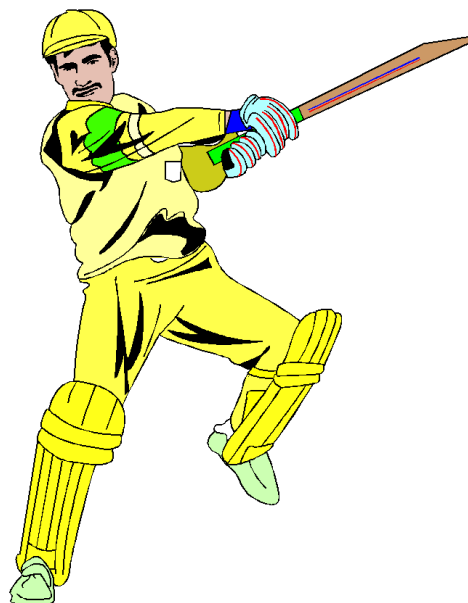


WAGGA WAGGA & DISTRICT CRICKET ASSOCIATION



BY-LAWS & CONDITIONS OF PLAY

SENIOR CRICKET COMPETITION

2011 / 2012 SEASON

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The Laws of Cricket - 2000 Code 4th Edition - 2010

The Preamble - The Spirit of Cricket

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

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.
 - (a) *Responsibility of captains.* The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
 - (b) *Player's conduct.* In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.
2. **Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.
3. **The umpires are authorised to intervene in cases of :**
 - Time wasting
 - Damaging the pitch
 - Dangerous or unfair bowling
 - Tampering with the ball
 - Any other action that they consider to be unfair
4. **The Spirit of the Game involves RESPECT for :**
 - Your opponents
 - Your own captain and team
 - The role of the umpires
 - The game's traditional values
5. **It is against the Spirit of the Game :**
 - To dispute an umpire's decision by word, action or gesture
 - To direct abusive language towards an opponent or umpire
 - To indulge in cheating or any sharp practice, for instance :
 - a) to appeal knowing that the batsman is not out
 - b) to advance towards an umpire in an aggressive manner when appealing
 - c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side
6. **Violence**

There is no place for any act of violence on the field of play.
7. **Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

DEFINITIONS

- WWDCA or Association :** shall mean and include the Wagga Wagga & District Cricket Association. The Clubs and Bodies affiliated with the Association shall be the Cricket Clubs of Koorungal Colts, Wagga City, Lake Albert, Wagga RSL, South Wagga & St Michael's and the Wagga Wagga Cricket Umpires Association.
- Management Committee :** shall mean and include the Executive of the Wagga Wagga & District Cricket Association.
- Member :** shall mean and include any financial member of an affiliated club and any life member of this Association.
- Match :** any competition match.
- Washout Match :** shall mean a match that cannot :-
(a) commence due to bad weather; or;
(b) be completed due to bad weather.
- Drawn Match :** shall be the result in a match that cannot :-
(a) commence due to bad weather; or;
(b) be completed due to bad weather.
- Unplayable Match :** shall mean a match that cannot commence or be completed due to damage to the ground/wicket or through factors beyond the control of the Association.
- Rescheduled Match :** shall mean a match which has been reallocated to any ground and/or time by the Grounds Committee.
- Premiership :** shall be the distinction which shall be conferred by the Association on the Club gaining the highest number of points in competition matches or winning the final match play off. Such premiership shall entitle the club meriting the same to trophy or badges to be conferred for the season.
- Minor Premiership :** shall be the distinction which shall be conferred by the Association on the Club gaining the highest number of points in competition matches. Such premiership shall entitle the club meriting the same to trophy or badges to be conferred for the season.
- Junior :** shall mean a player who has not yet turned the age of sixteen years as at midnight on the 31st August in the year in which the competition commences.
- Umpire :** any umpire duly appointed by an Umpires' Association and acting in that capacity, or appointed or agreed to by the Management Committee and / or Captains.

Section 1 - General By-Laws

1. LAWS OF CRICKET

Except as varied hereunder, the Laws of Cricket as passed by the Marylebone Cricket Club (2000 Code 4th Edition - 2010) including any Experimental Laws as adopted by the NSWCA will apply in all matches.

2. CONDUCT OF COMPETITION

- a) Amendments to these By-Laws & Conditions of Play shall be made in accordance with the WWDCA Constitution where they may be altered, repealed or adopted at an Annual General or Special General Meeting where notice of such motion for amendment be supplied to the Association Secretary twenty-eight (28) days prior to such meeting being held and the Association Secretary shall then have the notice of motion circulated to all affiliated bodies ten (10) days prior to the scheduled meeting for their consideration.
- b) The Management Committee shall be responsible for the interpretation of the by-laws and conditions of play as detailed in this document and in the event of no by-law or condition of play covering any incident presented before the Management Committee; the Management Committee shall decide an interpretation.
- c) To compete in the senior competition, a Club must field a minimum of Three (3) teams meeting their obligations to fill senior grades from the highest grade down until all senior grades are represented by the Club.
- d) The Management Committee shall have the sole authority to determine whether or not a club will be permitted to have more than one team in any senior grade.
- e) Granting of permission to a club to have multiple teams in a senior grade shall be conditional on all clubs in the competition having sufficient player numbers to fulfil their obligations in all senior grades, and the determination of the best interests of cricket by the Management Committee.
- f) Any club not completing or failing to play a match for which it has been drawn, without the consent of the Association, may be fined and dealt with by the Management Committee in regards to cost incurred. This may include loss of all points gained by teams of a lower grade for that club in that round, and payment of costs incurred for both teams.

3. FORMAT OF PREMIERSHIP COMPETITION

- a) The first and second grade competitions shall consist of a mixture of even rounds of one day & two day matches as determined by the Management Committee. In the event that there are insufficient Saturdays available to conduct an even round of matches between all competing teams of either one or two day matches, the Management Committee may schedule matches on a Sunday.
- b) The third grade competition shall consist of a mixture of one day matches. In the event that there are insufficient Saturdays available to conduct an even round of matches between all competing teams, the Management Committee may schedule matches on a Sunday.
- c) The fourth and fifth grade competitions shall consist of even rounds of a mixture of one day matches as determined by the Management Committee. In the event that there are insufficient Saturdays available to conduct an even round of matches between all competing teams, the Management Committee may schedule matches on a Sunday.

4. REGISTRATION OF PLAYERS

- a) Existing club registration lists (as held by the Registration Officer) from the previous season shall remain official until changed by methods described later in this by-law.
- b) All new players must complete the WWDCA official registration form on the Wagga mycricket website whereupon they may, at the discretion of the Registration Officer be deemed eligible to play in competition matches.
- c) Any junior player wishing to play in a senior competition player must be a registered member of that club.
- d) All junior players, after becoming ineligible for the junior competition shall complete one full season with the club that sponsored their junior team before becoming eligible for transfer to another club unless released by their sponsoring club.
- e) Any player wishing to play with another club affiliated within the WWDCA must obtain a signed clearance from the club they last played within the WWDCA Competition regardless of how long it has been since they last played with that club or regardless of whether they have played with another club in another competition outside the WWDCA. It is the responsibility of the player to obtain the clearance signatures.
- f) All new player registration and player clearance forms must be entered on the Wagga Mycricket website by 5.00 pm on the Thursday prior to the match in which they are to play. Submission of a registration form does not automatically grant registration or clearance. It is the responsibility of the club to ensure that the new player has been correctly registered or cleared prior to playing them.
- g) The Executive Committee shall have the absolute right to refuse, cancel or suspend the registration of any member.
- h) Any club guilty of playing a non-registered player or uncleared player will be penalised by loss of all points gained in any matches in which the player played.

Section 1 - General By-Laws

5. PLAYER NUMBERS

- a) To constitute a team (whether batting or bowling), there must be a minimum of seven (7) players in attendance for a match to commence.
- b) Ten (10) minutes or earlier prior to the scheduled start of play, the opposing captains (or acting captain in the event of the nominated captain being absent) shall toss to determine which team shall bat first.
- c) At the scheduled start time for the match, should there not be seven (7) players ready to commence play, this should be noted on the official scoresheet by both captains (or acting captains) and a penalty of one (1) run per minute shall apply until the minimum number of required players arrive to commence the match.
- d) If thirty (30) minutes after the scheduled commencement of play, there still remains less than the minimum requirement of seven (7) players in attendance, the match shall be declared a forfeit and duly noted on the scoresheet and signed by both captains (or acting captains).

14. POINTS AND SCORING

- a) Shall vary in each of the T20, One Day & Two Day Match & is detailed in their respective Section of this document
- b) In first to third grades; all points scoring will be under the incentive bonus points system calculated as 0.01 per run and 0.2 per wicket in either innings. In fourth and lower grades, there shall be no bonus points awarded at all. In all T20, one day & two day matches, the maximum batting points shall be limited to 9.
- c) The Club Championships shall be conducted over all grades of the senior competition in all, One Day & Two Day match formats. Points shall be allocated to the all teams in each grade at the completion of competition rounds. First Grade; Match Points (including bonus points) multiplied by 5. Second Grade; Match Points (including bonus points) multiplied by 4. Third Grade; Match Points (including bonus points) multiplied by 3. Fourth Grade; Match Points (including bonus points) multiplied by 2. Fifth Grade, Match Points (including bonus points) multiplied by 1. If any team has more than 1 team in any grade, the average shall apply for that grade.

In the event that any grade competition consists of all two day matches for the season, the multiples used for that calculation of Club Championship points be increased by one; ie; first grade by 6 and second grade by 5.

15. FORFEITS

- a) In the event that a team of a club forfeits a match, no points shall be awarded to any other team of that club, which, in that round, plays a match in a grade lower than that of the team which forfeits it's match. This shall not apply if play had commenced in the match.
- b) If a forfeit occurs in a two day match in first, second or third grade, then only the day on which the forfeit occurs will affect fourth and fifth grades.
- c) Should a lower grade lose its match points due to a higher grade forfeiting; then all personal player performance points from the lower grade match(es) shall count towards individual Association awards.
- d) Should any Club forfeit three matches in any one grade, then that Club shall have their lowest grade team removed from the competition.

16. DOWNGRADING

- a) No club shall be allowed to drop a player more than one grade lower than the grade in which he last played in the WWDCA competition (including previous season) unless special consent of the Management Committee is obtained. Penalty for infringement of this rule will be automatic loss of competition points gained in the match or matches concerned.
- b) When a bye occurs, a player dropped, from the team having the bye, cannot return to the higher grade in the next match.
- c) In the final 3 competition games, permission (in writing) from the Management Committee must be obtained to downgrade any player who had played more than 2 matches in a higher grade. If a player had played no more than 2 matches in a higher grade then downgrading is automatic. Penalty remains as in (a). Requests for downgrading must all be in writing and must reach the Registration Officer by 5.30 pm on Friday preceding the game. Note emergency cases due to illness, injury etc. will still be considered after Friday.
- d) As an exception, where a player has been promoted more than one grade to a higher grade, they may in the following match return to the grade from which they came, but should they remain in the higher grade for more than one match, then normal downgrading as per paragraph (a) of this clause.
- e) Where a club has multiple teams in the one grade, clubs may interchange players through their two teams until the third match after the Christmas break. This is so they may have the opportunity to manage player availability. There shall be no concessions for changing after this deadline.

Section 1 - General By-Laws

17. ELIGIBILITY TO PLAY IN FINALS

- a) A player must play at least 3 of his/her last 5 games in the current season for the club in the grade, for which he is being selected or lower, unless permission is obtained from the Management Committee. A bye does not constitute a game.
- b) For the purpose of qualifying for a final, any player listed on the scoresheet of a team receiving a forfeit and duly certified by an official umpire or any official of the WWDCA on the day allotted for play shall be deemed to have played in that match.
- c) Failure to comply with by-law 6(a) and/or (b) could lead to the disqualification of that team from the finals.
- d) See by-law 13 regarding downgrading.
- e) Requests for permission from the Management Committee must be in writing and be lodged with the Registration Officer by 5.30pm on the Friday preceding the game. Emergency cases due to illness, injury; etc; will still be considered after Friday.
- f) At the conclusion of the Premiership competition rounds; any club having consecutive graded teams in the finals, shall have normal downgrading rules apply to those teams

18. PLAYERS ATTIRE

- a) **PLAYING SHIRTS**
 - All players shall play in the same "standard" club uniform. Where a player does not have a "standard" club shirt, then the umpire shall ask that player to leave the playing arena.
 - In the event a player does not have a club uniform shirt, then they shall be permitted to wear a standard all white shirt or all white shirt with club logos.
 - Where a player does not have a "standard" club shirt or white shirt, then the umpire shall ask that player to leave the playing arena.
 - Standard Club Playing Shirt shall have/be :-
 - majority white in colour
 - variations of colour allowed across the top of the sleeves
 - variations of colour allowed on the sleeves
 - variations of colour allowed on the collar
 - variations of colour allowed on the piping variations of colour allowed down the side of the shirts under the arms no wider than 20cm
 - Standard Club Playing Shirt shall have allowable logo's :-
 - on either breast maximum 10 cm x 10 cm
 - maximum two on each sleeve 10 cm x 5 cm
 - maximum one across front of shirt no greater than 250 square cm (eg; 25 cm x 10 cm)
 - maximum three on back of shirt no greater than 250 square cm (eg; 25 cm x 10 cm)
 - All new shirts designs must be submitted to the WWDCA Executive for approval
- a) **OTHER APPAREL**
 - Long white or cream trousers (or shorts); white or cream shirts, white boots or shoes; white socks, white pullovers, cricket hats.
- b) **SHOES ON TURF WICKETS**
 - In matches played on turf pitches, players batting, bowling or wicketkeeping must wear shoes containing half or full spikes. Failure to comply with this by-law will result in a directive from the Umpire to leave the field of play until the player is wearing appropriate footwear. If the player directed to leave the field is :-
 - The bowler :* the over must be completed by a member of the fielding side (not bowling from the non-strikers end).
 - The batsman :* the batsman will be considered retired and may recommence their innings at the fall of the next wicket providing appropriate footwear is being worn.
 - The wicketkeeper :* duties may be fulfilled by any member of the fielding side subject to the laws of cricket.

19. BALL

- a) A four-piece Red leather ball is to be used in all first grade games.
- b) Two piece Red leather balls are to be used in all other grades.

21. AWARDS

- a) In order to qualify for end of season's trophies, batsmen must acquire (aggregate) a minimum of 200 runs in at least 5 innings and bowlers a minimum of 20 wickets.
- b) All-rounder points are determined by : 15 points per wicket, catch or stumping and 1 point per run.
- c) The over 40's award shall be determined as per the All-Rounders points but across all grades played divided by the number of matches played. A minimum of five matches must be played for a player to qualify for this award.

- d) Players subject to disciplinary action of any nature during the current season shall not be eligible for Association Annual Awards.
- e) Best and fairest voting by the umpire(s) for normal competition rounds shall be determined on a 10 points allocation system. Umpire(s) shall allocate 10 points between the 3 best and fairest players for each match. A player can receive a maximum of 5 votes from the umpire(s). The umpire(s) must allocate the full 10 points in each match.

Section 1 - General By-Laws

22. SCORESHEETS AND DISPUTES

- a) At the completion of each days play in a match, a scoresheet shall be completed listing **all** players from both teams.
- b) If in a batting side there were players that did not bat, the letters DNB should be recorded next to their name in the 'score' column.
- c) These scoresheets, once accepted by the Management Committee become the official record of the game.
- d) It is the responsibility of both Captains to ensure that the scoresheets are correctly filled out, then sign the scorebook as an accurate record of the days play.
- e) Completed scoresheets must be emailed to the Recording Officer by 11.00 am on the Sunday immediately following the days play. In the event of play on a Sunday, the scoresheet must be emailed immediately following the completion of play.
- f) Submission of the duly completed scoresheet shall be the responsibility of and be made by :-
 One Day Match – the captain of the winning team
 Two Day Match (Day One) – the captain of the team batting first
 Two Day Match (Day Two) – the captain of the winning team
- g) In the event of a washout or unplayable match, both teams should submit a scoresheet clearly listing the players that would have played in the match.
- h) In the event of a tied or drawn match, both teams should submit a scoresheet; unless agreement is reached by both team Captains on whom shall submit the scoresheet
- i) If a dispute arises involving the score at the close of the days play that cannot be resolved at the ground, both team Captains should submit their own duly completed scoresheet, clearly noting the details of the dispute
- j) In the event of a forfeit the team receiving/claiming the forfeit shall list all their players on the scoresheet detailing the forfeit claim and submit it.
- k) Failure to lodge scoresheets by the designated time listed above shall result in :-
 ** 1st Offence – written warning from the WWDCA
 ** 2nd Offence – loss of bonus points for that match
 ** 3rd and subsequent Offence(s) – loss of all win/loss and bonus points for that match
- l) Any scoresheet submitted which is inaccurate, indecipherable or incomprehensible will be submitted to the Management Committee who may declare the game a “no game” and neither side will receive any points for the match. Both captains must sign the scorebooks. If appointed, umpires are also to sign scorebooks. No individual performances will be credited if the game is declared a “no game”.

23. REPLACEMENT RULE FOR REPRESENTATIVE CRICKET DUTIES

- a) Any player participating in the Wagga senior cricket competition may be allowed a replacement player where they are chosen to compete in a representative match of any age division or grade for Wagga Cricket or one of its higher affiliates or associated associations ; ie; Northern Riverina Cricket Council, Riverina Zone, NSW Country, NSW, ACT and ACT Comets.
- b) Replacement players are to be of similar ability to the player they are replacing but not necessarily from grade below. If used as a replacement for the first day of a 2-Day game, it is not necessary for that player to play on the second day i.e. clubs if they so desire, can use “fill-in players”, instead of having to “shuffle” players up and down grades.
- c) The player being replaced and the replacement player are to be nominated on the team sheet prior to the scheduled commencement of the game. The Management Committee will consider exceptional circumstances.
- d) Performance statistics (runs, wickets, catches, stumpings etc.) of the replacement player are not attributable to the player being replaced but shall remain with the replacement player.

24. FAILURE TO FULFIL REPRESENTATIVE COMMITMENTS

Players who are selected for representative cricket and who become unavailable for a particular reason, must notify a member of the Selection Committee by 5.00 pm the Thursday prior to the representative match and seek leave. Failure to do so will lead to a mandatory one-match suspension from club cricket. The Management Committee will consider exceptional circumstances.

Section 1 - General By-Laws

25. **BOWLING LIMITS FOR AGE DIVISION PLAYERS**

- a) The WWDCA **has** adopted the ACB Age Bowling Restriction Policy for players up to the age division of under 19 for fast and medium pace bowlers.
- b) Where a Club has any of its players up to the age division of under 19 competing, it is the responsibility of the club to advise the umpire(s) or the opposing captain if no umpire of the players age division and any overs already bowled in junior matches on the same day. This information should also be written on the team declaration sheet.
- c) During the match, it shall be the responsibility of the umpire(s) (or the acting umpires/scorers if no umpire) to administer the number of overs bowled during the match by each bowler and that the limits are not exceeded.
- d) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play, as set out below:-

Age at 31st August	Maximum Overs in a Spell	Maximum Overs in a Day's Play (combined junior & senior competitions)
Under 19	8	20
Under 18	7	18
Under 17	6	16
Under 16	6	14
Under 15	5	12
Under 14	5	10
Under 13	4	8
Under 12	4	8
Under 11	3	6
Under 10	2	4

- e) Minimum rest period - following a spell of bowling a fast or medium pace bowler must be rested for double the number of overs they bowled.
- f) A bowler who has bowled a spell of fewer than the maximum number of overs set out in the table above may resume bowling prior to the completion of the minimum rest period, but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
- g) For the purpose of calculating a bowlers minimum rest period, any interruption to play due to wet weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end, and a scheduled luncheon interval of 40 minutes shall count as 6 overs from each end.

26. **FINES**

- a) If fines imposed on a club with respect to any violation of the rules are not paid by the following Management Committee meeting, the club concerned will be suspended from the competition until such fines are paid. Matches not played by offending clubs because of suspension will be regarded as forfeits for point scoring purposes.
- b) It is the responsibility of each club to provide a delegate to each monthly delegates meeting as well as any duly advised Annual General or Special General meetings. Failure to provide a delegate will result in a fine of \$100 being imposed upon the club.

27. **FINANCIAL OBLIGATIONS**

- a) Similarly, any club not fulfilling its financial obligations to the Association with regard to registration fees, match fees, wicket and curating fees and other such fees as the Association may impose within one month of such fees being declared, will lose all points gained during that period between successive Delegates meetings. Failure to pay within the next seven days will see the offending club suspended from the competition.
- b) Overdue accounts will attract a penalty rate of 15% on the overdue amount or \$20 whichever is greater.
- c) Accounts are to be collected at each Delegates meeting.

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28. DUTIES OF CAPTAINS / UMPIRES

- a) Umpires shall complete man of match forms each day for First Grade (at least 2 hours play must have been possible). These are to be submitted to the Association Secretary within 72 hours of the match completion.
- b) Umpires shall complete match report forms (all grades). These are to be submitted to the Association Secretary within 72 hours of the match completion.
- c) Captains shall hand team list to the umpire, or to each other if there is no umpire present, prior to tossing.
- d) Captains shall complete a match report form . These are to be submitted to the Association Secretary within 72 hours of the match completion.
- e) A protest or dispute concerning the result of a match must be entered in both scorebooks as well as on the scoresheet when being signed at the end of the match.
- f) Both official and unofficial umpires shall sign the scorebooks to verify their attendance. Failure to do so may result in no umpire payment being made to the umpire(s) not signing the scorebook.
- g) The Management Committee, each season, shall endorse payment for umpires officially appointed to games. All finals as determined by the WWDCA. Umpires must sign scorebooks to verify attendance.

29. CODE OF CONDUCT

- a) Captains / umpires MUST ensure that the game is played in a congenial atmosphere. The Association will not tolerate the use of abusive and offensive language, on or off the field, during a game. The all too common practice of sledging, bat and cap throwing; etc; are banned.
- b) Players must accept the umpire's decision as final: if a dispute arises the umpires and / or player(s) should notify the Association in writing within 5 days of the incident.
- c) The Association when considering a dispute or an official report by an umpire may request the player(s) and umpire to give a verbal explanation of the circumstances.

30. USE OF SPORTING GROUNDS

- a) Cleaning of grounds and amenities are to be maintained at all times in a clean condition by the sporting clubs involved.
- b) Consumption of alcohol on or off the field by players, during the scheduled hours of play, is not permitted. Non compliance with this rule by teams will mean automatic loss of points for that game and / or a fine of \$250 on the offending club. If a team of a club continues to offend, the WWDCA Management Committee has the right as per the Association's Constitution to suspend the club or team from the competition.
- c) Motor Vehicles are not to be driven or taken onto any Council sportsground except where special parking facilities are provided within the limits of such sportsgrounds.

31. VEHICULAR DAMAGE

- a) All players, officials and spectators at any sanctioned W.W.D.C.A. match or club training facility have a duty of care to ensure that they do not park their vehicle in a position where it risks being hit by a cricket ball and that they utilise existing car park and street parking.
- b) Any vehicular damaged caused by a cricket ball at a club training session where the vehicle owner has shown duty of care when parking the vehicle in a designated car park or street parking shall be the responsibility of the club.
- c) Any vehicular damaged caused by a cricket ball at any sanctioned WWDCA match where the vehicle owner has shown duty of care when parking the vehicle in a designated car park or street parking shall be the responsibility of the W.W.D.C.A.
- b) Any claim made on the W.W.D.C.A. for vehicular damage must be made in writing detailing the incident and showing the parking position of the damaged vehicle in relation to the oval.

32. VENUE DAMAGE or SPECTATOR INJURY

All players and officials at any sanctioned W.W.D.C.A. match or at any sanctioned match or club training have a duty of care to ensure that they do not do any training outside the match times in the immediate vicinity of buildings that may be damaged (eg; those with glass) by cricket balls.

33. EXTREME HEAT

Prior to the commencement of the competition season, the WWDCA Executive shall nominate a "Match Day Committee" which shall decide on any scheduled day of play whether extreme heat conditions exist and if deemed so, then shall cancel the scheduled days play.

Section 2 - One Day Playing Conditions - Variations to By-Laws

1. MATCH DURATION & TIMES

- a) Each side shall have a maximum of 40 - 6 ball overs. In the event that rain, bad light or other unavoidable circumstances (eg; injury) causes play to be interrupted; for every 3 minutes lost after the first 10 minutes lost, one over is deducted from the 80 over match. The minimum number of overs required for a match is 30 (15 per side).
- b) Note : 7.00 pm deadline does not apply.
- c) All competition matches commence at 1.00 pm with a change of innings of 10 minutes and one drink break of 5 minutes per innings.
- d) Each team shall only be entitled to a single innings per match with a maximum of forty (40) overs per innings.
- e) The square leg umpire shall not be permitted to hold drinks on the field while umpiring unless agreed upon by both captains.

2. BOWLING

- a) Each bowler shall have a maximum of 8 overs in an innings with the exception of players under the age of 19 where "Junior Age Restricted Bowling Limits" apply as detailed in Section 1 General By-Laws.
- b) Any short pitched delivery rising above the shoulder of the batsman standing upright at the crease shall be called and signalled a no ball by either umpire.
- c) In First & Second grades; any ball bowled down the legside of the batsman shall be declared a 'wide' by the umpire.
- d) In the event of a bowler breaking down & being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowlers limit is concerned.
- e) Any part over completed shall count a full over in determining number of overs bowled & for award calculations.

3. FIELDING RESTRICTIONS

- a) In first & second grade matches only; in overs 1-10 inclusive, no more than 3 players may be more than 30 metres from the batting crease at either end of the pitch. If the umpire determines any infringement of this rule, they shall call a "no-Ball".
- b) In first & second grade matches only; in overs 11-40 inclusive, no more than 5 players may be more than 30 metres from the batting crease at either end of the pitch. If the umpire determines any infringement of this rule, they shall call a "no-Ball".

4. FORFEITS

Refer to Section 1 – General By-Laws.

5. DOWNGRADING

Refer to Section 1 – General By-Laws.

6. PLAYERS ATTIRE

Refer to Section 1 – General By-Laws.

7. POINTS AND SCORING

- a) In first to third grades; all points scoring will be under the incentive bonus points system calculated as 0.01 per run and 0.2 per wicket. In fourth and lower grades, there shall be no bonus points awarded at all. In either competition, the maximum batting points shall be limited to 9.
- b) Points shall be allotted as follows :-

	ONE DAY MATCH
One Day Match - Win	6 points + bonus points gained
One Day Match - Tie	3 points + bonus points gained
One Day Match - Tie	0 points + bonus points gained
Wash Out / Drawn Match	3 points + bonus points gained
Unplayable	Average points for the round for that grade
Forfeits	The team receiving the forfeit will receive the maximum points gained by any team in that grade in that round
BYE	The team receiving having the BYE will receive the average of the winning points from all matches in that grade in that round

8. SCORESHEETS AND DISPUTES

Refer to Section 1 – General By-Laws.

9. DUTIES OF CAPTAINS / UMPIRES

Refer to Section 1 – General By-Laws.

10. BALL

Refer to Section 1 – General By-Laws.

Section 3 - Two Day Playing Conditions - Variations to By-Laws

1. MATCH DURATION & TIMES

- a) All competition matches will commence at 1.00 pm with a tea break from 3.15 pm to 3.30 pm. One drink break of 3 minutes will be allowed per session at no sooner than the half way point or at the discretion of captains. It is recommended that the batting side bring the drink container(s) onto the field to expedite completion of the drinks break.
- b) The first 2 innings of any match shall consist of a maximum of seventy (70) — 6 ball overs per side.
- c) Play shall finish on the first day after seventy (70) overs have been completed except where the team batting first has been dismissed after sixty (60) overs in which case the captain of the team batting second has the choice to elect to commence their innings on the second days play or commence their innings immediately. Where the team batting second commences their innings on day one, three (3) overs shall be deducted from the allowable seventy (70) overs for the first days play.
- d) No declaration shall be made after the commencement of the 66th over of either teams first innings.
- e) A partially completed over is deemed to be a completed over.
- f) For third and fourth innings, normal rules apply including 20 overs in the last hour commencing at 4.30 pm. Should changes of innings take place in the last hour, 3 overs shall be deducted. If play is interrupted for rain, light or other unavoidable circumstance, deduct one over for every 3 minutes lost.
- g) In the event of rain or light or other unavoidable circumstance causing play to be abandoned or interrupted or the start delayed on the first day and the side not being dismissed, those overs bowled will be added to the scheduled overs for the second day and halved to determine the overs per innings. For every 3 minutes lost after the first 20 minutes lost, one over is deducted from the **140** overs allocated for the match. If rain intervenes during any day's play, play should continue after 6.00 pm until conditions are not suitable, or until 7.00 pm
- g) A match on day one must have a minimum of six (6) overs completed to constitute the match having reasonably commenced. Should a match be suspended by the umpire(s) on day one and unable to continue for the remainder of the day without six (6) overs completed, then the match shall be played as a one day match under one day by-laws and conditions on the scheduled second day. Runs and wickets shall not be counted for individual awards if day one does not have the six (6) overs completed.
- i) The side batting second must receive, if possible, their entitled overs when interruptions occur on the second day. Should it be impossible to bowl the entitled overs prior to 7.00 pm and the second side is not dismissed or has not scored the necessary runs, the match is drawn.
- j) In the event of day one being washed out completely, or the playing arena being unfit for play, the match shall revert to a one-day match as per the rules for one-day games.

2. BOWLING

- a) There shall be no restriction on the number of overs a player may bowl in an innings with the exception of players under the age of 19 where "Junior Age Restricted Bowling Limits" apply as detailed in Section 1 General By-Laws.
- b) Any delivery which, after pitching, passes over the head height of the batsman standing upright at the crease shall be called as a "bouncer". In a two day match, a bowler shall be allowed to bowl one (1) bouncer per over. Should a bowler exceed one (1) bouncer per over, then the additional ball(s) shall be called a wide by the umpire
- b) In the event of a bowler breaking down & being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowlers limit is concerned.
- c) Any part over completed shall count a full over in determining number of overs bowled & for award calculations.

3. BALL

Refer to Section 1 – General By-Laws.

4. REPLACEMENT PLAYERS

- a) Teams competing in two day matches other than first grade shall be allowed to have a player receive a 'replacement' player in the event that they are not able to compete on both days of the two day match. The player being replaced and the replacement player are to be nominated on the team sheet prior to the scheduled commencement of the match.
- b) Replacement players coming from a grade below for the absent day shall play the other day back in their originally selected grade. Players filling in from a lower grade other than the immediate lower grade can return to the grade from which they came without being subject to normal downgrading rules.
- c) Performance statistics (runs, wickets, catches, stumpings; etc;) of the replacement player are not attributable to the player being replaced, but shall remain with the replacement player.
- d) There shall be unlimited preliminary round matches in which this 'replacement' player by-law can be applied with a maximum of only one 'replacement' player being used in any one match.
- e) Replacement players shall not be allowed in any finals matches.

Section 3 - Two Day Playing Conditions - Variations to By-Laws

5. PREMIERSHIP FINALS

- b) Semi-Finals will be played between teams based on their position on their ladder at the completion of the preliminary rounds where 1 v 2 and 3 v 4 shall play. The Preliminary Final will be between the loser of 1 v 2 and the winner of 3 v 4. The Grand Final will be played between the winner of 1 v 2 in the Semi Final and the winner of the Preliminary Final.
- c) Scheduled hours of play shall be :-
DAYLIGHT SAVING TIME (DST)
 Saturday commence – 1.00 pm
 Sunday commence – 1.00
NON-DAYLIGHT SAVING TIME (non-DST)
 Saturday commence – 12.00 pm (tea break also brought forward one hour)
 Sunday commence – 12.00 pm (tea break also brought forward one hour)
- d) In the event of interruption one (1) over will be deducted from the scheduled overs to be played for every full 3 minutes lost during the innings of the side batting first.
- e) In the event that the team batting second cannot receive the same number of entitled overs as the team batting first and no result has been obtained the match is drawn. Close of play in interrupted matches shall be at the discretion of the umpire.
- f) In the event of interruption on day one, the umpire may at his discretion, extend the hours of play on day two with a revised start time no earlier than 11.00 am. Should this occur, the ground curator must be informed after the close of play on day one.
- g) Each team must receive one innings of a minimum forty (40) overs to constitute a match otherwise the match shall be declared a draw.
- h) Should the match enter a third or fourth innings, normal rules apply including 20 overs in the last hour commencing at 4.30pm DST (3.30pm non-DST) on the second days play.
- i) In the event of the match ending in a draw or tie, the match winner shall be the team that finished highest at the end of the normal competition rounds.
- j) A team captain may concede defeat and end the match if their team is in a position of having had their first innings batting total passed and he believes there is no foreseeable chance of an outright decision in the match.

6. POINTS AND SCORING

- a) In first to third grades; all points scoring will be under the incentive bonus points system calculated as 0.01 per run and 0.2 per wicket in the first innings of each team only (play entering a third & fourth innings shall only be in the pursuit of an outright victory). In fourth and lower grades, there shall be no bonus points awarded at all. In either competition, the maximum batting points shall be limited to 9.
- b) Points shall be allotted as follows :-

	TWO DAY MATCH
1 st innings win	10 points + bonus points gained
1 st innings tie	5 points + bonus points gained
1 st innings loss	0 points + bonus points gained
2 nd innings win	15 points + 1 st innings results points
2 nd innings tie	1 st innings result points + 7.5 points
2 nd innings loss	0 points + 1 st innings results points
Wash Out / Drawn Match	5 points + bonus points gained
Unplayable	Average points for the round for that grade
BYE	The team receiving the forfeit will receive the maximum points gained by any team in that grade in that round
Forfeits	The team receiving the forfeit will receive the maximum points gained by any team in that grade in that round

