compulsorily closed without being dismissed shall be deemed to have lost the number of wickets that have actually fallen.
- viii. In the event of a declaration in any game, the team which declares shall be deemed to have lost the number of wickets which have actually fallen at the time of the declaration
- ix. 4th division tie break is based on the Net Run Rate (NRR)

21. MATCH POINTS

a. Match Points

- 1. 1st Inns Win - 10
- 2. 1st Inns Tie - 5
- 3. Outright Win/1st Inns lead - 20
- 4. Outright Win/1st Inns trail – 15
- 5. Outright Win/1st Inns Tie - 15
- 6. Outright Tie/1st Inns Tie - 10
- 7. Outright Tie/1st Inns lead - 15
- 8. Outright Tie/1st Inns trail - 5
- 9. Outright Loss/1st Inns lead - 5
- 10. Outright Loss/1st Inns Tie - 5
- 11. Drawn Result - in the event of wash out/heat 5 points each team with the bye team to receive nil points.
- 12. Uneven Byes – Equal to average WINNING points of round in grade.
- 13. Forfeit – Average winning points for the round.
- ii. Abandoned Matches.
 - 1. If during the progress of a match a team cannot complete the match, the opposing team will be awarded forfeit points as outlined above.
 - 2. If without fault of either side a match cannot be completed, then points will be awarded as per a drawn result including any bonus points already accumulated.

b. Bonus Points (1st Division Only)

- i. Bonus points will be awarded for all runs scored and all wickets taken in scheduled two-day games according to the following formula:
- ii. Runs attract 0.02 points for every run scored
- iii. Wickets attract 0.4 points for every wicket taken
- iv. Should a scheduled two-day game/s revert to one day of cricket due to weather or other circumstances while other games proceed, then the game/s will incorporate bonus points awarded as above.

22. DECLARATIONS & FORFEITS

- i. At any time during a match a team may declare or forfeit its innings closed, providing that such action does not cause a contrived conclusion

to the match or a manufactured result to the detriment of the game and other teams in the competition.

- ii. It should also be noted that an over in progress at the time of the declaration will be wound forward and counted as a completed over.
- iii. If a declaration takes place at any time except during the tea break, the time lost for the changeover will be three overs, if a set number of overs are required to be bowled.
- iv. If a declaration takes place during a tea break, or during an interruption in play of more than 10 minutes duration, no adjustment will be made to the number of allocated overs remaining.

23. FOLLOW ON

In all scheduled 2-Day matches a lead of ONE HUNDRED (100) RUNS will accord the option of a directive for the team batting second to follow on.

24. INJURY CODE

- i. Where a player or an Umpire involved in a SCA-controlled match suffers an injury causing active bleeding, that person shall immediately retire from the game until such time as First Aid has been administered to prevent further bleeding.
- ii. The injured person shall not resume playing or umpiring until the bleeding has stopped.
- iii. Where an injury occurs to an Umpire, and he/she must leave the field for treatment the other Umpire shall officiate at both ends and the home club shall provide a competent person to stand at square leg until the injured Umpire is able to resume.
- iv. Should a player or official receive a blow to the head or neck, Concussion Guidelines should be followed as per Appendix E
- v. Should a player be affected by concussion or not be allowed to play due to a health directive may be replaced in that team from the clubs registered player list as close as can be possible for a 'like for like player' subject to approval. If approval is given then consequential replacements will be allowed through the clubs lower divisions.

25. INJURED BATSMAN

- i. For the purpose of computing club averages the innings of a batsman retired owing to illness, injury or some other unavoidable cause must be counted as not out.
- ii. An injured batsman who has temporarily retired and is unable to return after the fall of the ninth wicket, shall be recorded in the scorebook as "retired hurt" and the innings shall be deemed closed.
- iii. Where an injury occurs to a batsman involved in a tenth wicket partnership, a maximum of four minutes will be allowed in order for the batsman to obtain treatment.
- iv. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately if the batsman is unable to resume after the four minutes.
- v. If the batsman is unable to resume after the four minutes or after the early interval, he shall be recorded in the scorebooks as "retired hurt" as described above.

26. LOCAL RULES

a. Hard Wicket – Pitching of Ball

In matches played on hard wickets (including matting), any ball pitching off, on the edge of (including strap or hem of matting), or where an overgrowth of grass exists on the pitch, shall be called 'NO BALL' with all normal provisions for scoring and dismissal to apply.

b. Further Local Rules

- i. Helmets shall be worn by any player under the age of 18 whilst batting or keeping up to the stumps.
- ii. All turf pitches will be covered for home and away finals series matches in accordance with **Rule 8 Use of Covers**.
- iii. Any unofficial umpire while officiating in the role of umpire, has the same authority over the game and players as an officially appointed Umpire.
- iv. In both one-day and two-day matches an uncompleted over in which an innings is closed will be deemed completed for all home & away and finals matches.

c. TAKING THE NEW BALL

The Bowling Sides may use a new ball in 2-day games after the following overs

1st Division – 80 overs

2nd Division – 70 overs

3rd Division – 60 overs

27. MATCH AND UMPIRE REPORTS

a. Match Reports

1. Each club will for each HOME TEAM fielded, lodge with the Association a Match Report to be delivered to 20 Olive Avenue Mildura or completed online by 9am on the Monday following completion of the game.
2. Each club will for each team fielded, have their team selected on CMP prior to the start of play.
3. It is mandatory that all First and Second Division Men's matches are live scored. This is the responsibility of the home club. Failure to comply will incur a level 1 Offence.
- ii. It is the home club's responsibility to have the full match data entered into the CMP system.
 1. 1st Division details MUST be completed IN FULL (Match Results & Player scores) by 8pm on each day of play
 2. 2nd Division details MUST be completed IN FULL (Match Results & Player scores) by 8pm on each day of play
 3. 3rd Division must have the Match Results entered by 8pm on each day of play and player scores completed by 10am of the following day.
 4. 4th Division must have the Match Results entered by 8pm on each day of play and player scores completed by 10am of the following day.
 5. Women's grade must be completed IN FULL (Match Results & Player scores) by 10pm on each day of play.

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6. Junior Grades must have the Match Results entered by 8pm on each day of play and player scores completed by 10am of the following day.
7. FOR ALL FINALS the data MUST be completed IN FULL (Match Results & Player scores) by 8pm on each day of play
- iii. No Match Report/Team Sheet needs to be lodged for a Bye.
 1. However, in the case of **UNEVEN BYES** or **FORFEITS** the team receiving such Uneven Bye or Forfeit must lodge a Team List.
- iv. Failure to enter match data into CMP and/or deliver Match Reports as required will incur a **level 1** offence.

b. Captain's Reports

- i. The Captain's report on the match umpire must be delivered to 20 Olive Avenue Mildura or completed online by 9am on the Monday following completion of the match.
- ii. Failure to lodge "Captains Report on Umpires" as specified shall incur a level 1 offence.

28. TWO DAY MATCHES

a. CONDITIONS OF PLAY

- i. **Hours of Play (During Daylight Saving Period)**
 1. 1st Division matches will commence at 1pm with 80 overs allocated for play each day with the latest completion time 6.15pm
 2. 2nd Division will commence at 1pm with 70 overs allocated for play each day with latest completion time 6.00pm
 3. 3rd Division will commence at 1.00pm with 60 overs allocated for play each day with latest completion time 6.00pm
 4. During October Standard Time (Pre-Daylight Saving) all divisions will commence 30 minutes earlier

b. TEA ADJOURNMENT

- i. A 20 minute tea adjournment will be taken from 3.40pm to 4pm each match day.
- ii. In October Standard Time (Pre-Daylight Saving) all divisions will take the tea adjournment 30 minutes earlier.
- iii. Within THIRTY (30) minutes before a scheduled tea adjournment, the tea break will be taken immediately if:
 1. Play is interrupted by bad weather conditions.
 2. The innings of the team batting is terminated or closed.
 3. The players have cause to leave the field for any reason.
 4. The ninth wicket falls and one of the last remaining batsmen is injured or unable to continue within FOUR (4) minutes.
- iv. Tea is to be taken at the end of the first innings in all One Day of Cricket matches.

c. MODE OF DRESS

All players taking part in two-day, finals series or representative matches must comply with the following dress regulations: -

In All Grades

- i. **All players must comply with the following Two-Day dress regulations: -**
- ii. All Two-Day clothing must be approved by the SCA Board.
- iii. Shirts are to have sleeves, Tee shirts are not permitted.

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- iv. All players in a team must be consistently attired (one-in, all-in). Mixtures of clothing within a team are not permitted, and all clothing must be identical in colour and style and must display the correct club name.
- v. Approved white or club cricket caps or hats only.
- vi. Trousers must be worn, shorts are not permitted.
- vii. White or cream sweaters only may be worn over cricket attire.

viii. Penalty

- 1. A level 1 offence for failure to observe these requirements.

d. CESSATION OF PLAY

- i. Play on each day shall cease upon the completion of the allocated overs unless interrupted by adverse conditions in which case the cessation time will be advanced by the aggregate of time lost to a maximum of 30 minutes.
- ii. In 1st Division, if a first innings result has been achieved, and **both captains agree** to an early finish, the match cannot conclude any earlier than 5pm on Day 2. Where either captain wishes to play out the allocated overs after a first innings result has been achieved, the full allocation of overs must be played.
- iii. In 2nd Division, if a first innings result has been achieved, and **both captains agree** to an early finish, the match cannot conclude any earlier than Tea (3.40pm) on Day 2. Where either captain wishes to play out the allocated overs after a first innings result has been achieved, the full allocation of overs must be played.
- iv. In 3rd Division, if a first innings result has been achieved, and both captains agree to an early finish, the match cannot conclude any earlier than 3.40pm on Day 2. Where either captain wishes to play out the allocated overs after a first innings result has been achieved, the full allocation of overs must be played.
- v. If, where there is no loss of time due to adverse conditions, the allocated overs have not been bowled by scheduled close of play times any overs remaining to be bowled after this time will be recorded by the umpire(s) on the Match Report. Offending team/s will be subject to the loss of 1 premiership point per over for the team/s the umpires deem to be at fault for the slow over rate.

e. COMPULSORY CLOSURE

- i. If the side batting first has neither been dismissed nor declared its innings closed on the first day's play, the innings shall be compulsorily closed at the completion of the allocated overs.
- ii. If the side batting first has not been dismissed within its allocated overs, the side batting second shall be entitled to bat for the same number of overs that has been bowled to the side batting first.

f. CHANGEOVER OF INNINGS

- i. If the innings of the side batting first has been completed before its allocated overs or the equivalent requirement per day has been bowled, the side batting second, if not previously dismissed, shall be entitled to bat **the balance** of the allocated overs, on that day (less THREE [3] OVERS deducted for changeover except where changeover is during tea adjournment, **plus** the number of overs allocated for the second day.

g. MATCH RESULT FIRST INNINGS

- i. In all senior grade matches where no time is lost due to bad weather or pitch conditions, and where the allocated overs as required in a day's play are bowled on each day, regardless of wickets lost, the team scoring the most runs wins on first innings unless an outright win is achieved.

h. LOSS OF TIME

- i. If time is lost on day 1 of a 2 day fixture the below applies
- ii. **Less Than 30 Minutes Time Lost**
 1. When less than THIRTY (30) MINUTES' play is lost due to bad weather play will continue up to 30 minutes beyond the scheduled completion time without penalty being applied, to make up the lost time.
 2. Should less than THIRTY (30) MINUTES be lost on the second day, playing time will also be extended (as above) to allow for time lost.
 3. If bad light or weather conditions prevents the side batting second from receiving its' entitlement and it is not dismissed or a result is not able to be achieved, then the match will be drawn.
- iii. **More Than 30 Minutes Time Lost**
 1. If a game is delayed or interrupted for more than THIRTY (30) minutes in aggregate by bad weather conditions on day 1, the game will thereupon be played under **"loss of time" conditions** (i.e., no compulsory closure enacted but still recognising the allocated number of overs, or equivalent, required per day) Teams Bowling first will have until 30 minutes past normal finish time to get as many overs completed as possible. The Bowling team still need to meet the required bowling rate for the day as per Appendix B. See **Note** below.
 2. When using Appendix B, if for example 50 minutes of play has been lost, only 20 minutes of overs are to be deducted from the days bowling requirement. The first 30 minutes lost is to be added on to regular playing time.
 3. If no decision has been reached on the 1st Innings by scheduled completion time on the second day, the match will be declared drawn.
 4. If no play has commenced prior to the normal tea adjournment time play will be abandoned.
 5. Should play on the first day of any match (toss of coin is regarded as the commencement of the game) be entirely prevented by adverse weather conditions or the fitness of the pitch and/or ground, the game will revert to One Day of Cricket for 1st Division and a One Day Match for 2nd & 3rd Division.
- iv. **Note: "Loss of Time" Conditions – with no Compulsory Closure**
 1. The interpretation of "loss of time" conditions prescribes no compulsory closure on the first day, entitling the side batting first to continue to bat into the second day if not dismissed until it has received its allocated overs for the match.
 2. **Example:**
 - a. If play starts on the first day and ceases due to bad weather and 20 overs have been bowled, the batting team is entitled to receive its first day allocated overs (e.g. a remaining 60 overs for 1st Division) on the second day.

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- b. Changeover of Innings conditions are applicable in this situation.
 - c. If the side batting second is unable to compile a winning score and is not bowled out, then the game result is a draw.
 - d. The allocated number of overs required per day must still be recognised.
- i. **ABSENCE FROM FIELD OF PLAY**
 - i. In any innings of a game any FIELDSMAN who is off or absent from the field of play for more than FIFTEEN (15) MINUTES is not permitted on taking the field to bowl for the length of time he/she has been absent.
- j. **ONE DAY OF CRICKET**
 - i. In competition involving Bonus Points where a particular match/es are unable to begin on the first scheduled day, but other matches commence, those match/es will revert to **One Day of Cricket** on the second scheduled day. Teams will wear coloured clothing, a white ball will be used and each side will be entitled to face 40 overs with bonus points allocated as for the standard two-day fixtures in that grade.
- k. **ONE DAY OF CRICKET ADVERSE WEATHER**
 - ii. **Time Lost during First Innings**
 - 1. If the innings of the team batting first is interrupted by bad weather conditions, then equal overs shall be calculated (minimum 12 overs per team) in the time remaining to finish no later than 6.15pm. This shall be calculated at a loss of one over per every four minutes lost (see appendix B).
 - iii. **Time Lost during Second Innings**
 - 2. If the innings of the team batting second is interrupted by bad weather conditions, and the side is unable to receive its full allocation of overs, the match shall be decided by the team leading at the end of the last completed over relative to the first innings score. I.e: Team A was 73 after 18 overs but went on to complete their innings, the team batting second must pass the same score at the completion of the same over. Team B must pass 73 at the completion of the 18th over to win the match.

29. ONE DAY MATCHES

a. CONDITIONS OF PLAY

i. Hours of Play

- 1. 1st & 2nd Division shall commence at 1pm with 40 overs allocated per team.
- 2. 3rd and 4th Division shall commence at 1.00pm with 35 overs allocated per team.
- 3. During October Standard Time (Pre-Daylight Saving) all divisions will commence 30 minutes earlier

b. TEA ADJOURNMENT

- c. A 15 minute tea adjournment will be taken from 3.30pm to 3.45pm each match day.

COMPULSORY CLOSURE

- i. Once a batting team has received its allocated overs its innings, if it has not been dismissed, shall be compulsory closed.

d. MATCH RESULT

- i. In all Divisions, once a first innings result has been obtained the match is completed.

e. ADVERSE WEATHER

i. Time Lost during First Innings

- 1. If the innings of the team batting first is interrupted by bad weather conditions, then equal overs shall be calculated (minimum 12 overs per team) in the time remaining to finish no later than 6.15pm. This shall be calculated at a loss of one over per every four minutes lost (see appendix B).

ii. Time Lost during Second Innings

- 1. If the innings of the team batting second is interrupted by bad weather conditions, and the side is unable to receive its full allocation of overs, the match shall be decided by the team leading at the end of the last completed over relative to the first innings score. I.e: Team A was 73 after 18 overs but went on to complete their innings, the team batting second must pass the same score at the completion of the same over. Team B must pass 73 at the completion of the 18th over to win the match.

f. OVER LIMITS FOR BOWLERS

- i. No bowler shall bowl more than one-fifth of the allocated overs.
- ii. Where the allocated overs are reduced because of interruptions, the limit shall be one-fifth of the adjusted allocated overs, except for any bowler who has already exceeded the reduced limit.
- iii. No further deliveries shall be made by a bowler who has reached or exceeded a recalculated limit, except to complete an over previously commenced.

g. INNER FIELD AREA RESTRICTION (1ST & 2ND DIVISION ONLY)

- i. The restricted area shall be the area around the pitch with semi-circles, one at each end, and straight lines, one at each side of the pitch.
- ii. The radius of each semi-circle shall be 30 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.
- iii. The line of the restricted area shall be clearly marked by a white line, discs or a mower mark.
- iv. At the instant of the bowler's delivery the following restrictions will apply:
 - 1. Overs 1-8, not more than 2 fieldsmen shall be outside the restricted area
 - 2. Overs 9-40, not more than 5 fieldsmen shall be outside the restricted area.
 - 3. If more than this number, the umpire is directed to call a No Ball.

- v. Turf Curators are to prepare **crease markings** as per **Appendix 1 Crease Markings**.

h. UNFAIR DELIVERIES

i. No Ball (1st DIVISION ONLY)

- 1. A bowler will be allowed to bowl 2 deliveries that pass above the strikers shoulder who is standing in an upright position at the crease.

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2. Either umpire must call and signal 'No Ball' for a 3rd delivery in an over which passes or would have passed above the shoulder of the striker STANDING UPRIGHT at the crease.
3. A Free Hit is to be awarded after all modes of No ball.
 - a. The delivery following a no ball called shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
 - b. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
 - c. Field changes are not permitted for free hit deliveries unless there is a change of striker.
 - d. If the No ball was called for having too many fielders outside the circle, the field can be changed for the Free Hit even if there is no change in striker, but only to the extent of correcting the breach.

i. Wide Ball

- i. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.
- ii. Any ball that passes above the strikers head who is standing in an upright position at the crease shall be called a wide.

iii. Legside

1. All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide". The delivery is not a Wide if it passes on or inside the "Wide Guideline (Leg Side)" crease marking when the striker moves towards the off side or it passes between the striker and leg stump.

iv. Offside

1. A delivery shall be called "Wide" if:

- a. The ball passes outside the "Wide Guideline (Offside)" with the batsman in a "normal" batting stance; or
- b. The ball passes wide of the return crease, regardless of the striker bringing it within reach or
- c. A bowler bowling around the wicket bowling full pitched yorkers on the offside just within the "Wide Guideline (Off Side)".

- v. **The delivery is not a "Wide"** if the batsman moves to the offside and brings the ball within reach, even if the ball passes outside the "Wide Guideline (Off Side)".

vi. Wide - Reverse Sweep or Switch Hit.

1. When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on

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both sides of the stumps. The leg stump wide interpretation is no longer in play.

j. The Bowling of Fast High Full Pitches

- i. A fast, high, full-pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height, of a batsman standing upright at the crease.
- ii. Should a bowler bowl a fast high pitched ball, either Umpire shall call and signal No Ball.
- iii. In the event of such unfair bowling the Umpire at the bowler's end shall adopt the procedures of caution, final warning, action against the bowler and reporting as set out in **Player Reports**.

k. Sunraysia Cricket Policy/Implementation

- i. Rules above shall be observed for all Sunraysia Cricket matches (including finals, 20/20 Competitions and Representative matches), PROVIDING THERE ARE TWO (2) OFFICIAL SCUA UMPIRES OFFICIATING in the match.
- ii. In the event of ONE (1) ONLY SCUA OFFICIAL UMPIRE OR NONE AT ALL OFFICIATING, then the Umpire at the bowler's end shall be the sole judge of a fair/unfair delivery according to this rule.

l. ABSENCE FROM FIELD OF PLAY

- i. In any innings of a game any FIELDSMAN who is off or absent from the field of play for more than FIFTEEN (15) MINUTES is not permitted on taking the field to bowl for the length of time he/she has been absent.

m. MODE OF DRESS

- i. **All players must comply with the following one-day dress regulations: -**
- ii. All One-Day Coloured clothing must be approved by SCA Board.
- iii. Shirts are to have sleeves, Tee shirts are not permitted.
- iv. All players in a team must be consistently attired (one-in, all-in). All clothing must be identical in colour and style and must display the correct club name.
- v. Approved white or club cricket caps or hats only.
- vi. Coloured trousers must be worn, white trousers and shorts are not permitted.
- vii. Coloured pads or clads must be worn in all divisions.
- viii. **Penalty**
 1. A fine at a level 1 offence will be imposed for each offence of failure to observe this rule.

30. T20 RULES AND PLAYING CONDITIONS

a. Playing Conditions

- i. The Laws of Cricket (2000 Code 4th Edition 2010), as adopted by Cricket Victoria except as varied hereunder, shall apply.

b. Duration of Match & Nomination of Teams

i. Duration

1. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

c. Nominated Teams

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- i. Before the toss for innings the Captain shall nominate his players. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing Captain
- d. **Hours of Play and Intervals**
 - i. **Hours of Play**
 - 1. Innings times to be of 75 minutes with a 15 minute break between innings
 - a. Session 1 – 12.30pm to 1.45pm
 - b. Innings Break – 1.45pm to 2.00pm
 - c. Session 2 – 2.00pm to 3.15pm
 - 2. Second game of a double header round
 - a. Session 1 – 4.00pm to 5.15pm
 - b. Innings Break – 5.15pm to 5.30pm
 - c. Session 2 – 5.30pm to 6.45pm
 - 3. Night game
 - a. Session 1 – 7.30pm to 8.45pm
 - b. Innings Break – 8.45pm to 9.00pm
 - c. Session 2 – 9.00pm to 10.15pm
- e. **Intervals**
 - i. Intervals between innings shall be of 15 minutes duration. No drinks intervals are permitted. Interval may be reduced if running behind time at the umpires discretion.
- f. **Length of Innings**
 - i. **Uninterrupted Matches**
 - 1. Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
 - ii. **Delayed or Interrupted Matches**
 - 1. 5 overs per side constitutes a minimum match requirement
 - iii. **Less Than 5 Overs Completed in Second Innings**
 - 1. If the side batting second receives less than 5 completed overs and no other result has been obtained, the match shall be drawn
- g. **The Result**
 - i. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie is equal runs, irrespective of wickets lost.
- h. **Inner Field Area Restrictions**
 - i. **Area of Restriction**
 - 1. The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one on each side.
 - ii. **Semi-Circles and Line Measurements**
 - 1. The radius of each semi-circle shall be 30 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease
 - iii. **Marking of Area Limits**
 - 1. The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be 30cm in diameter and be fixed in place approximately 7 metres apart.
 - iv. **Restrictions on the Placement of Fieldsmen**

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1. At the instant of delivery there shall not be more than five fieldsmen on the leg side. For the first 5 overs (1-5) of each innings, only 2 fieldsmen are permitted to be outside the field restriction circles. Then for the next 5 overs (6-10), only 3 fieldsmen, for the next 5 overs (11-15), only 4 fieldsmen and for the final 5 overs (16-20), only 5 fieldsmen are permitted to be outside the field restriction circles.
- v. In an interrupted match, the fielding restrictions will apply as per Appendix C:
- i. **Bowling Restrictions**
 - i. Overs are to be bowled in 5-over blocks alternating between ends: i.e., Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end.
 - ii. At the end of each over, only the two batsmen and two umpires change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the umpires and batsmen remain at the same end.
 - iii. Each bowler will be restricted to a maximum of 4 overs per innings. Umpires will make appropriate adjustments for matches of reduced overs, based on the table at Appendix D
- j. **Declarations**
 - iv. The Captain of the batting side may not declare his innings closed at any time during the course of a match.
- k. **Free Hit after all No Balls**
 - i. The delivery following a no ball called for any type of no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
 - ii. For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball.
 - iii. Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.
- l. **Timed Out**
 - i. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

31. WOMENS COMPETITION

a. HOURS OF PLAY

- i. All matches will be at the discretion of the SCA draw committee and be played on Friday afternoons. Should a club wish to change its playing day/time they must submit a request to the SCA Board no later than 48 hours prior to the matches scheduled commencement.
- ii. Play starts by 5.45pm
- iii. Play completed when maximum number of overs in a day have been bowled.
- iv. Games are to start by 5.45pm for every 6 minutes late in starting play 2 overs are taken off the game (1 over is taken off each innings). This so the

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games aren't finishing in bad light for the safety of all players and officials. This issue centres around the beginning and the end of the seasons.

- v. In the beginning and the end of the season it is recommended that matches start at 5:30pm to avoid poor light in the 2nd innings

b. PLAYING CONDITIONS

- i. 20/20 OVERS
 - 1. In 20/20 matches, the innings of the side batting first shall be compulsorily closed at the completion of 20 overs and the side batting second, shall be entitled to bat only for 20 overs.
 - 2. In the event of the team batting first is bowled out in less than 20 over's the team batting 2nd will be entitled to a maximum of 20 over's & once those overs are bowled the match is deemed to be over.
 - 3. Conversely if the team who has batted first and has their innings closed at the end of 20 overs & dismisses the team batting 2nd in less than 20 overs the game is also deemed to be finished.
 - 4. Once the target score has been reached, live scoring on PlayHQ is to cease. The team batting second may continue batting their scheduled 20 overs should the two captains agree.
 - 5. There shall be a 10-minute interval between innings.
- ii. A Batter must retire at 40 runs; the first retired batter may resume their innings once all other members of the team have been dismissed. A second retired batter may resume their innings if there are 9 players and all remaining retired batters may resume their innings should there be 11 players, in the order in which they retired
- iii. Ground Size
 - 1. In all Women's matches, boundaries shall be a minimum radius of 50 metres from the centre of the stumps at either end of the pitch and continue in a straight line parallel with the centre pitch.
 - 2. Inner fielding circle of 25 metres. Wide lines for both the off and leg sides same as the men's senior wide lines.

c. SPECIAL RULES

- i. 13-A-SIDE (Inc Finals)
 - 1. The option is available for clubs to play 13 – A Side in women's competition. There is no requirement to nominate a batter or bowler but no team may bat or bowl more than 11 players or have more than 11 players on the field at any one time.

d. BOWLING

- i. Over's
 - 1. Six (6) balls constitute an over with only wides and or no balls to be called and one run penalties applied to a maximum of 8 balls.
 - 2. The last over of an innings must be 6 legitimate deliveries
- ii. Over's Time Saver:
 - 1. Ten (10) consecutive overs shall be bowled from the same end to save time.
 - 2. After each over, the batsmen change ends and another bowler commences a new over from the same end.
- iii. Bowling Restrictions
 - 1. No bowler shall bowl more than 4 overs

e. FIELDING LIMITATIONS

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- i. In Women's cricket, no fielder shall be permitted to field (in front of the wicket) closer to the batsman than half the length of the pitch from the batsman's middle stump.
 - ii. No player shall be permitted to enter this restricted area until after the ball: - is struck by the batsman, strikes the body or equipment of the batsman, or passes through to the wicketkeeper.
 - iii. If a player enters the restricted area after the bowler has released the ball and prior to being "safe" as above, either umpire shall call and signal "no-ball".
 - iv. If a player enters the restricted area before the bowler releases the ball, either umpire shall prevent the delivery being bowled.
 - v. **Restrictions on the Placement of Fielders.**
 - 1. At the instant of delivery there shall not be more than five fielders on the leg side. For the first 5 overs (1-5) of each innings, only 2 fielders are permitted to be outside the field restriction circle. Then for the next 5 overs (6-10), only 3 fielders and for the next 10 overs (11-20) only 4 fielders are permitted to be outside the field restriction circle.
- f. **Inner Field Area Restrictions**
- i. **Area of Restriction**
 - 1. The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one on each side.
 - ii. **Semi-Circles and Line Measurements**
 - 1. The radius of each semi-circle shall be 25 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease
 - iii. **Marking of Area Limits**
 - 1. The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be 30cm in diameter and be fixed in place approximately 7 metres apart.
 - iv. In an interrupted match, the fielding restrictions will apply as per Appendix C:
- g. **MATCH RESULTS**
- i. **Match Result Decisions**
 - 1. ONE (1) day 20/20 duration matches, completed, shall be decided by the number of runs scored in each first innings irrespective of wickets lost, excepting where play has been interrupted by more than 15 minutes in aggregate by bad weather during the first innings of the side batting second when, if no decision is reached on the first innings by 8.30pm the match shall be Drawn.
 - ii. **Abandoned Matches**
 - 1. If without fault of either side a match cannot be completed, then points gained at the time of abandonment shall stand
 - iii. **Delayed or Interrupted Matches**
 - 1. If time is lost due to bad weather or any other legitimate reason, then the number of overs to be bowled shall be reduced by two for every 6 minutes lost from the schedule forty (40) overs for the day with the remaining overs equally divided between the two teams.

2. If the innings of the team batting second is interrupted by bad weather conditions, and the side is unable to receive its full allocation of overs, the match shall be decided by the team leading at the end of the last completed over relative to the first innings score. I.e: Team A was 73 after 18 overs but went on to complete their innings, the team batting second must pass the same score at the completion of the same over. Team B must pass 73 at the completion of the 18th over to win the match.
 - iv. **Delayed or Interrupted Matches**
 1. 5 overs per side constitutes a minimum match requirement
 - v. **Less Than 5 Overs Completed in Second Innings**
 1. If the side batting second receives less than 5 completed overs and no other result has been obtained, the match shall be drawn
 - 2.
 - h. **COACHING**
 - i. Coaching/assisting by Umpires to take place at normal breaks in play, e.g., change of over's, fall of wickets, etc. Such coaching is not to interrupt/delay play.
 - ii. A coach may stand at square leg when their team is batting and assist with the younger players in relation to fielding positions.
 - i. **MODE OF DRESS**
 - i. **All players must comply with the following one-day dress regulations: -**
 - ii. All One-Day Coloured clothing must be approved by SCA Board.
 - iii. Shirts are to have sleeves, Tee shirts and singlets are not permitted.
 - iv. All players in a team must be consistently attired (one-in, all-in). Mixtures of traditional and One-Day clothing within a team are not permitted, and all clothing must be identical in colour and style and display the correct club name.
 - v. Approved white or club cricket caps or hats only.
 - vi. Trousers or Shorts are okay but all players must be the same, a Mixture of Trousers and shorts is not allowed .
 - i **PENALTY** a level 1 offence will be imposed for each offence of failure to observe this rule.
- 32. FINALS SERIES MATCHES**
- a. **Ground Management Duties**
 - i. Host Clubs are responsible for ALL aspects of ground management duties in all finals matches as per home and away matches.
 - b. **Ground Allocation**
 - i. Where multiple club teams have qualified for finals and a home ground is not available, clubs will have until the Monday prior to the scheduled finals match to find a suitable venue. Failing to find a venue, games will be allocated to a venue nominated by the board.
 - c. **SEMI-FINAL MATCHES**
 - i. **Qualified Teams**
 1. The top four teams in 1st, 2nd, 3rd & 4th Division on the ladder at the completion of the home and away matches will compete in semi-final matches

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2. The team placed 1st will play the team placed 4th and the team placed 2nd will play the team placed 3rd.
3. The winning teams from the two semi-finals will progress to the Grand Final.

ii. Result

1. In the event of a first innings tie result, then the team finishing higher on the premiership ladder will progress to the Grand Final.
2. There is no provision for a reserve day.

HOURS OF PLAY

- a. 1st Division will commence at 1pm with 80 overs allocated per team.
- b. 2nd Division will commence at 1pm with 70 overs allocated
- c. 3rd Division will commence at 1pm with 60 overs allocated per team
- d. 4th Division will commence at 1pm with 35 overs allocated per team.

TEA ADJOURNMENT

Afternoon Tea Roster

- e. The team named first on the final fixture is to provide afternoon tea on the first day of play and the second named team shall provide afternoon tea for the second day of play.
- 4th Division afternoon tea is to be supplied by both competing teams on the day

d. GRAND FINAL MATCHES

- a. The two winning teams from the semi-final matches shall then meet in a Grand Final match for all divisions.
- b. Grand Final matches will be played under the same conditions as for home and away and semi-final matches.
- c. There is no provision for a reserve day.

2. HOURS OF PLAY

- a. 1st Division will commence at 1pm with 80 overs allocated per team.
- b. 2nd Division will commence at 1pm with 70 overs allocated
- c. 3rd Division will commence at 1pm with 60 overs allocated per team
- d. 4th Division will commence at 1pm with 35 overs allocated per team.

3. TEA ADJOURNMENT

4. Afternoon Tea Roster

- a. The team named first on the final fixture is to provide afternoon tea on the first day of play and the second named team shall provide afternoon tea for the second day of play.
- b. 4th Division afternoon tea is to be supplied by both competing teams on the day.

5. TAKING THE NEW BALL

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- a. The Bowling Sides may use a new ball in 2-day games after the following overs
 - 1st Division – 80 overs
 - 2nd Division – 70 overs
 - 3rd Division – 60 overs

6. MATCH RESULT – DRAW OR TIE

- a. In Grand Final matches whereby both teams receive their allocated number of overs, a first innings result is achieved by the team scoring the most runs regardless of wickets lost.
- b. In the event where there is a first innings tied result, the premiers will be the team that finished higher on the premiership ladder at the end of the home and away season.
- c. If matches are interrupted by bad weather or pitch conditions have and produced a drawn or tied result, the premiers shall be the team that finished higher on the premiership ladder.

33. ASSOCIATION AWARDS

- a. The Association shall each season award the following trophies and pennants: -
 - i. **BATTING and BOWLING AVERAGE AWARDS**
 - 1. To be awarded in each division as long as the qualification criteria below are met:
 - a. Highest Batting average and aggregate
 - b. Lowest Bowling averages and aggregate
 - 2. **QUALIFICATION CRITERIA FOR BATTING and BOWLING AWARDS**
 - a. A player must have participated in the minimum games required to qualify for finals to be eligible.
 - b. A player must have scored a minimum of TWO HUNDRED AND FIFTY (250) runs to be awarded the batting average or taken a minimum of TWENTY FIVE (25) wickets to be awarded the bowling average.

34. GRAND FINAL AWARDS

- a. **Man of the Match Award**
 - i. To be selected by the Umpires officiating in each Division.
- b. **Premiership Awards**
 - i. Each premiership team shall receive: -
 - 1. A premiership pennant created in SCA colours
 - 2. A perpetual shield
 - 3. Medallions awarded to players
 - ii. **Grand Final Umpire Medallions**
 - 1. Each umpire officiating in a grand final match in any grade is to be presented with a medallion.

35. END OF SEASON AWARDS

- a. **LES INNES MEDAL & WOMENS MVP**
 - i. A medal known as the INNES MEDAL will be presented annually by the Association to the cricketer(s) of the season in First Division. A Women's MVP will be presented annually by the Association to the cricketer(s) of the season in the Women's division

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- ii. The award shall be a result on points allocated by the officiating umpire(s) on the basis of 3, 2, 1, points being awarded in each match.
 - iii. These points will be awarded to the players as deemed appropriate by the umpire(s) during the programmed series of home and away matches.
 - iv. These points are to be awarded on a 'best and fairest' player basis.
 - v. If the umpire(s) are unable to complete the match, Captains will award votes based on the match report.
 - vi. Votes will be recorded by Umpires and delivered to 20 Olive Avenue Mildura and must be delivered by 9am on the Monday following match completion.
 - vii. **The Count**
 - 1. The counting of votes shall be conducted at such a time and place as decided by the Board of Management.
 - 2. Where multiple players finish equal for the highest tally of votes the Medal shall be jointly awarded.
- b. DON CULLINAN UMPIRE OF THE YEAR AWARD**
- i. A perpetual shield and personal trophy will be presented annually by the Association to the Umpire(s) of the Season in 1st Division matches.
 - ii. The award will be determined on points allocated by each opposing Captain on the basis of 0 – 10 points being awarded for each umpire for each match – i.e., combined Captains' votes could possibly be a maximum of 20 points per match.
 - iii. Votes will be collected by the SCUA.
 - iv. Failure to lodge award voting envelopes as required will incur a level 1 offence.
 - v. **The Count:**
 - 1. The opening and counting of Umpire Award votes shall be the sole responsibility of the SCA.
 - 2. Where multiple umpires finish equal for the highest tally of votes the Award shall be jointly awarded.
- c. SCA TEAM OF THE YEAR AWARD**
- i. A team known as "SCA Team of the Year Award" will be selected annually with certificates presented at the Association's Annual Presentation Dinner function.
 - ii. **Selection Panel**
 - 1. An uneven panel of not less than three (3) members, shall be appointed annually to select the team.
 - 2. The panel may include the Board Members, Director Of Umpiring, Media and Sponsor Representatives.
 - 3. Five batsmen, an all-rounder, a wicketkeeper, four bowlers (one being a spin bowler) and a 12th man shall be selected.
- d. SCA CLUB CURATORIAL AWARD**
- i. An award known as "SCA Club Curatorial Award" shall be presented annually with a certificate presented to the winner(s) at the Association's Annual Presentation Dinner function.
 - ii. For First Division matches only, points will be awarded for curatorial standards by officiating turf wicket venue umpires plus the two respective Captains throughout the season to a maximum of ten (10) per match for the host club.
 - iii. Where multiple clubs finish equal for the highest average of points awarded over the season the Award shall be jointly awarded.

e. SCA CLUB CHAMPIONSHIP AWARD

- i. A perpetual shield will be presented annually by the Association to the club that secures the Club Championship terminating on completion of the scheduled series of home and away matches, exclusive of semi-finals and finals.
- ii. The sum of points scored by 1st, 2nd, 3rd, 4th and Women's Divisions will comprise each club's total for this award.
- iii. In the event of multiple clubs being tied in total points, then clubs shall be separated by count-back through the grades commencing with 1st Division so that a single winner may be achieved.
- iv. When multiple club team entries in any division(s) are accepted by the Association in any one season, then points shall be awarded by an average of both teams in that grade.

f. U18 PLAYER OF THE YEAR AWARD

- i. Each club may nominate a male and female for selection as the SCA U18 Player of the Year.
- ii. The nomination must be Under 18 years as at September 1st of the current season
- iii. Selection Panel
An uneven panel of not less than three members, shall be appointed annually to select the Male & Female Rookie of the Year. The Panel may include the Board Members, Director of Umpiring, Media and Sponsor Representatives.

36. DISPUTES/COMPLAINTS

- a. The SCA Board will have the power to enquire into and adjudicate upon all disputes and complaints, at its absolute discretion, refer any such matter to the Association's Independent Tribunal for decision.
- b. An appeal/ may be made to the Association within FORTY-EIGHT (48) HOURS after receipt of such decision.
- c. Any club neglecting or refusing to abide by such decisions may be excluded from competing in scheduled matches for such time as the Association may determine or shall pay such sum by way of fine as the Association may direct, and in default of such payment shall not be allowed to continue to participate in the series of matches.
- d. In the event of a member of the SCA Board being a member of either of the disputant clubs, the Board member shall be excused from the decision making process for that dispute or complaint.
- e. Any club referring a dispute or complaint to the Association must, within TWO (2) DAYS after the completion of the match in which the cause of disagreement has occurred, forward a statement of dispute or complaint in writing to the Association's Administration Manager.
- f. The SCA Board Representative/Administration Manager may call on the disputing clubs to appear before the SCA Board of Management who will, after hearing the evidence, decide on a course of action thereon.

37. INDEPENDENT TRIBUNAL

- a. The Association shall appoint an Independent Tribunal ('The Tribunal'), which will consist of a pool of FIVE (5) members, THREE (3) of whom will form a quorum for

any meeting of the Tribunal. No member at the time of, and for any period of his appointment can be an official of any member club of the Association. The Board will appoint a Chairman and a Deputy Chairman as necessary and the Tribunal will convene as instructed by the Administration Manager.

- b. The Board will have the power to refer any matters for determination by the Tribunal with regard to the following provisions and in accordance with Rule Disputes.
 - i. The procedure for the hearing of any charge laid pursuant to **Rule 36 Disputes** shall be as prescribed by the Victorian Country Cricket League Inc.
 - ii. The powers of the Tribunal shall apply to reports made by umpires officiating at all pennant, representative, and women's matches.
 - iii. The Tribunal shall enquire into, determine and where necessary, punish all matters of misbehaviour, misconduct and breaches of the Rules of Cricket by any player, club official or club affiliated with the Association which arise from umpires reports made pursuant to **Rule 38. Reports**.
 - iv. The Tribunal will have the power to punish any person or club found guilty of such misbehaviour, misconduct or breaches of the Rules of Cricket by way of suspension, reprimand or fine or by suspending any of the above for a period not exceeding TWO (2) YEARS.

38. REPORTS

a. Serious Misbehaviour and Bringing the Game of Cricket into Disrepute

- i. As soon as practicable after the occurrence of the event to which a report relates, an Umpire will inform the player, official or club so reported and the Captain of the team or an official of the club of the report.
- ii. On the night of the completion of the match during which the report has arisen, the umpire will lodge as soon as practicable with the SCA Board a written statement specifying:
 - 1. The player, club official or club reported; and
 - 2. The nature of the report.

39. MISCONDUCT

- a. Misconduct will be dealt with by the officially appointed umpire through the application of **Law 42 of The Laws of Cricket**. (See **Appendix 3** to this document)
- b. Where such misconduct occurs, the Umpire will file a **Law 42 Law Breach Report** to the Sunraysia Cricket Umpires Association to be recorded on a database overseen by the Director of Umpiring.
- c. Where no official umpire is officiating, clubs may report concerns of misconduct directly to the SCA President for consideration.
- d. The SCA Board may refer any incident to the SCA Investigation Officer who then may recommend a penalty be applied following an incident where there is no official report tabled
- e. The SCA Board may impose a set penalty for Level 1 or Level 2 breaches of Law 42. Should the player or club dispute this decision they may request a Tribunal Hearing.
- f. Set penalties will apply for the following offences in all divisions:
 - i. Level 1 Offence – Official Warning, 1 match suspended sentence
 - ii. Level 2 Offence – 1 match suspension
 - iii. Level 3 & 4 Offence – referred directly to SCA Independent Tribunal

40. TRIBUNAL HEARINGS

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- a. Upon receipt of the report from an umpire, the SCA Board will as soon as practicable, convene THREE (3) members of the Tribunal for a hearing of the report.
- b. The Tribunal will convene as instructed by the SCA Board and will meet on the Tuesday following the completion of the round in which a player was reported to hear and adjudicate that report. Should this arrangement not be possible, a hearing will be convened for the earliest occasion suitable
- c. Each club will be responsible for the attendance at the Tribunal hearing of players and witnesses involved in any report and for the provision of an advocate for the player if so desired. The umpire who made the report may also be represented by an advocate. No player or umpire advocate shall be a member of the legal profession.
- d. The Secretary/ Nominated Official of the reported individual's club shall be notified by the SCA Board of the time and the place for the holding of the meeting of the Tribunal. The club will ensure the player is advised that he is required to attend and to give evidence at that meeting if called upon.
- e. The Secretary/Nominated Official of the Umpires Association will be notified by the SCA Board of the time and the place for the holding of the meeting of the Tribunal. The Umpires Association will ensure the reporting umpire is advised that he must attend and give evidence at that meeting as required.
- f. Where a notified reported player/official advises the SCA Board that he is not able or chooses not to be present at a scheduled hearing, the Tribunal shall have the authority to proceed with the hearing in the absence of the reported player/official provided there has been an opportunity for the reported player/official to make a written submission for the Tribunal's consideration.
- g. Where a notified reported player/official is not present at a scheduled hearing and has not so notified the SCA Board, the Tribunal will have the authority to proceed with the hearing in the absence of the reported player/official.
- h. The Tribunal will also have the authority to impose any penalty it may deem fit on any player or official who without reasonable excuse fails to attend a Tribunal meeting.
- i. If any player, witness or official gives unsatisfactory evidence or acts in a manner unbecoming prior to, during or following any Tribunal hearing, the Tribunal will immediately conduct a hearing into the matter.

41. APPEALS

a. PROCEDURES

- i. All appeals lodged with the Association must be in writing and must be accompanied by the required deposit and must set out the grounds of appeal.
- ii. Immediately upon receipt of notification of an appeal, the Association Representative will proceed to arrange for a hearing by the competent authority within the period allowed under these rules.
- iii. The hearing must commence within FOURTEEN (14) DAYS of the receipt by the SCA representative of the Association of the appeal.
- iv. The Association Representative will give to all affected parties SEVEN (7) DAYS' notice of the date, time and place of the appeal hearing.
- v. No member of the legal profession may appear as an advocate before any hearing.
- vi. The Association Independent Tribunal will meet at the time and place decided upon and determine or adjourn the appeal whether the affected parties are present or not.

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- vii. An individual may submit to the Association Independent Tribunal ONE APPEAL ONLY concerning any Tribunal ruling on a Report.
 - b. APPEALS OVER TRANSFERS**
 - i. A player may submit more than one transfer application during a given season and each application will be dealt with separately.
 - ii. Transfer Appeals to the SCA Independent Tribunal must be in writing and be accompanied by a deposit of ONE HUNDRED DOLLARS (\$100).
 - iii. The defendant club must also lodge a deposit of ONE HUNDRED DOLLARS (\$100).
 - iv. Should this deposit not be submitted to the SCA Board at least FORTY-EIGHT (48) HOURS prior to the scheduled hearing, the Association will automatically grant the transfer of the player.
 - v. EITHER CLUB'S DEPOSIT MAY BE FORFEITED SHOULD THE APPEAL OR DEFENCE BE DEEMED BY THE TRIBUNAL AS FRIVOLOUS.
 - c. REGIONAL APPEALS BOARD**
 - i. Any party dissatisfied with a decision handed down by the Association's Independent Tribunal regarding Player Penalties or Transfer Appeals may appeal to the Mallee-Murray Cricket Region Appeals Board.
 - ii. Such an appeal must be in writing and accompanied by a non-refundable appeal fee of TWO HUNDRED DOLLARS (\$200), in addition to an appeal deposit of THREE HUNDRED DOLLARS (\$300), which may be refunded either in total or in part at the discretion of the Appeals Board dependent upon whether the appeal be deemed frivolous or inadequately presented.
 - iii. The appeal deposit (\$300) will be refunded in full if the appeal is successful.
 - iv. All documentation and required fees must be lodged with the MMCR secretary NO LATER than 2.00 p.m. on the second day following the decision having been determined by the Association Independent Tribunal.
 - v. All endeavour will be made to hear the appeal prior to the next scheduled round of matches.
 - vi. THE REGIONAL APPEALS BOARD WILL CONSIDER ALL MATTERS IN ACCORDANCE WITH THE LAWS OF NATURAL JUSTICE.
- 42. QUALIFIED PLAYER**
- a. Every player taking part in scheduled premierships matches will play only with the club for which they are qualified by registration or under these by-laws.
 - b. PLAYING AN UNQUALIFIED PLAYER**
 - i. Any club playing a player not possessing the required qualifications will lose all points and percentages for each match in which that player takes part.
 - ii. In finals series matches, the defaulting team will lose the game. However, in the event that both opposing teams default, the SCA Board shall decide penalties and match result.
 - c. DEFAULTING PLAYER**
 - i. No defaulting player of a club will be allowed to take part in scheduled premierships matches. Each club must furnish to the Association before the first day in October a list of all defaulting players and any other club playing such player in its team will lose the match.
 - d. ELIGIBILITY TO PLAY IN FINALS MATCHES**

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- i. No player may play for a club in finals matches unless they have played with that club during the current season in at least the following number of matches:
 - 1. Seniors Competition: 4 matches.
 - 2. Women's Competition: 4 matches.
 - ii. Any player who has accumulated more matches in a higher Division during the season will be ineligible to play in lower Division semi-final or final matches, unless there are consecutive teams playing.
 - iii. Clubs with consecutive available grades in finals matches will be able to select such teams at their own discretion. No player may be relegated more than one available Division per match.
 - iv. Should a consecutive team be eliminated at the semi-finals stage then the selection process reverts to: any player who has accumulated more playing days in a higher Division during the season will be ineligible to play in a lower Division Grand Final.
 - v. Days played in the semi-final with the lower division **will not** count towards the above calculation.
 - vi. SCA Junior players that have played the equivalent of four (4) games played in the SCA's Junior competition(s), may play in the senior Divisions semi-final or finals matches regardless of having not played or having played sufficient games in the senior competition. Where juniors have played senior cricket during the season, the senior qualification for finals rules will apply to those junior players.
 - vii. If after play has commenced, a match has been declared a washout, a player named in the team is deemed to have played that day.
- e. CLUBS WITH MULTIPLE TEAMS IN THE SAME GRADE**
- i. Any club which fields two teams in the same Division in this Association may use any of its players in either team for up to four (4) games (encompassing either one-day or two-day games) in each season.
 - ii. When a player has played six (6) games with either team they will be tied to that team for the remainder of the season and the club will notify the SCA Board of the player's status within five (5) days after the match in which such qualification occurs.
 - iii. A player is eligible to play in semi-final and final matches only in the team they have played the greater number of games with during the season.
 - iv. Any player competing in multiple teams for which he is not qualified, will be subject to penalties in accordance with "Playing Unqualified Player"
- f. PLAYER RETURNING TO DISTRICT**
- i. A player permanently transferring to the district, and satisfying the Association as to their permanent residency, who has had insufficient opportunity to qualify under "**Eligibility To Play**", must apply to the Association for a permit to qualify for semi-final and final matches after having played at least the equivalent of four (4) games for their SCA club during the season.
 - ii. This permit may be granted by the SCA Board on a simple majority vote.
 - iii. Application to gain such permission must be made in writing at least seven (7) days prior to the commencement of the final series match the player wishes to qualify for.
- g. REPLACING PLAYERS WITH SUBSTITUTES**

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- i. Players who replace REPRESENTATIVE PLAYERS and EMERGENCY SERVICES PERSONNEL, in accordance with **Rule 43 (f)**, and any consequential replacements caused in other grades, for either day of a two-day game, will be credited for those games in a grade LOWER than the one in which they actually played (as the substitute player).
 - ii. The status of such players must be designated on the Match Report sent to the Association.
- h. 12-a-SIDE & 13-a-SIDE POLICY**
- i. Teams competing in 1st & 2nd Division may choose 12-A-Side and 3rd Division may choose 13-A-Side on the basis of Day 1 and Day 2 nominations.
 - ii. 4th Division may choose 12 A Side with only 11 players eligible to bowl and 11 players eligible to bat.
 - iii. No designated batter or bowler is required as the 12th and 13th player will have full playing status on the second day of the match.
 - iv. If nominated week 1 player is dismissed during the first innings on day 1, nominated week 2 player may not bat in that innings. They will be eligible to bat in the 2nd innings only.
 - v. Players nominated as 12th and 13th players **AS WELL AS** the players from Day One whom they will replace must be clearly indicated on team sheets prior to the commencement of games and advised to the umpire(s) if appointed.
 - vi. The 12-a-Side and 13-a-Side arrangement will apply for home & away two-day season matches only in 1st, 2nd & 3rd Division.
 - vii. 12 a side in 4th Division is permitted in both home and away and finals matches.

43. REPRESENTATIVE TEAMS

a. SELECTION COMMITTEE

- i. A selection committee of THREE (3), shall be appointed by the Board of Management for the selection of all SCA representative teams.
- ii. The selection committee will have the power to co-opt managers for the selection of representative junior teams.

b. SELECTION POLICY

- i. **Under 18 Representative Team**
 - 1. Players selected in the Under 18 Representative Squad not giving a reasonable excuse for non-attendance at training or matches, may be required to give an explanation to the SCA Board, who may thereupon decide any penalty or appropriate action deemed necessary.
- ii. **SCA Representative Squad Training**
 - 1. All SCA squad members who miss officially designated practice sessions without advising the Selectors/Coach of a valid reason, will in the first instance be given a warning.
 - 2. With second and subsequent offences, the player will be required to explain his reasons to the SCA Board, who may thereupon decide any penalty or appropriate action deemed necessary.
- iii. **Melbourne Country Cricket Week Players**
 - 1. Players selected to represent the SCA in Melbourne Country Week will be notified at least FOUR (4) weeks prior to the commencement of Country Week.

c. SCA Registered Player Restrictions

- i. No registered SCA player may play with any other Association representative team in any form of representative competition. This includes all registered Country Week competitions conducted by VCCL Regions.

d. Host Clubs Duties and Responsibilities

- i. Host clubs for all designated SCA Representative matches are to provide stumps/bails, drinks, scoreboard and ensure that rooms are clean and available for use.

e. SCA Representative Coach

- i. The board may appoint an Honorary Coach and an Honorary Assistant Coach on an annual basis at its discretion.

f. REPLACEMENTS FOR REPRESENTATIVE OR EMERGENCY SERVICES DUTIES

- i. When players selected for State Representative or Mallee-Murray Region Representative matches, or players required for EMERGENCY SERVICES DUTIES (e.g. SES, Natural disasters – bushfires, floods etc.), are available to play one day of a scheduled SCA two-day match, they will be eligible to play that one day and have a replacement player who will have full playing status on the other day.
- ii. Where the affected player's unavailability is known before the start of the game the replacement's name must be included and designated on the team sheet prior to the commencement of the game.
- iii. Where the affected player's unavailability is not known before the commencement of the game, the opposing captain will be advised of the need to use a replacement at the first possible opportunity.
- iv. The replacement player must be chosen from the club's registered players list and permission will be granted for consequential replacements through lower Divisions if required.
- v. In all cases where emergency substitutions may occur, the Director of Umpiring or SCUA Secretary should be advised of such information in a timely manner so that umpire(s) may be advised accordingly.
- vi. A list of SCA clubs' Emergency Services personnel will be compiled annually by the Association and maintained throughout each season.

44. UMPIRES

a. DIRECTOR OF UMPIRING

- i. Director of Umpiring duties will be subject to regular review and amendment by the SCA Board.
- ii. The Director of Umpiring will contribute to an annual review of umpires' fees by the Board.
- iii. The Director of Umpiring will receive an annual honorarium as approved by the Board.
- iv. The Director of Umpiring will contribute to an annual review of umpires' fees by the Board.

45. SENIOR PLAYERS CODE OF CONDUCT

Players in the SCA must undertake to adhere to the standards below:

- o To always abide by the rules of the Association in which you compete and the club for which you play. Rules of the game are mutual agreements which no player should evade or break.

- To never assault or attempt to assault or intimidate an umpire.
- To ensure that behaviour both on and off the field towards umpires, teammates, opponents and spectators is consistent with the principles of good sportsmanship. Swearing is not acceptable.
- To not abuse, dispute or react in an obviously provocative or disrespectful manner to the decision of an umpire.
- To conduct yourself both on and off the field in such a manner as not to bring yourself, your club or the game of Cricket into disrepute.
- To act with respect for the Association in which you compete, your club, teammates and opponents.
- To forego the use of derogatory and discriminatory language based on gender, race, religion or sexual preference.

46. SENIOR COACHES CODE OF CONDUCT

Coaches in the SCA must undertake to adhere to the standards below:

- To be familiar with the Laws of Cricket and to abide by the rules and conditions of your Association and club.
- To make genuine effort to attain and maintain coaching accreditation.
- Make a commitment to continually pursue sound coaching principles and development of coaching skills.
- To avoid verbal and physical confrontation with umpires, opposition players and officials at all times.
- To use the Association's official channels of communication to report any unfair situations that you may believe to have arisen.
- To earn the respect of your players and others through your dealings with them and your standard of personal conduct.
- To follow the advice of a qualified person when determining if an injured player is ready to play again.
- To always treat the umpires and opposition sides with respect.
- To never place the importance of winning above the importance of sportsmanship and honourable behaviour.
- To be supportive of activities designed to encourage participation of young players at junior clubs, schools and Victorian Cricket Pathway development programs.
- To avoid using profanity and to forego the use of derogatory and discriminatory language based on gender, race, religion or sexual preference.

47. RACIAL AND RELIGIOUS VILIFICATION

- a. No player in his/her capacity as a player of a club, or in the course of carrying out his/her duties or functions as or incidental to a player of a club or any director, officer, servant, or agent of a club including without limitation any coach or nonplaying official - e.g. scorer or team manager), during the course of a match, shall act towards or speak to any other person in a manner, or engage in any other conduct which threatens, disparages, vilifies or insults another person ("the person vilified"), on the basis of that person's race, religion, colour, descent or national or ethnic origin.
- b. In the event that it is alleged that a person has contravened **Rule 47 (a)** above an umpire, club or player should by 5.00 p.m. on the first working day following the day on which the contravention is alleged to have occurred, lodge a complaint in writing with the SCA Board for the purposes of this Rule.
- c. If such a complaint is received, The Association will:

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- i. Inform the person alleged to have contravened **Rule 47 (a)** of the complaint and provide that person with an opportunity to respond to it.
 - ii. Arrange for the complaint to be conciliated and take all steps necessary for the complaint to be conciliated.
- d. Where the Association is of the opinion that the matter has not been resolved by conciliation, the Association shall:
 - i. In the case of a player being the offender, refer the complaint to the Independent Tribunal to be dealt with as a reportable offence under the Association's Rules for Premiership Matches, or:
 - ii. In the case of any other person being the offender, refer the complaint to the SCA Board of Management to be dealt with under **Rule 81.4** of the Association's Constitution and Rules.
 - iii. Where a person alleged to have contravened **Rule 47 (a)** has previously taken part in a conciliation (other than as a person vilified), the Association may refer the complaint directly to the Independent Tribunal to be dealt with as a reportable offence under the Association's Rules for premiership matches in the case of a player, or otherwise directly to the SCA Board of Management to be dealt with under the Association's Constitution and Rules.
 - iv. Any conciliation referred to above shall be conducted by the nominee of the President for the time being of the Human Rights and Equal Opportunity Commission (Commonwealth), provided that if the President is unable or unwilling to nominate, the Association shall nominate a person to conciliate, subject to the approval of the VCCL Mallee-Murray Cricket Region Director.
- e. In the event that a complaint is referred to the Independent Tribunal under **Rule 47 (d)**, no evidence shall be given to or accepted by the Tribunal or the Association relating to anything said or done in any conciliation carried out according to **Rule 47(c)**.
- f. The SCA Board will make all reasonable efforts to ensure that conciliation of a complaint under **Rule 47(c)** is completed by 5.00 p.m. on the fifth working day following the day on which the incident is alleged to have occurred.
- g. In any case where the SCA Board determines to refer the complaint to the Independent Tribunal or the SCA Board of Management, the complaint will be referred in time for the Tribunal or the Board as the case may be, to deal with it within 48 hours of cessation of the conciliation process.
- h. Any time limits for action or response referred to in this Rule may be adjusted by the SCA Board if the Board deems it is just and equitable to do so.
- i. In the event that a complaint under these Rules in respect of conduct engaged in by a person is found to have been proven by the Tribunal, or where the Association Board of Management determines that a person the subject of a complaint has been involved in conduct which is unbecoming or prejudicial to the interests of the Association, the club employing, engaging or otherwise associated with the person at the time of the conduct shall be deemed to be vicariously liable for the conduct of the person and shall pay to the Association a penalty determined by the Association.
- j. **Rule 47(l)** does not apply if in the opinion of the Association the club took all reasonable steps to prevent persons employed, engaged or otherwise associated with the club from engaging in the conduct which contravened the vilification rules.

48. SOCIAL MEDIA CODE OF CONDUCT

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This Code of Conduct applies to all participants in SCA Cricket including players, coaches, umpires, spectators, parent/guardians, media and administrators.

- Social media sites and electronic media including but not limited to
 - Facebook, Snapchat, Instagram, Twitter and Email are all forms of public domain communication. As such, users are responsible and liable for anything they publish on these sites.
- As information proliferates rapidly through social media, all SCA affiliated individuals have an important responsibility to not publish anything defamatory, insulting or offensive nor to misrepresent as truth any hearsay or opinion that might offend or insult a reasonable person.
- This includes but is not limited to commentary about umpires, competing clubs, committee members or anyone associated in the conduct of playing, officiating, promoting or administering cricket.
- Such unacceptable commentary includes racist or vilifying comments, bad language, insulting comments, religious denigrations, personal attacks or slander and personal comments relating to family or associated friends within the cricket community.
- Any reported or discovered breaches relating to social and electronic media communication will be managed in accordance with this By-law.
- In circumstances of a breach or suspected breach of the Social Media Code Of Conduct, the SCA may:
 - Make or order a necessary public comment such as a correction, clarification, contradiction or apology.
 - Issue a formal warning, fine, suspension as it deems appropriate.
 - Report any breach of law to any authority or wronged party.
 - Exercise any of its available rights at law.
 - Determine a cricket-related penalty (such as a suspension) at its discretion

49. Contentious Results

a. SCA Board Investigations

- i. The Board will have power to investigate and adjudicate upon all matters arising out of, or in connection with, matches.
- ii. If a member of the Committee is a representative of a Club involved in an investigation, he shall cease to act on the Committee for the duration of the investigation.

b. Disputes/Protests

- i. Any Club referring a dispute/protest to the Committee shall, within two days after the completion of the match in which the cause of disagreement has occurred, lodge a statement in writing of the matter in dispute/protest to the Associations Administration Manager.

c. Contrived Results

- i. The Committee shall have power to investigate a game or the actions of the captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club have colluded to contrive the result of a match.
- ii. If the Committee decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.
- iii. If the Committee finds that the Clubs, captains or players have colluded to contrive the outcome of a match the Committee may at its absolute

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discretion do one or more of the following: (a) fine a club, captain or player; (b) suspend a captain or player from playing in any match or matches; (c) take any other action it deems appropriate.

50. BOARD OF MANAGEMENT POWER

- i. The Board of Management has the authority to decide all questions not otherwise provided for in these rules that may arise from SCA matches.
- ii. The Board of Management has the power to refuse, cancel or review any registration at its absolute discretion.
- iii. Clubs are to ensure that all outstanding accounts are paid in full to the Association prior to their teams taking to the field for Senior finals matches.
- iv. Players are to ensure that all outstanding accounts are paid in full to the Association prior to them taking to the field for Senior finals matches.
- v. Failure to comply with laws iii & iv above, clubs and players may be prohibited from participating in finals matches.

51. REPEAL

- i. All Rules and Regulations as adopted in this document supplant and repeal any rules previously in place

SUMMARY:

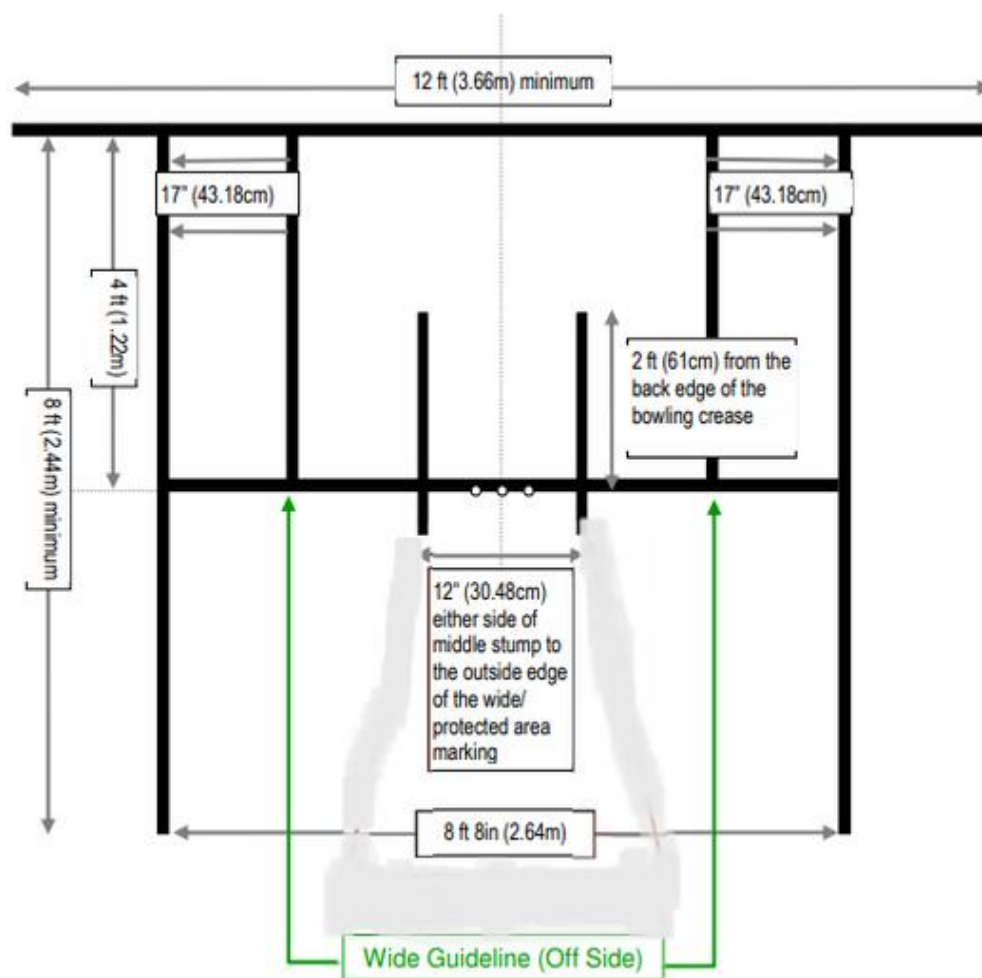
In framing these Rules, it is intended that the clearly intended meaning of the rules will be given priority rather than the letter of the law. There is no substitute for GOODWILL, HONESTY OR HUMILITY

APPENDICES

APPENDIX A

CREASE MARKING

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APPENDIX B: ONE DAY LOST TIME/OVERS CALCULATOR

- Minimum 12 overs per side required for a completed match in any Division
- Commences after 30 minutes has been lost

1st Division and 2nd Division Matches

Time Lost	Total Overs	Per Side		Time Lost	Total Overs	Per Side
0 mins	80	40		116	51	26
4	79	40		120	50	25
8	78	39		124	49	25
12	77	39		128	48	24
16	76	38		132	47	24
20	75	38		136	46	23
24	74	37		140	45	23
28	73	37		144	44	22
32	72	36		148	43	22
36	71	36		152	42	21
40	70	35		156	41	21
44	69	35		160	40	20
48	68	34		164	39	20
52	67	34		168	38	19
56	66	33		172	37	19
60	65	33		176	36	18
64	64	32		180	35	18
68	63	32		184	34	17
72	62	31		188	33	17
76	61	31		192	32	16
80	60	30		196	31	16
84	59	30		200	30	15
88	58	29		204	29	15
92	57	29		208	28	14
96	56	28		212	27	14
100	55	28		216	26	13
104	54	27		220	25	13
108	53	27		224	24	12
112	52	26		224+	Play abandoned	

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3rd & 4th Division Matches

Time Lost	Total Overs	Per Side		Time Lost	Total Overs	Per Side
0 mins	60	30		80 mins	40	20
4	59	30		84	39	20
8	58	29		88	38	19
12	57	29		92	37	19
16	56	28		96	36	18
20	55	28		100	35	18
24	54	27		104	34	17
28	53	27		108	33	17
32	52	26		112	32	16
36	51	26		116	31	16
40	50	25		120	30	15
44	49	25		124	29	15
48	48	24		128	28	14
52	47	24		132	27	14
56	46	23		136	26	13
60	45	23		140	25	13
64	44	22		144	24	12
68	43	22		144+	Play abandoned	
72	42	21				
76	41	21				

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Appendix C – Field Restrictions in reduced T20 Match

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

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Appendix D – Bowling Restrictions in reduced T20 matches

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

APPENDIX E – CONCUSSION GUIDELINES

HEAD AND NECK TRAUMA MANAGEMENT

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

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

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

If the Participant has any of the following signs and symptoms;

- c) loss of consciousness for any time;
- d) amnesia – inability to remember recent details;
- e) inability to keep balance;
- f) nausea or vomiting not explained by another cause, such as known
- g) gastroenteritis; and/or
- h) fitting,

an ambulance should be called by dialling 000.

In no circumstance should the Participant resume playing, training or umpiring until an assessment is made by a qualified medical doctor. The Club or Association may request clearance by a qualified medical doctor prior to permitting the Participant to resume playing, training or umpiring.

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

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

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

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

RETURN TO PLAY

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

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

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

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

It is recommended that any player returning to;

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

JUNIOR PLAYERS

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

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

DOCUMENTATION

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

EXAMPLES OF GRADUAL RETURN TO PLAY AFTER CONCUSSION

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

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Appendice F

SUNRAYSIA CRICKET ASSOCIATION – TRANSFER REQUEST FORM



Section 1 – Player Information

This section must be completed by the player and/or the players parent or guardian if the player is under the age of 18.

Player Name				Date of Birth	
Current Club					
Club Seeking Transfer to					
Email Address					
Contact Number					
Are you currently a financial member at your existing club?	Yes	☐	No	☐	
Are you currently under contract at your existing club?	Yes	☐	No	☐	
Are you currently under suspension from participating in any cricket competition? *	Yes	☐	No	☐	

* If you answered YES to the above question the player is ineligible to play until such time that the suspension is served

Please note: The player is ineligible to play until a transfer is sought and granted from the previous club and then approved by the SCA. Failure to do so means the player and club is in contravention of the SCA rules.

☐ I declare that the above details are complete and correct and acknowledge that this form, if approved, binds me to the SCA club named on this application in the current season unless I am cleared by the SCA Club
--

Signature (Player)		Date	
Signature (Parent/Guardian if player is under 18 years of age)		Date	
Parent/Guardian Name			

After completing this section, send this form to the club you are seeking transfer to

Section 2 – New SCA Club Acceptance

This section must be completed by the new club's Secretary or President

☐ I declare that the player has completed all the administration requirements of this transfer application as per the SCA rules.

Name		Date	
Club Name		Position	
Signature			

Please Note: It is the responsibility of the Club to verify the new player seeking transfer does not have any outstanding financial issues with their previous club. If any doubt exists, please check with the SCA and the player.

After completing this section, send this form to the players existing club

Section 3 – Existing SCA Club Acceptance

This section must be completed by the existing club's Secretary or President

☐ I declare that the player has completed all the administration requirements of this transfer application as per the SCA rules.
☐ Transfer Request Accepted ☐ Transfer Request Denied
Reason (if request denied)

Name		Date	
Club Name		Position	
Signature			

Please Note: It is the responsibility of the Club to verify the new player seeking registration does not have any financial issues with their previous club. If any doubt exists, please check with the SCA and the player.

After completing this section, send this form to the SCA Board

Section 4 – SCA Board Acceptance

☐ I declare that the player and club have completed all the administration requirements of this transfer application as per the SCA rules.
☐ Transfer request accepted ☐ Transfer request denied
Reason (if request denied)

Name		Date	
Position Held			
Signature			

Fines Offence Information

Fines	Level One	\$100.00
	Level Two	\$200.00
	Level Three	\$300.00
	Level Four	\$400.00
	Level Five	\$500.00
	Level Six	\$50.00 per over
	Level Seven	Discretion of Board of Management