

EASTERN VETERANS COMPETITION RULES

EASTERN VETERANS COMPETITION

RULES 2022/23 (Ratified Sept 2022)

(Note: All Rules are subject to periodic revision & change)

The objects of the Association shall the playing and fostering of cricket, free from any objectionable features, and the better acquaintance and fellowship of the players of the Association.

Adopted Date 30/09/2022,

Mission Statement

“To develop, support and co-ordinate Over 40’s cricket through the provision of a Veterans competition utilising the Box Hill Reporter District Cricket Association and Ringwood and District Cricket Association Club infra-structure.”

VETERANS CODE

The very word “Cricket” has lent itself to the English language as a term to incorporate all that is fair and honest in sport as well as life. For something to be seen as “not cricket”, implies circumstances outside the spirit, values or traditions of normal fair play.

In keeping with these traditions, the Ethos of Veterans Cricket demands that...

- We will not place winning before enjoyment,
- We respect our opponents, team mates and supporters at all times,
- We always play within the laws, spirit, and values of the sport of cricket,
- We provide a hospitable and friendly environment for our guests,
- We acknowledge that health and well-being are of paramount importance,
- We will display the maturity and leadership that befits our status as elder statesmen of our great sport

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COMMON SENSE RULE

We are a social competition wherein our primary objective is the enjoyment and health considerations of our players. There may eventuate situations from time to time, where the strict adherence to the below rules disadvantage one or both teams. In these situations, the rules shall be considered guidelines and may be waived / amended by a "Common Sense Agreement" by both participating captains in the spirit of cricket and sport.

Players are expected to play the game in true sportsmanlike manner in that it is incumbent upon the player to walk if he is aware that he has nicked the ball – Players should not place undue pressure on their team-mates umpiring capabilities or sensibilities.

As with all circumstances, provided both Captains agree, modification of any aspects of playing conditions in keeping within the current rules proportional to the number of overs being bowled (minimum 20 overs) is acceptable subject to commonsense prevailing.

Again, I call on all captains to show leadership and common sense in these type of cases.

MEMBERSHIP – 2022/23

BOX HILL NTH SUPER KINGS C.C.	BURWOOD DISTRICT CC
CROYDON RANGERS C.C.	DEAKIN CC
GLEN WAVERLEY COUGARS C.C.	HEATHERDALE C.C.
HEATHERDALE C.C.	KERRIMUIR UTD C.C.
LOWER ELTHAM C.C.	MITCHAM C.C.
MOOROOLBARK C.C.	PARK ORCHARDS C.C.
SOUTH CROYDON C.C.	SOUTH WARRANDYTE C.C.
TEMPLESTOWE C.C.	VERMONT C.C.
WARRANDYTE C.C.	WARRANWOOD C.C.
WONGA PARK C.C.	WOORI YALLOCK C.C.

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Laws of Cricket Competitions arranged by the Association shall be played under the Marylebone Cricket Club (M.C.C.) Laws of Cricket Code 2017 & 2022, as adopted by Cricket Australia and Cricket Victoria except where otherwise provided for in these Rules and with the exception listed below where the M.C.C. Laws of Cricket Code 2017, DO NOT APPLY to the Eastern Veterans Competition:

Law 41.16 Non-Striker leaving his/her ground early; 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

Competition Co-ordinator contact details

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1. REGISTRATION

- 1.1 All participating clubs must be registered and financial with either the Box Hill Reporter District Cricket Association (BHRDCA) or Ringwood and District Cricket Association (RDCA), prior to the commencement of Round Three (3) in their current season.
- 1.2 Team registration fees will be determined yearly at the Annual Veterans Competition meeting.
- 1.3 Insurance – Public Liability and Player Insurance:
All Clubs are to ensure that a Public Liability and Player Insurance policy is in place.

2. PLAYER ELIGIBILITY & REGISTRATION

- 2.1 To be eligible to play in the Veterans Competition, a player must have reached the age of 40 years prior to the commencement of the final fixtured round in that seasons fixture.
 - a) Clubs are allowed to play players who do not meet the age requirement, provided permission has been obtained from the Competition Co-Ordinator;
- 2.2 Players must be registered through the MyCricket website as per BHRDCA/RDCA requirements. All Veteran Players to be registered via the MyCricket online registration process.
 - a) Personal details required to be entered into the system: First and Last name, address, phone or mobile number, Date of birth, email address & emergency contact name and number.
- 2.3 Women 35 years of age and older are eligible to participate in the Eastern Veterans competition.
- 2.4 The Competition Co-Ordinator shall have final ruling on a players eligibility;
- 2.5 A player may play with their veteran team of choice irrespective of any other senior club or Association affiliation.
- 2.6 Any player suspended or disqualified by any other Cricket Association during the season will be ineligible to play in the Veterans Competition for the duration of that suspension

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3. COMMENCEMENT OF PLAY

- 3.1 Play shall commence no later than 1.00pm. A 15 min delay may be taken at the agreement of the Captains.
- 3.2 The minimum number of players required for a team to commence a match shall be 8. In the event of a team playing short, their opposition will not be required to provide substitute fieldsmen. **(Note: At the agreement of the opposing Captain, a spectator in attendance may play as a substitute fielder but will not be allowed to bat or bowl. Only two (2) substitute fieldsmen will be allowed).**
- 3.3 Players may be exchanged between teams on the day of the match by agreement between the Captains. Players are not permitted to represent both sides in the same match
- 3.4 The Association may fixture a Reserve Day for Rounds 1-5 abandonments. Should more than 1 round be abandoned in that period, the Reserve Day match's will be those scheduled for the first Round abandoned.
- 3.5 Provisions for Reserve days shall be included in the season draw for each division for this to be made possible;
- 3.6 Clubs are to ensure that they are aware of these possible playing days. Games Rescheduled under mutual agreement by both Clubs, provided they are in agreement, can reschedule games due to limited number of players available, due to exceptional circumstances. The Executive Committee has deemed that this flexibility is available, however on the following terms:
- 3.6.1 Clubs must notify Executive Secretary prior to the weekend round;
- 3.6.2 If a player has previously played for the club during that round he will not be eligible to play in the rescheduled game unless the Executive Committee has given prior approval;
- 3.6.3 Game must be played, no later than the following Sunday;
- 3.6.4 Heat Policy When the temperature on the day of a match is forecast to be >37°C the Veterans' Heat Policy is to be invoked.

4. PLAYER ATTIRE

- 4.1 Players may wear club colored shirts, shorts or pants where they form the basis of a common club uniform **(i.e. where all players are like attired), in all other cases white attire shall be worn (an exception shall be substitute fieldsmen as per 3.2).**
- 4.2 Footwear may include colored stripes.
- 4.3 The wearing of helmets by batsmen, wicketkeepers up to the wicket and fieldsmen within 7 metres of the bat (slips to gully exempt) is strongly recommended but not mandatory.

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5. CAPTAINS DUTY

5.1 Team captains should ensure that:

- a) Team members abide by the spirit of cricket;
- b) If playing at home, that the ground is in order, boundaries are marked and stumps are in position at least 5 minutes before the start of play;
- c) The team is ready to play at the scheduled time.
- d) A competent scorer is available;
- e) Batting teams to provide senior persons to umpire (unless otherwise agreed by both captains);
- f) Before the start of play, captains will exchange lists of players who cannot be changed without consent of the opposing captain. These names are to be entered into the scorebook by the end of the tea interval and must only be for players that have/will participate in the match;
- g) Ensure that both scorebooks are correct at the end of each innings. Sign the opposing team's scorebook at the end of play and check that the player list consists only of nominated players who have participated in the game i.e. batting, bowling or fielding. Also check that their team entered on the MyCricket site for this game likewise only consists of players who have participated in the game;
- h) Captains should also have a good knowledge of the rules and laws of cricket and the rules of the competition.

6. MATCH PLAY

6.1 A maximum of 36 overs shall be bowled by either team

6.2 A two-piece red ball only may be used.

6.3 Each team must provide two umpires during their batting innings. It is a requirement that players sent out to umpire must be experienced as far as possible in the laws of cricket. ***(Note: Cricket Law refers to MCC Regulations except where specifically amended by the Eastern Veterans Cricket Competition).***

6.4 A No ball shall be called where a bowler (irrespective to speed) delivers a full toss above waist height or bounces a ball that passes above shoulder height to a batsman standing in a regular batting stance.

6.5 The maximum number of balls allowed per over for overs 1 to 34 shall be 10 irrespective of the number of legal balls bowled. The final two overs (overs 35 & 36 shall continue until 6 legal balls have been delivered.

6.6 It is the prerogative of each fielding Captains as to whether bowlers may bowl 6 overs from the same end before changing to bowl from the alternate end or to follow the traditional convention of changing ends after each over. Captains will need to advise each other of their intention at the coin toss and shall not deviate from that advise. Where hot weather conditions are encountered, it is advised to use the 6 overs from one end format to assist player comfort.

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- 6.7 Bowlers are restricted to a maximum six (6) overs each with a minimum eight (8) players required to bowl at least one (1) over each in a completed 36 overs innings.
- 6.8 Players must retire immediately following the ball on which they reached their 40th run and may not bat again in the innings. All retirements shall count as a wicket lost. ***(Note: In the situation where a batsman retires hurt, that batsman may return to bat again so long as 10 wickets have not been lost including 40+ retirements – see Injury code 3).***
- 6.9 In the case where a batsman in the final pairing reach's his 40 run retirement target, he shall be allowed to bat on as normal except all runs he scores from the bat and or leg-byes will not be added to his teams score ***(Note: all byes, no balls and wides that occur while he is facing will be added to his teams score)***. The innings will be deemed closed where either batsman is dismissed, or the 36 overs are bowled.
- 6.10 Where a team has 12 or 13 players available, all players shall have the opportunity to bat or bowl notwithstanding that no side may lose more than 10 wickets and a 40(+) retirement shall count as a wicket lost ***(see Rule 5.7 above)***. ***(Note: a batsman may be retired at any score and the next batsman in shall be allowed to continue the retired batsman's innings until a combined score of 40 runs has been reached whereupon that batsman will retire and be counted as a wicket lost. No batsman once retired will be allowed to return to the wicket. If 13 players are available and the 12th batsman is the 10th wicket lost, the innings will be closed, and the 13th player may not bat)***.
- 6.11 Afternoon tea shall be taken for a period of 20 mins. after 36 overs or following the dismissal of a team in less than 36 overs. The Home team is to provide afternoon tea.
- 6.12 If the ball bounces off the helmet of a fielding player (including wicketkeeper) and is caught by another fieldsman before hitting the ground or bounces back onto the wicket catching the batsman out of his crease, that batsman will be dismissed.
- 6.13 The maximum number of fielders on the leg side is five (5), including a maximum of two (2) behind square leg.
- 6.14 An oval 30 metres from the centre of the stumps joined in a straight line is to be painted (small cones/coloured discs may be used if painting an oval is not viable – or a judgement of where the circle would be is allowed if a circle is not painted on the oval). Fielding restrictions permit only 5 fielders outside the circle.

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7. MATCH RESULTS

7.1 When a team passes the runs required to win the match, the match may be terminated at the agreement of both captains. Where one captain requests that the match continue, the game will continue until half (1/2) of the remaining overs left have been bowled. ***(Note: In this situation, every effort shall be made to allow as many players as possible to bat or bowl, keeping in mind the spirit of the game).***

7.2 Adverse Weather:

Play may continue to 7.00pm to make up any lost time. When the Team batting second is prevented from receiving its overs entitlement, the match shall be drawn, unless in the available time a decision has been reached. Overs may be reduced to a minimum of 20 overs due to adverse weather for the Team batting first.

7.3 Match results shall be lodged electronically on the BHRDCA MyCricket website no later than 6.00 p.m. on the Monday following the completion of the match and confirmed by 6.00 p.m. on the Tuesday. Failure to meet these timelines may incur a late score fine.

7.4 Where a match is abandoned, both sides shall lodge their named players prior to 6.00pm on the Monday following the match to ensure registration for finals eligibility status. ***(Note: Should this match be replayed on the allocated Reserve Day, teams may change the players to those that played in the catch-up match.)***

7.5 Match points shall be awarded as follows

Win	2 points
Forfeit win	2 points
Bye	0 points
Tie	1 point both teams
Abandonment	1 point both teams

7.6 In the event of a tie on match points for finals participation, teams will be separated by run rate ***(i.e. Total Runs Scored divided by Total Wickets Lost) divided by (Total Runs Conceded divided by Total Wickets Taken)***

7.7 Any disputes regarding match results should be reported to the Competition Co-Ordinator by email on or by phoning no later than 6.00pm on the Monday following the match.

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8. WEATHER RESTRICTIONS

- 8.1** In the event of extreme weather conditions, Captains have the option by mutual consent to reduce games to 30 or 24 overs a side with subsequent reductions of maximum overs for bowlers to five (30 overs) or four (24 overs) and maximum runs for batsmen to 35 (30 overs) or 30 (24 overs).
- 8.2** Two factors should be used in determining the fitness of grounds for play in wet conditions...
- a) Run-ups should be free of mud and surface water and safe for bowlers to operate.
 - b) Within 30 metres of the wicket, the fielding area shall be free of surface water.
- 8.3** Where a turf wicket has been scheduled and the wicket is unplayable, all effort must be made to relocate to an alternative all-weather pitch including the opposition pitch if available.
(Note: this rule applies to finals match's also).
- 8.4** Where conditions dictate that the abandonment of the round is required, an SMS text will be forwarded to all club contacts no later than 10.00am on the scheduled day of play. Notification of the abandonment will also be posted on the BHRDCA & RDCA website.

9. FINALS ELIGIBILITY

- 9.1** Clubs fielding more than one team in the competition may alternate players between grades
- 9.2** To qualify for finals participation a player must have played in a minimum of 3 matches for that team during the Home & Away series. If a Club requires a non-qualified player to play for a team in the Finals Competition Co-Ordinator approval must be sought.
- 9.3** A player qualifying for more than one team will be eligible for the highest qualified grade only
- 9.4** Finals will be scheduled at the grounds of the highest qualifying club
- 9.5** All semi-finals must be played on the fixture date only. In the event of a semi-final washout a Reserve Day will be invoked. Should both days be abandoned, the highest qualified team will be deemed the winner
- 9.6** In the event of a Grand Final washout, a Reserve Day will be invoked

Finals Venues:

- 9.7** All Semi Finals will be played at the grounds of the Team finishing highest on the ladder at the conclusion of the home and away season, subject to ground conditions meeting the approval of the Veterans' Executive Committee;
- 9.8** All Grand Finals will be played at the home ground of the team who finished highest on the ladder at the conclusion of the home and away season, subject to the ground conditions meeting the approval of the Veterans' Executive Committee.
- 9.9** Umpires will be appointed by the Veterans Executive Committee to all final matches and cost incurred will be paid at the current rates by the participating clubs.
- 9.10** The Premier side in each division will receive a Pennant known:

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Division 1 - The Peter White Perpetual Trophy

Division 2 - The Ken Johnston Trophy

Division 3 - Bill & Marg Stafford Trophy

10. RULE CHANGES

10.1 Formal submissions may be made to the Veterans' Executive Committee by affiliated Clubs and must include:

- i. Full text of amended rule/s;
- ii. Précis of proposed changes and reason for same;
- iii. Explanation as to effect and reason for same; iv) Full name/addresses of Proposer and Seconder (Seconder must be from another affiliated Club).

10.2 Veterans' Executive Committee will decide whether such proposal(s) are to proceed. Should the Veterans' Executive Committee decide against proceeding, reasons for such decision are to be advised in writing to the Proposer & Seconder.

Procedure for Adoption:

10.3 Upon deciding that the proposal(s) should proceed, details as described in Rule 30a.i. will be forwarded in writing to the Veterans Coordinators 21 days prior to the Annual General Meeting.

10.4 Amended rule(s) will be presented Annual general meeting:

- 10.4.1. The Proposer will be given an opportunity to speak in favour of the Amended Rule(s);
- 10.4.2. Clubs will be given opportunity to debate the Amended Rule(s);
- 10.4.3. Clubs will vote on the proposed Amended Rule (one vote per Club);
- 10.4.4. The proposed amended Rule(s) must receive more than 50% of votes of the Club Delegates in attendance in favour for the proposed change(s) to be adopted.

10.5 Unless special circumstances prevail (as considered by the Veterans' Executive Committee) no rule amendments will be considered after the Annual General Meeting each year.

10.6 Departure from Rule 10 will be considered by the Veterans' Executive Committee if submission of alteration is received in terms of Rule 10 and clearly demonstrates that failure to take immediate action will adversely influence the conduct of the Association affairs;

10.7 The Veterans' Executive shall have the power to alter rules format, without obtaining members input, only if the import of the rule changes does not change previously agreed intentions.

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11 INJURY CODE [BLOOD RULE]

- 11.1 Each team shall have in their possession a properly stocked first aid kit
- 11.2 Where a player suffers an injury during the game which causes bleeding, then the umpire or team captain or manager must ask the player to leave the field until appropriate first aid has been administered to prevent further bleeding.
- 11.3 The player cannot resume playing until the bleeding has stopped or the wound has been securely covered. A batsman who is injured is deemed to have temporarily retired and may return on the fall of the next wicket as per Rule 6.8.
- 11.4 If the batsman injured is the last wicket, a small break of up to 10 minutes shall be taken and the batsman resume at that time. If the bleeding cannot be stemmed or injury overcome in this period then the batsman shall be ruled ""Retired Hurt"" and the innings closed.
- 11.5 There shall be no reduction in the number of overs to be bowled due to injury.
- 11.6 Where an umpire is injured, clause 11.2 and 11.3 above shall equally apply. The batting side will provide a temporary umpire to allow the game to continue until the umpire is able to resume.