

Sutherland Shire Junior Cricket Association

Competition Administration Regulations (All Formats) Traditional & Split Cricket Playing Regulations



Official Version

[August 2015]

Preface

Recent Changes

Changes documented for the 2015-16 Season

- 1) Updated Working With Children provisions (see Regulation 1.6.2)
- 2) SPLIT formats (see Regulation 1.7.1(4))
- 3) Club Championship points discretion re 1-day games (see Regulation 1.8(4))
- 4) Playing shirts (see new Regulations 2.1 and 2.1A)
- 5) Substitute players where teams from same club in same grade (see new Regulation 3.2.3(3))
- 6) Updated times & overs & aggregated relevant provisions previously separate (see Regulation 3.6.1)
- 7) Competition format references as used in document (see Regulation 3.6.1B)
- 8) Over rates provisions (see Regulations 3.6.5 to 3.6.7)
- 9) Loss of time defined & relevant across formats clarified (see Regulations 4.3.1 to 4.3.3)
- 10) Retirement by runs & overs aggregated and presented in simple table (see Regulation 5.3.1)
- 11) Bowling limitations across formats aggregated, 1-day games clarified (see Regulation 6.3.1)
- 12) Application of SPLIT format (see Regulation 9.1)
- 13) Eligible substitute players for Finals matches (see Regulation 10.2.2)
- 14) Various amendments identifying & amplifying application of regulations to 1-day games as relevant
- 15) Various amendments providing consistency of terms & references throughout document (eg formats)

Changes documented for the 2014-15 Season

- 1) Grading and regarding of teams to meet current practice (see Regulations 1.3.4, 1.3.5 and new 1.3.6)
- 2) Number of players permitted to bowl in an innings (see Regulation 3.2.1(3) and 6.1)
- 3) Meaning of overs quota (see Regulation 3.6.1)
- 4) Starting an innings at end of Day 1 (see Regulation 3.6.3(1))
- 5) Use of full playing time (see Regulation 3.6.5)
- 6) Incomplete Overs Quota Ist Innings (see new Regulations 3.6.4)
- 7) Meaning of 'Dismissed' (see new Regulation 3.6.6)
- 8) Adjusted overs and scheduled break for loss of time (see new Regulation 4.3A)
- 9) Retiring batters (see Regulation 5.3)
- 10) Clarifications to Part 9 Split Innings (particularly re breaks).
- 11) Player eligibility for finals (see Regulation 10.2)
- 12) Playing times in finals (see Regulation 10.4.5)
- 13) Clarification of trophy and awards (see Regulations 12.1(4), 12.3(4), 12.3(5), 12.3(7) and 12.7)]
- 14) Various amendments clarifying references to overs quota.
- 15) Various amendments to introduce Split 40 games.

Changes documented for the 2013-14 Season

- 1) Playing shoes (see Regulation 2.2)
- 2) Drinks breaks (see Regulations 3.6.2.1 & 9.2.3.2)
- 3) Slow bowler restrictions (see Regulation 6.2(3)(e))
- 4) Full toss above the waist (see Regulations 6.4.2, 6.4.3 & 6.4.4)
- 5) Second innings of Split Innings games (see Regulation 9.2.2)
- 6) Competition format (who plays SPLIT Innings) (see Regulations 1.7.1(4) & 9.1)
- 7) Club Championship points (see Regulation 1.8)
- 8) Wet weather (play abandoned) (see Regulation 4.2)
- 9) First innings of SPLIT Innings games (day 2 batting orders) (see Regulation 9.2.1(2))
- 10) Playing two games in one Round (see Regulation 3.2.4)
- 11) Retiring batters (see Regulation 5.3)
- 12) Team Formats (see Regulation 1.7.2)
- 13) The Management Committee Authority (see Regulation 1.10(2))
- 14) The ball (see Regulation 2.5)
- 15) Number of players who may bat or bowl in an innings (see Regulation 3.2.1(3))
- 16) Start times and number of overs (see Regulation 3.6.1)
- 17) Competition Points (see Regulation 3.11.2(2))
- 18) SPLIT innings format – clarifications given new drinks breaks, clarity of interpretation (see Part 9)
- 19) Finals times and conditions (see Regulations 10.4 and 10.6)
- 20) Consistency in references to these "Regulations" and to "SSJCA" throughout
- 21) Clarification of heading to reflect substance in Regulations 3.6.2.1 and 3.6.2.2
- 22) Correction of incorrect references to "there" and "the" in Regulation 6.3(4)

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PART 1 SSJCA ADMINISTRATION

1.1 Introduction

Administration of the Sutherland Shire Junior Cricket Association Inc. (SSJCA) shall be in accordance with its Constitution, these Regulations and the MCC Laws of Cricket (2000 Code). In accordance with the provisions of Rule 35 of the SSJCA Constitution the Management Committee may alter the traditional MCC Laws of Cricket.

This document contains:

- The Competition Administration Regulations of the SSJCA, as applicable, for all formats; and
- The competition Playing Regulations for all Traditional and Split Innings formats played in SSJCA Competitions, as applicable.

Certain Playing Regulations for the MOD Cricket format are issued separately.

Where the MCC Laws have been adopted without change they have not been included in this document, except for 6.4 Dangerous and unfair bowling. The MCC Laws can also be found on 'Cricket Online'. When reading MCC Laws replace the reference to the "Executive of the fielding side" with "Competition Manager".

1.2 Fees and Fines

1.2.1 Association Fees

- 1) The Management Committee shall determine and advise all clubs of the annual fees for the nomination of teams and registration of players.
- 2) The Finance Manager will forward to each Club an invoice providing details of the amount due.
- 3) Fees must be settled within **30 days** of receipt of the Invoice.
- 4) Any club that fails to pay its fees within the time specified and fails to satisfy the Finance Manager as to the reason for non-payment will be in default.

1.2.2 Appointment of Umpires and Payment of Fees

Each season the Management Committee will request the Sutherland Shire Cricket Umpires Association (SSCUA) to provide umpires for the SSJCA competitions and will advise clubs of the fees for umpiring services.

1.2.3 Fines

- 1) The Management Committee may, as necessary, fine a club or clubs, or any member thereof, for any breach of SSJCA Regulations or the MCC Laws. Each breach will be dealt with on its merits in accordance with these Regulations. The amount of the fine shall be as determined by The Management Committee unless specifically provided for within these Regulations.
- 2) Any fine imposed by the SSJCA on any club or member must be paid within **30 days** of date of notification to the club or member in default.
- 3) Any Club or member in default shall be disqualified from taking further part in the SSJCA Competition until such time as the default is remedied to the satisfaction of the Finance Manager.

1.2.4 End of Season

- 1) All club accounts shall be tabulated and posted by 1 March.
- 2) Any club or player having unpaid debts or fines owing to the SSJCA shall not take part in the competition finals until the unpaid debts or fines are paid.
- 3) Any club or player in default at 31 March (other than in respect of fines levied during that month) shall not be eligible for SSJCA Awards or Trophies.

1.3 Team Nomination and Grading

1.3.1 Team Nominations

- 1) Each Club shall submit to the Competition Manager, by the date specified by the Management Committee, the names of players for each team as follows:
 - (a) Traditional cricket - between 9 and 13 players
 - (b) Mod 12 cricket - between 8 and 13 players
 - (c) Mod 10 cricket - between 8 and 13 players
 - (d) Mod 8 cricket - between 6 and 10 players

- 2) The submission of a Team Nomination does not guarantee right of entry to an SSJCA Competition. Final acceptance of the Team Nomination and entry of the team is subject to the following.
 - (a) The Club nominating a Coach and Manager for each team, and
 - (b) The approval of that Team Nomination by the Management Committee. The SSJCA reserves the right to reject the nomination of any coach, manager or player to any team.
- 3) If a player's name appears on 2 team nominations submitted by 1 club, he/she shall be a member of the higher age group or grade.
- 4) If a player's name appears on the team nomination of 2 different clubs he/she shall be a member of his/her original club.
- 5) Once the team nomination date has passed Clubs may not add, remove or transfer players without the consent of the Competition Manager.

1.3.2 Grading of teams

- 1) The SSJCA Grading Committee will meet within a week of the closing date for Team Nominations to:
 - (a) Determine the most suitable grade for each team in each age group.
 - (b) The number of teams in each grade
 - (c) To recommend to the Competition Manager the Competition format for each age and grade
- 2) The Competition Manager will advise clubs of their team grading as soon as possible after the Grading Committee has finalized the grading of all teams.

1.3.3 Changing Nominated Teams

- 1) When a Club has 2 teams in the same grade then before the start of the season, the club may move players between these teams. The teams, after any changes, will remain in the grade they were originally placed. Any changes made in these circumstances must be notified to the SSJCA Competition Manager prior to the start of the season.
- 2) Other than in the described circumstances above a Club shall not move players between teams in the same age group and grade.

1.3.4 Regrading Players

At any time prior to the 4th round of the competition (there being no interference due to weather or other factors) the Management Committee will assess the performance of individual players and may regrade any player(s) as required.

1.3.5 Regrading Teams

- 1) At any time prior to the 4th round of the competition (there being no interference due to weather or other factors) the Management Committee will assess the performance of teams and may regrade any team(s) as required.
- 2) Should a Club wish to have a team regraded it may submit a request in writing, with reasons in support, to the Competition Manager, who may determine when such requests are to be submitted (in the absence of any such determination any requests must be submitted no later than 5 pm on the Monday following the completion of the 3rd round of the competition)..
- 3) Where a team has not requested regrading but is being considered for regrading the Competition Manager may request the Club to submit a brief report outlining their preference for retention in their current grade or regrading.

1.3.6. Grading and Regrading

- 1) The SSJCA Management Committee may implement such guidelines or processes for the grading or regrading of teams in order to facilitate the grading and regrading of teams pursuant to these Regulations.
- 2) The SSJCA Management Committee, the SSJCA Grading Committee and the Competition Manager retain absolute discretion (as relevant to their particular cases) as to any decisions on grading or regrading, including as to the taking into account, relevance or acceptance of any views of the Clubs or other relevant parties, whether comprised in any submissions or reports noted above or otherwise.

1.4 Player Registration

1.4.1 Registration of Players Prior to Team Grading

- 1) A person shall be registered as a playing member of their nominated team when:
 - (a) The SSJCA receives their club's Team Nomination, and
 - (b) The evidence of age has been confirmed, and
 - (c) The Management Committee approves their nomination in that team.
- 2) No person seeking to register as a player subsequent to the submission and approval of a Club's Team Nomination shall be eligible to play unless the Management Committee approves his/her registration.

- 3) All registered male players shall be under the age of their groups (i.e. 16,14,12,10 and 8) at Midnight on 31 August in that year.
- 4) Age shall be proven by a Birth Certificate or extract thereof or, in exceptional circumstances, other evidence acceptable to the Management Committee.
- 5) A player once registered with the SSJCA and satisfying the evidence of Age requirements is not required to submit further evidence in subsequent years.
- 6) The Management Committee may reject the Registration of any player at any time, provided that the grounds upon which rejection is based are well founded and not in conflict with anti-discrimination laws.
- 7) The Management Committee may exercise a degree of flexibility in accepting and determining the age groups for girls playing in the SSJCA Competitions.

1.4.2 Late Registrations

- 1) A Club may register a player at any time throughout the season (See 10.2 Player Eligibility regarding eligibility for SSJCA Competition Finals).
- 2) In approving the late registration of a player the Management Committee reserves the right to review the performance of that player and their team and re-assess the appropriateness of the original grading decision.

1.4.3 Unregistered or Disqualified Players

- 1) Any Player who fails to comply with the evidence of age criteria or who otherwise fails to comply with 1.4.1 Registration of Players Prior to Team Grading prior to playing shall remain unregistered. For breaches of this Regulation:
 - (a) Any team playing an unregistered or disqualified player shall lose all points for the matches in which that player took part.
 - (b) The awarding of points to the non-offending team competing against any team that contains an unregistered or disqualified player shall be at the discretion of the Match Review Committee after having reviewed the circumstances relating to the playing of an unregistered or disqualified player.
 - (c) The offending Club may be fined an amount determined by the Management Committee.

1.5 Transfer of Players

1.5.1 Transfer of Representative Players Between Seasons

Any player selected in an SSJCA representative team shall not be permitted to transfer from the Club they were registered with at the time of selection without prior approval of the SSJCA Management Committee.

Requests for transfers must be in writing to the Secretary of the SSJCA providing explanation for transfer.

1.5.2 Transfer of Players Between Clubs

- 1) Following the submission and finalisation of team nominations and the grading process any player seeking to transfer from one Club to another during that season shall produce a clearance from the Club with which they are currently registered.
- 2) The clearance must be submitted to, and approved by, the Management Committee before any such transfer can take effect.
- 3) The Management Committee may reject the transfer of any player at any time.

1.5.3 Transfer of Players Between Associations

- 1) In accordance with the NSWDCAI Regulations any player **who has not played** during the current season and who is not under suspension or on its list of defaulters shall be entitled to play with another Association without a clearance, subject to any domestic Rule of an Association.
- 2) A player **who has played** during the current season and desires a transfer to another Association or District Club must first obtain a clearance from the SSJCA with which he/she is currently playing. Such a clearance must be issued within **7 days** of receipt of the request and may only be withheld if the player is unfinancial or in default.

1.5.4 Assistance to District Grade Club

- 1) If the Sutherland District Cricket Club requires a player in an emergency, the Secretary of the S.D.C.C. shall contact the SSJCA Secretary or in his/her absence the Competition Manager who shall nominate from a list of eligible players.
- 2) If such an emergency occurs on the second day of a SSJCA competition match an eligible replacement player may be chosen who shall be allowed to bat, bowl and keep wickets.

1.6 Coaches and Managers

1.6.1 Coaching Qualifications

- 1) A Coach may only coach 2 teams if they are playing in different time periods.
- 2) A coach must hold or obtain within the current season the minimum level coaching certificate relevant to cricket issued by Cricket Coaches Australia. If a nominated coach has given an undertaking in the previous season to obtain such qualifications and has not completed such undertaking that person shall not be permitted to coach until accredited.

1.6.2 Working with Children Legislation

Each Club Secretary is required to supply the SSJCA certificates or such other evidence satisfactory to the SSJCA Management Committee evidencing compliance with the requirements of coaching accreditation (See Regulation 1.6.1) and also in relation to any Working With Children (child protection) legislation – all as relevant to support compliance with any these Regulations or any relevant SSJCA policy or requirement as may apply to the Clubs.

1.6.3 Attendance at Instructional Meetings

Where meetings are called for the purpose of issuing competition instructions to club or team officials the following shall apply:

- 1) Attendance shall be compulsory for those persons so advised by the Competition Manager.
- 2) 2 competition points will be awarded to each team properly represented.
- 3) No person may represent more than 1 team at such a meeting without the prior approval of the Competition Manager.

1.7 Competition Format

1.7.1 Format

- 1) Annual competitions shall be conducted in age groups or divisions designated as Under 16, Under 14, Under 12 and Under 10. Each age group shall be divided into grades depending upon the number of teams nominated.
 - (a) The SSJCA may also schedule and conduct matches on a non-competitive basis for Under 8 players
 - (b) The SSJCA may also schedule and conduct a separate competition for Girls.
- 2) The competition formats consist of:
 - (a) Traditional Cricket
 - (b) SPLIT Innings Cricket
 - (c) MOD Cricket
- 3) MOD Cricket shall be played as follows:
 - (a) All Under 8 grades
 - (b) Any Under 10 Grades that the Grading Committee believe appropriate
 - (c) In Under 12 the clubs in the lowest Grade may also elect to play MOD Cricket
- 4) Split Innings format to apply as follows:
 - (a) Under 10: Compulsory for all grades that play Traditional cricket
 - (b) Under 12: Optional for A Grade and compulsory from B Grade down for teams that play Traditional cricket
 - (c) Under 14: Optional for A Grade and compulsory from B Grade down for teams that play Traditional cricket
 - (d) Under 16: Optional from B Grade down for teams that play Traditional cricket
- 5) Traditional Cricket is played in all other Grades
- 6) With the exception of those grades listed the Grading Committee shall determine which grades shall play Traditional cricket or another format approved by the SSJCA.
- 7) Competition matches shall be played in accordance with these Regulations and where applicable the MCC Laws of Cricket.
- 8) As far as possible all matches will be scheduled for Saturday. Before considering the scheduling of matches on Sunday, other options should be considered which may include (but not be restricted to) varying the number of grades participating in 60 over competitions, and utilizing all fields that may be made available.

1.7.2 Competition Structures

Subject to as provided in these Regulations, the number teams in each grade or competition and the structure of each grade or competition (including as to draws, competition rounds, schedule of two day and / or one day games, types of games to be played in any grade or competition generally or any other element) remains at the discretion of the SSJCA.

1.8 Club Championship

- 1) Club Championship points shall be calculated as follows:
 - (a) Multiply "A" grade team points by 6
 - (b) Multiply "B" grade team points by 4
 - (c) Multiply "C" grade team points by 3
 - (d) Multiply "D" grade team points by 2 and
 - (e) Multiply "E" grade and lower team points by 1
 - (f) The extended points for each team in a club will be tallied and divided by the number of their teams playing in these competitions plus 1.
- 2) Teams playing Mod 8 cricket do not contribute points towards the Club Championship.
- 3) Teams playing girls cricket do not contribute points towards the Club Championship.
- 4) The SSJCA Management Committee shall have the discretion to apply different Club Championship points for one day games, including variations between grades and ages, if it feels it appropriate given the number of one day games to be played in an age or grade (whether based on the ratio of one day games to two day games, or otherwise).

1.9 Offensive Correspondence

Any correspondence directed to the SSJCA that, in the opinion of the SSJCA Secretary, may contain libelous, slanderous, offensive or damaging remarks against any player, manager, umpire or club official shall be discussed 'in Camera' by the Management Committee.

1.10 The Management Committee Authority

- 1) In accordance with Rule 37.1 of the Constitution the Management Committee is empowered to act on matters not specifically provided for in these Regulations of the SSJCA and shall be the sole authority for their interpretation.
- 2) A reference in these Regulations to the SSJCA shall for the purposes of interpretation of these Regulations, including as to the exercise of any rights or discretion of the SSJCA, be deemed to be a reference to the Management Committee.
- 3) In the case of infringements of SSJCA Regulations, such matters shall be reviewed by the Management Committee or referred to an appropriate sub-committee for a decision as to action to be taken or the imposition of any penalties.
- 4) The Management Committee may at its discretion, and in accordance with rule 35.4 of the Constitution, direct a change in the Laws of Cricket arising from a direction or request of the NSWDC. It may also introduce any short-term amendment to any part of the SSJCA Regulations required to address circumstances arising. All such changes must be notified to Clubs no less than **14 days** in advance of the change taking effect. A temporary change shall automatically lapse at the end of the season in which introduced.
- 5) In conducting the business affairs of the SSJCA, a member of the Management Committee, and any other person appointed as a member of a SSJCA Sub-committee, shall not use his/her position to represent or promote the interests of any one club with which they might have had a prior, or continuing association.

PART 2 EQUIPMENT

2.1 Club Shirts

- 1) Any club proposing to change their playing shirt is to apply to the SSJCA Management Committee for approval, providing such details (including specifications &/or measurements of logos, colours and providing any electronic or physical mock up) as the SSJCA Management Committee shall require.
- 2) Playing shirt designs, including as to number and placement of club and sponsor logos, shall at a minimum be in accordance with the design criteria set out in Regulation 2.1A, as determined by the SSJCA Management Committee.
- 3) In addition:
 - (a) A playing shirt must not advertise or promote tobacco in any manner whatsoever, or alcohol products specifically. In connection with alcohol related advertising, clubs may request the SSJCA Management Committee to permit advertising and logos for community and sporting

- based licensed clubs or other premises with a focus on provision of accommodation, services and/or funding (general and sporting) to the community, such permission shall be at the sole and absolute discretion of the SSJCA Management Committee. Advertising for pubs or hotels (other than hotels whose predominant services are the provision of accommodation) shall remain prohibited.
- (b) All designs, logos, colour schemes or other elements (including player names or nicknames) comprised on any shirt is subject to approval by the SJCA Management Committee in its discretion, including as to whether any such elements are in the view of the SSJCA Management Committee offensive or inappropriate (whether based on any words or images used) and as such should not be permitted.
 - (c) The intent is that the logo and design sizing requirements set out in Regulation 2.1A should, as best possible, be reduced for smaller size playing shirts – such that the proportions the maximum sizes provided in Regulation 2.1A bear to the relevant areas of larger sized shirts are replicated for smaller sized shirts.
- 4) The SSJCA Management Committee may issue any policy, procedure, guideline or ruling regarding:
- (a) the design of any playing shirt or playing shirts (whether as to what are acceptable design criteria, logos, colours, sponsorship or any other matter whatsoever), or
 - (b) the operation, interpretation, clarification, administration and management of this Regulation 2.1 or of Regulation 2.1A and any power or discretion comprised therein,
- and, unless inconsistent with any other provision of these Regulations, clubs shall be required to comply with same.
- 5) The SSJCA Management Committee may (but is not obligated to) grant an exemption from any part of this Regulation 2.1 or Regulation 2.1A on a case by case basis bearing in mind any significantly negative design, cost, manufacture or delivery impacts of a club complying with such Regulations.
- 6) The SSJCA Management Committee shall retain the ultimate discretion as to:
- (a) interpreting these Regulations and determining whether an application complies with these Regulations or any other relevant requirement relevant to the SSJCA, and/or
 - (b) whether to approve any application on any grounds whatsoever
- 7) Upon receiving approval, the club is to provide a sample shirt to be held by SSJCA.
- 8) Should any club utilise at any stage during the season a playing shirt (whether as part of any general design element or specific to any one or more player or players) which has a:
- (a) design, logo or other element inconsistent with that previously approved by the SSJCA, or
 - (b) design element introduced after such SSJCA approval (eg player specific names, nicknames or numbers) which the SSJCA considers inappropriate or otherwise would not have been approved in accordance with this Regulation 2.1 if same had been submitted to the SSJCA for approval,
- then the SSJCA shall have the absolute right to require such relevant shirt or shirts to be removed from use immediately and replaced with a playing shirt or shirts that have the approval of the SSJCA.

2.1A Club Shirts Design Criteria

Regulation 2.1A is as set out in Annexure A of these Regulations.

2.2 Standard of Dress

- 1) All players taking part in any competition match shall wear a predominantly white or cream shirt, white or cream trousers or shorts, white socks. Girls may wear culottes.
- 2) Footwear should preferably be predominantly white and, in the interests of safety, must have a non-slip all weather sole.
 - (a) No player shall be allowed to bat or bowl in footwear containing studs or spikes.
 - (b) Bowlers shall be permitted to play in shoes that are designed to support their bowling action. However, these should also preferably be predominantly white.
- 3) Headgear, if worn, other than when batting (see Regulation 5.2), shall be the cap of the club the player is representing, a white hat, or cricket helmet.
- 4) It shall be the duty of all Coaches and Managers in the first instance inform any offender of the standard of dress and not allow any player to participate unless he/she conforms.
- 5) Notwithstanding any provision herein, no player shall be prevented from participating in any game by reason of an infringement of the requirements in relation to footwear. Should any umpire or coach or manager (or anyone else having capacity in relation to the enforcement of this Regulation) believe that a player has infringed such requirements then the matter shall only be referred to the Management Committee.
- 6) Infringements will be dealt with by the Management Committee who may fine a club or suspend a player. (see 3.12, Breaches Arising From Matches)

2.3 The Field

2.3.1 The Allocation of Fields

- 1) All teams shall use fields as directed by the SSJCA and matches shall be played and completed on those fields as set down in the draw.
- 2) The field allocated in the draw shall not be changed by either team but the Competition Manager may, where circumstances warrant such action, change the venue for a match either:
 - a) before the commencement of play on day 1,
 - b) or where circumstances warrant such action after the completion of day 1 and prior to commencement of play on day 2.

2.3.2 Preparation of the Pitch

- 1) Both teams shall be responsible for preparing the pitch, the wickets, and supplying 3 stumps and 2 bails, all free of defects.
- 2) Wherever possible creases shall be re-marked during a match at the request of the umpires in which case the team designated the home team for that match shall be responsible for meeting that request.
- 3) The pitch may be swept during a match at the wish of either captain. Such sweeping of the Pitch as is necessary shall be done so as it causes as little delay to the match as possible.

2.4 The Boundary

- 1) Each participating team shall be responsible for providing at least 10 boundary markers and for having them placed in position.
- 2) Boundary markers must be no more than 20 metres apart.
- 3) When placing boundary markers teams are required to make maximum use of the ground provided subject to the following maximums:
 - (a) Under 8 - 30 metres
 - (b) Under 10 - 40 metres
 - (c) Under 12 - 45 metres
 - (d) Under 14 - 55 metres
 - (e) Under 16 - 65 metres
- 4) Unless there are natural boundaries, a rope or a drawn line the boundary is the straight line between the markers.
- 5) 6 runs shall be scored if the ball lands on or beyond the boundary on the full.
- 6) 4 runs shall be scored if the balls reaches or crosses the boundary, and not on the full.
- 7) Any infringement of this Regulation shall be dealt with by the Management Committee.

2.5 The Ball

SSJCA Competitions will be conducted using the following cricket balls:

- 1) Traditional Cricket
 - a) Under 16 and Under 14 - Kookaburra Red King 156g
 - b) Under 12 and Under 10 - Kookaburra Colt 142g
- 2) MOD 12 Cricket
 - a) Kookaburra Commander 142g plastic ball
- 3) MOD 10 Cricket
 - a) Kookaburra Commander 142g plastic ball
- 4) MOD 8 Cricket
 - a) Kookaburra **Supa** Softa Ball (do not purchase the Kookaburra Softball or Softa Ball – it is too hard)

No balls other than those Kookaburra balls specified by the SSJCAS in Regulation 2.5 above, or as otherwise determined by the SSJCA from time to time, may be used by any Club or player in any SSJCA administered competition game.

PART 3 THE MATCH

3.1 The Umpires

- 1) Umpires may be appointed to a match as follows;
 - (a) The Sutherland Shire Cricket Umpires Association (SSCUA) may appoint one or more umpires;
 - (b) The SSJCA may appoint one or more umpires;
 - (c) In the event that no official umpires are appointed each team shall appoint an umpire.

- 2) Where an SSCUA or SSJCA umpire is appointed the teams shall:
 - (a) Accept the umpire as the main umpire for the match;
 - (b) Record the name(s) of the appointed umpire(s) when recording match results.
- 3) Where an SSCUA or SSJCA umpire is appointed:
 - (a) The SSJCA will pay the umpire's fee directly to the SSCUA;
 - (b) The Umpire's Fee is still due in full if there is no play due to wet weather.
- 4) Where an SSCUA or SSJCA appointed Umpire is in control of the game, the Square Leg Umpire shall be supplied by the teams as follows:
 - (a) Grades 14B and above - by the Batting side.
 - (b) Grades 14C and below - by the Fielding side.
- 5) Umpires should confer before the match and agree on the starting time and any other matters where there may be differing interpretations of rules according to the age and grade of the teams.
- 6) Team appointed umpires may be changed during a match, but this should be done during normal intervals and after consultation with previous umpires regarding starting times and any other agreements.

3.2 The Number of Players and Substitutes

3.2.1 Number of Players per Team

- 1) Prior to the 'Toss' Teams should exchange a team list, which may only be altered with the consent of the opposing team manager.
- 2) The **maximum** numbers of players per team is:
 - (a) up to **12** players in A Grade;
 - (b) up to **13** players in all other grades.

In these Regulations, unless the context requires otherwise, references to a player or a number of players means only a player or players eligible to bat or bowl in the relevant context, and does not include a substitute fielder or fielders who may participate in any game or part thereof.
- 3) In relation to the maximum number of players who may bat or bowl:
 - (a) In all grades, only **11 players may bat** in each innings;
 - (b) In all A grades, only **11 players may bowl** in each innings; and
 - (c) In all grades other than A grade, **all players playing in a team in that game (up to the maximum numbers per Regulation 3.2.1(2)) may bowl** in each innings.
- 4) The minimum number of players per team is 6 (see 3.4 Forfeits)

3.2.2 Substitute Fielder

- 1) To qualify as a substitute fielder a person must:
 - (a) Be a registered player of the SSJCA and not subject to any disqualification; and
 - (b) Be eligible to play in the age and grade for which they are substituting.
- 2) If called upon to act as a substitute fielder a player is limited to being a fielder, and may not bat, bowl, or keep wickets.
- 3) For an infringement of this Regulation:
 - (a) the team(s) in which he/she plays in which he/she is not a registered player, will lose all points for that round; and
 - (b) In addition to the penalty above, infringement of these Regulations will result in the matter being considered by the Management Committee as to any further penalty that may be imposed as a result of any offending club's actions.

3.2.3 Substitute Player

- 1) No player may be a substitute player in a team graded lower than the team in which they are currently registered.
- 2) To qualify as a substitute player a person must:
 - (a) If a current Representative player; only substitute in an A Grade team.
 - (b) If a non-Representative player:
 - i) who substitutes in the same age group; only substitute in a higher grade (e.g. a player from 12C team may only play for a 12A or 12B).
 - ii) who plays in an older age group; only substitute no more than 1 grade lower than that in which he/she is registered to play (e.g. a player from 12B team may only play for a 14A, 14B or 14C team) unless specifically approved by the Competition Manager.
- 3) Where two teams from the same club are in the same grade, in addition to the above substitute player qualification provisions:
 - (a) If the club has not equalised the teams at the start of the season, a player from the lower rated or ranked team may be a substitute player in the other team, but not vice versa, at any stage during the season (but subject to Regulation 10.2).

- (b) If the club has equalised the teams at the start of the season, a player from either team may be a substitute player in the other team.
- (c) In this Regulation:
 - (i) “equalised” means that the club has, prior to the commencement of the season, submitted its final team selections for consideration by the Grading Committee such as to evenly spread the player talent across both teams so that the teams shall be of same or materially similar quality as determined by the SSJCA Management Committee in its absolute discretion – in making its determination, the SSJCA Management Committee may refer to:
 - (A) the Grading Committee and seek its opinion,
 - (B) the comparable individual player and aggregated team batting and bowling values in the Grading Report, or
 - (C) any other data or reports as may be used by the Grading Committee in reviewing the grading of teams for the relevant season,
 - (ii) a team or players rating or ranking shall be determined at the discretion of the SSJCA Management Committee, principally based (but not limited to) reference to the relevant individual player and / or aggregated team batting and bowling values in the Grading Report, and
 - (iii) the onus is on each club:
 - (A) to ensure the requirements of Regulation 3.2.3(3)(a) are met, including as to which team is the higher and which team is the lower rated or ranked team,
 - (B) to ensure the requirements of Regulation 3.2.3(3)(b) are met, including ensuring whether teams have been equalized in accordance with Regulation 3.2.3(c)(i), and
 - (C) for the purposes of facilitating or ensuring compliance with (A) and/or (B) above or otherwise to give effect to this Regulation, to ensure that any determination of the SSJCA Management Committee or Grading Committee has been made or obtained.

3.2.4 Maximum Number of Matches in a Round

- 1) Subject to Regulations 3.2.1 (including the requirement in relation to the exchange of team lists pursuant to Regulation 3.2.1(1)), 3.2.2 and 3.2.3:
 - (a) A player may play in 2 matches in any competition round.
 - (b) If there is any overlap of playing times between the two relevant matches, then once a player participates in the second match that player participates in on a day that player cannot return to participate in the first match the player participated in on that day.
 - (c) Both matches shall count as matches for the purposes of Regulation 3.2.5.
- 2) Notwithstanding the above, the Competition Manager shall have the discretion to waive the strict application of Regulation 3.2.4(1).

3.2.5 Playing 3 Games in a Higher Age or Grade

- 1) Any player who plays in three matches during a season in any age group or grade higher than that in which initially registered shall on completion of the third match remain in the higher age group and grade.
- 2) For the purposes of this Regulation, the higher age group or grade is defined to include games played in:
 - (a) SSJCA competitions, excluding representative teams; and
 - (b) Any Sydney Cricket Association competitions, excluding Sydney Grade Club representative teams such as Green Shield.
- 3) An application to rescind this ruling may be made in writing; either after or before the event. The Secretary of the player’s club should forward the application, with reasons in support, to the SSJCA Secretary for consideration by the Management Committee. Approval will not be unreasonably withheld.

3.3 The Toss

- 1) The captains shall toss for the choice of innings on the field of play not earlier than 30 minutes before, and no later than 10 minutes before, the scheduled or rescheduled time for the match to start.
- 2) If the toss has not been conducted by 5 minutes after the time scheduled for the start of play the offending team:
 - (a) Shall be deemed to have lost the toss; and
 - (b) May be subject to further penalty imposed by the SSJCA.

3.4 Forfeits

3.4.1 Inability to Start Match

- 1) Should a team not be ready to commence play 30 minutes after the scheduled start of play, the opposing team may lodge a claim for a forfeit with the Secretary of the SSJCA. Should a team intend

to lodge a claim in this regard the Umpires or opposing Manager shall be informed.

- 2) If instead of claiming a forfeit the teams agree to play the match may proceed and the non-offending side may not subsequently lodge a claim for forfeit because of the late start.
- 3) SSJCA shall deal with all claims for forfeits arising from this Regulation.
 - (a) Any team forfeiting a match shall give an explanation to the Management Committee.
 - (b) The SSJCA reserves the right to impose a penalty on the offending team.

3.4.2 Requesting a 1-day Match Due to Insufficient Players

Where a team is able to field the minimum number of players for one weekend only of a two-day game then instead of forfeiting the game the club may request a 1-day match on the day they have sufficient players.

For this to occur the process is as follows:

- 1) Seek the approval of their opponent;
- 2) Write to the Secretary of the SSJCA advising the circumstances and requesting a 1-day match;
- 3) If the SSJCA approves the request then:
 - a) 3 points will be allocated to the non-forfeiting team;
 - b) 0 points to the forfeiting team; and
 - c) the game will be played as a 1-day fixture with the winner collecting an additional 2 points.

3.5 Scoring

- 1) The Management Committee shall issue the Scorebook to be used.
- 2) Duties of the Scorers
 - (a) Scorers shall be required to keep the full batting and bowling analysis for both teams.
 - (b) Both Scorers shall record in the score book, the over by over analysis for all bowlers, in both teams.
 - (c) Where a bowler is restricted due to pace (see Regulation 6.3) the letter R must be shown.
- 3) Umpires shall initial each Scorebook at the completion of each innings and at the cessation of play.
- 4) Clubs shall hand in scorebooks and statistics as required by the Competition Manager.
- 5) Failure to abide by any part of this Regulation shall be dealt with by the Management Committee.

3.6 Match Times and Number of Overs

3.6.1 Playing Times and Number of Overs

- 1) Weather permitting competition games shall be of times and duration (including times relevant to the start of play, completion of any innings or part innings and/or any scheduled breaks in play), as prescribed by the Competition Manager. Currently (in addition to any other times, duration or conditions prescribed by the Competition Manager and subject to any subsequent determination or prescription by the Competition Manager) the following playing time elements apply:
 - (a) Subject to Regulation 3.6.6 and any adjustment in accordance with these Regulations, in any two day game the playing times on each day are :
 - (i) 60 over competitions – 3 hours and 40 minutes
 - (ii) 50 over competitions – 3 hours
 - (iii) 40 over competitions – 2 hours and 30 minutes
 - (iv) 35 over competitions – 2 hours
 - (b) Subject to Regulation 3.6.7 and any adjustment in accordance with these Regulations, in any one day game there will be a 10 minute change of innings and the following shall apply:
 - (i) 60 over competitions – each team to complete their innings on receiving their full overs quota or at the time being 105 minutes after the start of their innings, whichever occurs first.
 - (ii) 50 over competitions – each team to complete their innings on receiving their full overs quota or at the time being 85 minutes after the start of their innings, whichever occurs first.
 - (iii) 40 over competitions – each team to complete their innings on receiving their full overs quota or at the time being 70 minutes after the start of their innings, whichever occurs first.
 - (iv) 35 over competitions – each team to complete their innings on receiving their full overs quota or at the time being 55 minutes after the start of their innings, whichever occurs first.
- 2) The overs to be bowled in any match or innings shall be as prescribed by the Competition Manager. Currently (subject to Regulations 3.6.6 and 3.6.7 as relevant, any adjustment in accordance with these Regulations or to any subsequent determination or prescription by the Competition Manager), in the following competition formats there are the following relevant maximum number of overs to be bowled in the 1st innings of each team:

- (a) Two day games:
- (i) TRAD 60..... 60 overs
 - (ii) SPLIT 60..... 60 overs
 - (iii) TRAD 50..... 50 overs
 - (iv) SPLIT 50..... 50 overs
 - (v) SPLIT 40..... 40 overs
 - (vi) TRAD 35..... 35 overs
 - (vii) SPLIT 35..... 35 overs
- (b) One day games:
- (i) TRAD 60..... 30 overs
 - (ii) SPLIT 60..... 30 overs
 - (iii) TRAD 50..... 25 overs
 - (iv) SPLIT 50..... 25 overs
 - (v) SPLIT 40..... 20 overs
 - (vi) TRAD 35..... 17 overs
 - (vii) SPLIT 35..... 17 overs
- 3) In all matches, subject to Regulations 3.6.6 and 3.6.7 matches must finish at the end of the over in progress when scheduled time is reached.
- 4) In relation to the playing of any 2nd innings:
- (a) In any two day game:
- (i) teams may have 2nd innings in any two day game,
 - (ii) unless an outright result has been achieved teams should continue to play any 2nd innings until the scheduled end of play irrespective of whether a further result appears to be possible (it would not be expected that a new innings would start where less than 20 minutes batting time remains and no further result is possible, and
 - (iii) there is no limit on the number of overs when a team bats a 2nd innings except that Regulation 6.3(2) shall continue to apply to Pace Bowlers for such 2nd innings.
- (b) In a one day game, there is no 2nd innings – play stops once a result has been achieved.
- 5) In these Regulations any reference or application to any 2nd innings shall, for the purposes of interpreting these Regulations, be read as if applying only to a two day game.

3.6.1B Competition Format References

In these Regulations:

- 1) references to a particular overs based format (eg “60 over competition”, “60 over match”, “60 over game”, “TRAD 60” or “SPLIT 60”, or any plurals of the same, and/or similar references relevant to comparable 50, 40 and 35 over formats) shall be taken as references to formats where (subject to any adjustments in accordance with these Regulations) in a two day game the 1st innings of each team is limited to the relevant maximum number of overs pursuant to Regulation 3.6.1(2)(a) and in a one day game the innings of each team is limited to the relevant maximum number of overs pursuant to Regulation 3.6.1(2)(b), and such references shall be taken as the context requires to be in relation to either/both a two day game format and/or a one day game format (in the latter cases without necessarily needing to expressly refer to the reduced number of overs), and
- 2) a team, grade or competition shall be held to be playing a Split or SPLIT innings, format, match or competition if any matches to be played in the relevant season by such team, grade or competition are two day games played subject to Part 9 of these regulations (irrespective that any one day games not subject to Part 9 are scheduled or are ultimately played at any stage in the season).

3.6.1C Overs Quota Definitions

In these Regulations:

- 1) An “overs quota” means:
 - (a) In relation to all Split Innings matches:
 - (i) the maximum number of overs to be bowled in a relevant 1st innings pursuant to this Regulation 3.6.1 above, or in a session or day pursuant to Part 9 of these Regulations, as the context requires; or
 - (ii) any reduced maximum number of overs to be bowled following an adjustment made in accordance with these Regulations.
 - (b) In all other matches:
 - (i) the maximum number of overs to be bowled in a relevant 1st innings pursuant to this

- Regulation 3.6.1 above; or
- (ii) any reduced maximum number of overs to be bowled in a relevant 1st innings following an adjustment made in accordance with these Regulations.

- 2) A “full overs quota” means an overs quota where the relevant maximum number of overs as per above are bowled or received, or are to be bowled or received, in entirety (as the context requires).

3.6.2 Drinks Breaks (Two and One Day Games)

- 1) Unless Regulation 9.2.3.2 applies, **under normal conditions** the following shall apply in either a two day or a one day game:
- In TRAD 60 or SPLIT 60 games only a compulsory 5 minute break shall be taken at the completion of each uninterrupted 20 overs of play.
 - In TRAD 50 or SPLIT 50 games a compulsory 5-minute drink break shall be taken on field at the end of the over in progress on the passing of each 60 minutes of uninterrupted play.
 - In TRAD 40 or SPLIT 40 games a compulsory 5-minute drink break shall be taken on field at the end of the over in progress on the passing of each 60 minutes of uninterrupted play.
 - In TRAD 35 or SPLIT 35 games a compulsory 5-minute drink break shall be taken on field at the end of the over in progress on the passing of each 60 minutes of uninterrupted play.
 - Should an innings end or is declared within 15 minutes prior to any above scheduled break then there will be no such break. The normal 10-minute changeover time only shall apply.
- 2) **On hot days**, and by mutual agreement, drinks may be taken at more frequent intervals but must not exceed 5 minutes each.
- 3) Notwithstanding the above, no drinks breaks shall be taken if there is **15** minutes or less of scheduled playing time until the next scheduled break in play.

3.6.3 Team Dismissed Inside Overs Quota & Meaning of “Dismissed”

- A team which dismisses its opponent in the first innings prior to the completion of the relevant overs quota is entitled to receive its full overs quota in its first innings.
- An over in progress at the prescribed time for the end of an innings must be completed unless the batting team is dismissed before the completion of that over.
- In these Regulations, a team is “dismissed” when it loses their tenth (10th) wicket or when there are no more batters available immediately at the fall of a wicket. This applies even if the relevant wicket falls on the last ball of a session or relevant overs quota.

3.6.4 Starting an Innings with less than 20 minutes batting time

- If on Day 1 of a 2 day match the innings of the team batting first is completed and there is less than 20 minutes of batting time remaining (that is 30 minutes of actual time), it shall not be mandatory for the team batting second to begin its innings.
- If a team chooses to bat under such circumstances then play will continue until the scheduled time for the close of play.

3.6.5 Incomplete Overs Quota 1st Innings – Definitions

In Regulations 3.6.6 and 3.6.7:

- “Team 1” shall be the team batting first in the match (bowling in the second innings of the match).
- “Team 2” shall be the team batting second in the match (bowling in the first innings of the match).
- The “Overs Bowled Within Time” means the overs bowled by Team 2 as at the scheduled time for the end of Team 1’s 1st innings (including the over in progress at such time).
- The “Overs Margin” means 3 overs (in relation to a two day game) or 2 overs (in relation to a one day game) as relevant.
- The “Minimum Overs Threshold” means the relevant full overs quota to be bowled by Team 2 in Team 1’s 1st innings less the Overs Margin.
- “Loss of Time” shall mean as defined in Regulation 4.3.1 and, in interpreting those Regulations 3.6.6 and 3.6.7, any other loss of time or delay in play shall be irrelevant.
- “Extension of Scheduled Play” means an extension of play beyond the scheduled time(s) for the end of play:
 - in relation to a one day game, on the scheduled day for play, and
 - in relation to a two day game, on both scheduled days of play.
- The SSJCA Management Committee shall decide, for the purposes of Regulations 3.6.6 and 3.6.7, whether a match is one where play is permitted to extend beyond any scheduled time for the end of play (as relevant).

3.6.6 Incomplete Overs Quota 1st Innings – Two Day Traditional Cricket

This Regulation 3.6.6 applies to any match playing Traditional cricket format that is scheduled for two days of play.

3.6.6.1 *Where an Extension of Scheduled Play is NOT Permitted*

In relation to a match where an Extension of Scheduled Play IS NOT permitted, if in the 1st innings of the match the full overs quota has not been bowled by Team 2 by the scheduled time for the end of the Team 1’s 1st innings, then:

- 1) the scheduled break shall commence at the end of the over in progress once the scheduled break is due,
- 2) Team 2 shall commence their innings after the scheduled break and, subject to Regulation 3.6.3(1), receive the same number of overs as it bowled, and
- 3) play shall conclude, on both days and whoever is batting, at the conclusion of the over in progress at the scheduled time for end of play on those days.

3.6.6.2 *Where an Extension of Scheduled Play IS Permitted*

In relation to a match in a grade where an Extension of Scheduled Play IS permitted:

- 1) On Day 1:
 - (a) Where there has been a Loss of Time the match shall be played in accordance with Regulation 3.6.6.1 as if it applied from the commencement of the match.
 - (b) Where there has NOT been any Loss of Time and in the 1st innings of the match if the full overs quota has not been bowled by Team 2 by the scheduled time for the end of the Team 1's 1st innings, then:
 - (i) on DAY 1, the umpires and/or teams shall note the Overs Bowled Within Time,
 - (ii) play shall continue (beyond the scheduled time for end of play if needed) on day 1 until the full overs quota has been bowled by Team 2 in Team 1's 1st innings, and,
 - (iii) Team 2 shall commence their 1st innings after the scheduled break and, subject to Regulation 3.6.3(1), shall receive in their 1st innings:
 - (A) if the Overs Bowled Within Time are equal to or greater than the Minimum Overs Threshold, the full overs quota to be bowled by Team 1 in Team 2's 1st innings, or
 - (B) if the Overs Bowled Within Time are less than the Minimum Overs Threshold, the Overs Bowled Within Time plus the Overs Margin, and
 play shall continue (beyond any relevant scheduled time for the end of play if needed) to allow the overs to be bowled.
- 2) On Day 2, where there was NO Loss of Time on DAY 1 (and Regulation 3.6.6.2(1)(b) applied to that day) but there is then a Loss of Time on DAY 2, then:
 - (a) play shall conclude on DAY 2 at the conclusion of the over in progress at the scheduled time for end of play on day 2, and
 - (b) the match shall be determined in accordance with these Regulations based on the number of overs bowled by Team 1 at such conclusion of play.

3.6.7 **Incomplete Overs Quota 1st Innings – One Day Games**

This Regulation 3.6.7 applies to any one day match played in accordance with these Regulations.

3.6.7.1 *Where an Extension of Scheduled Play is NOT Permitted*

In relation to a match where an Extension of Scheduled Play IS NOT permitted, if in the 1st innings of the match the full overs quota has not been bowled by Team 2 by the scheduled time for the end of the Team 1's 1st innings, then:

- 1) the scheduled break between innings shall commence at the end of the over in progress once such scheduled break is due,
- 2) Team 2 shall commence their innings after the scheduled break and, subject to Regulation 3.6.3(1), receive the same number of overs as it bowled, and
- 3) play shall conclude at the conclusion of the over in progress at the scheduled time for end of play on the day.

3.6.7.2 *Where an Extension of Scheduled Play IS Permitted*

In relation to a match in a grade where an Extension of Scheduled Play IS permitted:

- 1) Where there has NOT been any Loss of Time during the day, if the overs quota has not been bowled by Team 2 by the scheduled time for the end of Team 1's innings:
 - (a) the umpires and/or teams shall note the Overs Bowled Within Time,
 - (b) play shall continue (beyond the scheduled time for the end of Team 1's innings if needed) until the relevant overs quota has been bowled by Team 2 in Team 1's 1st innings, and
 - (c) Team 2 shall commence their innings after the scheduled break at conclusion of Team 1's innings and, subject to Regulation 3.6.3(1), shall receive in their 1st innings:
 - (i) if the Overs Bowled Within Time are equal to or greater than the Minimum Overs Threshold, the full relevant overs quota to be bowled by Team 1 in Team 2's innings, or
 - (ii) if the Overs Bowled Within Time are less than the Minimum Overs Threshold, the Overs Bowled Within Time plus the Overs Margin, and

play shall continue (beyond any relevant scheduled time for the end of play if needed) to allow the overs to be bowled.

- (b) Where there is a Loss of Time during Team 1's innings, then:
 - (i) the overs quota to be bowled by both teams and any scheduled break between innings shall be adjusted in accordance with Regulation 4.3.3(1) as relevant, and
 - (ii) play shall continue as if Regulation 3.6.7.2(1)(c) applied, but interpreted by applying any such adjusted overs quota and / or adjusted break between innings.
- (c) Where there is a Loss of Time during Team 2's innings, then:
 - (i) the overs quota to be bowled by Team 1 to Team 2 shall be adjusted in accordance with Regulation 4.3.3(2) as relevant, and
 - (ii) play shall continue beyond any relevant scheduled time for the end of play on the day to allow such adjusted overs quota to be bowled.

3.7 Coaching During Periods of Play

- 1) In all under 16, 14A and 14B games.
 - (a) Captains shall be in sole control of the game and team.
 - (b) Use of the 12th man to convey messages/instructions to and from the captain during periods of play is a breach of this law and may result in a penalty being determined according to the circumstances
 - (c) Team coaches are not permitted to provide guidance, give instructions, or conduct any form of coaching during periods of play when the team is in the sole control of the captain.
- 2) In all other grades coaching shall be restricted to advice between overs provided that the giving of such advice does not delay the game.
- 3) In the case of infringements of this Regulation the matter shall be referred to the appropriate delegated body of the Management Committee for a decision as to the result of the match and penalties, if any, to be imposed. (See 3.12, Breaches Arising From Matches)

3.8 Declaring an Innings Closed – Two Day Games

- 1) This Regulation 3.8 applies only to two day games.
- 2) The declaration is subject to the following:
 - (a) The captain of the side batting 1st shall not declare the 1st innings closed until the side has batted for at least 1 hour
 - (b) If an innings is declared closed at the end of the first day's play, the side batting 2nd shall commence batting at the scheduled start of play on the 2nd day.
 - (c) If an innings is declared closed at the scheduled start of the second day of play, the opposing team shall commence batting 10 minutes after the scheduled start of play. If an innings is declared closed 10 or more minutes prior to the scheduled start of play, play shall commence at the scheduled time.
- 3) If the team batting first does not wish to bat for its full overs quota, the team batting second shall still be entitled to receive its full overs quota regardless of the number of overs received by the team batting first.

3.9 The 'Follow On' – Two Day Games

- 1) This Regulation 3.9 applies only to two day games.
- 2) If a team that bats first leads by 75 or more runs after the 1st Innings of each team they shall have the option of requiring the other team to bat again.
 - (a) When the 'follow on' is applied the team batting first retains the right to bat a 2nd time if required to obtain an outright win.
 - (b) The captain shall notify the opposing captain and the umpires of his intention to take this option.
- 3) Where a team leads by less than 75 runs on the 1st Innings and they ask the opposition to bat again (i.e. 'follow on') then they forfeit their 2nd innings and it shall be recorded as 0 wickets for 0 runs. In these circumstances an Outright can be achieved;
 - (a) By the team batting 1st if they dismiss the opposition for a combined total less than their 1st Innings;
 - (b) By the team batting 2nd if their combined scores exceed the other team's 1st Innings.

3.10 Determining the Result of the Match

3.10.1 Win Outright

In any two day game, a team wins outright when its total runs scored for the match, whether 1 or 2 innings, exceeds the total of the two **completed** innings of their opposition; where in the 2nd innings of the losing

team **completed** means that it was “All Out”.

3.10.2 Win on 1st Innings

A team “Wins on the 1st Innings” if its 1st Innings score exceeds the 1st Innings score of its opponent, provided that its opponent:

- 1) Was dismissed, or
- 2) Declared its innings closed, or
- 3) Batted the full overs quota.

3.10.3 Win on Run Rate

- 1) If, for any reason, the team batting second does not receive its full overs quota, the match shall be decided by comparison of the run rates of both teams. These run rates are calculated by dividing the total number of runs scored by the total number of overs bowled.
 - (a) Where a team has been dismissed or declared its innings closed before receiving its full overs quota its Run Rate shall be calculated by dividing the total number of runs scored by the number of overs it **could** have received pursuant to its relevant full overs quota.
 - (b) For the purpose of run rate calculations, in incomplete overs, only each legitimate ball bowled shall count as 1 sixth of an over, but the runs scored from No-Balls, Wides etc. shall be included in the calculation.
 - (c) Provided that the minimum number of overs (see Regulation 4.4 The Minimum Overs for an Innings) have been completed by each side, the team with the better Run Rate being declared the winner on the 1st Innings.
- 2) For example if the 1st batting team is dismissed for 150 after 43 overs (in a 50 over match) its run rate is 3.00 (150 divided by 50), and if its opponent scores as follows:
 - (a) 3 wickets for 151 off 37 overs the result is a loss and run-rate is not considered as the opposition passed their score of 150,
 - (b) 3 wickets for 65 off 20 overs the result is a draw because the minimum of 25 overs has not been bowled,
 - (c) 3 wickets for 87 off 30 overs the result is a win on run-rate as 87 divided by 30 equals 2.90.

3.10.4 A Draw

- 1) The match shall be a draw if there is no play on either day.
- 2) The match shall be a draw if:
 - (a) conditions on Day 2 result in a reduction in overs; and
 - (b) no result has already been achieved; and
 - (c) the number of overs to be bowled is less than the minimum required (see Regulation 4.4 The Minimum Overs for an Innings)

3.10.5 Difficulties Determining the Result

- 1) If there is a discrepancy between the batting and bowling figures the innings score shall be based on the bowling analysis.
- 2) If a decision cannot be made both teams should submit their scorebooks to the Competition Manager who will determine the result.

3.11 Recording Match Results

3.11.1 Match Recording Process

- 1) At the conclusion of each match, details of the match scores shall be provided promptly to the Competition Manager in the format required.
 - (a) Currently results are recorded on the website (www.cricket-online.info).
 - (b) Results for all Saturday Competition games are to be recorded by 6.00pm on the Sunday following the conclusion of the match.
- 2) Failure to submit results or the provision of incomplete or erroneous results shall be dealt with by the Management Committee.
- 3) Teams will not be awarded competition points until a valid result has been recorded. Penalties may apply for failure to supply complete results in a timely manner.

3.11.2 Match Points

- 1) Competition Points shall be awarded as follows:

(a) Outright win after leading on First innings	8 Points
(b) Outright win after tie on First innings	6 Points
(c) Outright win after trailing on First innings	5 Points
(d) Outright loss after trailing on First innings	0 Points
(e) Outright loss after tie on First innings	2 Points
(f) Outright loss after leading on First innings	3 Points

(g)	Tie outright after leading on First innings	5 Points
(h)	Tie outright after trailing on First innings	3 Points
(i)	Tie outright after tie on First innings	4 Points
(j)	Win on First innings	5 Points
(k)	Lose on First innings	1 Point
(l)	Tie on First innings	3 Points
(m)	Draw	3 Points
(n)	Win on Forfeit	Maximum Points of Round
(o)	Loss on Forfeit	0 Points
(p)	Bye Even	5 Points
(q)	Bye Odd	Maximum Points of Round

NOTE: Odd & even byes occur in competitions where all teams will not receive the same number of byes. Even byes occur in that part of the competition where all teams have a bye. Odd byes occur in that part of the competition where some teams have a bye & some do not. E.g. where 7 teams play in an “8 team competition” of 10 rounds, rounds 1 – 7 are even byes and rounds 8 – 10 are odd byes.

- 2) The above competition points shall apply as relevant, to all two-day and one-day games, whether scheduled or played instead of or in substitution of a scheduled two-day game (including pursuant to Regulation 3.4.2 or Regulation 4.4.2).
- 3) Where the Competition Manager becomes aware of an error or irregularity occurring in a match or in the submission of a match result the awarding of points may be deferred pending investigation.

3.12 Breaches Arising From Matches

There are two types of breaches that may occur in matches:

- 1) Breaches of SSJCA Regulations (or Technical’ Breaches); such as:
 - (a) Bowling too many players in the same Innings,
 - (b) Failure to observe Bowling restrictions.
- 2) Breaches of the Code of Conduct (See Chapter 11) (or ‘Misconduct’) such as:
 - (a) Disputing an umpires decision;
 - (b) Acting in a manner outside the spirit of Cricket.

The process in each case is described below.

3.12.1 Breaches of SSJCA Regulations

‘Technical’ Breaches should be reported directly to the Competition Manager. At the end of each round the Competition Manager will report all technical breaches to the Management Committee and recommend the appropriate penalties. In general the penalties for these offenses will include the following:

- A letter advising the club of the breach and requesting that the Team Manager be informed of the breach and the appropriate SSJCA Regulation; or
- A fine imposed on the club; or
- Loss of points for that match.

3.12.2 Breaches of the Code of Conduct

Where conduct at match breaches the Code of Conduct intervention and correction should occur at the earliest opportunity and the following protocol is recommended:

- The team managers should discuss the matter and attempt to seek a resolution at the match.
- If the matter is not resolved satisfactorily at the match the team manager should contact their club secretary with the aim of seeking a satisfactory resolution between the clubs
- If the matter is not resolved by the clubs then it may be referred to the Competition Manager by the Club Secretary who submits an Incident Report.

To bring an unresolved incident to the attention of the SSJCA

- 1) An Incident Report must be submitted in writing by the Club Secretary and be in the hands of the Competition Manager within 10 days of the incident.
- 2) Reports must contain all relevant facts with supporting reasons and must be signed by the Club Secretary. Verbal representations will not be accepted.
- 3) There shall be no fee required for the submission of a report but should any report be deemed upon investigation to be frivolous or mischievous the lodging club may be fined an amount not exceeding \$25.

3.12.3 Intervention by the Competition Manager

Regardless of whether or not the team or the club have dealt with a matter to their satisfaction the Competition Manager, upon becoming aware of a serious breach of the Code of Conduct, may also:

- 1) Make enquiries,
- 2) Seek written reports,
- 3) Refer the matter to the Match Review Committee.

PART 4 WEATHER CONDITIONS AND LOSS OF TIME**4.1 Lightning (The 30/30 Rule)**

- 1) Play shall cease immediately if a lightning flash is followed by thunder less than **30 seconds** later. {As the speed of sound is 343m/sec 30 seconds means that the lightning is 10.3km away}
- 2) Play shall not resume until **30 minutes** after the last such lightning flash.

4.2 Weather Conditions**4.2.1 Play Abandoned by the SSJCA**

If, in the opinion of the Management Committee, weather conditions prevailing on the first morning or second morning of the match indicates that the commencement or continuation of play would be unsafe for players and officials or if the overall state of the grounds suggests they are unfit for play, the Competition Manager shall notify all Clubs that play has been abandoned for the day. Such notification shall be conveyed to Clubs on the relevant morning, in such manner and form and as close to 7 am as is practicable for the Management Committee.

4.2.2 Prior to the Start of the Match

- 1) Prior to the commencement of a match, unless a Club has been officially notified by the Competition Manager that play has been abandoned for the day:
 - (a) The sole decision as to the fitness of ground, weather and light shall rest with the official umpire.
 - (b) In the absence of an official umpire the decision rests with the team appointed umpires.
- 2) Where there is disagreement that play should commence both teams shall remain at the ground until further inspections are made.
- 3) If half the scheduled playing time has elapsed and no agreement has been reached play shall be abandoned for the day.

4.2.3 Once match has commenced

Once a match has commenced, unless a Club has been officially notified by the Competition Manager that play has been abandoned for the relevant day of the match:

- 1) In all under 16 grades, 14A and 14B any decision regarding the fitness of ground, weather and light shall be in the hands of the Captains. Where they disagree:
 - (a) the matter shall then be in the hands of the Official Umpire(s).
 - (b) In the absence of an official umpire(s) the Team Appointed Umpires shall make any relevant decision and should they disagree the state of affairs existing at the time of the disagreement shall continue.
 - (c) Once the decision making process has been handed to the umpire(s) it shall remain with the umpire(s) for the remainder of the match.
- 2) In all other Grades any decision regarding the fitness of ground and weather shall be in the hands of the team appointed umpires. Should they disagree the state of affairs existing at the time of the disagreement shall continue.
- 3) On day 2 of a match where teams are off the field due to the conditions and the match officials are not able to agree they should remain until there is no chance of a result, taking into account:
 - (a) The number of overs that could be bowled:
 - (b) The current scores, and
 - (c) The minimum overs required for a result.

4.3 Loss of Time**4.3.1 Loss of Time Caused by the Ground, Weather, Light or Other Interruption**

In these Regulations, a "Loss of Time" means there is a loss of playing time due to:

- 1) The condition of the ground, or
- 2) The weather, or
- 3) Light, or

- 4) An interruption subsequently approved by the Competition Manager

4.3.2 Loss of Time on Day One – Two Day Game

- 1) If there is a Loss of Time on day one of a two day game, then the following shall apply:
 - (a) The time lost for an interruption is counted from the call of Time until the time for resumption of play as decided by the umpires.
 - (b) The overs quota for both teams shall be adjusted by deducting 1 over for each full 7 minutes lost.
 - (c) There shall be an adjustment made to the number of overs to be bowled in that innings (in accordance with this Regulation 4.3.1) and the time for the innings break shall be adjusted.
 - (d) Subject to Regulation 3.6.6, the innings of the team batting first shall continue until the required numbers of overs have been bowled unless previously dismissed.
- 2) Subject to Regulation 3.6.6, if time is lost for any other reason and the required number of overs has not been bowled then:
 - (a) the innings of the team batting first shall conclude at the proper time; and
 - (b) the team batting second shall then be limited to receiving the same number of overs.
- 3) If the entire first day's play is lost due to condition of ground, weather or light, then on Day 2 a one day game is played

4.3.3 Loss of Time – One Day Game

- 1) If there has been a Loss of Time during the 1st innings of a one day game then:
 - (a) the time lost for an interruption is counted from the call of Time until the time for resumption of play as decided by the umpires,
 - (b) the overs quota for both teams shall be adjusted by deducting 1 over for each full 7 minutes lost,
 - (c) the time for the scheduled innings break shall be adjusted based on the remaining overs to be bowled and the remaining time to the scheduled close of play at the end of the 2nd innings of the game, and
 - (d) subject to Regulation 3.6.7, the innings of the team batting 1st shall continue until the scheduled break (as may be adjusted), unless pursuant to these Regulations such innings is to continue until the required overs have been bowled, or unless previously dismissed.
- 2) If there has been a Loss of Time during the 2nd innings of a game then:
 - (a) the time lost for an interruption is counted from the call of Time until the time for resumption of play as decided by the umpires,
 - (b) the overs quota for the team batting 2nd shall be adjusted by deducting 1 over for each full 3 ½ minutes lost, and
 - (c) subject to Regulation 3.6.7, the innings of the team batting 2nd shall continue until the scheduled break, unless pursuant to these Regulations such innings is to continue until the required overs have been bowled, or unless previously dismissed.

4.4 The Minimum Overs for an Innings

4.4.1 Two Day Games

The minimum number of overs for a result to be obtained in a two day game is:

- 1) 60 over competitions – 30 overs
- 2) 50 over competitions – 25 overs
- 3) 40 over competitions – 20 overs
- 4) 35 over competitions – 17 overs

4.4.2 One Day Games

The minimum number of overs for a result to be obtained in a one day game is:

- 1) 60 over competitions – 20 overs
- 2) 50 over competitions – 17 overs
- 3) 40 over competitions – 14 overs
- 4) 35 over competitions – 12 overs

PART 5 BATTING

5.1 Number of Batters

Only **11 players may bat** in an innings. If a team has a 2nd innings they may bat any 11 of the players nominated for the match.

5.2 Protective Gear for Batters

- 1) All Batters must wear leg guards, batting gloves and (for males) a protector.
- 2) Except for Under 8's all players taking part in any competition match or any authorised practice activity shall wear, while batting, a specifically designed properly fitting cricket **helmet** with face

guard.

5.3 Retiring Batters

5.3.1 Retirement by Score or Overs

In any match a batter may retire, not out:

- 1) on reaching and/or while the batter remains on any of the scores, or
- 2) at any time after batting the number of **completed** overs

as noted in the below table relevant to the age and format played, and as applicable to a two day or a one day game as relevant, provided that where a score is noted as compulsory such batter must retire, not out, on immediately on reaching or passing that score.

TWO DAY GAMES

Age Group & Relevant 1st Innings Overs (TRAD & SPLIT)										
	U10			U12			U14		U16	
	35	40	50	35	40	50	50	60	50	60
RUNS	25 *	25 *	25 to 29 50 to 59 100 to 109	25 *	25 *	50 to 59 100 to 109	50 to 59 100 to 109	50 to 59 100 to 109	50 to 59 100 to 109	50 to 59 100 to 109
OVERS	10	10	15	10	10	15	15	15	15	15

* compulsory retirement

* compulsory retirement

ONE DAY GAMES

Age Group & Relevant 1st Innings Overs (TRAD & SPLIT)										
	U10			U12			U14		U16	
	35	40	50	35	40	50	50	60	50	60
RUNS	18 *	18 *	18 to 22 25 to 34 50 to 59	25 *	25 *	25 to 34 50 to 59	25 to 34 50 to 59	25 to 34 50 to 59	25 to 34 50 to 59	25 to 34 50 to 59
OVERS	10	10	15	10	10	15	15	15	15	15

* compulsory retirement

* compulsory retirement

5.3.2 Not Used

5.3.3 Retirement after 1st Innings Result

Once a 1st innings result has been determined:

- 1) In any team continuing batting in its 1st innings, a batter may retire, not out, in any match at any time.
- 2) In any team batting in its 2nd innings, a batter may retire, not out:
 - (a) in any match where more than 40 overs are to be bowled in a 1st innings, after such batsman has batted for 5 complete overs,
 - (b) in any match where 40 overs or less are to be bowled in a 1st innings, after such batsman has batted for 3 complete overs, or
 - (c) otherwise in any match, at any time, if both coaches agree.

5.3.4 Retired Batters Returning to Crease

When a player is retired 'not out' pursuant to this Regulation 5.3:

- 1) He/she may not return to the crease until all other players have batted once, provided:
 - (a) there are overs remaining, and
 - (b) they return to the crease at the fall of a wicket .
- 2) If more than one (1) batsman so retires not out, then should there be opportunity to return to the crease to continue batting, the batsmen shall return to the crease in the order that they so retired.

PART 6 BOWLING

6.1 Number of Bowlers

- 1) In all A grades, only **11 players may bowl** in an innings. If a team has a 2nd innings they may bowl any 11 of the players nominated for the match.
- 2) In all grades other than A grade, **all players playing in a team in that game (up to the maximum numbers per Regulation 3.2.1(2)) may bowl** in each innings.

6.2 Number of Balls per Over

- 1) In Under 10 Competitions there shall 6 deliveries only per over. Wides and no balls shall not be re-bowled.
- 2) In other age groups wides and no balls are rebowled. Except in A Grade the umpires may agree to a maximum number of balls per over.

6.3 Bowling Restrictions

- 1) The following restrictions apply (subject to Regulation 6.4):
 - (a) In Traditional cricket:
 - (i) In two day games, during the first innings all bowlers shall be limited to a maximum of:
 - (A) 12 overs in all TRAD 60 competitions
 - (B) 10 overs in all TRAD 50 competitions (except in Under 10 and Under 12 TRAD 50 games where a maximum of 8 overs may be bowled),
 - (C) 8 overs in all TRAD 40 competitions, and
 - (D) 7 overs in all TRAD 35 competitions.
 - (ii) In one day games, during either innings all bowlers shall be limited to a maximum of:
 - (A) 6 overs in TRAD 60 competitions,
 - (B) 5 overs in all TRAD 50 competitions,
 - (C) 4 overs in all TRAD 40 competitions, and
 - (D) 3 overs in all TRAD 35 competitions.
 - (b) In a Split Innings competition:
 - (i) In two day games, subject to Regulation 9.5, during the first innings all bowlers shall be limited to a maximum of:
 - (A) 12 overs in all SPLIT 60 competitions
 - (B) 10 overs in all SPLIT 50 competitions (except in Under 10 and Under 12 TRAD 50 games where a maximum of 8 overs may be bowled),
 - (c) 5 overs in all SPLIT 40 competitions, and
 - (D) 5 overs in all SPLIT 35 competitions.
 - (ii) In one day games, subject to Regulation 9.5, during either innings all bowlers shall be limited to a maximum of:
 - (A) 6 overs in SPLIT 60 competitions,
 - (B) 5 overs in all TRAD 50 competitions,
 - (C) 4 overs in all TRAD 40 competitions, and
 - (D) 3 overs in all TRAD 35 competitions.
 - (c) Subject to Regulation 6.3(2), there shall be no bowling restrictions in any 2nd innings of a match.
- 2) Pace bowlers shall have additional restrictions as follows:
 - (a) General Restriction:
 - (i) Under 16 a maximum of 6 overs in a continuous spell and 12 overs in a day
 - (ii) Under 14 a maximum of 5 overs in a continuous spell and 10 overs in a day
 - (iii) Under 12 a maximum of 4 overs in a continuous spell and 8 overs in a day
 - (iv) Under 10 a maximum of 4 overs in a continuous spell and 8 overs in a day and if there is a conflict between a overs limitation in Regulation 6.3(1) and a restriction in Regulation 6.3(2) then the lower limitation or restriction shall apply.
 - (b) Following any spell of bowling greater than 1 over that bowler must be rested for at least twice the number of overs that he/she bowled during the spell.
 - (c) A pace bowler can interrupt his/her spell of bowling to change ends so long as this act is carried out immediately. For example, the bowler can bowl Overs 1 and 3, then miss Over 5 and change ends to bowl over number 6. This is to be considered as a continuous spell.
 - (d) If a pace bowler's spell spans a break in play then it shall be considered a single spell. For example if a pace bowler in a 50 over match bowls 3 overs at the end of day 1 then the bowler may only ball 2 overs at the start of day2 and must then be rested for 10 overs.
 - (e) The pace bowler's rest period is not reduced by any break in play.
 - (f) This Regulation 6.3(2) shall continue to apply in any day irrespective of whether it is the 1st or

- 2nd innings of a match.
- 3) What is a “pace” bowler
- (a) For the purpose of this law a pace bowler is one who bowls at or above medium pace and to whom the wicketkeeper would normally stand back from the stumps. If the wicketkeeper chooses to stand up to the stumps for a pace bowler this action will not excuse the bowler from these restrictions.
 - (b) The umpires shall be the sole judges of who is a pace bowler but if they disagree the restriction will apply. If the umpires agree that the restriction should apply then there will be no avenue for later dispute. Where an officially appointed umpire controls the match he/she alone shall be responsible for this decision.
 - (c) It is the responsibility of the umpire at the bowler’s end to signal to the scorers that a bowler is restricted. This shall be done by raising both arms above the head and crossing them.
 - (d) Umpires and Scorers shall be responsible for keeping count of the limitation of overs for pace bowlers.
 - (e)
 - (i) A bowler (other than a pace bowler) during his/her spell is permitted to bowl one ball per over in each over that such bowler may bowl in that spell that in the opinion of the umpire is a pace ball.
 - (ii) The umpire shall advise the bowler prior to the next ball being bowled that in his opinion a ball was a pace ball.
 - (iii) If a bowler bowls more than one pace ball in an over (provided the bowler has been advised as required in 6(e)(ii) above of the first such ball in that over) then, for the purpose of this law, the bowler will be deemed a pace bowler.
 - (iv) If a bowler is deemed to be a pace bowler pursuant to this Regulation, the umpire will signal his decision to the scorers that the bowler is now restricted. In this event, the number of overs bowled from the beginning of his/her spell shall count as “pace”. If that number exceeds the limits set down under this Regulation the bowler will cease bowling at the end of the over in progress.

For the purposes of this Regulation:

- (v) The allowance pursuant to this Regulation is limited to each particular over. If a bowler does not bowl a pace ball in any particular over then the one pace ball allowance lapses and it does not accumulate or carry over to any subsequent over.
 - (vi) It is assumed there is no material change to the bowler’s run up in bowling any pace ball. If, in the opinion of the umpire, such a material change occurs and the relevant ball bowled is a pace ball, then the bowler shall be deemed to be a pace bowler upon the first such instance (and the one pace ball per over allowance pursuant to this Regulation shall not apply).
 - (f) Should a pace bowler inadvertently begin an extra over and the mistake is noticed he/she shall be immediately taken off and the over completed by another bowler. All deliveries made to the time the error is detected shall stand. All runs, penalties and wickets taken in that period shall also stand.
- 4) If time is lost due to the condition of Ground, weather or light no bowler may bowl more than 1/5th of the total number of overs allocated to his/her team.
- (a) Where a match is reduced and the total number of overs to be bowled is not divisible by 5 the odd overs may be distributed among the Bowlers to be used at the rate of not more than 1 each; for example if the overs total is 47 then 2 bowlers may bowl 10 overs and no other Bowler may bowl more than 9.
 - (b) Where overs are subsequently reduced to a number less than some players have already bowled there shall be no penalty on those bowlers; the new maximum applies only to remaining bowlers.

6.4 Dangerous and unfair bowling

6.4.1 Bowling of fast short pitched balls (MCC Law 42.6)

- 1) The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler’s end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.
- 2) Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, is unfair and shall be considered as part of the repetition sequence in (1) above.
- 3) The umpire shall call and signal No ball for each such delivery.

6.4.2 Bowling of high full pitched balls (MCC Law 42.6)

- 1) If any delivery (irrespective of pace) passes or would have passed **on the full above waist height** of the striker standing upright at the popping crease then the umpire shall call and signal **No Ball**. The umpire at the bowler's end is the ultimate decision-maker and that decision shall be final.
- 2) A delivery (irrespective of pace) which passes or would have passed on the full above waist height of the striker standing upright at the popping crease may also be deemed dangerous and unfair if the umpire considers that by taking into account the delivery's height, direction and pace it is likely to inflict physical injury on the striker irrespective of the protective equipment he may be wearing. The relative skill of the striker and the bowler, and the current ground and weather conditions, shall be taken into consideration.

6.4.3 Dangerous and unfair bowling – action by the umpire (MCC Law 42.7)

- 1) As soon as the bowler's end umpire decides under 6.4.1 above that the bowling of fast short pitched balls has become dangerous and unfair, or, except as in 6.4.4 below, as soon as the bowler's end umpire decides there is an instance of dangerous and unfair bowling as defined in 6.4.2(2) above, he shall (in addition to calling and signaling **No Ball** in accordance with 6.4.1(3) or 6.4.2(1) as may be applicable) when the ball is dead:
 - (a) caution the bowler, and
 - (b) inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall continue to apply throughout the innings.
- 2) If there is any further instance of dangerous and unfair bowling by the same bowler in that innings, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning. This warning shall also apply throughout the innings.
- 3) Should there be any further repetition by the same bowler in that innings, the umpire shall call and signal **No Ball** and
 - (a) when the ball is dead direct the captain to suspend the bowler forthwith and inform the other umpire of the reason for this action.
The bowler thus suspended shall not be allowed to bowl again in that innings.
If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
Additionally he shall
 - (b) report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
 - (c) together with the other umpire report the occurrence as soon as possible to the Competition Manager, who shall take such action as is considered appropriate against the captain and bowler concerned.

6.4.4 Deliberate bowling of high full pitched balls (MCC Law 42.8)

If the umpire at the bowler's end considers that a bowler deliberately bowled a high full pitched ball, deemed to be dangerous and unfair as defined in 6.4.2(2) above, then the caution and warning prescribed in 6.4.3 shall be dispensed with. The umpire shall (in addition to calling and signalling **No ball** in accordance with 6.4.2(1)) when the ball is dead direct the captain of the fielding side to suspend the bowler forthwith (not to be allowed to bowl again in that innings) and in all other respects the procedure as set out in 6.4.3(3) above shall apply.

PART 7 FIELDING**7.1 Close Fielding**

- 1) In the Under 16's or 14A a player may field within **10 metres** of the Striker provided they wear a properly fitting cricket helmet with face guard and, for male players, a protector.
- 2) In all other Grades no player may field within **10 metres** of the Striker, except for the wicketkeeper and offside fielders entirely behind the Batting Crease,
- 3) The umpires will be the sole judges of the 10 metres.
- 4) If a fielder breaches this Regulation prior to the ball reaching the batter, passing the stumps or being hit by the batter, either umpire shall call and signal "dead ball".

7.2 Limitation of Leg Side Fielder

- 1) At the instant of the bowler's delivery there shall **not be more than 5 fielders on the Leg-Side** of whom no more than two fielders, other than the wicket-keeper, may be behind the batting crease on the leg side. A fielder will be considered to be behind the batting crease unless the whole of his person, whether grounded or in the air, is in front of this line.

7.3 Protective Gear for Wicket Keepers

All Wicket Keepers must wear leg guards, keeping gloves, and (for males) a protector.

PART 8 COMMENT ON SOME MCC RULES

There are some MCC Rules where peoples knowledge and interpretation vary and this does occasionally cause problems in SSJCA Matches. In the interest of fairness and consistency some of these Regulations are discussed below.

8.1 LBW

- 1) The striker is out LBW in the circumstances set out below.
 - (a) the bowler delivers a ball, not being a No ball, and
 - (b) the ball, if it is not intercepted full pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket, and
 - (c) the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person, and
 - (d) the point of impact, even if above the level of the bails, either
 - (i) is between wicket and wicket or
 - (ii) is either between wicket and wicket or outside the line of the off stump, if the striker has made no genuine attempt to play the ball with his bat, and
 - (e) but for the interception, the ball would have hit the wicket.
- 2) Interception of the ball
 - (a) In assessing points (c), (d) and (e) in 1 above, only the first interception is to be considered.
 - (b) In assessing point (e) in 1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.
- 3) Off side of wicket
 - (a) The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

PLEASE NOTE:

- Umpires should refrain from agreements to remove LBWs. This is not fair to bowlers and does not teach batters to bat properly
- Umpires should be fair and consistent in their use of the LBWs

8.2 No-Ball

The umpire at the Bowler's end should signal and call No Ball in SSJCA matches for any of the following reasons:

- 1) If the balls lands outside the pitch or takes an irregular deviation from the edge of the pitch.
- 2) If the bowler changes to over the wicket or around the wicket without advising the Umpires (MCC Law 24.1)
- 3) For an illegal arm action while bowling (MCC Law 24.2)
- 4) For an illegal delivery determined by the feet (MCC Law 24.5)
- 5) If a ball bounces 3 or more times before it reaches the batting crease, or is rolled along the ground. (MCC Law 24.6)
- 6) Position of wicket-keeper (MCC Law 40.3)
- 7) Limitation of fielders on the Leg side (MCC Law 41.5)
- 8) Fielders encroaching on the pitch (MCC Law 41.6)
- 9) Attempted run out by the bowler before delivering the ball (MCC Law 24.4)
- 10) Dangerous and unfair bowling (see 6.4 Dangerous and unfair bowling)

PLEASE NOTE: A ball land lands off the pitch is immediately called a "No Ball", it is not a WIDE

In the interest of fairness and consistency the SSJCA encourages umpires to meet before the match and agree on the following:

- The maximum number of balls per over for B grade and lower in Under 12 and higher - see Regulation 6.2.
- Coaches can agree to limit the number of balls per over

8.3 Wide

The ball shall be called a WIDE after it passes the batter if:

- 1) If the delivery is not already a No ball
- 2) if as the ball passes the batter it is so high or so wide that the batter is not able to play a normal cricket shot.

Some points to consider:

- The umpire should take into account the size, reach and ability of the batter.
- A wide should not be called if the batter could have hit the ball by making the normal movement of the feet associated with a suitable stroke
- The umpire should ignore the interpretation of a Wide in One Day games.
- The umpire may give a new and young bowler some leniency in their first few deliveries.

The intention is to encourage the bowler to bowl playable deliveries without embarrassing or unnecessarily discouraging inexperienced bowlers.

PART 9 SPLIT INNINGS FORMAT

9.1 Who Plays Split Innings

Split Innings format to apply as follows:

- Under 10: Compulsory for all grades that play Traditional cricket.
- Under 12: Optional for A Grade down & compulsory from B Grade down for teams that play Traditional cricket
- Under 14: Optional for A Grade down & compulsory from B Grade down for teams that play Traditional cricket
- Under 16: Optional from B Grade down for teams that play Traditional cricket

9.2 Game Structure

9.2.1 Competitions

- 1) The Competition Manager shall have the discretion as to whether any Split Innings competition schedule shall be comprised of two day games or a combination of two and one day games.
- 2) Subject to Regulation 6.3(1)(b), this Part 9 does not apply to any one day games played by any team in a SPLIT competition.

9.2.2 The first Innings of each Team – two day games

Subject to this Part 9 as relevant, the format of the 1st Innings of each team shall be that on each of Day 1 and Day 2 one team bats for the 1st session of the relevant day and the other team then bats for the 2nd session of the relevant day. Between each 1st and 2nd session there will be break in play to allow teams to change (each a “Session Break”).

Assuming there are no interruptions to play the format is as follows:

- 1) On Day 1
 - (a) The team batting 1st (“1st Team”) will bat in the 1st session until either:
 - (i) they have received their overs quota for that session; or
 - (ii) the allocated time for the session has expired; or
 - (iii) they have been dismissed.
 - (b) After the prescribed Session Break (see below) the other team (“2nd Team”) will commence their innings and bat in the 2nd session until either:
 - (i) they have received their overs quota for that session; or
 - (ii) the scheduled end of play for the day; or
 - (iii) they have been dismissed; or
 - (iv) they declare their innings closed.
- 2) On Day 2
 - (a) If the 2nd Team has wickets remaining then they bat first and continue their 1st innings until either:
 - (i) they bat their full overs quota for their 1st innings; or
 - (ii) they declare their innings closed; or

- (iii) they have been dismissed.
- (b) If the 1st Team has wickets remaining then they continue their 1st innings once the 2nd Team has completed their 1st innings until either:
 - (i) they bat their full overs quota for their first innings; or
 - (ii) the scheduled end of play for the day; or
 - (iii) they declare their innings closed; or
 - (iv) they have been dismissed.

9.2.2B The Second Innings – two day games

When both teams have batted, and if time permits, the match continues:

- 1) Other than in a Finals match, with the team who batted last to complete each team's first innings to bowl in first in the 2nd innings (and vice versa), unless the other team:
 - (a) Enforces a follow-on, or;
 - (b) Forfeits their 2nd innings.

If time permits either side may now pursue an outright.
Teams 2nd innings are NOT subject to a split innings.

- 2) In a Finals match, exactly the same as in a normal traditional match, for example:
 - (a) The team that batted 1st starts its 2nd innings;
 - (b) Or if a follow on is enforced the 2nd team bats again

If time permits either side may now pursue an outright.
Teams 2nd innings are NOT subject to a split innings.

9.2.3 Prescribed Breaks in Play

There are now four types of prescribed breaks (i.e. breaks not caused by weather (where play is suspended), injury etc):

- The Session Break
- The break between Innings (the "Innings Break")
- The scheduled drinks break
- Additional drinks breaks due to hot weather

9.2.3.1 Break between Sessions and Innings

- 1) If an innings finishes (at any time, either during or at the completion of a session or upon completion of the full overs quota for the entire innings) then an Innings Break of 10 minutes should be taken (5 minutes only for SPLIT 35). If the innings finished during a session the scheduled drinks break to be held during that session should not be taken unless weather conditions demand it.
- 2) If teams bat their full overs quota in a 1st session then there should be a Session Break of 10 minutes (5 minutes only for SPLIT 35).

Please Note: Due to the shorter period of time the break between innings for SPLIT 35 Cricket should be 5 minutes

9.2.3.2 Scheduled Drinks Break

Unless there has been a change of batting team in the previous 15 minutes there shall be a scheduled break during each session as follows:

- SPLIT 35, a 5 minute break at the end of the over in progress **half way through the proposed session of play** (assuming at the commencement of such session there was at least 60 minutes of intended uninterrupted play)
- SPLIT 50, a 5 minute break at the end of the over in progress **half way through the proposed session of play** (assuming at the commencement of such session there was at least 60 minutes of intended uninterrupted play)
- SPLIT 40, a 5 minute break at the end of the over in progress **half way through the proposed session of play** (assuming at the commencement of such session there was at least 60 minutes of intended uninterrupted play)

- SPLIT 60, a 5 minute break at the end of the over in progress **half way through the proposed session of play** (assuming at the commencement of such session there was at least 60 minutes of intended uninterrupted play)

9.2.3.3 Additional Drinks Break

In very hot conditions additional drinks breaks may be taken as needed as the welfare of the players as paramount. Unless the circumstances require otherwise:

- 1) Players should not leave the field
- 2) There is no set time for such breaks, and play should continue as soon as possible.

9.3 Day Washed Out

9.3.1 No Play Week 1

If there is no play possible on Week 1 the game becomes a one day game the following week; and Split Innings (this Part 9 of these Regulations) does not apply.

9.3.2 No Play Week 2

Regardless of Regulation 9.4.1, if there is no play possible on Week 2, the game will be declared a draw.

9.4 Loss of Time

If time is lost due to weather or any other conditions the innings' will be reduced.

9.4.1 Minimum overs for a result

Subject to Regulation 9.3, if there is loss of time in during the match, the following is the minimum to constitute a match; unless either team is dismissed in fewer overs:

- 35 Over Competitions, 17 overs per team.
- 40 Over Competitions, 20 overs per team.
- 50 Over Competitions, 25 overs per team.
- 60 Over Competitions, 30 overs per team.

9.4.2 Reduction in Overs

Where time is lost then the scheduled number of overs for each team's 1st innings is as follows:

- a) The "numbers of overs remaining" = (Total time remaining, in minutes) / 3.5
- b) No. of overs for each team = (Overs already bowled + Numbers of overs remaining) / 2

- 1) If the resulting 'no. of overs for each team' is less than the overs already batted by Team A, then Team B should face as many overs as time permits; and if the minimum overs are bowled the result is determined on run rate.
- 2) If the time remaining includes some of Day 1 and all of Day 2 factor in the full overs quota for Day 2 rather than divide time by 3.5 minutes

9.4.2.1 Example #1: On Day 1 of a 50 over match: Team A bats 14 overs and Team B do not bat

- The "number of overs remaining" = 50 (i.e. all of day 2)
- No. of overs for each team = $(14 + 50) / 2 = 32$
- Team B bats for 32 overs
- Team A bats for 18 overs

Thus on Day2:

- Team B bats for 16 Overs, one half of their remaining overs
- Team A bats their remaining 18 overs, completing 32 overs
- Teams B complete their final 16 overs
- Teams will need to consult with the Competition Manager whether or not Team A Continues to bat on Day2 when time is lost

9.4.2.2 Example #2: One Day1 of a 50 over match Team A bats 25 overs and Team B bats 15 overs

- The "number of overs remaining" = 50 (i.e. all of day 2)
- 40 overs have been bowled
- No. of overs for each team = $(40 + 50) / 2 = 45$

Thus on Day2:

- Team B bats for 10 overs, to match the overs faced by team A
- Team A bats for 20 overs; or until dismissed
- Team B bats for 20 overs; or until dismissed

9.5 Bowling Restrictions

In addition to the restrictions set out in Regulation 6.3(1)(b):

- 1) In SPLIT 35 Cricket no player may bowl a 4th over until 7 players have bowled 3 overs. There shall be a maximum of 5 overs per bowler per innings.
- 2) In SPLIT 50 Cricket no player may bowl more than one-half of their maximum permissible overs until 7 players have bowled at least 1 over.
- 3) In SPLIT 40 Cricket no player may bowl a 4th over until 7 players have bowled 3 overs. There shall be a maximum of 5 overs per bowler per innings.
- 4) In SPLIT 60 Cricket there are no additional bowling restrictions. The restrictions for Traditional Cricket apply.

PART 10 FINALS

10.1 Determination of Premiership

- 1) Finals shall be played in all Competitions, except for Under 8, between teams finishing first and second on the competition points score tables.
- 2) If teams finish level on the points score table their ultimate position shall be decided by the Quotient system, which is the team's batting average divided by its bowling average.
- 3) All outstanding fines and other financial debts to the SSJCA must be settled by clubs prior to teams being permitted to participate in Finals.
- 4) If, for any reason, a Final is declared a draw the Minor Premiers in that grade shall be declared Premiers.
- 5) If the Final is tied both teams shall be declared as "Joint Premiers".

10.2 Player Eligibility

10.2.1 Qualification of Players

- 1) Players competing in Finals must be graded in and have played in at least 50% of competition games for that team in the current season.
- 2) If a player fails to meet this qualification for reasons relating to illness, injury, conflicting family commitments or other exceptional circumstances during a match (and the player was not in any event unavailable for such match for reasons unacceptable to the SSJCA, eg attending other sporting functions), the player may wish to claim an exemption by writing, via their Club Secretary, to the Secretary of the SSJCA, however in all cases the acceptability reasons or circumstances and the granting of any exception shall remain at the absolute discretion of the SSJCA.

10.2.2 Team Short of Players

- 1) As an exception, where a team has less than 12 players available (qualified pursuant to Regulation 10.2.1) for any Finals match, the provisions of Regulation 3.2.3 (Substitute Player) shall apply. Preference must be given to players of the same age group. For the avoidance of doubt (and irrespective of whether that team has had less than 12 players registered as playing members of their nominated team for the current season), such team can include eligible substitute players to enable 12 players to be named on the relevant team list for the relevant Finals match.
- 2) A player is deemed to have played a competition match only if he/she:
 - a) Was nominated on the team sheet, and
 - b) Was legitimately recorded in the match results as having participated in the match.
- 3) Clubs should seek the consent of the SSJCA regarding the identity and use of any proposed substitute players prior to the commencement of any Finals match. The SSJCA shall have the discretion to approve or reject any proposed substitute player.

10.3 Umpires for Finals

- 1) Official SSCUA umpires will be sought for all Finals. Umpires' fees must be paid by both teams competing in the match.
- 2) Where the SSCUA is not able to provide sufficient official umpires Clubs may be required to supply neutral umpires.
 - (a) Clubs that do not provide umpires when requested will be ineligible to have teams participate in

the final.

- (b) Umpires supplied by Clubs shall officiate at matches as directed by the Competition Manager.
- 3) Where one SSCUA or SSJCA appointed Umpire is in control of the game, the Square Leg Umpire shall be supplied as follows:-
 - (a) Grades 14B and above - by the Batting side.
 - (b) Grades 14C and below - by the Fielding side.
- 4) The umpire shall oversight the toss of a coin for the right to determine whether to bat or bowl. The team being the Minor Premier shall have the right to either conduct the toss or elect to call “heads” or “tails”.

10.4 Playing Times and Minimum overs

- 1) Weather permitting, Finals will be played as one day matches on the Saturday and Sunday immediately following the end of the final competition round subject to the terms and conditions set out below.
- 2) Weather permitting, Finals games shall be of times and duration (including times relevant to the start of play, completion of any innings or part innings and/or lunch or other scheduled breaks in play), as prescribed by the Competition Manager. Currently (and subject to any subsequent determination by the Competition Manager) playing times for the Finals will be: -
 - (a) 60 overs games 9.30 a.m. to 5.30 p.m. (First session ends 1.10 p.m.) Lunch break 40 minutes.
 - (b) 50 overs games 9.30 a.m. to 4.10 p.m. (First session ends 12.30 p.m.) Lunch break 40 minutes
 - (c) 40 over games 9.30 a.m. to 3.10 p.m. (First session ends 12.00 p.m.) Lunch break 40 minutes
 - (d) 35 overs games 9.30 a.m. to 2.10 p.m. (First session ends 11.30 a.m.) Lunch break 40 minutes
- 3) The minimum number of overs required to be bowled in the first innings of each team for a result to be obtained (unless an innings ends or is declared beforehand):
 - (a) 60 overs games - 45 overs
 - (b) 50 overs games - 34 overs
 - (c) 40 overs games – 28 overs
 - (d) 35 overs games - 24 overs
- 4) Drink Breaks shall be taken as provided in Regulation 3.6.2.1, or Regulations 9.2.3.2 and 9.2.3.3, as relevant to the match format being played.
- 5) If the innings of the team batting first is completed and there is less than 20 minutes of batting time (i.e. 30 minutes of actual time) remaining before lunch or the end of the day, it shall not be mandatory for the side batting second to begin its innings. However if the team batting second chooses to bat under such circumstances then play will continue until the end of the over in progress at the time scheduled for the break that is due.

10.5 Match Interruptions

10.5.1 Fitness to play

- 1) On the first day set down for a Final any decision relating to fitness of ground, weather or light is vested solely with the SSCUA umpire or the Umpires appointed by the SSJCA.
- 2) If the start of play is delayed until the scheduled end of the 1st innings the match shall be postponed to the following day unless in the opinion of the Umpire(s) conditions make it reasonable to wait after that time.

10.5.2 Extending Play on Day 1

If any interruptions occur after play has commenced the playing times may be adjusted by the umpires. On both days of a final umpires may decide to continue play for not more than 1 hour after the time shown in Regulation 10.4 if they consider such a decision to be warranted; having regard to the fact that no innings or match shall exceed the actual amount of playing time set down in 10.4.

10.5.3 Carry over to day 2

If a Final has been commenced on the first day set down for a Final, umpires may decide to continue the match on day two where they consider such a decision to be warranted.

10.5.4 Cessation of Play

- 1) In uninterrupted games play shall cease at the end of the over in progress at the appropriate time shown in Regulation 10.4 unless the first innings of both teams is concluded beforehand. In this event the provisions of 10.5 will determine the time for cessation of play.
- 2) In interrupted games, playing times shall be determined by the umpires in accordance with 10.5 above.

10.6 Playing Conditions

- 1) All Finals cricket shall be played under the Regulations applicable to their grade.
- 2) Pace bowling restrictions as per Regulation 6.3 will apply, note the maximum number of overs a player may bowl in a day
- 3) The first innings of each team shall be limited to the number of overs set down for the various grades by

the Management Committee at the beginning of each season. If not dismissed beforehand, the team scoring the greater number of runs shall be declared the winner subject to the following:

- (a) If there has been no loss of time due to the condition of the ground, weather or light the innings of the team batting first shall conclude at the currently applicable time shown in Regulation 10.4 or as otherwise determined pursuant to Regulation 10.4 (for the grade being played) unless the required number of overs have been bowled. The team batting second shall then be limited to receiving the same number of overs.
 - (b) If, for any reason, the team batting second should not receive its full overs quota the result shall be decided on the comparison of the RUN RATE OF BOTH TEAMS. (see 3.10.1)
- 4) If less than the number of overs required by Regulation 10.4 have been bowled by each team the match shall be regarded as drawn unless a result has been previously obtained. A draw shall not be awarded if the minimum over requirements have been satisfied.
 - 5) In an uninterrupted match should either team fail to bowl its full overs quota in the time allowed, the matter shall be referred to the Management Committee for decision as to the result of the match and penalties, if any, to be imposed.
 - 6) After the first innings of each team has been completed or a first innings result has been obtained and there is still time remaining, play shall continue until the scheduled end of play unless BOTH CAPTAINS agree that no further result is possible in which case stumps may be drawn. However if EITHER CAPTAIN is of the opinion that an outright result may be obtained play shall continue until the end of the over in progress at the current applicable time shown in Regulation 10.4 (or as otherwise determined pursuant to Regulation 10.4) unless an outright result is previously obtained or BOTH CAPTAINS agree on a cessation of play. Where considered necessary Umpires may allow Captains a maximum of 5 minutes to consult with their Team Managers. This time is to be deducted from the 10-minute changeover time where such an interval applies.
 - 7) It is not mandatory for either team to bat for its full overs quota if a declaration is desired provided that if the team batting first does not wish to bat for its full overs quota, the team batting second shall still be entitled to receive its full overs quota regardless of the number of overs received by the team batting first but see Regulation 3.8.

PART 11 CODE OF CONDUCT

The SSJCA shall apply a Code of Conduct based on sportsmanship, fair play, and consideration for the efforts and responsibilities of others.

11.1 To whom does the Code apply ?

The Code applies to all Playing Members, and all Club Members, parents, officials and others participating in the activities of the SSJCA and having an affiliation with the SSJCA as provided for in the SSJCA Constitution.

11.2 What is the Code ?

- 1) At all times, on and off the field, at SSJCA functions, matches and, in relation to SSJCA affairs, officials, players, and all others to whom this Code applies shall conduct themselves in an appropriate manner as to promote the good name of cricket, the work of the SSJCA and the club or organisation with which the player, official or other person may be a member of, or representing.
- 2) A person to whom the code applies must not: -
 - (a) Assault or attempt to assault an Umpire, another Player, club official or Spectator; or
 - (b) Abuse, either orally or physically, an Umpire, another Player, club official or Spectator; or
 - (c) Dispute, as distinct from question, an Umpire's decision, or react in an obviously provocative or disapproving manner towards an Umpire, his/her decisions, or generally following an Umpire's decision; or
 - (d) Use crude or abusive language or engage in any form of conduct likely to be against the spirit of the game or to bring the game into disrepute; or
 - (e) Use crude or abusive hand signals or other gestures; or
 - (f) Agree or attempt to obtain agreement between players or officials to produce a match result by methods such as unusual declarations, deliberate loss of wickets, or any other action that offends against the principles of fair play.
- 3) Refusal by a person to supply his/her full name and address (if any) upon request by a person eligible to lodge a complaint constitutes a Breach of the Code and may be dealt with in accordance with the provisions existing for all such matters.

11.2.1 The Code as applied to players.

When playing the game players shall at all times conduct themselves in a sportsmanlike manner. Swearing, sledging (see 11.2.3), the display of disagreement by verbal comment or gestures with rulings or decisions,

and any other conduct likely to be prejudicial to the good name of the sport and the interests of the SSJCA is totally unacceptable.

11.2.2 The Code as applied to others.

Actions of the nature described below may lead to disciplinary action.

- 1) All officials, coaches, managers, club supporters, and others having membership of the SSJCA, attending matches organised by, or involving SSJCA Representative teams shall conduct themselves in a sportsmanlike manner at all times. Actions and behaviour likely to bring the SSJCA into disrepute or to tarnish the good name of cricket are totally unacceptable.
- 2) Anyone entering the field of play at any time without the prior approval of the Umpire(s) is a breach of the Code of Conduct; except in the case of a medical or accident emergency requiring immediate response in the interests of player/umpire welfare.
- 3) Club members attending matches as spectators who interfere with the conduct of matches, or with the work of club officials carrying out their duties at SSJCA organised matches, or act in a manner detrimental to the good of the game are in breach of the Code of Conduct.
- 4) Club members who interfere with the responsibilities of the Management Committee, or who through their actions, undermine the authority and functions of the SSJCA are in breach of the Code of Conduct.

11.2.3 What is Sledging ?

For the purposes of the SSJCA Code of Conduct sledging is defined as, "The giving of comments, insults and /or gestures by a player of one team to another of the opposition team causing personal offence and distraction such as to detract from that player's ability to play the game."

- 1) It would be expected that to constitute a cause for complaint any player so offended will request that such actions discontinue immediately and, failure by the offender to do so will, in turn, constitute a prima facie case of sledging.
- 2) In this event the player affronted should report it immediately to the Umpire who may take action under MCC Law 42. Following the day's play, the Player or the Umpire should also report the incident in writing through his/her club/organisation should either wish to make a complaint of a breach of the Code of Conduct.

11.3 Who can lodge a complaint and how ?

- 1) Any Club member, official, player, umpire, or member of the Management Committee may lodge a complaint.
- 2) A complaint must be lodged in writing by the Club Secretary (or the Secretary of the SSCUA) with the SSJCA Secretary within 10 days of the alleged occurrence.
- 3) The Complaint shall state the nature of the allegation and all the circumstances relating to the matter. In instances of bad language leading to a complaint the Complainant must, in the process, be prepared to specify the words used and the context in which delivered.

11.4 Action by the Competition Manager

- 1) The Competition Manager, on becoming aware of matters occurring in any game that gives rise to a possible breach of the MCC Laws or SSJCA Regulations may make such inquiries and seek such written reports from Clubs and other affiliated bodies concerned as are necessary to resolve the matter.
- 2) Such report(s) are to be submitted to and considered by the Match Review Committee within 7 days of their receipt.
- 3) The awarding of Competition points by the Competition Manager may be held in abeyance pending completion of the investigation and determination of the matter.
- 4) The complaint shall be considered by the Match Review Committee which shall determine what action, if any, it shall take. Any action taken shall be conveyed to the relevant Clubs as soon as possible following receipt of the report.

11.5 The Match Review Committee

- 1) The Match Review Committee (MRC) upon being made aware of a complaint, being an allegation of a breach of the Code of Conduct, shall forthwith require the person alleged to have committed the breach to appear before it as soon as possible and prior to the commencement of the next round.
- 2) No person accused of a breach of the code of conduct shall be denied natural justice in responding to any allegation of a breach.
- 3) The MRC shall be the body responsible for assessing all reports and where it appears to the MRC from an initial (prima facie) examination of the information reported that a breach has occurred it shall act on the matter immediately. In so doing it is empowered to determine a penalty where warranted.
- 4) The MRC can only proceed to a decision and determine a penalty if the offender pleads guilty to the breach alleged.
 - (a) Upon a person pleading guilty to the allegation and a penalty determined, the Chairman of the MRC shall inform the Secretary of the offender's club of that penalty within 24 hours of the

- determination. It will be the responsibility of the Club Secretary to ensure that the penalty is applied.
- (b) Within the limits prescribed by the Constitution (Paragraph 9.3) such penalty shall be limited to one or more of the following: -
 - (i) Issue a warning or reprimand
 - (ii) Require an apology (be it verbal or written)
 - (iii) Impose a monetary penalty on the offender
 - (iv) Suspend for a period determined by the Committee (clarify who can be suspended, player, official, spectator)
 - (c) Failure by a person to comply with a penalty determined by the MRC will automatically mean that person shall take no further part in SSJCA activities until the penalty requirements have been satisfied.
- 5) Should guilt be denied at the hearing then the matter must be referred by the MRC to a Judiciary Committee. The Chairman of the MRC will then be responsible for advocating the case before the Judiciary. No disciplinary action can be taken against the alleged offender in the period pending a Judiciary hearing.
- (a) Upon referral to a Judiciary it is incumbent upon that body to immediately set and publicise a date for hearing (and that date shall be no later than 3 weeks after the date of the MRC hearing). It is the responsibility of the Chair of the MRC to formulate the description of the alleged breach. The gaining of statements from parties involved must be a priority matter and be in the hands of the Judiciary no later than 3 days prior to the hearing.

11.6 The Judiciary Committee

11.6.1 Membership and Responsibility

- 1) A Judiciary Committee shall hear all alleged breaches of the Code referred by the Match Review Committee.
- 2) No person may be a member of a Judiciary Committee if that hearing involves an alleged offender or complainant connected with a Club or body of which the proposed Judiciary person is an active member. (See rule 22.6 – SSJCA Constitution – “close association”).
- 3) It is the responsibility of the Judiciary to investigate the matter to the extent necessary to ensure that justice is done and the person responding to the allegation is afforded a fair and proper hearing.

11.6.2 Dealing with Breaches

- 1) Within **7 days** of an alleged breach of the Code being referred to a Judiciary Committee the Secretary must:
 - (a) Convene the Judiciary hearing as soon as practicable and preferably before the next playing date of the competition.
 - (b) Give the person who is the subject of the proposed hearing a copy of all reports considered by the Match Review Committee; and
 - (c) Give that person's Club Secretary a copy of such reports; and
 - (d) The time and place for such Judiciary hearing must be set out in that notice and must be at least **3 days** after the time that the person receives such notice. Any notice sent by Post is deemed to have been received **2 working days** after the date of Posting.
 - (e) The SSJCA may ask the person who reported the breach to appear at the Judiciary hearing by giving notice to that person in accordance with these Regulations.

11.6.3 Judicial Process.

A Judicial Committee must address the requirements of Natural Justice and Procedural Fairness in any process before it. Key points of the process are:

- 1) It shall be a non-legal process with emphasis on natural justice, fair play, and procedural fairness.
- 2) It shall avoid application of the rules of evidence to facilitate a non-legal environment.
- 3) It shall set out the nature of the breach clearly and specifically so that the person “charged” may have clear understanding and the right to respond in defence of the allegations.
- 4) It shall provide for the hearing and taking of evidence from minors.
- 5) It shall provide for any person accused to have a non-participatory/observer witness in attendance.
- 6) It shall seek to resolve all matters speedily yet not with unseemly haste such as to disadvantage any party.
- 7) It shall aim to be corrective rather than punitive but shall provide for fines and suspensions.
- 8) It shall have the power to direct Clubs to take actions arising out of the outcome of such hearings.
- 9) It shall have the power to hear any such part of any hearing in camera.
- 10) All information heard in the judicial process shall be confidential to the Judiciary Members.
- 11) It shall provide for an appeal process.

11.6.4 If a Person does not attend the Judiciary Meeting

- 1) If the Judiciary Committee is satisfied that proper notice was served it may conduct the proceedings in the absence of the person given notice to appear, and, if necessary, the person who has made the complaint.
- 2) If a person who was given notice to appear fails to do so, and the Judiciary Committee proceeds, it may subsequently set aside any order made in the absence of that person, upon receipt of advice satisfactory to it, that the person did not receive the notice. The Judiciary Committee shall then determine on the facts available to it whether to proceed or dispense with the matter.

11.6.5 Penalties for Breaches of the Code of Conduct

- 1) Without limiting the range of penalties it may impose, the Judiciary Committee may:
 - (a) Issue a warning in the form of a reprimand to the person appearing before it; or
 - (b) Impose a fine; or
 - (c) Suspend or disqualify that person for a specified period of time; or
 - (d) Any combination of (a), (b) (c) above; or
 - (e) Otherwise deal with the person.
 - (f) Suspend the operation of any Penalty on any terms it thinks fit.
 - (g) The Judiciary Committee must report any action taken under 11.4 (c) above to the Management Committee as soon as possible.
- 2) Any fine must be paid to the SSJCA within **30 days** of the person being notified that the fine has been imposed.
- 3) A person is ineligible for selection or participation in, or appointment to, any match or fixture set down by the SSJCA until any fine imposed on him/her has been paid or penalty served.
- 4) Any person who fails to present themselves at a hearing of the Judiciary Committee without just cause, having been given due notice of their attendance being required, shall be deemed to be guilty of misconduct and shall be liable to such penalty as determined by that Committee.

11.6.6 Restrictions on Persons Found Guilty

A person, other than an employee of the SSJCA or a local Club, who has been suspended or fined, or otherwise dealt with by the Judiciary Committee and who has not been completely exonerated on appeal:

- 1) Is prohibited from acting in any administrative position or as an Office Bearer of his/her Club or the SSJCA; and
- 2) Is prohibited from acting as Captain, Manager or Coach of any team taking part in a fixture conducted by the SSJCA or his/her Club; and
- 3) Is ineligible to be a Delegate to, or Office Bearer of, the SSJCA until the expiration of any suspension, or any fine imposed has been paid.

11.6.7 Reporting the Judiciary Findings

- 1) The Judiciary Committee must verbally advise the person, who is the subject of the report, of its decision as soon as possible after the hearing
- 2) As soon as practicable after the hearing the Judiciary Committee must give written notice of its decision to:
 - a) The person who is subject of the report; and
 - b) That person's Club; and
 - c) The person who lodged the report.
 - d) The appropriate Association where the person who lodged the complaint is a member of the Sutherland Shire Cricket Umpires Association or the NSW Cricket Umpires Association. The Secretary must give written notice setting out the details of the Judiciary Committee's report and findings.
- 3) The Management Committee's decision pertaining to any item above, when announced to a General Meeting shall contain only the finding. No transcript of the evidence or any part thereof shall be promulgated unless, by order of the President, at a closed meeting attended only by those Bona Fide members entitled to attend such a meeting.

11.6.8 Judiciary Records

The Secretary of the SSJCA shall keep all records of proceedings and decisions relating to Judiciary hearings for a period not exceeding two years at which time the records shall be destroyed.

11.7 Appeals

- 1) All appeals must be in accordance with the provisions of the SSJCA Constitution and specifically address the requirements contained in rule 11, and rule 23.
- 2) Any appeal arising from the Judiciary process should be determined by an Appeals hearing to be carried out within **7 days** of receiving notice of appeal. No person having prior involvement in the workings of the Match Review Committee or Judiciary Committee may hear an appeal though that

- person(s) be a member of the Management Committee.
- 3) If insufficient persons are available to provide an Appeal hearing the Management Committee for the purposes of providing an independent and unbiased hearing may appoint external persons having no prior involvement in the matter as Associate Members of the SSJCA for the duration of the matter before it.
 - 4) An appeal must be in writing, and lodged within **7 days** of receiving the decision of the Judiciary Committee. It must contain the grounds on which the appeal is based. An appeal may be lodged against the decision of the Committee or against the severity of the penalty determined.

PART 12 TROPHY AND AWARD REGULATIONS

12.1 Trophies And Awards

- 1) The Management Committee annually, and as soon as practicable following the completion of the season finals, shall determine the trophies to be awarded for team and individual performances.
- 2) In accordance with the SSJCA Regulations (Part 2 – Administration, see Para. 3.10), as at the 31st March, any club in default or having unpaid fines, shall by its actions cause any player within that club to be ineligible to receive any SSJCA award or trophy.
- 3) Any player, who is found guilty of or pleads guilty to a breach of the SSJCA Code of Conduct; during the current season; shall be ineligible to receive any SSJCA award or trophy for that season.
- 4) All members of a premiership winning team, as listed on the Team Nomination Form or participating in the finals match shall, if eligible, receive an individual award or trophy relating to their participation in such finals match.
- 5) Subject to Regulation 12.1(4), a player who has not played as a declared team member in at least 50% of SSJCA competition matches for such team shall be ineligible to be considered as an award or trophy winner for any such award or trophy relating to such team or to their playing in such team.
- 6) The Management Committee may make an award or provide a trophy if it is of the view that circumstances exist to warrant special recognition of an individual player's efforts.
- 7) The Management Committee reserves the right to withhold the granting of an award or provision of a trophy where in its judgement the standard of performance for any particular age group or division in any given year falls below what the SSJCA considers a reasonable standard relative to previous years.
- 8) The Management Committee shall consider itself to be "the club" for the purposes of seeking to recognise outstanding representative cricket performances and shall make such awards and acknowledgements as it sees fit, provided that no such award may be made as to be in contradiction to the normal standards as perceived to apply to the competition proper.
- 9) Recognition of individual performances within the Annual Report will be contained to the first six players in order of merit starting at number one and listing them down to number six.

12.2 Team Trophies

- 1) A perpetual trophy shall be awarded to each and every team being declared Competition Premier in its division and age group. (See SSJCA Trophies List – Perpetual Team Trophies.)
- 2) Where a premiership is shared, the team being the minor premier shall receive the trophy first and retain it for six months before handing it over to the other club. The second club shall be responsible for ensuring the return of the trophy at the end of the competition rounds.
- 3) The "Best Representative Team Performance" will be awarded to the team with the best result in the NSWDC Inter-district series competition. If more than one team finishes in equal position, with equal points, the quotient of each team shall be calculated to determine the winner. The President's X11 Competition is excluded from consideration.

12.3 Individual Trophies

- 1) Trophies for individual performances arising from playing of traditional cricket within the SSJCA competition shall be awarded as follows:-
 - (a) Best Batting aggregate
 - (b) Best Bowling aggregate
 - (c) Best Batting average
 - (d) Best Bowling average
 - (e) Best Wicket Keeping performance
- 2) Any performance in a final will be excluded for the purpose of determining all instances of individual

- awards. Only competition rounds will count.
- 3) Awards shall be made where merited for the best individual performance by a player in accordance with the SSJCA Trophies List . (See 12.7 SSJCA Trophies List.)
 - 4) In determining the “Best” performance whether it be batting or bowling, aggregate will take precedence over average.
 - 5) To provide an objective standard for arriving at the “**Player of the Year**” in the age groups of under 10A, under 12A, and under 14A, points will be awarded as follows:
 - (a) Runs – 1 point per run scored
 - (b) Wickets – 10 points for each wicket taken
 - (c) Catches – 5 points for each catch taken
 - (d) Stumpings – 10 points per stumping (applicable only to wicketkeepers).
 - 6) There shall be a Wicket-Keeper award for the best performance by players in Traditional cricket in each age group from Under 12 to Under 16. In determining any wicket keeping award, should there be an identical number of wickets taken, be they catches or stumpings, byes but not leg byes shall be taken into account and the lowest number of byes shall be given precedence.
 - 7) The “16A Cricketer of the Year” shall be selected from the 16A competition and primary consideration will be based on performances over the competition rounds.
 - (a) However, the Management Committee may, in order to select 1 from a number of outstanding candidates, take into account demonstrated performance at Representative cricket level.
 - (b) In assessing performances the Management Committee shall be guided by the standard set out above for the “Player of the Year” in other A grade age groups.
 - 8) The “Best Representative Team Player” individual award shall apply to those participating in the NSWDCA Inter-districts representative series. It shall be determined by reference to the recognition of individual performances made by the NSWDCA in the first instance. Where more than 1 player is recognised an objective assessment will be made on aggregate figures utilising the formula contained in Paragraph 5 above. Where no NSWDCA recognition exists the Management Committee will determine whether an award is to be made using the criteria specified in the preceding statement. The Presidents X11 Competition is excluded from consideration for this award.
 - 9) The “Best representative team player – Presidents XII Competition” shall apply to those participating in the Presidents X11 competition. The NSWDCA inter-districts series is excluded from consideration for this award. Determination of the award winner will utilise the formula contained in Paragraph 5 above.
 - 10) The “Sutherland Medal” is awarded to the player who makes the most significant contribution to the 16A final. The award is decided by the Officials umpires, and is presented at the completion of the match.

12.4 Criteria For The Awarding Of Trophies

The following table shows the qualifying criteria for batting and bowling average awards

Type of Game	Batting Average	Bowling Average
60 over games	240 runs or more	Minimum 50 overs bowled.
50 over games	150 runs or more	Minimum 40 overs bowled
35 over games	100 runs or more	Minimum 30 overs bowled

12.5 Responsibility For Perpetual Trophies

- 1) All Perpetual Trophies remain the property of the SSJCA and shall be returned to the Secretary in a presentable condition each year by no later than the end of the last competition round.
- 2) The Club of which the player is (or was for the previous season) a member, is responsible for ensuring the return of the trophy to the SSJCA Secretary by the time stipulated above.
- 3) Failure to return trophies as required will result in a fine.
- 4) The Management Committee shall hold the Club of which a player is a member responsible for reimbursing the SSJCA the full cost of repairs or replacement where trophies have been damaged or lost while in the keeping of the Club or Club member.

12.6 The Chatland Award

The sum of Two Hundred and Fifty Dollars (\$250.00), a donation from Mrs Chatland, shall remain on a fixed deposit and the interest paid annually to the SSJCA by Bank Cheque to maintain the "Chatland Award". Only upon the request of the donor may this Regulation be altered.

12.7 SSJCA Trophy List

The SSJCA Trophies list will be revised from year to year and varied to reflect changes in sponsorship and

donations.

PERPETUAL TROPHIES	AWARD	AGE
BERTSHELL TROPHY	Club Championship	
JOHNWOODHOUSE MEMORIAL TROPHY	16A Cricketer of the Year	16A
CLIFF PADDY MEMORIAL TROPHY	Representative Individual Achievement Award – NSWDCI Inter- District Series	
ALAN WARD MEMORIAL TROPHY	Best Representative Team Performance – NSWDCI Inter-District Series	
HARRY PETERS TROPHY	Representative Individual Achievement Award – Presidents X11 competition	
PETER SCHOFIELD TROPHY	Best Representative Team Performance – Presidents X11 Competition	
S.D.C.C. TROPHY	14A Player of the Year	14A
ALAN CRASTON MEMORIAL TROPHY	12A Player of the Year	12A
ANDREW HILDITCH TROPHY	10A Player of the Year	10A
DON MASTERS MEMORIAL TROPHY	Best Association Wicketkeeper Traditional Cricket	

PERPETUAL TROPHIES - SSJCA TEAMS COMPETITION GRADE

THE J.A.DALEY MEMORIAL SHIELD	16A
THE FRED MALBON MEMORIAL TROPHY	16B
THE KEN WHATLEY MEMORIAL TROPHY	16C
THE SPORTSGIFT TROPHY	16D
THE JOHN BANNON MEMORIAL TROPHY	14A
THE JOHN MOODIE MEMORIAL SHIELD	14B
THE KEN GARDNER MEMORIAL TROPHY	14C
THE GORDON THOMSON MEMORIAL TROPHY	14D
THE NEIL McINNES MEMORIAL TROPHY	14E
THE TED WYKES TROPHY	12A
THE MORT EDSON TROPHY	12B
THE TYNAN MOTORS TROPHY	12C
THE IRENE RUTTY MEMORIAL TROPHY	12D
THE RAY BRENNAN TROPHY	12E
THE SNOW DAVIES TROPHY	12F
THE DON CLARK TROPHY	12G
THE RON HILDITCH TROPHY	10A
THE KEN PRENDERGAST TROPHY	10B
THE WALLY CROUCHER MEMORIAL TROPHY	10C
THE IVOR CHALMERS MEMORIAL TROPHY	10D
THE WHATLEY FAMILY TROPHY	10E
THE CLAUDE MANN TROPHY	10F

<u>NON-PERPETUAL AWARDS</u>	<u>AWARD</u>	<u>AGE</u>
THE CHATLAND AWARD	Best Association Batting Performance Traditional Cricket	U16/U14
THE JIM LYNCH TROPHY	Best Association Batting Performance Traditional Cricket	U12/U10
THE STAN STEED TROPHY	Best Association Bowling Performance Traditional Cricket	U16/U14
THE BRIAN QUINN TROPHY	Best Association Bowling Performance Traditional Cricket	U12/U10
THE BILL LAWLER MEMORIAL TROPHY	Most Catches	U16/U14
THE JACK RUTTY MEMORIAL TROPHY	Most Catches	U12/U10
THE LANCE HANDLEY TROPHY	Best Association Score Book	OPEN

ANNEXURE A - Regulation 2.1A – Club Shirts Design Criteria

PLAYING SHIRT

Right hand side

- 1 Apparel manufacturer's logo or Club Sponsor
- 2 Apparel manufacturer's logo or Club Sponsor

Left hand side

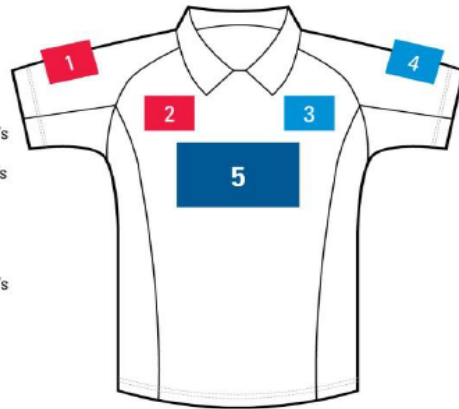
- 3 Club logo (no sponsor)
- 4 Apparel manufacturer's logo or Club Sponsor

Front of shirt

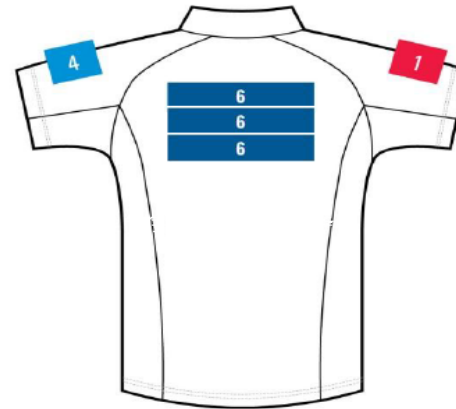
- 5 Club Sponsor logo

Back of shirt

- 6 Club Sponsor logo



FRONT



BACK

PLAYING CAP

- 1 Club logo (no sponsor)
- 2 Club Sponsor logo
- 3 Headwear manufacturer's logo
- 4 Club Sponsor logo



FRONT



BACK



LEFT



RIGHT

standalone back of shirt logos - placed in upper part of visible back (circa top 1/3) with max size allowed as > of 206.45sq cm or top 1/3 of visible back
“visible back” means area referenced by (i) height measured from middle back of seam where collar joins torso to waistband of trouser (assuming tail tucked into trousers), and (ii) width measured as roughly equivalent to shoulder width but not extending to where wraps around sides / under armpits
numbers & names are permitted on backs (see particular applicable specifications below right)

Asset	Usage	Max Size
Front of Shirt	Club sponsor	206.45sq cm
Back of Shirt	Club sponsor	206.45sq cm
Left Chest	Club logo (no sponsor)	64.5sq cm
Right Chest	Apparel manufacturer's logo or club sponsor	64.5sq cm
Left Arm	Apparel manufacturer's logo or club sponsor	64.5sq cm
Right Arm	Apparel manufacturer's logo or club sponsor	64.5sq cm

Cap Centre	Club logo (no sponsor)	64.5sq cm
Cap Left	Headwear manufacturer's logo	39sq cm
Cap Right	Club sponsor logo	39sq cm
Cap Rear	Club sponsor logo	12.9sq cm

if have numbers on back:

- 1 or 2 digit numbers only, each number no > 20cm in height
- each number to be of an acceptable colour and independent of any other backing, artwork or logo (only allow discrete separated “colour on white” numbers)
- 1 line of text can also be used on back for a sponsor / player name – same place and specs as per player names - size of numbers to be reduced so that text and numbers together fit within visible back.

if have player names on back:

- single line of text & must be across the top back / shoulders, can use width of back but letters to be no > 5cm in height.
- can be used with sponsor logo provided name and logo within max size noted or top 1/3 of shirt (whichever greater)
- if used with numbers, see above

numbers &/or names should be distinct, visible & per playing shirt norms - not of size to block fill visible back – white shirt colour to still be clearly apparent.