

**BOX HILL REPORTER
DISTRICT CRICKET
ASSOCIATION INC**

**Senior
Competition Rules**



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**Contains all amendments up to and including those approved at the
2017/18 Annual Rules Meeting, held 1/5/2018 (Pre AGM) & 28/5/2018 (AGM)
As passed by Club Delegates 28/5/2018**

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For the purposes of these Rules the following abbreviations and short forms apply...

- **BHRDCA** means **Box Hill Reporter District Cricket Association Inc.**;
- **Association** means **BHRDCA**;
- **CoM** means **BHRDCA Committee of Management**;
- **Club** means **a club affiliated with the BHRDCA**;
- **80 or (80)** means **80 Over Two Day competition**;
- **80 OD or (80 OD)** means **80 Over One Day competition**;
- **64 or (64)** means **64 Over Two Day competition**;
- **SI or (SI)** means **Split Innings competition**;
- **UA** means **BHRDCA Umpires Association**;

DISCRIMINATION AND VILIFICATION

No person, subject to these Rules, shall act towards or speak to any other person in a manner, or engage in any other conduct which threatens, disparages, vilifies, discriminates or insults another person (“the person vilified”) on any basis, including but not limited to, a person’s race, religion, colour, descent or national or ethnic origin, special ability/disability or sexual orientation, preference or identity

COMPETITION RULES

These Rules supersede all versions dated before the date shown at the foot of this document

1 COMPETITION

(a) Laws of Cricket

Competitions arranged by the Association shall be played under the Marlybone Cricket Club (M.C.C.) Laws of Cricket Code 2017, as adopted by Cricket Australia and Cricket Victoria except where otherwise provided for in these Rules and with the exceptions listed below where the M.C.C. Laws of Cricket Code 2017, **DO NOT APPLY** to the BHRDCA Senior Competition:

- (i) Laws with reference to the Awarding of Penalty Runs;
- (ii) Laws with reference to, or the application of “Turf” or natural surface cricket;
- (iii) Law 24 which covers Fielder’s absence and Substitutes;
- (iv) Law 42 which covers Player’s misconduct and levels of sanctions.
- (v) Law 38 **MANKAD mode of dismissal** - **NO** batter in **ANY SENIOR GRADE** may be dismissed by **“MANKAD”** mode of dismissal. Umpires (or where no Umpire is appointed); Captains are to warn batters as to their obligations not to use this Rule as an opportunity to **“steal runs”**. Subsequent breaches are to result in a **“dead ball”** call, no run recorded and the ball re-bowled.

(b) Grades

- (i) Teams taking part in the Competition(s) may be divided into grades and playing formats (e.g. Two Day 80 Overs, Two Day 64 Overs, Split Innings, One Day etc.), as decided by the CoM.
- (ii) The highest grade of the Premier Competition is to be known as the **“Ray McIntosh Shield” Grade**, the second Grade is to be known as the **“Howard Wilson Shield” Grade** and the third Grade as the **“Dorothy McIntosh Shield” Grade**
- (iii) All Senior Grades as determined by the CoM will be ranked highest to lowest alphabetically i.e. A – Z or numerically i.e. 1- 10 except where grades are named (Refer (ii) above)

(c) Matches

Notwithstanding the provisions herein, matches shall be played on dates and at times as decided by the CoM which may introduce Competition Rules to accommodate matches played on such dates and at such times as not to be adequately described in these Rules.

(d) Points

Points shall be allocated as follows...

- 10 points for outright win if winning team leads first innings
- 8 points for outright win where first innings is a tie
- 7 points for outright tie if ahead on first innings
- 6 points for outright win if winning team behind on first innings
- 5 points each for outright tie if tied on first innings
- 6 points for first innings win
- 4 points for first innings win if beaten outright
- 3 points for each team for tie on first innings
- 3 points for outright tie if behind on first innings
- 3 points for a draw
- 2 points for outright loss if tie on first innings

If no play is possible on the complete day or days of any scheduled match, and where a 1st Innings result has not already been achieved, such match shall be declared a draw.

The CoM will be the **sole determinant** of any round being declared an **Abandoned Round**.

Unless determined by the CoM as an **Abandoned Round**, all rounds cancelled or deferred due to Extreme Conditions will be declared **Drawn**

All Forfeits will be **awarded Maximum Points obtained for the Round** in the respective grade **(to a Maximum of 6)**, except where these occur in an **Abandoned Round**, in which **NO MATCH POINTS** shall be awarded.

All Byes will be awarded **NO MATCH POINTS**

In grades where an **unequal number of Byes occur**, the final home and away Round Ladder points will be calculated by Match Points obtained / Matches Completed ratio e.g. In an 11 round season, Team A plays 9 matches, and 2 Byes, and wins 4 games one of which is an outright win and obtains a draw; Total match points = 31, match ratio = 31/9 (3.44), while Team B plays 10 matches, and 1 Bye and wins 5 and obtains a draw; Total match points = 33, match ratio = 33/10 (3.30); i.e. Team A with the higher match ratio, despite not having won as many matches as Team B, will be placed higher on the Ladder.

(e) Readiness for Play and the Toss

Matting, boundary markers (where applicable) and stumps shall be fixed 20 minutes prior to the start of play. The two opposing captains shall toss in the presence of the Umpires not less than 20 minutes prior to the start of play. The captain winning the toss shall immediately signify their intention to the opposing captain and Umpire(s).

In the event of extreme conditions, bad light and/or ground conditions delaying the start of, or interrupting play, both teams shall assist in making the ground ready for play. The home team shall have a broom available. Any Club failing to comply with this clause shall be fined for each breach in accordance with **Rule 15: Schedule of Administration Fees**.

(f) Team Sheets

Team sheets **must be** exchanged by the two captains prior to the toss being made. Any Club infringing this Rule may be deemed to have forfeited the match in which such infringement took place, and may be dealt with as the CoM thinks fit. **(Rule 10b (iii))**

(g) Percentages

If two or more teams are equal on points, their relative positions shall be determined by percentages calculated by:

- (i) dividing total runs scored by total wickets lost, (batting average),
- (ii) dividing total runs against by total wickets taken, (bowling average),
- (iii) dividing the batting average (i) by the bowling average (ii)

A team declaring its innings or having it compulsorily closed under **Rules 2 or 3** shall be deemed to have lost only those wickets which have actually fallen

(h) Late Start

Any club causing a late start may be fined, as determined by the CoM, for each offence according to **Rule 15: Schedule of Administration Fees**. If play does not commence within 30 minutes of the scheduled time without such explanation as shall be deemed satisfactory by the CoM, the offending Club shall be deemed to have forfeited the match and be penalised according to **Rule 15: Schedule of Administration Fees**. The opposing team shall receive six points for the forfeit in that match. **(Rule 10b (iii))**

(i) Drinks Breaks

One drink break is permitted at the mid-point of each session provided there has been no loss of play prior to that time during that session. For 1:00 p.m. start matches the break times are 2:10 p.m. and 4:50 p.m.; for 1:30 p.m. start matches the break times are 2:30 p.m. and 4:55 p.m.

With agreement of both captains prior to start of play on any day the breaks may either be foregone or, on days of extreme heat, additional breaks scheduled for each session with times adjusted accordingly (e.g. a break about every 45 minutes). Breaks are to be taken at the end of an over or at the fall of a wicket and should take no longer than five minutes.

(j) Contrived Result

- (i) If the CoM suspects reasonably that competing clubs with or without the involvement of any other person or club have colluded to contrive the result of a match, it shall have full authority to investigate or direct the investigation of a match, the actions of club officials, team captains, players and/or any other person(s) involved with such a match.
- (ii) Given a finding that contrivance of the outcome of a match or collusion in an attempt to bring about such contrivance has occurred, the CoM may at its absolute discretion do one or more of the following:
 - impose a fine or fines;
 - suspend a captain or player;
 - disallow any points earned by a club in respect of the match;
 - amend any points earned by a club in the match; or
 - take any action it deems appropriate

(k) Player Absent at the Commencement of Play

On late arrival a player named on the Team Sheet may participate in the match – i.e. fielder; at the commencement of the next over; Batter; at the fall of the next wicket.

(l) Fielder Leaving the Field during Play

A fielder may be absent from the field for up to 15 minutes, without incurring a penalty.

For periods exceeding 15 minutes playing time, a player will not be permitted to **bat or bowl** until they have been on the field for at least the length of playing time for which they were absent.

- (i) Unserved penalty time shall not be carried over into a new day's play;
- (ii) If, in the case of a follow-on, a team fields for two consecutive innings, this restriction shall, subject to (i) above, continue as necessary into the second innings, but shall not otherwise be carried over into a new innings.
- (iii) The Time lost for an unscheduled break in play shall be counted as time on the field of play for any fielder who comes on to the field at the resumption of play after the break.

(m) Batter Requiring a Runner

A batter may make use of a runner, if in the opinion of the Umpire, (or where no umpire is present – the opposing team captain), the batter was injured during the course of the match. The runner must be externally equipped in the same manner as the batter viz. batting pads, helmet, gloves etc.

(n) Fielders on the Leg Side

There is **NO RESTRICTION** on the number of fielders allowed on the leg side; except that **NO MORE THAN TWO** fielders may be positioned behind the popping crease on the leg side at the time the ball is bowled.

(o) Use of a Substitute

Any requirements for the use of a Substitute fielder can only be initiated when the following criteria are met...

- (i)** The Substitute must be a MyCricket Club registered player (Refer Attachment 8 – MyCricket Administration)
- (ii)** The Substitute can only take the field after consultation with, and the consent of, the controlling Umpire(s) and/or opposition captain
- (iii)** The Substitute can only take the place of a player who has sustained an injury or illness during play - and **cannot** be used in place of a player with a pre-existing condition
- (iv)** The Substitute player may not bat, bowl but **MAY WICKET-KEEP**

(p) Interchange of Players between Associations/Competitions

A player cannot play with two different Saturday associations across the same Weekend or Round (i.e. BHRDCA and any other Senior Grade competition)

Example where the above applies...

A player cannot represent the BHRDCA on a Saturday and any other Saturday Association where it schedules a match on Sunday of the same weekend, or the following weekend if the designated round of the BHRDCA is a fixtured Two Day match.

Exceptions to this Rule may be considered under lodgement of a Permit (Refer Attachment 7)

NOTE: This Rule does not apply to players participating in designated Sunday competitions

(q) Defined Boundary

Any cricket boundary or boundary markers for matches within the BHRDCA, must be placed at minimum 2.74m (3 Yards) from any fixed or immovable object, including, but not limited to fencing, concrete perimeters (gutters), trees, or other solid structures that may cause injuries to fielders e.g. Goal Posts, Fence Signage etc

(r) Use of Artificial Lighting

In BHRDCA afternoon fixtured matches artificial lighting, i.e. that provided by Lighting Towers (where installed), Ground Lights, Car headlights etc. **IS NOT** permitted to augment natural light, and cannot be used when natural light falls below the standards expected and controlled by the Appointed Umpire or Umpires, or when no umpire stands, by mutual agreement between the Captains.

2 TWO DAY MATCHES

(a) Playing Hours

Normal playing hours

- 80 Over Grades – 1:00 p.m. to 6:00 p.m.
- 64 Over Grades – 1:30 p.m. to 5:30 p.m.

NOTE: An additional 10 minutes per each change of innings per day is allowed

On non Daylight Savings playing dates, play shall commence 30 minutes earlier and conclude 30 minutes earlier than the designated times above.

Playing time can be extended on Day One to make up time lost due to extreme conditions, bad light or exceptional circumstances for a maximum of 17 Overs (**Refer Table 1**)

Playing time can be extended on Day Two to make up time lost due to extreme conditions, bad light or exceptional circumstances. The extension of time is to be equal to the time lost up to a maximum of 17 Overs (**Refer Table 1**) for the match after the scheduled stumps time. Any time lost on Day One can also be made up on Day Two; some examples follow in the Table below

Day 1	Day 2
No Time lost	17 Overs available for match time lost can be played on Day 2
Time lost 21 Minutes; Play can be extended 6 Overs	11 Overs available for match time lost can be played on Day 2
Time lost 28 Minutes; Play can be extended 8 Overs	9 Overs available for match time lost can be played on Day 2
Time lost 49 Minutes; Play can be extended 14 Overs (Maximum 17 Overs is available across the Match)	3 Overs available for match time lost can be played on Day 2

(b) Tea Interval

A twenty minute tea interval shall be taken at the completion of the over in progress at 3:20 p.m. (2:50 p.m.) unless:

- at the time nine wickets are down, or where 20 runs or less are required, in which case play will continue for a period not exceeding 30 minutes or until the innings is completed,
- an innings is completed after 2:50 p.m. (2:20 p.m.), or there is a stoppage caused by extreme conditions, bad light or exceptional circumstances at or after 2:50 p.m. (2:20 p.m.), in which case tea will be taken immediately,
- a wicket falls within three minutes of the tea interval, in which case tea will be taken immediately, except as in (i) above,
- play on any day starts at or after 2:50 p.m. (2:20 p.m.) in which case no tea break will be taken

(c) Overs in a Day

Maximum overs to be bowled in a day's play unless reduced under other provisions of this Rule shall include...

1. 80 Overs for Two Day Open competitions
2. 64 Overs for Two Day Reduced Over competitions
3. 80 Overs for One Day Open competitions
4. 64 Overs for Two Day Split Innings and Reduced Over competitions

The umpire(s) prior to recommencement of play after any break shall advise both captains of the number of overs remaining to be bowled. If necessary play will continue after 6:00 p.m. until the required overs have been bowled. The umpire(s) shall signal to the scorers at the start of the first over commenced after the specified finishing time. The scorebook shall be marked accordingly.

The day's play shall cease when the required overs (or the reduced overs – **Refer Table 1**) have been bowled.

NOTE: When playing time has been extended under **Rule 2(a)** the overs shall be bowled by the rescheduled finishing time.

(d) Follow-on and Declaration

Follow-on

A team which bats first and leads by at least eighty (80) runs may require the opposing team to follow-on. The captain must advise the opposing captain and the Umpire(s) of their intention. Where the innings of the team batting second is completed at the close of play on the first day the opposing captain must be advised of a follow-on request no later than 15 minutes before the scheduled start of play on the second day. Failure to comply with this requirement will force the follow-on to be effective from the scheduled start of play.

Declaration

The captain of the team batting may declare an innings closed when the ball is dead, at any time during the innings. The captain must advise the opposing captain and Umpires. If no declaration is made at the end of the first day's play, a declaration must be advised no later than 15 minutes before the scheduled start of play on the second day. Failure to comply with this requirement will force the declaration to be effective from the scheduled start of play.

(e) Reduction in Overs

The overs shall be reduced at the rate of one per full three and a half minutes for playing time lost due to **Refer Table 1**:

- Extreme conditions, bad light; or
- Exceptional circumstances which in the opinion of the Umpire(s)/Captains were beyond the control of either team.

If the reduced number of overs is bowled by the specified finishing time then no penalties will apply.

NOTE: When time lost is 60 minutes or less and the time lost is able to be made up under **Rule 2(a)** there is no reduction to the overs. Where time lost exceeds 60 minutes and time is able to be made up under **Rule 2(a)** the reduction applies to the time lost in excess of 60 minutes.

(f) Slow Over Rate

Umpire(s), where appointed, shall report the actual start and finish time on each day. The report by the umpire(s) shall further indicate;

- the number of overs incurring penalty bowled beyond the specified finishing time, and
- the subsequent apportionment of penalty to each team.

NOTE: The apportionment (in terms of full overs) may be made wholly or partially to the batting and/or bowling team. Penalties will be applied according to **Rule 5: Slow Over Rates**. This penalty also applies to overs bowled after a rescheduled finishing time under **Rule 2(a)**.

(g) Compulsory Closure

A Compulsory Closure applies...

- where a full day's play is achieved on the first day

(i) Innings of Team Batting First

- The innings of the team batting first shall be compulsorily closed when the required overs have been bowled for the day.
- The number of completed overs includes the final over of the innings even if a full six fair deliveries may not have been bowled in the over
- If the innings of the team batting first is interrupted by extreme conditions, bad light or exceptional circumstances after 6:00 p.m. (5:30 p.m.), if playing time has been extended under **Rule 2(a)**, and the overs completed are within the totals of **Table 2**, compulsory closure applies.

(ii) Innings of Team Batting Second

- The second team shall commence its innings on Day 2, after the first team has received its allotted overs, i.e. 80 or 64 Overs

(iii) Result of Match

- The match shall be decided by the number of runs scored in each first innings irrespective of wickets lost unless an outright decision is reached.

(h) Non Compulsory Closure (innings of the team batting first is completed or declared)

Non Compulsory closure conditions apply when;

- the innings of the team batting first is completed on the first day; or
- the team batting first declares its inning closed; or
- the first innings of both teams is completed; or
- more than 60 minutes playing time is lost in the match

(i) Completion of Innings on First Day

- Where the innings of the team batting first is completed on the first day, the team batting second is entitled to receive the balance of scheduled overs on the first day (except where this coincides with a break tea, extreme conditions, bad light or exceptional circumstances of more than 60 minutes) plus the required overs on the second day. Example: First team dismissed in 72nd over, second team entitled to bat 88 overs as the balance of 160 overs left to be bowled in the match
- Where the innings of the side batting first is dismissed on Day 1, and there is **less than 10% of the over's remaining** (e.g. 80 over's - <8 over's, 64 overs - <7 overs etc) to be bowled, the side batting second has the option to commence their innings on Day 1 and receive the remaining overs available, in addition to their full entitlement of overs on Day 2, or choose to commence batting on Day 2 and forfeit the remaining overs available on Day 1.
- If the team Batting first declares its innings closed on Day 1, a Full days play (e.g. 80/64 Overs) must take place
- Unless dismissed beforehand, the total number of overs received by the team batting second shall be no less than those received by the team batting first and play shall continue to this end (conditions permitting) on the second day beyond the scheduled finishing time without penalty.

(ii) First Innings of Both Teams Completed

The match continues for the required overs on each day not coinciding with a break (tea, extreme conditions, bad light or exceptional circumstances) and ends immediately an outright decision is reached.

(iii) Loss of More Than 60 Minutes Playing Time in a match

- Where more than 60 minutes playing time is lost in a match, the team batting first is entitled to bat into the second day up to an innings maximum of 80 (64) overs.
- The second team is then entitled to receive the balance of the overs on the second day

(iv) Second Innings

If sufficient time remains after completion of both first innings' a new innings shall commence and play shall continue until the remaining overs have been bowled.

(v) Result of Match

Provided the team batting second has received at least the same number of overs as the team batting first, the winner shall be the team scoring the greater number of runs in the first innings irrespective of wickets lost unless an outright result is achieved. Where the team batting second has not received at least the same number of overs in its first innings, as the team batting first (having not been dismissed nor having passed the score beforehand), the match will be drawn.

(i) No Play, Cancellation of Play

On the first day where less than half the scheduled overs are completed or play has not commenced by 3:40 p.m. (3:10 p.m. non daylight saving), play shall be cancelled and scores declared null and void.

The match shall then be played as a One Day match under **Rule 3** and a new toss made on that day.

Where at least 50% of scheduled Two Day matches in the competition, have been cancelled under this criterion, the CoM will determine the rescheduled nature of any such matches as One Day games

This Rule does not apply to Finals matches.

(j) Last Over of Days Play

Any over commenced after the scheduled finishing time, shall be completed notwithstanding a fall of wicket(s)

(k) Cessation of Play

If a first innings result has been reached and there is no likelihood of any further result, the captains by agreement may request the Umpire(s) to draw stumps at any time after 4:30 p.m. (4:00 p.m. non daylight saving) on the second day.

(l) Reduced Overs Restrictions (Non Split Innings Format – currently 64 Over Matches)

- A bowler can bowl a maximum of 15 overs in the first 64 overs of the innings, while no restrictions apply for any second innings
- A batter who reaches 100 runs **must retire on the ball on which they reach 100** and they will be deemed to be Retired Not Out and may not return to bat in that innings i.e. the teams innings is deemed compulsorily closed once all wickets have been lost including any 100 run retirements

(m) Fast Short Pitched Deliveries (Limit per Over)

A bowler is limited to **TWO** fast short-pitched deliveries per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

If a **THIRD** such delivery is bowled in the same over either Umpire will call and signal **NO BALL** and caution the bowler

If the bowler is No balled for the same offence a second time in the innings, the Umpire will issue a final warning

If the bowler is No balled for the same offence a third time in the innings, the Umpire will direct the fielding captain to suspend the bowler immediately. The bowler will not be permitted to bowl again in the innings

Another bowler may need to complete the over.

(n) Fast Short Pitched Deliveries (Above head height)

A fast short pitched ball, which passes or would have passed above head height of the striker standing upright at the popping crease, is to be called a **NO BALL (Refer Rule 7)**

3 ONE DAY MATCHES

(a) Playing Hours

Normal playing hours

- 80 Over Grades – 1:00 p.m. to 6:00 p.m.
- 64 Over Grades – 1:30 p.m. to 5:30 p.m.

On non Daylight Savings playing dates, play shall commence 30 minutes earlier and conclude 30 minutes earlier than the designated times above. There will be **NO SECOND INNINGS** for either team.

(b) Compulsory Closure

- If the team batting first has not completed its innings, the innings shall be compulsorily closed on the completion of 40 (Or 32 in Reduced Over Grades) overs being bowled or such lesser number as determined under **Rule 3(e)**.
- The team batting second, if not dismissed is entitled to bat for 40 (Or 32 in Reduced Over Grades) unless a result is achieved beforehand, whereupon the match must end

(c) Slow Over Rate

In Grades specified by the CoM, the Umpire(s) may report teams in respect of any or all required overs commenced after the innings finish time specified in **Table 3**. Also refer **Rule 5: Slow Over Rates**, where penalties may apply.

(d) Dismissal

If the team batting first is dismissed in less than 40 overs the team batting second is entitled to bat for a maximum of 40 overs (unless a result is achieved beforehand) whereupon the match must end

(e) Late Start and Interruptions to Play

- (i) In the event of late start due to extreme conditions, bad light or exceptional circumstances time is to be equally divided, allowing three and a half minutes per over to ascertain the number of overs to be bowled (**Refer Table 3/Table 4**).
- (ii) If extreme conditions, bad light or exceptional circumstances interrupt play for more than 30 minutes in aggregate, the match shall conclude under **Rule 2(h)** Non Compulsory Closure Conditions with the proviso that the innings of the team batting first is limited to a maximum of 40 overs or lesser number as reduced under these Rules.
- (iii) Where more than 30 minutes are lost in aggregate over both innings the number of overs to be bowled will be reduced by one over for each three and a half minutes lost. The Umpires shall notify the scorers of the number of overs to be bowled in each innings.
- (iv) Playing time can be extended to make up time lost due to extreme conditions, bad light or exceptional circumstances. The extension of time is to be equal to the time lost up to a maximum of **30** minutes on the day after the scheduled stumps time.
- (v) If the match has not commenced by 3:15 p.m. (2:45 p.m. non daylight saving) then play is abandoned. NOTE: For interrupted play refer to the Loss of Overs (**Refer Table 3/Table 4**).

(f) Result of Match

Provided the team batting second has received at least the same number of overs as the team batting first, the winner shall be the team scoring the greater number of runs in the first innings irrespective of wickets lost. Where the team batting second has not received at least the same number of overs in its first innings, as the team batting first (having not been dismissed nor having passed the score beforehand), the match will be drawn.

(g) Bowling Restriction – One Day Matches in Two Day Grades

At least four bowlers are to be used in each innings, where the days play is conducted under non Compulsory Closure conditions, with the maximum number of overs to be bowled by any bowler being limited to;

- In Two Day Matches (80 Over Grades) – Ten in a full days play (40 overs per team); or
- In Two Day Matches (Reduced Over Grades) – Eight in a full days play (32 overs per team)

Where play starts late and a reduced number of overs are to be bowled as determined under **Rule 3(e)**, no bowler may bowl more than 25% of the scheduled overs in any innings.

(h) Bowling Restriction (One Day Grade Competitions)

In grades designated by the CoM as One Day Grades the maximum number of overs to be bowled, by any bowler, is eight or 20% of the scheduled overs bowled in any innings, if the innings is to consist of less than 40 overs.

(i) Batting Restriction (One Day Grade and 64 Over Two Day Grade Competitions)

A batter who reaches 50 runs **must retire on the ball on which they reach 50** and they will be deemed to be Retired Not Out and cannot return to bat in that innings i.e. the innings is deemed compulsorily closed once 10 wickets have been lost including any retirements

(j) Fast Short Pitched Deliveries (Limit per Over)

A bowler is limited to ONE fast short-pitched delivery per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

If a SECOND such delivery is bowled in the same over either Umpire will call and signal NO BALL and caution the bowler

If the bowler is No balled for the same offence a second time in the innings, a final warning will be applied by the Umpire

If the bowler is No balled for the same offence a third time in the innings, the Umpire will direct the fielding captain to suspend the bowler immediately. The bowler will not be permitted to bowl again in the innings

Another bowler may need to complete the over.

(k) Fast Short Pitched Deliveries (Above head height)

A fast short pitched ball, which passes or would have passed above head height of the striker standing upright at the popping crease, is to be called a NO BALL (Refer Rule 7)

(l) Number of Eligible Players on Team Sheets

In One Day Grades, Clubs can select and play only eleven registered players per match

4 FINALS MATCHES

(a) Qualification and Eligibility

- Once Semi Finalists in all Grades have been confirmed, competing Clubs are required to lodge a record of all players from whom they plan to select their Semi Final and Grand Final team squads. This record must be submitted to the CoM on the electronic submission form and lodged no later than the time and date specified by the CoM following the final Saturday of the last home and away match.
- The CoM will review the submission and notify any Club of non-qualifiers within 24 hours of any potential breach associated with playing a player, who in its opinion is not eligible to play in the Finals.

Permit conditions still apply (**Refer Attachment 7**)

(b) Playing Conditions

The first team shall play the fourth team in Semi Final 1 and the second team shall play the third team in Semi Final 2.

Semi Final matches shall be played at the home venue of the highest finishing team, then if the highest finishing team's home venue is unavailable, at a neutral venue as determined by the CoM

The winning teams of the Semi Finals shall play in the Grand Final at a venue determined by the CoM

Semi Final matches shall be played as Two Day matches under **Rule 2** modified as below.

The CoM may schedule Reserve Days as it sees fit in order to maximize the chances of achieving a result should major disruption to play occur.

All final matches (Semi & Grand Finals) are to be played as 160 Overs/128 Overs in Two Day Grades and 80 Overs in One Day Grades

(i) Time Loss Exceeding 60 Minutes Either Day

Where more than 60 minutes playing time is lost on either day and a Reserve day is available to complete the match, the match will continue on the Reserve day for a maximum of 80 (64) overs or the recalculated reduced overs. Where the match extends into the Reserve day, play concludes immediately after a first innings result is achieved.

(ii) No Play, Cancellation of Play

Rule 2(h) does not apply.

(c) Overs in Day's Play

80 (64) overs must be bowled in each day's play in accordance with the provisions of **Rule 2**. In the event of the required over rate not being achieved penalties may be applied in accordance with **Rule 15: Schedule of Administration Fees**. The Umpire(s) shall be the sole judge(s) of which team was responsible for the delay.

(d) Compulsory Closure

Where applicable the provisions of **Rule 2** apply.

(e) Non Compulsory Closure

If the innings of the team batting first is completed other than by compulsory closure, the team batting second, if it is not dismissed, is entitled to bat for 80 overs and any further overs to a match total of 160 Overs/128 Overs

(f) Result of Match

- (i) Where applicable the provisions of **Rule 2** apply.
- (ii) If no decision is reached, whichever team is positioned higher on the ladder at the end of the home and away matches shall be deemed the winner.
- (iii) If the match result is a tie, joint premierships shall be awarded

(g) Designated Grades

In grades designated by the CoM as other than Two Day grades, finals shall be conducted in the same manner as home and away matches except that the CoM may impose such variations as are deemed necessary from time to time.

(h) Code of Conduct

- (i) Where applicable the provisions of **Rule 9(b)** apply.
- (ii) Violations of the Code of Conduct during **FINALS MATCHES** (where match, player and supporter awareness is heightened) may be subject to the Club/Player(s) involved incurring penalties in addition to the scheduled rate identified in **Rule 15: Schedule of Administration Fees**, and may include the loss of match points in the following season, as determined by the CoM.

5 SLOW OVER RATES

This Rule applies to penalties incurred in home and away matches.

(a) Deduction of Points

Should the minimum number of overs not be bowled before the end of the specified playing time a penalty may be applied at the discretion of the CoM

(b) Umpires Role

The Umpire(s) shall be the sole judge(s) of which team was responsible for the required overs not being bowled and the decision shall be final. The number of overs bowled beyond the specified finishing time and incurring a penalty shall be apportioned, either wholly or partly, to the batting and/or bowling team

(c) Notification

The Umpire(s) should notify the captains of any infringement at the end of the day's play; however the onus is on each captain to check for infringements. The number of overs incurring an infringement and the apportionment to each team shall be noted on the Umpires Match Report form.

6 GROUNDS AND MATERIAL

Each breach of this Rule shall be subject to the penalty prescribed in **Rule 15: Schedule of Administration Fees**.

(a) Playing Surface

All matches shall be played on the surface recommended by the CoM and approved by the Clubs.

Such materials and pitch to be at least 1.8 metres wide

(b) Boundary

Where a ground has neither a fence nor clearly defined boundary, it shall be clearly identified by boundary markers, such markers to be of a distinctive colour and spaced approximately 20 metres apart. The boundary is to be a straight line between markers unless otherwise marked.

Clubs shall use a string line from the centre of the pitch (and put the boundary markers in the same position each week), the recommended radius to be 70m. Where this is not possible, then the radius is to be notified to both the Umpire(s) and the visiting captain prior to commencement of play.

(c) Ball

A new leather ball conforming to the M.C.C. Laws of Cricket, together with a suitable substitute ball, shall be provided by each team. A new ball will be used at the commencement of each team's first innings. A new ball may be used at the commencement of a second innings, but if a used ball is used to start a second innings, a new ball cannot be claimed.

A second new ball during the progress of any single innings in any match may be taken after the conclusion of the 80th over of that innings.

The ball used must be approved by the CoM.

(d) Scoreboards

All Clubs' elevens must have an operative scoreboard clearly readable from the wicket.

(e) Crease Markings

Clubs shall ensure that crease lines are kept painted on all synthetic wickets. Additionally in Shield grades appropriate popping crease lines shall be marked at square leg and point for guidance of Umpires and runners.

(f) Pitch Cleaning

Clubs are responsible for keeping pitch surfaces clean and free of sand and dirt. The CoM may direct Clubs to undertake cleaning.

(g) Umpires' Rooms

At all grounds provided with pavilions accessible to the home Club and containing Umpires' change rooms, these rooms are to be made available for use by the Umpires

7 NO BALLS AND WIDE BALLS

The Rules for No Balls and Wide Balls follow those recorded in the **M.C.C. Laws of Cricket Code 2017**, except any ball pitched wide of the pitch surface shall constitute a **NO BALL**.

Either Umpire may call and signal **NO BALL** for any full pitched delivery bowled at any pace that passes, or would have passed above waist height of the striker standing upright at the popping crease.

(a) **NO BALL Two Day Matches (Refer also Rules 2(m) and 2(n))**

(b) **NO BALL One Day Matches (Refer also Rules 3(j) and 3(k))**

(c) **WAIST HIGH FULL TOSS**

- (i) Any delivery which passes or would have passed on the full above waist height of the striker standing **UPRIGHT** at the popping crease is to be called a **NO BALL**. The bowler will be cautioned.

NOTE: Either controlling Umpire may call NO BALL on such deliveries.

- (ii) Any additional instance in the innings will also result in a NO BALL call,
(iii) If in the opinion of the Umpire, two of any such NO BALLS have been deliberately bowled above the waist, the Umpire will also remove the bowler forthwith and they shall not be permitted to bowl again in that innings
(iv) If applicable the over must be completed by another bowler
(v) The Umpire(s) must report the incident of a bowler being removed from the wicket.

(d) **BALL BOUNCES MORE THAN ONCE BEFORE THE POPPING CREASE**

Either Umpire may call and signal **NO BALL**, if a ball bounces more than once on the pitch before reaching the popping crease.

(e) **DELIBERATE FRONT-FOOT NO BALL** – If a bowler bowls a deliberate front foot **NO BALL**, the Umpire shall call **NO BALL** and after any second such deliberate NO BALL determination in that innings, the Umpire shall immediately suspend the bowler from bowling for the remainder of the innings.

- (i) If applicable the over must be completed by another bowler
(ii) The Umpire(s) must report any incident of a bowler being removed from the wicket.

(f) **NO BALL – PASSING ABOVE STRIKER’S HEAD**

A short pitched delivery which passes or would have passed above the head of the striker standing upright at the popping crease is to be called **NO BALL**

(g) **NO BALL - SCORING**

Byes and Leg byes scored from a **NO BALL** are recorded directly as byes and leg byes, and not collectively as No Balls.

Example: Bowler delivers a No Ball, which goes to the boundary for four byes – scorers record one as a No Ball and four as byes, with five added to the score. The bowler is debited with one No Ball.

(h) **WIDE BALL: TWO DAY MATCHES**

Any ball bowled wide of the wicket that, in the opinion of the Umpire is not within reach of the striker in their normal batting position, shall be called **WIDE BALL**.

(i) **WIDE BALL: ONE DAY MATCHES**

In addition to the above, any delivery which lands outside the line of the striker’s leg stump shall be called **WIDE BALL**.

Delivery not a Wide - The umpire **will not call a WIDE BALL** if the striker, by moving; either

- (i) causes the ball to pass wide, as defined in **Rule 7(h)** above; or
(ii) brings the ball sufficiently within their reach to be able to hit it with the bat by means of a normal cricket stroke.

(j) **WIDE BALL - SCORING**

All runs scored from a **WIDE BALL** together with the penalty for a Wide are scored as Wide Balls and are debited against the bowler.

8 GROUND, LIGHT AND EXTREME CONDITIONS

(a) Start of Play

Prior to the commencement of play on any day, the captains shall decide whether the ground, light or extreme conditions (**ATTACHMENT 3: Extreme Conditions Policy**) are suitable for play. In the event of disagreement the official Umpire(s) shall decide if applicable.

(b) Playing Surface

Where agreement cannot be reached between captains/team managers regarding condition of the playing surface for commencement or continuation of a match, and there is no Umpire officiating, an Association CoM Representative is to be advised immediately. Upon receipt of such advice an appropriate independent inspection of the playing surface shall be conducted as soon as it is practical by a BHRDCA CoM representative who shall make the necessary determination.

(c) Appeal

An appeal against the light or extreme conditions must be decided by the Umpires (or captains where no Umpires are present). No more than two appeals against the fitness of light shall be allowed in any one innings on any day. After the second appeal, the fitness of light shall be in the hands of the Umpire(s) or captains. However, in the event of extreme conditions, the Umpire(s) or captains have power, without appeal, to call cessation of play.

(d) Resumption of Play

After any cessation of play, other than for a successful light appeal, the Umpires or captains, shall decide if and when conditions are suitable for play to recommence.

9 PLAYERS

(a) Eligibility

(i) Registration

All competing Clubs must register their players at a time, not later than 8:00 p.m. on the Monday following the date arranged for the commencement of the match in which a player takes part, and in a manner determined by the CoM.

(ii) Player Points System

The total number of player points for an eligible team shall not exceed the limit established by the CoM at the beginning of the season and defined in the Player Points System Policy and Player Points Tables (**Attachment 5: PPS Policy Table 1**). Clubs breaching the player points system for any match will be deemed to have played an unregistered player. (**Rule 10b (iii)**)

(iii) Junior Players (i.e. Players under the age of 18 years as at 1 September in the current season)

Junior players may transfer freely between all Junior Cricket Victoria based competitions

This Rule applies to women up to 20 years of age and regarding their participation in the appropriate level of Cricket Victoria affiliated women's competitions.

BHRDCA competitions are graded Senior, T20, Veterans and Juniors per MyCricket classification and at the discretion of the CoM at the commencement of each season

(iv) Junior Players (i.e. Players under the age of 12 years as at 1 September in the current season)

For Junior players Under 12 years of age @ 1 September in the current season, parental consent **MUST BE** sought in writing by the players club before the player takes the field (and made available to the CoM upon request)

(v) Unregistered Players

Any Club infringing (i) or (ii) of this Rule, may be deemed to have forfeited the match in which such infringement occurred and shall be dealt with by the CoM as they see fit. (**Refer Rule 10b (iii) & Rule 15: Schedule of Administration Fees**)

(vi) New Players

Players who have not played in any other association during the season may register up to the completion of home and away matches, except where **Rule 9a (ii)** applies, where such players are subject to the Player Point System.

Registration and a PPS Lodgement and approval must occur by **8:00 p.m. Monday prior to the completion of the match** in which the player commences i.e. **Monday after the first Day of play** in the match occurs

Such approval must be sought in writing from the Secretary or Administration Manager.

Invalid MyCricket Registrations & Multiple MyCricket ID's – The burden and onus of proof is on the Club registering any new player to MyCricket to ensure that they are not already registered.

Breaches of this Rule may be subject to further sanctions, that may include fines/fees (**Refer Rule 15: Schedule of Administration Fees**) or the loss of match points earned while that player is named, at the discretion of the CoM

(vii) Transferred Players

Should a player transfer from one Club to another within the Association during the season, it is not necessary for the player to re-register. **NOTE: A MyCricket Clearance** is required to facilitate such a player movement.

(viii) Responsibility for Compliance

Both the Club and the player shall be held responsible for inclusion in any team of a player ineligible to play under the provisions of this Rule.

It is primarily incumbent upon Clubs themselves to monitor opposition teams for ineligible players.

Reports against players and/or Clubs for such breaches must be reported to the Association Secretary by 8:00 p.m. on the second day after the match is completed, following the alleged infringement.

(ix) Appeal

The Clearance and Permit Committee shall be constituted as a Board of Appeal, and empowered to decide all appeals resulting from the registration or non registration of players.

(x) Termination

All registrations shall terminate at the Annual General Meeting of the Association.

(xi) Finals

To be eligible to play in Finals matches in any season a player having accrued a total of six days play in the same or lower Grades is deemed to have qualified.

Where a player has not qualified, a permit to play may be granted on application to the Permit & Clearance Committee. (**Refer Attachment 7 – Player Permits**)

Players breaching this Rule will be deemed unregistered and may be deemed to have forfeited the match in which such infringement occurred and the player and/or players Club shall be dealt with by the CoM as it sees fit. (**Rule 10b (iii)**)

(a) Where a team receives a **FORFEIT**, other than a complete abandoned round (**Rule 1(d)**), it shall count towards Finals qualification, provided the team is named by 8:00 p.m. on the Monday following the match in MyCricket.

(b) Where a match is **DRAWN due to extreme conditions**, other than a complete abandoned round (**Rule 1(d)**), it shall count towards Finals qualification, provided the team is named by 8:00 p.m. on the Monday following the match in MyCricket.

(b) Conduct

All reports made by Umpires for Misconduct or Code of Behaviour Violations shall be in accordance with the procedures set by the CoM. (**Refer Association Website – Club & Playing Resources/Forms**)

(i) Misconduct

Any player or official of any club misconducting themselves (or themselves), shall be dealt with by the CoM as they see fit.

(ii) Code of Behaviour Violation (Refer also Rule 4(h): FINALS MATCHES)

The Umpires shall report all instances of Code of Behaviour violations.

The captain of any team incurring **two Code of Behaviour violations in a season** shall have the option of either taking an automatic two weeks suspension or arguing their case before a tribunal hearing. Such hearing may waive the penalty, apply the standard penalty or increase the penalty.

Any team incurring **three Code of Behaviour violations in any one season** will be penalized two premiership points. Each subsequent violation will incur a further two point penalty. The Club whose team has incurred such penalty will have the option of accepting the penalty or arguing its case before a tribunal hearing. Such hearing may waive the penalty, apply the standard penalty or increase the penalty.

(iii) Liquor

Consumption of intoxicating liquor at the match by competing players during the hours of play is **strictly prohibited**. The Club responsible is liable for penalty under **Rule 15: Schedule of Administration Fees**.

(iv) Attire

Refer **Attachment 4 – Attire Policy**, for the standards

(v) Notification of Infringements

Any infringements under this Rule, including the nature of the infringement and the player involved, shall be included on the **Player Misconduct Report Form** by the Umpire and submitted to the Association.

(vi) Serving of Infringements

Any infringements under this Rule, shall apply to all Association sanctioned competitions until the time of the infringement as determined by a Tribunal or the CoM, is served.

(c) **MyCricket Transfers & MyCricket Clearances**

(i) **Transfer Between Clubs (Non BHRDCA Club to BHRDCA Club)**

When a player is seeking to move from a club outside this Association to a Club in this Association a **MyCricket Transfer must be effected via MyCricket**, by the Club who is seeking the transfer from the non BHRDCA club for which the player last played.

(ii) **Clearance Between Clubs (BHRDCA Club to BHRDCA CLUB)**

When a player is seeking to move from a Club within the BHRDCA to another Club within the BHRDCA where they have played within the current and/or immediate past season, a **MyCricket Clearance must be effected via MyCricket**, by the Club who is seeking the Clearance from the Club for which the player last played.

The Club receiving the application for a **MyCricket Clearance** shall reach a decision and forward advice via MyCricket of this decision to the player and Association within **fourteen days** of the application being received.

Any **MyCricket Clearance** not dealt with in this time will automatically be **granted by the Association** and a permit will be issued for the player to play with their new Club.

NOTE: This clause does not apply to any player who did not play in this Association during the **CURRENT** or **PREVIOUS** season, in which case a **MyCricket Transfer** should be applied for e.g. John Smith last played for Blackburn CC in 2014/15. He now wishes to play for Vermont CC in the 2018/19 season and his player movement should be facilitated via a **MyCricket Transfer**.

(iii) **Right of Appeal**

Should a **MyCricket Clearance** application be refused the player has right of appeal to the Permit and Clearance Committee. One representative of each Club and the player concerned has the right to be heard at the Permit and Clearance Committee hearing. The decision reached by the Permit and Clearance Committee shall be conveyed to the player and is binding and final.

(iv) **Closure of MyCricket Transfers**

Applications for MyCricket Transfers from clubs in other associations nominally close at **8:00 p.m. on the Thursday prior to the first scheduled match in January**. Any MyCricket Transfers that are sought after this date must also be accompanied by a Permit Application (Refer Attachment 7.)

An example of where a MyCricket Transfer after the first scheduled match in January could apply is for a player who moves to a BHRDCA Club from another State or from Country Victoria.

(v) **Closure of MyCricket Clearances**

Applications for MyCricket Clearances from clubs within the BHRDCA close at **8:00 p.m. on the Thursday prior to the first scheduled match in January**.

(vi) **Clubs with Teams in Other Associations**

Players of a club with teams in more than one association shall be permitted to interchange freely throughout the season between the teams of that club which competes in another association.

(d) **Player Permits (REFER ATTACHMENT 7.)**

(e) **12 Players per Team (Interchange Player Grades)**

- (i) In Two Day Grades (as specified by the CoM), for **TWO DAY MATCHES ONLY**, Clubs may select 12 registered players, of which one player on Day 1 **MUST** be interchanged for another on Day 2. If the team loses 10 wickets on Day 1, then the substitute player **cannot bat in the second innings**.

NOTE: This Rule **DOES NOT** apply to **ONE DAY MATCHES** in the designated Interchange Player Grades.

- (ii) All 12 players **MUST BE DECLARED** on the team sheet (**Refer Rule 1 (f)**), which **MUST BE** exchanged between captains prior to the commencement of the match, and subsequently entered onto the MyCricket Match Report for the purposes of player achievement and Finals qualification, when the match concludes.
- (iii) The team sheet **MUST RECORD** which interchange player is playing on Day 1 and which interchange player is playing on Day 2.
- (iv) Both interchange players must be eligible for selection in that grade and **CANNOT BE** selected for any other team their Club may field on their 'non playing' week.
- (v) For the purposes of Finals qualification both interchange players **MUST HAVE ACTUALLY PARTICIPATED** in the match and are considered to have played **ONE PLAYING DAY OR HALF A TWO DAY MATCH EACH**.
- (vi) Any breach of this Rule may be subject to penalties. (**Rule 15: Schedule of Administration Fees**)
- (vii) The 12 Players per team (Interchange Player Rule) **DOES NOT** apply to Finals matches where **DAYS OF PLAY ARE CONSECUTIVE**; any exception must be applied for to the Permits Committee.

10 RESULTS OF MATCHES

(a) Scores

Clubs are responsible for reporting progress of the match after the conclusion of each playing day as directed by the CoM.

(b) Match Reports

A report of each match must be provided by such date and in such manner as directed by the CoM. If no play is possible in the time set-aside for the match, or if a team receives a **FORFEIT**, a team sheet must be submitted, and the relevant players shall be deemed to have played in the match for the purpose of all qualification and eligibility requirements.

- (i) No team **RECEIVING A BYE** shall be permitted to enter a team sheet
- (ii) No team **FORFEITING A MATCH** shall be permitted to enter a team sheet
- (iii) Any team **FORFEITING A MATCH** after an infraction of these Rules (as determined by the CoM) shall not be permitted to enter a team sheet e.g. Team A plays an ineligible player, and the CoM determines an outcome that awards the match by forfeit to Team B.

This will result in the removal of Team A's team sheet, and no qualification (match count, finals eligibility or playing achievement) for the players correctly named in Team A will apply for this match.

Team B will be awarded the maximum of Six Match Points for the Forfeit win.

(c) Score Books

Captains must check and confirm the Score Books inclusive of the match scores (ensuring batting/bowling add up to the agreed total), team sheets, individual achievements i.e. all batting, bowling fielding & wicket keeping performances after each innings at the end of each day's play.

(d) Captains' Report on Umpires

After each match Captains must provide a report on the performance of officiating Umpires in a manner specified by the CoM.

(e) Infringements

A penalty in accordance with **Rule 15: Schedule of Administration Fees** will be applied for **each infringement** of this Rule.

11 PROTESTS

(a) All protests resulting from matches must be made in writing by authority of the Club President and/or Secretary and forwarded to the Association Secretary and/or Administration Manager by **8:00 p.m. on the Tuesday** following completion of the match. A deposit of **\$200** shall be lodged with each protest. If any protest is deemed frivolous the offending Club may lose its deposit.

(b) The Club against whom the protest is lodged shall be furnished with a copy by the CoM, within 48 hours of the receipt of the protest.

- (i) Any Club that wishes to dispute a match in MyCricket **MUST** make contact with the Secretary or Administration Manager prior to committing to the **MYCRICKET DISPUTE** option on the match concerned.
- (ii) Where the locking of a match via the **MYCRICKET DISPUTE** process has occurred, and is deemed frivolous by the CoM, an Unlock Fee of **\$50** may be applied to the Club locking the match

12 UMPIRES

(a) Appointments

Umpires for all grades shall be selected and appointed by the Umpires Appointments Officer.

(b) Fees

Each Club shall share the expense of the Umpire(s) each match day including reserve days. If play is terminated before the scheduled tea break from any cause, the Umpires shall be paid half fees if they are in attendance, and if detained after the scheduled tea break full fees shall be paid.

Umpires fees must be paid no later than the end of the tea break on each day.

(c) Attendance

Umpires appointed for each round of matches must be at the ground at least 45 minutes before the scheduled match commencement. They must notify both Captains or their deputies that they are within 15 minutes of starting time.

(d) Conduct of Match

Before and during a match the Umpire(s) shall ensure that the conduct of the match, and the implements used are strictly in accordance with the laws. They are the final judges of the fitness of the ground, extreme conditions and light in the event of decisions being left to them.

All disputes during play shall be determined by the Umpire(s), and if they disagree the actual state of things shall continue.

(e) Umpires' Report on Match

In addition to procedural requirements published by the Association from time to time, Umpires for each match, shall forward to the Association Secretary and/or Administration Manager by **8:00 p.m. on Tuesday** following completion of the match, a match report in the manner prescribed by the Association.

(f) Code of Behaviour Violations

The Umpires shall report all instances of Code of Behaviour violations.

(g) Breaches of Rules

Umpires must report any breach of these Rules to the Association Secretary and/or Administration Manager by **8:00 p.m. on Tuesday** following completion of the match, such report to be on the official form.

(h) Attire

All Umpires shall officiate in the attire as directed by the BHRDCA Umpires Association

Where there is only one official Umpire, the square leg umpire must be dressed with some distinguishing apparel (i.e. coloured vest, dark pants etc) and appropriate footwear

Where no official Umpire is present, officiating Club umpires must be appropriately attired (shirt, footwear – no thongs, etc) with at least one item of distinguishing apparel.

Breaches of this Rule are subject to penalties under **Rule 15: Schedule of Administration Fees**

(i) Umpire's Association

Any Umpire appointed by this Association must become a member of the Umpires Association and attend their meetings. An Umpire infringing any requirement of **Rule 12** shall appear when called upon by the CoM or the Umpires' Committee of Management, failing which they shall be dealt with as either Committee thinks fit.

13 TROPHIES AND SHIELDS

(a) Trophies

Trophies shall be provided in each grade for the best batting and bowling averages.

- (i) In Two Day 80 Over Grades, the winner of the batting average must have scored at least **300 runs** and have played in a minimum of **six matches** in that grade and batted in a minimum of **six innings** in that grade
- (ii) In Two Day 80 Over Grades, the winner of the bowling average must have taken a minimum of **25 wickets** and have played in a minimum of **six matches** in that particular grade and bowled in a minimum of **six innings** in that grade.
- (iii) In designated One Day Grades, the winner of the batting average must have scored at least **300 runs** and have played in a minimum of **ten matches** in that grade and batted in a minimum of **ten innings** in that grade
- (iv) In designated One Day Grades, the winner of the bowling average must have taken a minimum of **20 wickets** and have played in a minimum of **ten matches** in that grade and bowled in a minimum of **ten innings** in that grade
- (v) In designated Reduced Over Grades, the winner of the batting average must have scored at least **250 runs** and have played in a minimum equivalent of **five Two Day matches** in that grade and batted in a minimum of **five innings** in that grade.
- (vi) In designated Reduced Over Grades, the winner of the bowling average must have taken a minimum of **20 wickets** and have played in a minimum equivalent of **five Two Day matches** and bowled in a minimum of **five innings** in that grade
- (vii) Where the batting or bowling average standards above are not met, the CoM reserves the right to vary the qualification standards in order to promote a trophy winner

Any player having not been dismissed during the season is deemed to have been dismissed once for the purpose of determining that player's batting average.

Only performances in home and away matches will be used in compiling these averages.

(b) Pennants

Pennants shall be provided in each grade for Premiership teams.

(c) Shield Grades

A Shield shall be awarded to the Premiership team(s) in Shield Grades. The Shields shall be held for a period decided by the CoM.

The Clubs holding the Shields shall take all reasonable care of same while in their custody.

(d) Shield Ownership

Shields will remain the property of the Association at all times

(e) Insurance of Shields

The Association shall arrange for the insurance of Shields owned by it.

14 FORFEITURE OF MATCHES

(a) Notification

Any Club failing to notify the Association Secretary prior to 12:00 p.m. on Friday prior to the commencement of a round that they will be forfeiting the match, and shall pay the Association the total cost of Umpires' fees for that match.

The Club forfeiting is also required to notify the opposing Club by that time.

(b) Team Forfeited.

Any Club forfeiting a match shall forfeit the lowest ranked team entered by that Club in that playing format (e.g. Two Day 80 Overs, Two Day 64 Overs, Split Innings, One Day etc.), of the Competition.

(c) Infringements

All breaches of this Rule are subject to penalty under **Rule 15: Schedule of Administration Fees, (Also Refer Rule 10b (iii))**

(d) Automatic Withdrawal

Any team forfeiting two matches in succession may be adjudged to have withdrawn, and may be disqualified for the season, at the discretion of the CoM.

15 SCHEDULE OF ADMINISTRATION FEES

Failing to assist readiness for play [Rule 1 (e)]	\$100
Late Start [Rule 1 (h)] – <i>for each offence</i>	\$50
Late Start causing loss of match [Rule 1 (h)]	\$100 & loss of match points gained
Slow Over Rate Finals	
- [Rule 4 (c) over rate not achieved]	\$100
Grounds and Material [Rule 6] – <i>each breach</i>	\$50
- Use of Non-Approved Match Ball [Rule 6 (c)]	\$50
Consumption of Intoxicating Liquor [Rule 9 (b) (iii)]	\$200
Incorrect Attire [Rule 9 (b) (iv)]	\$50
No Scores [Rule 10 (a)] – <i>for each day</i>	\$50
Incomplete / Missing / Late MyCricket Match Report [Rule 10 (b)] – <i>for each offence</i>	
- Up to 7 days late	\$50
- More than 7 days late	\$100
Incomplete / Missing / Late Captains Report on Umpires [Rule 10 (d)] – <i>for each offence</i>	
- Up to 7 days late	\$50
- More than 7 days late	\$100
- Finals	\$100
Frivolous use of <u>MyCRICKET DISPUTE</u> option (Unlock Fee) – Rule 11(b)(ii)	\$50
Incorrect Umpires Attire (Rule 12 (h))	\$50
Forfeit [Rule 10(b) (iii) & Rule 14(a) & Rule 14(b)] - <i>for each offence</i>	\$100 min & loss of match points gained
Playing an Ineligible or Unregistered Player – [Refer Attachment 7 – Player Permits], - <i>for each offence</i>	\$100 min & loss of match points gained
NOTE: CoM discretion may be exercised (up to \$200) for a forfeit in the final H & A round	
Player not included on PPS list (First offence)	\$50
Player not included on PPS list (Subsequent offence in same season)	\$100 & loss of match points
- [Rule 10b (iii)]	
Non Attendance Prescribed Assoc. Meetings	\$100

(a) There will be a sliding scale for offences/breaches listed under this Rule.

Up to three (3) administrative breaches incurred per Club per season, the Fee is waived, while more than three (3) administrative breaches; the prescribed penalties apply.

The CoM may at its discretion impose a further penalty up to the maximum allowed under Section 54(d) of the act for repeated breaches of the same Rule during a season or where a fine is specified as a minimum.

(b) The CoM may at its discretion impose penalties for any breach of competition rules not specified in **Rule 15 Schedule of Administration Fees**.

(c) These fines may also be imposed where applicable, to breaches of the **BHRDCA JUNIOR, VETERANS & T20 RULES**.

ATTACHMENTS

Last Reviewed May 2018

Attachment 1 – CODE OF BEHAVIOR

It is to be hoped that all matches will be conducted in the true spirit of the game of cricket. Cricket is a game of skills associated with knowledge of the Rules. However skills and knowledge are only part of the pleasure to be derived from playing the game.

Attitude and sportsmanship are vital ingredients

To achieve this, managers and captains are to adopt and enforce the following code of behaviour.

1. That in-going and out-going batters cross on the field of play.
2. That bowlers return to the start of their run-up quickly, and are ready to bowl without wasting time.
3. Insist on players maintaining a standard of dress commensurate with the game's traditions, and that team and individual equipment is serviceable and well maintained.
4. Encouraging players to respect the umpires by accepting decisions without dissent and, if possible, to honestly assist umpires in the making of difficult decisions.
5. Co-operating with the opposing captain and both umpires in the "running" of the game which includes preparation of the pitch and surrounds for play.
6. Thoroughly and firmly briefing their teams spelling out what is expected of them in terms of behaviour, both on, and off the field.
7. That all fielders move quickly between overs and whenever required to change position.
8. That the setting or changing of the field is undertaken without wasting time.
9. Be courteous at all times to the umpires.
10. Players must not dispute or react in a disapproving manner, either towards an umpire, their decision, or generally after an umpiring decision is given.
11. When given out walk quickly from the crease, do not dawdle off the field or indulge in ill-mannered tantrums.
12. Avoid making unnecessary and uncomplimentary remarks to opponents.
13. Remember that the visiting team and the umpires are guests and should be treated as such.
14. In making their report to the Association on umpires, a captain should be constructive and not be influenced by a win or loss or a bad decision.

GOOD CRICKET IS AN ATTITUDE OF MIND

GOOD SPORTSMANSHIP IS PART OF THE GAME OF CRICKET

Attachment 2 – INJURY CODE

1. Where a player suffers an injury during the course of a match which causes bleeding, then the Umpires, (or captains or junior team managers where no umpire is present), shall decide that player must immediately retire from the match until such time as First Aid has been administered to prevent further bleeding. The player cannot resume playing unless the bleeding has stopped or the wound is securely covered.
2. A batter who is injured and has temporarily retired under clause 1, and who is unable to return after the fall of the ninth wicket, shall be deemed Retired Hurt and the innings of the batting team deemed closed.
3. Where an injury occurs to a batter involved in the tenth wicket partnership, a maximum of ten minutes will be allowed in order to comply with clause 1. Where this injury occurs within ten minutes of the scheduled tea adjournment, tea shall be taken immediately with no extra time being added. If that batter is unable to resume within the ten minute time limit or at the end of the tea break, then the batter shall be deemed to be Retired Hurt and the innings of the batting team deemed closed.
4. There shall be no reduction to the number of overs to be bowled when time is lost due to an injury.
5. All home teams shall provide a First Aid Kit to be available to both competing teams. The kit shall contain as a minimum: Bandages, Cotton Wool, Gauze, Adhesive Plaster, Band-aids, Closures, Scissors, Tweezers, Antiseptic, Disposable Gloves, Disposable Plastic Bags, Ice Pack.

Attachment 3 – EXTREME CONDITIONS POLICY

Reference Service – The CoM will identify and advise a specific reference service at the commencement of the season e.g. 3AW/774 News service at 7:00 a.m. from which the predicted forecast temperature is considered as a basis for the implementation of this policy.

The BHRDCA Extreme Conditions Policy shall be implemented by the Committee of Management when the temperature for **Melbourne** is forecast to reach **40°C** during normal hours of play in the respective section...

Senior Grades: 1:00 – 6:00 p.m.,
Twilight Grades: 5:00 – 8:15 p.m.,
Junior Grades: 8:30 – 11:45 a.m., and

The decision to cancel any play will be made at or before **7:00 a.m.** for Saturday/Sunday morning matches, **10:00 a.m.** on the morning of Saturday/Sunday afternoon matches and **1:00 p.m.** for Twilight matches

Should the policy be implemented, notification shall be via the BHRDCA SMS Text Service, posted on the BHRDCA Website and via announcements on the BHRDCA Social Media network.

Drinks – Umpires, Captains (where Umpires are not present) for Senior Grades; Team Managers and Coaches for Junior Grades may allow additional drink breaks without concern as to the extra time beyond the scheduled playing time. Any participant may call for additional drink breaks whilst batting, fielding or umpiring, although every effort should be taken to minimise when this occurs.

Bowlers may have drinks placed on the boundary line, which can be consumed at the completion of an over without disrupting play. It is recommended that when the Temperature exceeds 34°C that a minimum of two drinks breaks per session are taken.

Tea Break – Umpires, Captains (where Umpires are not present), Team Managers & Coaches in Junior Grades may schedule a longer break and play additional make up time after the scheduled time for stumps. This is entirely at the Umpires', Captains' and or Team Managers/Coaches discretion, but a consensus decision must be reached.

Player Rotation – After notifying the Captain and an Umpire (if present), a player may remove themselves from the field at any time for reasons of heat stress. If a team has more than the named eleven players, they may, after notifying the umpire, rotate fielders to rest players in extreme conditions.

Umpires and Captains in afternoon matches are to pay particular attention to juniors who have played cricket earlier in the day, for signs of heat stress.

Heat Stress - Any player observed to suffering from heat stress is to be sent from the field by the Umpire, Captain or Team official immediately.

Shade – Clubs should provide shaded areas where the batting team, spectators and scorers may shelter.

Sun Protection – Players are reminded of the need for frequent applications of sunscreen and the use of long sleeved shirts to reduce exposure to the sun. Hats are an essential item and wide brimmed style is recommended, particularly on sunny days.

Lightning – Where an Umpire or Captain (where Umpires are not present) or a Team Official believes that lightning poses a threat to the safety of participants, play will be suspended and safe shelter taken. Any time lost for lightning shall be treated in the same manner as for extreme conditions.

Umpires – Where an Umpire feels that their health or judgment may suffer because of extreme conditions, they may take a break from their duties, after arranging an appropriate substitute.

First Aid – Club First Aid Kits must include aids for the treatment of heat affected participants. Every endeavour should be made to have a club member, who is properly skilled in the treatment of heat affected people, at home matches.

A notice should be prominently included in or displayed near the first aid kit, explaining treatment of heat affected patients.

Early Finish – If the extreme conditions exist in Senior matches, both Captains, by agreement may call the match off early after there has been a first innings result, however, both Captains must agree to such an early finish.

Attachment 4 – ATTIRE POLICY

CLOTHING

- Players should wear predominantly white shirts, white pullover, white (cream) trousers, white socks and predominantly white shoes (In Junior matches players may wear white shorts or alternate clothing approved by the BHRDCA CoM)
- Club or Sponsorship/Promotional logos must not exceed community standards of appropriateness as displayed for Senior and Junior sport
- Any such designed clothing or advertising display that may reasonably be considered a distraction to the batter, when worn by a bowler **WILL NOT** be approved by the CoM
- Names (specifically first names and/or Surnames) and numbers are permitted on clothing
- **NICK NAMES ARE NOT PERMITTED**

COLOURED CLOTHING

- Teams wishing to wear coloured clothing for shortened forms of the game, i.e. T20, One Day matches, Junior matches etc., may do so only after the proposed clothing is approved by the BHRDCA CoM
- A design (Front & back) of any proposed coloured clothing must be approved by the CoM before a club or team can take the field in any such proposed clothing
- All team members must be attired in the same or similar styled clothing i.e. a few players in ‘whites’ and the rest in coloured clothing is not permitted

NOTE: Juniors who play in coloured clothing must not wear this clothing when playing in senior matches if the senior attire standard is white clothing

ADVERTISING

- Permissible advertising on player’s shirts is of minimal size with no more than five displays allowed
- No more than one (1) of these is to be located on each sleeve and/or breast pocket position (Additional advertising is permitted across the back of the shirt describing a panel at shoulder level, no more than 10 cm high and 30 cm wide)
- Where an unobtrusive manufacturer’s logo is normally included on the shirt (as purchased), it shall not be considered a component of the advertising allowance
- A Club logo or promotional display shall constitute advertising
- The dimensions of each sleeve/breast pocket display shall not exceed 65 square cm in area, nor 10 cm in height (sleeve) or width (sleeve & breast pocket position)
- Design and dimensions for additional advertising/sized display will only be approved by the CoM as it sees fit

SHOES

- Shoes shall be predominantly white
- No player shall wear metal spikes or similar protrusions in their footwear

HEADWEAR

- Players in Shield grades wishing to use headwear excluding protective helmets must wear either their recognised club cap, BHRDCA Representative cap or an approved white/club coloured hat. Players in all other senior grades wishing to use headwear excluding protective helmets must wear their recognised club cap, BHRDCA cap, approved white hat or baseball style club cap. (Superseded Club caps are also permissible)
- The BHRDCA recommends that, in extreme conditions, all players must wear a cap or hat.
- Any player eligible to play Junior cricket must wear a helmet with a face grille when batting in Senior teams.

BREACHES

- No player is permitted to take the field in incorrect attire. The Club responsible shall be fined in accordance with **BHRDCA Rule 15 Schedule of Administration Fees** for each player incorrectly attired and on each occasion on which a player offends (except as recommended in the Umpires report).

Attachment 5 – PLAYER POINT SYSTEM

The background and intent of the Player Points System (PPS) was to achieve the following:

1. From season 2016/17, replace the obsolete Professional Player Declaration that was voted out at the 2012/13 AGM
2. A trial of the PPS was conducted during season 2013/14 to allow proper assessment of how this will impact affiliate clubs, with example data being collated and discussed with the Club Delegates
3. Provide a transparent and measureable mechanism to assess all clubs senior playing lists, ensuring a level playing field for all
4. Attract new and improved cricket talent to the BHRDCA
5. Further grow the competition by achieving the objectives set out in points 3 and 4 above

Any Club fielding a senior team within the BHRDCA Saturday open competition must comply with the requirements of the Rule **(BHRDCA Rule 9 (a)(ii))** and Player Point System Policy Document as set out below.

NOTE: This Rule applies only to Clubs fielding **1st XI** teams in Ray McIntosh Shield (RMS), Howard Wilson Shield (HWS) and Dorothy McIntosh Shield (DMS).

Clubs which field **1st XI** teams in A Grade and below, or in a One Day competition **will not** be required to comply with this Rule.

RULE - Player Points System (PPS)

1. POINTS

The team make up may comprise any mix of players, provided the total number of points allocated **does not** exceed the maximum Team Points as defined in **Attachment 5: Table 3**. The definition of 'Player Types' are defined in **Attachment 5: Table 1**.

2. POINTS DETERMINATION

- a. At the commencement of a season, any Club that enters a team in the BHRDCA Saturday open competition in RMS, HWS or DMS shall be required to submit a list of all players that it intends to play in those grades during the season.
- b. This list shall comprise the 'Players Name', their 'MyCricket ID' the 'Season Commenced' with the Club, the 'Number of Matches' played since commencing and 'Player Type' in accordance with the provisions set out in **Attachment 5: Table 1: Player Types**.
- c. Other information will also need to be provided by each club as outlined in the **BHRDCA Player Points Submission Form (Form 1)**. The completed list shall be submitted to the BHRDCA at least 14 days prior to Round 1 for approval, or the Date nominated by the BHRDCA CoM. **NOTE:** An example of a completed **BHRDCA Player Points Submission Form (Form 2)** is included below.
- d. Once approved the **Player Points List** and point allocations will be made available via MyCricket/on the BHRDCA Website.
- e. Additional players may be added to the list during the season on approval of the BHRDCA CoM. Any such request must be submitted in writing to the BHRDCA Secretary and BHRDCA Administration Manager by 8:00 p.m. on the Thursday evening prior to the first match that the player is required.
- f. Clubs failing to have a player approved on the official **Player Points List** prior to a match commencing shall be fined **\$100 per BHRDCA Rule 1(f) and BHRDCA Rule 15 Schedule of Administration Fees**. Clubs failing to have a player listed on the official **Player Points List** prior to the second match played by that player will forfeit all match points earned for that round (**Refer also BHRDCA Rule 10b (iii)**).
- g. Players new to the Competition will be assessed on their highest level of participation within the past five seasons (Refer Section 3: Player Types).

3. PLAYER TYPES

'Player Type' will be defined according to the following table:

Table 1. – BHRDCA Player Points Table

Player Type	Code	Category	Description	Points
1	HG	Home Grown	Any player who has only ever played Senior/Junior cricket at Club, or has reached 50 games as per Section 3. a, b or c	1
	BP	Base Player	A player that has received a 'Season Loyalty' reduction to 1 point, but has not yet achieved 'Home Grown' status	
2	OA	Other Affiliate	Played in VMCU/VCCL affiliated competition or other State equivalent	2
	OS	Overseas	Any overseas "non rated" player (not recorded or present on the ICC's ESPN Cricinfo website)	
	INA 2	Inactive 2	Not played Cricket in the past 5 seasons - Premier Grade or below (Player Type 4 or below)	
3	BHR	BHRDCA	Played at another BHRDCA Club	3
	VSD 2	VSDCA 2	Played VSDCA / other State equivalent 2 nd , 3 rd or 4 th XI	
	PR 2	Premier 2	Played Premier or other State equivalent 3 rd or 4 th XI	
	INA 1	Inactive 1	Not played cricket in the past five seasons – Overseas or International (Player Type 5 or 6)	
4	VSD 1	VSDCA 1	Played VSDCA or other State equivalent 1 st XI	4
	PR 1	Premier 1	Played Premier or other State equivalent 1 st XI or 2 nd XI	
5	FC	First Class	Any "rated" player below Test level but above PR 1 (verified using the ICC's ESPN Cricinfo website)	5
	OS	Overseas	Any overseas "rated" player below Test level (verified using the ICC's ESPN Cricinfo website)	
6	INT	International	Test level player (verified using the ICC's ESPN Cricinfo website)	6

- a. Players of **Player Type 3** and above who have played less than 30 Junior games that leave their current Club before reaching 'Home Grown' status will have their Time Served/Game Tally reset to zero seasons/zero consecutive games for their new Club.
- b. Players who have played 30 or more but less than 50 Junior games at a Club and later return can continue to add to their 'Game Tally' until they reach 50 games. At this point the player will be deemed 'Home Grown' and will be allocated 1 player point. Until the 50 'Game Tally' is reached the player will be allocated points in accordance with their previous playing history.
- c. Players who have only ever played Junior or Senior cricket at a Club will be required to play 50 consecutive games at a Club or 7 'Qualified Seasons' (whichever comes first) to be classified as 'Home Grown' for life (see Loyalty Provisions). Until 'Home Grown' status is achieved this type of player will be deemed as a 'Base Player'
- d. A 'Qualified Season' is where a player has played enough games to qualify for finals during that season
- e. Players of **Player Type 2 or 3** who have not played cricket for the past **five seasons** will be deemed to be a **Player Type 2** when joining a Club.
- f. Players of **Player Type 4, 5 & 6** who have not played cricket at Premier 1st & 2nd XI level, VSDCA 1st XI or above for the past **five seasons** will be deemed to be a **Player Type 3** when joining a Club.
- g. Players of any **Player Type** who **have not** played cricket for **four or less** years will be assessed based on their previous playing history. No 'Season Loyalty' reductions will apply.

4. CLUB SUBMISSIONS

A Club may submit in writing, a request or review for 'Player Type' or 'Team Points' consideration to the CoM under extenuating circumstances. Any such application will be assessed and the ruling published on the BHRDCA website defining details of any change and the validity of any such change. The onus is on the Club to provide scorebook and registration evidence to support their submissions in the absence of MyCricket records. Without such evidence, the submission will not be approved.

5. LOYALTY DISCOUNTS

- a. All players, other than **Player Type 1** ‘Home Grown’ or ‘Base Player’, will have their point allocation reduced by 1 point following the completion of **two seasons** at the Club. According to ‘Player Type’, they will then reduce their point allocation by **one point per season** until they reach **one point** status ‘Base Player’ or 50 games ‘Home Grown’ whichever comes first (see **Table 2**, below).

Table 2: Player Loyalty Point Reduction Table

Table 2. – BHRDCA Player Loyalty Point Reduction Table							
Player Type	Season 1	Season 2	Season 3	Season 4	Season 5	Season 6	Season 7
1	1	1	1	1	1	1	1
2	2	2	1	1	1	1	1
3	3	3	2	1	1	1	1
4	4	4	3	2	1	1	1
5	5	5	4	3	2	1	1
6	6	6	5	4	3	2	1

- b. For a player to qualify for a ‘Loyalty Discount’ point reduction, they must be eligible to play in finals in accordance with Rule 10 (a). If a player plays less than the required number of games to qualify for finals they will not be credited with a ‘Qualified Season’ at their club.
- c. Once a Player attains ‘Home Grown’ status as per section 3. a, b or c, the player will retain that status at that Club for life regardless of any movement to and from the BHRDCA.

6. TEAM POINTS

- a. The maximum number of points for any team that must comply with this Rule cannot exceed **Twenty Two (22) points**
- b. **Table 3: Player Points Transition Table**

Table 3. – BHRDCA Player Points Transition Table				
Grade	Season 2014/15	Season 2015/16	Season 2016/17	Season 2018/19
RMS, HWS, DMS	24	23	22	22

NOTE: An example of how to complete the BHRDCA Player Points Submission Form appears below (**Form 2.**)

Clubs are to complete only sections 1-9; the BHRDCA CoM will complete the assessment and allocate Player Points. This is working example assumes that the system has been place for a number of years and ‘Loyalty Discounts’ have been applied.

In the second year of the Player Point System a field for ‘Home Grown’ status will be added to the Submission Form for clubs to complete; ongoing records will be held with the BHRDCA CoM. After a player is assessed by the BHRDCA CoM as ‘Home Grown’ the Player Name and MyCricket ID will be the only fields required for subsequent seasons.

BOX HILL REPORTER DISTRICT CRICKET ASSOCIATION (Example)

Club Name:	Box Hill Giants Cricket Club	Season:	2013/14
Date:	17 July 2013	Signed (Secretary):	Joe Bloggs

1. Complete Columns 1- 9 for players your club believes will be considered for selection in RMS, WS, DMS or A Grade
2. Forms containing missing fields will be returned to the Club for completion
3. To receive credit for 'Qualified Seasons' in lieu of 50 Games to achieve 'Home Grown' status, player must have qualified for finals (club to prove in lieu of MyCricket)
4. 'Home Grown' status & points allocations including 'Loyalty Discount' reduction will be determined by BHRDCA CoM

Form 2. – BHRDCA Player Points Submission Form

Column 1	2	3	4	5	6	7	8	9	BHRDCA Use				
Player's Surname	Player's First Name	MyCricket ID No.	Played Juniors at Club (Y/N)	Number of Junior Games	Year First Played at Club	Previous Club, Competition & Season Last Played	Completed Seasons at Club	Consecutive Senior Games at Club	Original Player Code	Original Player Type	Loyalty Discount	Current Season Points	Home Grown Player
Johnson	Mark	121xxx	Y	25	02/03	Donvale, VSDCA 1 st XI, 2005/06	0	0	INA 2	2	0	2	N
Gibbs	Phil	122xxx	N	0	07/08	Richmond, Premier 1 st XI, 2006/07	5	51	PR 1	4	3	1	Y
Reed	John	123xxx	Y	31	00/01	N/A	12	78	BP	1	N/A	1	Y
Peters	Paul	124xxx	N	0	11/12	North Ringwood, RDCA, 2007/08	2	11	OA	2	1	1	N
Williams	Glen	125xxx	Y	32	06/07	N/A	6	32	BP	1	N/A	1	Y
Watson	Michael	126xxx	N	0	10/11	Duke CC, England (INT), 2009/10	2	23	OS	5	1	4	N
Jones	Ben	127xxx	N	0	12/13	St David's CC, BHRDCA, 2010/11	1	11	BHR	3	0	3	N
Border	Alan	128xxx	N	0	13/14	Australia, Australia (INT), 1999/00	0	0	INA 1	3	0	3	N
Ponting	Ricky	129xxx	N	0	13/14	Australia, Australia (INT), 2012/13	0	0	INT	6	0	6	N
Webber	Tom	130xxx	N	0	10/11	Donvale, VSDCA 1 st XI, 2009/10	3	34	VSD 1	4	2	2	N
Martyn	Damien	131xxx	N	0	10/11	Australia, Australia (INT), 2009/10	3	4	INT	6	0	6	N
Mason	Carl	132xxx	Y	51	01/02	N/A	11	62	HG	1	N/A	1	Y
Graham	George	133xxx	N	0	05/06	Donvale, VSDCA 3rd XI, 2002/03	7	49	VSD 2	3	2	1	Y

Attachment 6 – SPLIT INNINGS RULES

These Rules apply to all Two Day grades where reduced overs Split Innings conditions (currently 64 Overs/Day) apply

Playing Condition Overview

- Bowlers may bowl a maximum of 15 overs per innings (to the first 64 overs of the innings & after that there are no restrictions) with a maximum of 8 overs per bowler per 32 over split session.
- A batter **must retire on the ball** at which they reach 100 (50 for One Day Matches)
- A team may have Thirteen (13) registered players of which any combination of 11 players can bat, bowl and field. There are only 11 on the field at any one time and 10 wickets only can be taken as per normal playing conditions.
- Each team must declare their 13 players by exchanging team sheets listing all 13 players. At the exchange of team sheets, each team must nominate the non batter. **NOTE: You DO NOT HAVE to play 13 players, this is an option only.**
- All 13 players of a team must be entered in My Cricket and also be recorded in both scorebooks. Players not listed in the scorebook and on My Cricket will mean they are unable to count the match towards finals qualifications.
- If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines the delivery or deliveries is/are to be declared null and void and a replacement bowler will re-bowl the over.

For Two Day Matches...

- Each innings (64 overs) will be split into 32 over groups i.e. after the first 32 overs of an innings there will be a tea break and the fielding team will start their batting innings.
- On 2nd day the team that batted second on Day 1 will resume their innings (assuming they were not dismissed) with the 2 current not out batters, for a further maximum of 32 overs. After the Tea break the other team will then resume their innings.
- At the end of each batting session, a notation must be made in the scorebook confirming score at end of 32 overs e.g. 4/156. Not out batters and their individual scores e.g. Smith 23*, Jones 12*. A further notation should be made to record which end the last over was bowled from and which batter was on strike. These details will be important on day 2 ensuring bowling commences from the correct end with the correct batter on strike.
- In effect, the first innings of each team (64 overs) is split across 2 days.
- If a team is dismissed prior to using its allocated 64 overs, the other team will be able to bat these overs, less any loss for change of innings. For example, if Team 1 is dismissed in 54 overs, Team 2 can bat for 74 overs (64 overs + 10 overs). Follow-on Rules etc. will still apply as per the current Two day Rules.

MATCH EXAMPLE ONE

DAY 1: TEAM A 3/200 from 32 Overs, Team B 6/50 from 32 Overs,

DAY 2: TEAM B (who bats first) – All out 100 from 44 Overs (Total overs used for their first innings) = 52 Overs remaining for a Full Days play. TEAM A then has the option to continue batting their first innings from 3/200 or declare at any time (including their overnight score), and then has the overs remaining after such declaration to dismiss TEAM B in their second innings.

MATCH EXAMPLE TWO

DAY 1: TEAM A 8/90 from 32 Overs, Team B 2/100 from 32 Overs,

DAY 2: TEAM B (who bats first) – 8/260 c.c. from 64 Overs (Total overs used for their innings) = 32 Overs remaining for a Full Days play. TEAM A is then dismissed for 95 after 34 Overs (Total overs used for their first innings i.e. 32 used on Day 1, plus 2 additional required for the final two wickets on Day 2) = 30 Overs remaining for the Full Days play. TEAM A commences their second innings.

NOTE: TEAM B could have declared their innings earlier and thus created more overs for them to bowl to complete the Full days play

- In the event of extreme conditions, existing Rules will apply. The team batting last must be given the opportunity to face the same number of overs as the team batting first (maximum 64 overs). If the team batting last does not face the same number of overs and is not dismissed or they don't make the necessary runs the match will be a draw.
- In the event that a team is dismissed within the 64 overs the bowling restriction is removed after 32 overs have been bowled in the next batting session.

For One Day Matches...

- Bowlers can bowl a maximum of **8 OVERS PER INNINGS**
- A batter must retire on the **BALL AT WHICH THEY REACH 50**

Attachment 7 – PLAYER PERMITS

Permit Committee Approval

To play under Permit Conditions, a permit **MUST BE** approved by a Permit Committee member **BEFORE** the player represents their club on the field.

Home and Away Rounds (Prior to the first Two (2) Day match after Christmas)

- All Permits must be submitted to the Permits Committee via My Cricket (only) by Thursday 10:00 p.m. prior to the match in which the club seek to select the player
- An extension to this deadline may be provided but only on direct contact with a Permit Committee member prior to the Thursday 10:00 p.m. deadline
- Unless specified by the Permit Committee; Permits are only applicable to the match for which the Permit is applied

If one or more of the following apply; a Permit must be obtained

- Permits are required for a player if they drop **more than Two (2) Club Grades**. (Conditions may apply)
- Permits are required for a player if they drop **Five (5) or more Competition Grades**. (Conditions may apply)
- Playing Restrictions or Conditions in relation to Permits will be measured against previous player achievements in that season

If there is a breach of the above regulations then the team will be deemed to have forfeited that match and all player performances, game qualification for the offending team and **ALL** its players will become null and void (Refer 10b (iii))

Example: A Club has three Senior teams (Wilson, B Grade & E Grade) and wishes to drop a player...

- The club wants to drop a player from Wilson to B Grade (Not more than 2 Clubs Grades **and not 5** or more Competition Grades) = No Permit Required
- The club wants to drop a player from Wilson to E Grade (Not more than 2 Clubs Grades **but 5** or more Competition Grades) = Permit Required

NOTE: The Permit conditions recorded above **DO NOT** apply to any BHRDCA Two (2) team Clubs

First Two Day Match after Christmas

- A Permit is required for any player that drops **ONE CLUB GRADE** or more, if they have previously played **FOUR GAMES OR MORE** in any higher grade during that season
- A Permit is required for any player that has previously played **FOUR GAMES OR LESS** in any higher grade earlier that season, if they are seeking to play more than **TWO (2) CLUB GRADES** or **FIVE OR MORE ASSOCIATION GRADES** below where they had played their last match.

NOTE: This Rule applies from the first Two Day round after Christmas as stipulated by the CoM

- Players are required to have played **6 PLAYING DAYS** in that grade to qualify for finals.

Finals

Interchange of Players to between Grades – SEMI FINAL MATCHES

In Semi Final matches, Clubs with consecutive Club teams engaged are permitted to freely interchange players within such grade levels except that no player is permitted to move more than one Club grade from that in which they last played

Example: Presuming the player has met the criteria for finals qualification and A, D & G Grade at their club are all in their respective grade final series. If the player has played most of the season in A Grade, they are eligible to play in the D Grade Semi Final by this consecutive grade Rule, but will require a permit to play if the club wishes to select the player in the G Grade Semi Final team.

Interchange of Players to between One Day and Two Grades – SEMI FINAL MATCHES

In Semi Final matches, Clubs with Two day teams engaged and where sufficient numbers of qualified players are recorded (Squads of 13 or more), cannot elevate a player from their highest One Day Grade, to engage in the Two Day Grade Semi Final without seeking a Permit from the Permit Committee

In this instance justification as to why the Permit Committee should allow the player(s) elevation ahead of already qualified Two Day Grade players will be required.

Qualification and Conditions

- Players are required to have played **6 playing days** in that grade to qualify for finals
- Clubs are required to submit Player lists by **Tuesday 8:00 p.m.** prior to the Semi Final matches for a BHRDCA Permits Committee qualification & eligibility review
- The BHRDCA Permits Committee have the authority to grant Permits to players in extraordinary circumstances
- Any Permit issued for a player in a Semi Final will also be applicable to the same player in the Grand Final for that grade
- Playing Restrictions or Conditions **MAY BE** applied to Finals Permits e.g. Can't bat in top 4, can't bowl before over 20
- It is highly recommended that Clubs contact a BHRDCA Permit Committee Member (alternatively a member of the CoM) for clarification of player eligibility

Note:

- For Qualification & eligibility with respect to Washout, Abandoned, Bye or Forfeited Rounds – Refer Rule 1 (d) & Rule 10 (b)

Interchange of Players to/from Premier (District Cricket) Clubs

Players with Premier Clubs are **ELIGIBLE** to play with their former Club in the BHRDCA under the following circumstances:

- They are not selected by their Premier club on any day or any weekend when a BHRDCA match is fixtured,
- They are Under 21 at 1 September of the current season
- They cannot play in **ONE DAY** Grades
- Players interchanging to/from Premier (District Cricket) Clubs under these circumstances **MUST** also have a Permit applied for

Permits for such players will be required after 31st December

Conditional Permits

The Permit Committee may impose Restrictions or Conditions of use on any Permit granted

Breach of Permit Rules

If there is a breach of the above **PLAYER PERMIT RULES** then the team will be deemed to have **FORFEITED THAT MATCH** and all player performances, game qualification for the offending team and **ALL** its player performances will become null and void (**Refer BHRDCA Rule 10b (iii)**)

Attachment 8 – MyCRICKET ADMINISTRATION

(a) Registration of Players

All BHRDCA Players **MUST BE** registered on MyCricket either before they participate for the their Club for the first time or within **24 Hours** of the match in which they participated concluding

(b) MyCricket Match Day Requirements

All BHRDCA fixtured matches must be updated on MyCricket as follows:

- (i) **Both HOME & AWAY TEAMS** have until **12:00 a.m. Midnight** on the day following their matches conclusion (e.g. Midnight Sunday for a Saturday fixtured match), upon which they shall have entered their **FULL TEAM SHEET** (inclusive of identifying the Team Captain, Wicket Keeper & any Substitute players)
- (ii) **The HOME TEAM** has until **12:00 a.m. Midnight** on the day following their matches conclusion (i.e. Midnight Sunday for a Saturday fixtured match), to record all facets of the match, inclusive of all **Batting, Bowling and Fielding** records of the match against its respective players on its nominated Team Sheet (it may also record these details for the Away team if it wishes)
- (iii) **The AWAY TEAM** has until **12:00 a.m. Midnight** two days following their matches conclusion (e.g. Midnight Monday for a Saturday fixtured match), upon which it shall ensure the Match Result and all Away Team facets of the match, inclusive of all **Batting, Bowling & Fielding** records of the match against its respective players on its nominated Team Sheet
- (iv) **The AWAY TEAM** shall be responsible for **CONFIRMING THE MATCH RESULT** on MyCricket, once it is satisfied that all facets of the match are completed and reflect the correct result.
- (v) **The MyCricket CAPTAINS REPORT** shall be completed by **BOTH CLUBS** for **EACH APPOINTED MATCH UMPIRE**, by 12:00 a.m. Midnight two days following the matches conclusion (e.g. Midnight Monday for a Saturday fixtured match)
- (vi) Any **PROTEST/DISPUTE** associated with the **RESULT, SCORES, BATTING, BOWLING OR FIELDING** facets of the Match **MUST** be raised with the Secretary and/or Administration Manager within 48 hours of the matches completion

NOTE: Under NO CIRCUMSTANCES should Clubs dispute the Match using the MyCRICKET DISPUTE option (Refer Rule 11 (b) & Rule 15: Schedule of Administration Fees)

(vii) Failure to comply with these deadlines will result in an **Incomplete /Missing/Late Match Report** being identified and be subject to the conditions of **Rule 15: Schedule of Administration Fees.**

(c) Recording Wickets lost / Innings Closure at the end of an innings

- (i) If a Team bats eleven or more players then the MyCricket “INNINGS CLOSURE” record is **ALL OUT** as all 10 Wickets are lost
- (ii) If a Team bats less than eleven players the Team is ALL OUT when all batsmen (less one) are dismissed and the MyCricket “INNINGS CLOSURE” record is **ALL OUT** (i.e. equivalent to 10 Wickets lost)
- (iii) A team **declaring its innings** under **Rules 2 and/or 3** shall be deemed to have lost only those wickets which have actually fallen and the Score should be recorded as X/YYY (where X is the number of wickets lost for YYY Runs) and the MyCricket “INNINGS CLOSURE” record is **DECLARED**
- (iv) A team having its innings compulsorily closed under **Rules 2 and/or 3** shall be deemed to have lost only those wickets which have actually fallen and the Score should be recorded as X/YYY (where X is the number of wickets lost for YYY Runs) and the MyCricket “INNINGS CLOSURE” record is **COMPULSORY CLOSE**

(d) MyCricket Unlock

At the CoM’s discretion an Unlock Fee may be levied against multiple MyCricket Match unlock requests

The “R.J. McINTOSH MEMORIAL AWARD”

Named in honour of Ray McIntosh, BHRDCA Life Member (1964/65), from the Box Hill Church of Christ Cricket Club, a 50+ Year playing member, who held the position of BHRDCA Secretary more than 20 seasons between 1953/54 and 1976/77 and awarded for “Exemplary Service to the BHRDCA”

<u>Season</u>	<u>Recipient</u>	<u>Club</u>	<u>Season</u>	<u>Recipient</u>	<u>Club</u>
1988/89	I. Cullen	Blackburn	2007/08		
1989/90	K. Albiston	Doncaster	2008/09		
1990/91	T. Hutchins	Nunawading	2009/10		
1991/92	D. Sutton	Heatherdale	2010/11	R. Chambers	Forest Hill
1992/93	T. Cullen	Blackburn	2011/12		
1993/94	G. Davidson	Eley Park	2012/13		
1994/95	I. Scholfield	Burwood District	2013/14	S. Carusi (=)	Box Hill North Super Kings
1995/96	T. McGary	East Box Hill		D. Cowell (=)	Nunawading
1996/97	F. Horne	East Burwood/Bennetswood	2014/15		
1997/98			2015/16	T. Anderson (=)	Heatherdale
1998/99				S. Hamilton (=)	Nunawading
1999/00	C. McGary	East Box Hill	2016/17	R. Clifton (=)	Mitcham
2000/10				Mrs. R. Clifton (=)	Mitcham
2001/02			2017/18	C. Gislingham (=)	Vermont
2002/03				R. Mudher (=)	East Box Hill
2003/04					
2004/05				<u>Additions</u>	
2005/06			Unk	Andrew Gill	East Box Hill
2006/07			Unk	Martin Fincher	East Box Hill

Others: Graham Matthews (VSCC), Les Allen, Peter Rosenthal (KHCC), Chris Box (HCC), John Box (HCC), Marty Fincher (EBHCC), Cam White (EBHCC), Lisa Robertson (BCC), Mark Paterson (BCC), Darren Mile, Keith Joyce, Jamie Phillips (BHNSK),

The “G.H. GRIFFITH MEDAL”

Named in honour of George Griffith, and awarded to the two Umpires appointed to conduct the BHRDCA’s Premier Grade Grand Final each season.

XX
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<u>Season</u>	<u>Recipient</u>	<u>Recipient</u>	<u>Season</u>	<u>Recipient</u>	<u>Recipient</u>
1985/86	A. Berry	B. Porter	2003/04	P. Bekkers	A. Carson
1986/87	A. Berry	B. Porter	2004/05	N. Cameron	A. Carson
1987/88	A. Berry	B. Porter	2005/06	A. Carson	D. Hearn
1988/89	W. Howell	B. Porter	2006/07	A. Carson	A. Rigg
1989/90	A. Chapple	W. Howell	2007/08	N. Cameron	D. Hearn
1990/91	A. Lindsay	B. Porter	2008/09	B. Brummell	S. Markwell
1991/92	A. Lindsay	B. Porter	2009/10	J. Beard	B. Brummell
1992/93	A. Lindsay	B. Porter	2010/11	S. Markwell	R. Punton
1993/94	J. Beanland	B. Porter	2011/12	R. Punton	A. Rigg
1994/95	A. Lindsay	B. Porter	2012/13	B. Brummell	M. Heath
1995/96	A. Lindsay	B. Porter	2013/14	J. Beard	P. Herman
1996/97	D. Hearn	A. Low	2014/15	B. Mealings	A. Rigg
1997/98	R. Fewster	D. Hearn	2015/16	B. Brummell	P. Herman
1998/99	D. Hearn	M. Matthews	2016/17	J. Ballantine	P. Herman
1999/00	A. Carson	R. Johnson	2017/18	S. Markwell	A. Rigg
2000/10	B. Porter	A. Rigg	2018/19		
2001/02	B. Porter	A. Rigg			
2002/03	M. Hoogstra	A. Rigg			

TABLE 1: CALCULATOR TABLE FOR TIME & OVERS LOST

<u>Mins</u>	<u>Overs</u>	<u>Mins</u>	<u>Overs</u>	<u>Mins</u>	<u>Overs</u>
3.5	1	73.5	21	143.5	41
7.0	2	77.0	22	147.0	42
10.5	3	80.5	23	150.5	43
14.0	4	84.0	24	154.0	44
17.5	5	87.5	25	157.5	45
21.0	6	91.0	26	161.0	46
24.5	7	94.5	27	164.5	47
28.0	8	98.0	28	168.0	48
31.5	9	101.5	29	171.5	49
35.0	10	105.0	30	175.0	50
38.5	11	108.5	31	178.5	51
42.0	12	112.0	32	182.0	52
45.5	13	115.5	33	185.5	53
49.0	14	119.0	34	189.0	54
52.5	15	122.5	35	192.5	55
56.0	16	126.0	36	196.0	56
59.5	17	129.5	37	199.5	57
63.0	18	133.0	38	203.0	58
66.5	19	136.5	39	206.5	59
70.0	20	140.0	40	210.0	60

TABLE 2: OVERS & COMPULSORY CLOSURE

Minutes Lost	0	3.5	7.0	10.5	14.0	17.5	21.0	24.5	28.0
Overs (80 over grades)	80	79	78	77	76	75	74	73	72
Overs (64 over grades)	64	63	62	61	60	59	58	57	56

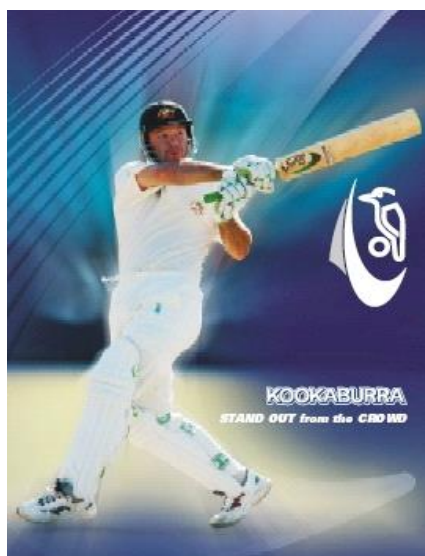
TABLE 3: Late start due to Extreme Conditions, Bad Light or Exceptional Circumstances – DS Time**Reduced Overs One Day Matches (Daylight Saving Time)**

First Innings (PM)	Tea Break (PM)	Second Innings (PM)	Overs Each Team
1:00-3:25	3:25-3:45	3:45-6:10	40
1:15-3:30	3:30-3:50	3:50-6:05	37
1:20-3:35	3:35-3:55	3:55-6:10	37
1:25-3:35	3:35-3:55	3:55-6:05	36
1:30-3:40	3:40-4:00	4:00-6:10	36
1:35-3:40	3:40-4:00	4:00-6:05	34
1:40-3:45	3:45-4:05	4:05-6:10	34
1:45-3:45	3:45-4:05	4:05-6:05	33
1:50-3:50	3:50-4:10	4:10-6:10	33
1:55-3:50	3:50-4:10	4:10-6:05	31
2:00-3:55	3:55-4:15	4:15-6:10	31
2:05-3:55	3:55-4:15	4:15-6:05	30
2:10-4:00	4:00-4:20	4:20-6:10	30
2:15-4:00	4:00-4:20	4:20-6:05	28
2:20-4:05	4:05-4:25	4:25-6:10	28
2:25-4:05	4:05-4:25	4:25-6:05	27
2:30-4:10	4:10-4:30	4:30-6:10	27
2:35-4:10	4:10-4:30	4:30-6:05	25
2:40-4:15	4:15-4:35	4:35-6:10	25
2:45-4:15	4:15-4:35	4:35-6:05	24
2:50-4:20	4:20-4:40	4:40-6:10	24
2:55-4:20	4:20-4:40	4:40-6:05	23
3:00-4:25	4:25-4:45	4:45-6:10	23
3:05-4:25	4:25-4:45	4:45-6:05	21
3:10-4:30	4:30-4:50	4:50-6:10	21
3:15-4:30	4:30-4:50	4:50-6:05	20

TABLE 4: Late start due to Extreme Conditions, Bad Light or Exceptional Circumstances – Non DS Time

Reduced Overs One Day Matches (Non-Daylight Saving Time)

First Innings (PM)	Tea Break (PM)	Second Innings (PM)	Overs Each Team
12:30-2:55	2:55-3:15	3:15-5:40	40
12:45-3:00	3:00-3:20	3:20-5:35	37
12:50-3:05	3:05-3:25	3:25-5:40	37
12:55-3:05	3:05-3:25	3:25-5:35	36
1:00-3:10	3:10-3:30	3:30-5:40	36
1:05-3:10	3:10-3:30	3:30-5:35	34
1:10-3:15	3:15-3:35	3:35-5:40	34
1:15-3:15	3:15-3:35	3:35-5:35	33
1:20-3:20	3:20-3:40	3:40-5:40	33
1:25-3:20	3:20-3:40	3:40-5:35	31
1:30-3:25	3:25-3:45	3:45-5:40	31
1:35-3:25	3:25-3:45	3:45-5:35	30
1:40-3:30	3:30-3:50	3:50-5:40	30
1:45-3:30	3:30-3:50	3:50-5:35	28
1:50-3:35	3:35-3:55	3:55-5:40	28
1:55-3:35	3:35-3:55	3:55-5:35	27
2:00-3:40	3:40-4:00	4:00-5:40	27
2:05-3:40	3:40-4:00	4:00-5:35	25
2:10-3:45	3:45-4:05	4:05-5:40	25
2:15-3:45	3:45-4:05	4:05-5:35	24
2:20-3:50	3:50-4:10	4:10-5:40	24
2:25-3:50	3:50-4:10	4:10-5:35	23
2:30-3:55	3:55-4:15	4:15-5:40	23
2:35-3:55	3:55-4:15	4:15-5:35	21
2:40-4:00	4:00-4:20	4:20-5:40	21
2:45-4:00	4:00-4:20	4:20-5:35	20



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