

DIAMOND VALLEY CRICKET ASSOCIATION Inc.



DIAMOND VALLEY
CRICKET ASSOCIATION

JUNIOR AND SENIOR PLAYING & ADMINISTRATION RULES (Revised September 2024)

Season 2024/2025

Member Clubs

Banyule	Mernda
Bundoora	Mill Park
Bundoora Park	Montmorency
Bundoora United	North Eltham Wanderers
Dennis	Panton Hill
Diamond Creek	Plenty
Eltham	Research Eltham Collegians
Epping	Rivergum
Greensborough	Riverside
Heidelberg	Rosanna
Hurstbridge	Rosebank
Lalor Stars	South Morang
Laurimar	Thomastown
Lower Eltham	Thomastown United
Lower Plenty	Whittlesea
Macleod	

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PLAYING RULES - JUNIORS

J1 JUNIOR GRADE RULES

These Rules starting with 'J' for 'Junior' apply to all junior grades. Each Rule applies to all matches, grades and age groups, unless it says otherwise.

Senior Rules starting with 'S' for 'Senior' do not apply to junior grades.

The 'Laws of Cricket' (2017 Code 3rd Edition-2022) apply to all matches, unless excluded or modified by or inconsistent with these Rules.

All references to "Tea" or the "Interval" should be read as "a **strict 10 minute Drinks Break.**"

Each team manager will have a copy of these rules at all matches.

J2 NUMBER OF PLAYERS IN TEAMS

A match will not start until each team has at least 7 players present for U12's, U14's, U16's, U18's, Levels 2 & 3 Girls.

If a team does not have 7 players present, the start will be delayed until it does.

The other captain may protest if there is a delay. He may claim a walkover after 30 minutes.

If a team starts a match with 7 players but later falls below 7 (even at the start of Day 2), play will still continue.

Teams can have more than 11 players in U14's, U16's, U18's, Levels 2 & 3 Girls. A maximum of 11 players applies to U12's.

All players can bat but the innings finishes at the fall of the 10th wicket for U14's, U16's and U18's and on the 8th wicket for U12's and Levels 2 & 3 Girls.

For U12's, Level 2 & 3 Girls teams the innings is closed after the batting team has finished the allocated overs or the following amount of wickets have fallen:

- 7 player team: 6 wickets
- 8 player team: 7 wickets
- 9+ player team: 8 wickets

For U14's, U16's U18's, more than 11 players may bowl in an innings, but no more than 11 may field at one time.

For U12's, 11 players may bat or bowl in an innings, however no more than 9 players may field at one time. If more than 9 players are present, they should rotate onto the field each over.

For Levels 2 & 3 Girls teams, 9 players may bat or bowl in an innings and no more than 9 players may field at one time. If more than 9 players are present, they should rotate onto the field each over.

It is encouraged that every junior player in the selected team be given the opportunity to bat **or** bowl (or both) in each match.

Members of the fielding team may interchange freely at the end of an over, at the fall of a wicket or after a break in play. Laws 1.1 and 1.2 do not apply.

All players must be listed in the selected team on PlayHQ on Day 1.

Unavailable players

A player is considered unavailable for a day if they are not present at any time during the day's play. The player must be recorded in the selected team on PlayHQ on Day 1.

J3 TEAM MANAGERS and COACHES

Each team will have a manager/coach at the match who is responsible for the team.

They will be at least 16 years old.

A manager/coach or his deputy may act for the team's captain.

The other team may treat a manager/coach or their deputy as the captain of the team.

Managers and Coaches may help with bowling and field changes and on-field coaching.

However, they will not waste time.

Note - unless they are officiating, coaches and managers may only go onto the ground during drinks breaks or in emergency circumstances, or else with the permission of the umpire. The penalty for breaching this clause is forfeiture of match.

Managers/coaches are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game, as well as within the Rules and Laws.

Before the start of each day's play, if there is no official umpire, the managers/coaches will agree on the time to be followed during that day's play. They will keep a note of the times of breaks in play and time lost for adverse conditions and ensure that they are noted in both scorebooks.

J4 PLAYERS AND SCORES

Teams and substitutes will be entered in PlayHQ on Day 1.

Clubs will update PlayHQ with details of players and scores as per the prescribed procedure.

Each club will provide a scorebook and a scorer to keep the scores as per the Rules and Laws.

After each day's play, umpires and captains will, when scores are agreed, and before leaving the ground, note the scores in both scorebooks and, at the end of the match the result and margin (eg Plenty won on the 1st innings by 25 runs), and sign both scorebooks to confirm that all team totals and any result are correct.

If scores are disputed each captain will note and sign the details in both scorebooks.

The official umpires will impound them and within 24 hours give them to the General Manager or his nominated representative with written details.

If there is no official umpire each club will give its scorebook and written details to the General Manager or his nominated representative within 24 hours.

If a club intends to protest or dispute the result the captain or manager will, before leaving the ground, tell the umpires and other captain, and note and sign the details in both scorebooks.

J5 SMOKING AND DRINKING

No player, umpire, or team manager will smoke on the field during a match.

No player, umpire or team manager will drink alcohol during a match.

J6 PLAYER SAFETY

FIRST AID KIT

Each team will have an adequately stocked first aid kit at each match.

HELMETS

Helmets (with grills) will be worn at all times by:

- All batsmen in all matches in all age groups; and
- **All** wicket-keepers in **all** matches. The exception being in U16 and U18 matches where a wicket-keeper may choose to discard the helmet when standing back from the stumps.

SPECIAL SAFETY CONDITIONS FOR JUNIOR PLAYERS

Close fielding restrictions apply to all U12 & Level 2 Girls matches, but not U14 or U16 matches.

No player in U12 & Level 2 Girls matches (except the wicket-keeper, gully and off-side slips fieldsmen) will field within 10 metres of the bat.

Players may advance into these areas to field the ball after it reaches the striker.

If a player infringes this Rule, either umpire will call and signal no ball.

The responsible team will mark the Restricted Zone with clearly visible white discs at intervals of not more than 2 metres.

If for some reason lines are not able to be marked on the ground, then the distance automatically becomes equal to half the length of the pitch from stumps to stumps.

Players within the restricted zone:

- Eligible players fielding in the restricted zone must be stationary and wearing a helmet (with a grill)
- The maximum number of other fielding players in the restricted zone in front of the wicket is: U12 & Level 2 Girls (none), U14 & Level 3 Girls (one), U16(two)
- No other fielding player shall enter this restricted zone until after the ball: (i) is hit by the batter (ii) strikes the body or the equipment of the batter (iii) passes through to the wicketkeeper.

It is the responsibility of each club to ensure that:

- The rule is understood and complied with and that prior to the commencement of play there is mutual acknowledgement of the rule by team managers, coaches and officials
- Sufficient helmets are provided so that its fielding players have the choice of a properly fitting and approved helmet
- Players are instructed to wear an appropriate helmet in both practice/training and match conditions when fielding close in
- If a helmet is not available then a player is not permitted in the restricted zone

- U12 & Level 2 Girls players playing in U14 or U16 are not permitted in the restricted zone other than as excepted above
- In U16's a player of that age group should be used before an U14 is placed into the restricted zone.

U14 and U16 players can only be used in the restricted zone in senior cricket, if no other alternative exists and that they are equipped to do so as above

Players under the age of 12 are not permitted to participate in any capacity in a senior match.

Penalties

- The normal 5 run penalty shall apply as under the laws of cricket if a helmet or any other protective gear lying on the playing surface (usually behind the keeper) is struck during the play
- Failure to mark the restricted zone in any junior match by the home team where an appropriate reason cannot be provided (i) first offence \$50 fine (ii) second offence loss of 2 match points or if not playing for points \$100 fine (iii) further offences and subsequent penalties to be dealt with at the discretion of the Executive
- Failure to comply with special safety conditions and subsequent penalties will be dealt with at the discretion of the Executive.

Umpires may report any club for a breach of the special safety conditions. Where an umpire is not provided then the captain/coach of the batting side must alert the opposing (fielding) captain/coach to the breach (and ultimately advise the Junior Executive if there remains disagreement). Where necessary, play is to start or continue as though the markings are in place using the half-pitch rule and if the ground cannot be marked correctly and without delay.

A player who has blood on them will leave the field for attention.

If they are a fielder and no substitute is available, the batting captain will immediately provide a substitute, or they will be reported.

A batsman has 10 minutes to resume their innings.

After every effort is made to clean blood from clothing, the player may be allowed to return.

J7 Umpires

Official Umpires

Details of the official umpire appointments will be published on PlayHQ.

Each day, each team will pay the official umpire its share (i.e. 50%) of the prescribed fee by the completion of the tea interval.

If there is no play, umpires receive half the normal fee.

If a team fails to pay the umpires upon request, they will report the club.

Unofficial Umpires

If there is only one official umpire either team will supply a square leg umpire. The official umpire will umpire both ends and may overrule a decision by the unofficial umpire.

If there is no official umpire each team will supply an umpire.

Unofficial umpires will be at least 16 years old.

Note

If an appointed junior umpire does not arrive, clubs are to notify the Umpires Manager as soon as possible.

If an appointed umpire is unavailable on the second week of a two day match the Umpires Manager will endeavour to arrange a replacement umpire, where possible. The Umpires Manager will contact both clubs to advise the situation. If no replacement umpire is available, the team batting will provide the umpire. If this situation occurs where two umpires are appointed, the remaining umpire will officiate from both ends.

J8 ADVERSE CONDITIONS

Meaning of 'Adverse Conditions'

'Adverse Conditions' includes adverse weather, light or ground conditions, hot weather as outlined below, and exceptional circumstances.

Deciding whether conditions are fit for play

The umpires will decide whether conditions are fit for play.

If official umpires disagree, the present state of things continues.

If an official and an unofficial umpire disagree, the official umpire's opinion prevails.

If there is no official umpire, the team managers will decide. If they disagree, play will proceed while each club tries to contact an independent Executive member, and it will continue until one attends.

If and when one attends, he will decide whether conditions are fit for play.

A club forced to play against its wishes pending his decision may protest under A10.

Thunderstorms and Lightning

- **Suspension of play due to lightning.** Suspension and resumption of play will follow the "30/30" rule. Play will stop when flash to bang count is 30 seconds, since this indicates that lightning is 10km away. This presents significant risk that the next strike could be at the observer's location. Play will be suspended and players moved to designated safe shelters.

Play will not resume until 10mins after the last lightning strike.

Safe shelters include a car or substantial building (with electricity, plumbing or telephone wiring) to provide a safe current to ground. Open areas, trees, benches, picnic shelters and tents should be avoided.

Hot Weather (Heatouts)

No evening match will start if the temperature has reached 36° Celsius at 5.00pm (34° Celsius for U10's and Level 1 Girls). All players are to report to grounds and await further advice.

The Bureau of Meteorology "Viewbank Temperature" accessed on www.bom.gov.au or the [BOM Mobile App](#) is the official and only source. The General Manager or nominated representative will monitor the temperature, and once the limit has been reached, clubs will be advised, and play will cease. Clubs will be advised when play can resume.

Play abandoned or cancelled for adverse conditions (washouts or heatouts)

If Day 1 of a Two-Day Home and Away match is abandoned before 20 overs are bowled, then all play is cancelled, and it becomes a One-Day match on Day 2. If play is cancelled it is ignored for points, percentage, and averages.

This applies in One-Day matches as well.

However, if play on any day of a match is abandoned in circumstances other than those set out above, play is not cancelled, or ignored for points, percentage, averages and votes; and it will continue on the next day of the match (if any) from the point where it was abandoned.

J9 PITCHES, WICKETS, BOUNDARIES, SCOREBOARDS, BALLS & STUMPS

Pitches will be synthetic grass laid over concrete.

- They will be at least 1.83m (6ft) wide.
- They will extend from wicket to wicket, and preferably at least one metre past the stumps.
- Pitch length for U10's and Level 1 Girls is 16 metres measured stump to stump. Pitch length for U12's and Level 2 Girls is 18 metres measured stump to stump.
- Clubs will arrange installation, repair or replacement direct with Councils.

- The pitch will be in good condition and fit for play.
- Clubs may not alter the state of the pile during a match, but may, during a change of innings, scheduled break or after an interruption for adverse conditions, use a vacuum/blower and/or sweep it or remove loose surface impediments.
- Clubs will paint creases, and keep them permanently painted. Although under modified rules (U10's, Level 1&2 Girls) tape may be used to identify the crease.

Stumps should not have metal ferrules, nor metal cone shoes.

Teams will use full-size stumps, bails and pitches. U10's, U12's, Level 1&2 Girls will use full-size portable stumps, with base and bails, preferably two sets of portable stumps, a minimum of one at one end of the pitch.

Boundaries

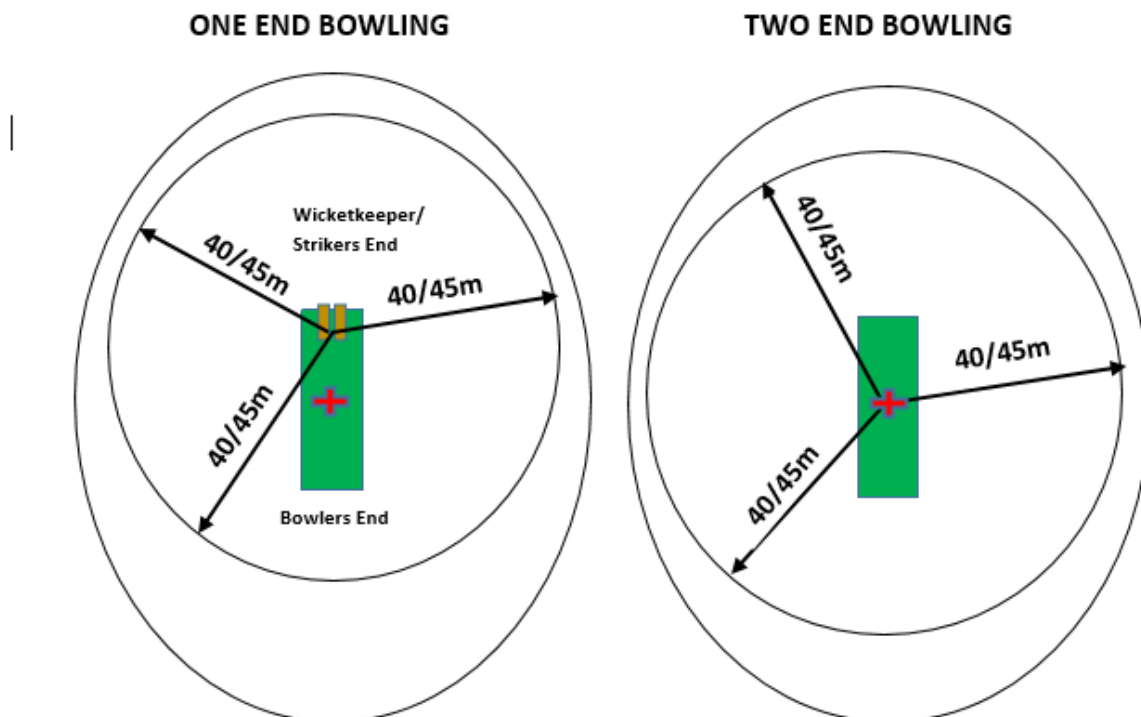
- Undefined boundaries will be marked by a white line, a rope laid on the ground, flags or cones
- Obstacles (including goalposts) and non-playing persons within the playing area are boundaries
- Gutters on the fence line are also defined as boundaries
- Managers and Umpires may also agree on defined boundaries as necessary
- All grounds bordered by fences, gutters or retaining walls must have a boundary marked and coned 2.74 metres inside the above defined border. This line must also be within 2.74 metres of any existing football posts
- Balls clearing or reaching defined boundaries on the full earn 6 runs.

Shorter boundaries.

Except where natural boundaries are shorter;

- U14's will use 50 metre boundaries measured from the centre of the pitch
- For one day U12's & Level 2 Girls a 45 circle is measured from the batter's end stumps as play is only from one end.
- For two day U12's and Level 2 Girls a 45 metre circle is measured from the centre of the pitch, and play will be from both ends.
- One day grades U10's and Level 1 Girls grade a 40 metre (max) circle is measured from the batters end stumps as play is only from one end.

Measurement of Boundaries



Scoreboards

All junior competitive grades drawn to play at a Club's main ground will operate a scoreboard at each match. The scoreboard must be visible from the ground.

Balls

Teams will use a ball as prescribed in the 'JA8 Ball Specifications'

Teams WILL supply and use a new ball for the other team's 1st innings.

The innings will not start without a new ball.

If there is a delay, the batting team may (but does not have to) supply a new ball. The fielding team will use it, and give the batting club a replacement within 48 hours.

Teams MAY supply and use a new ball for the other team's 2nd innings.

Otherwise they will use the ball in use at the end of the most recent innings.

Law 5.5 applies if the ball is lost or becomes unfit for play.

All balls used in a match are 'match balls'.

Official umpires will hold the current match ball during all breaks in play.

They will hold all used match balls until the match ends.

If there is no official umpire, each team will hold its own match balls until the match ends. It will make sure their condition is not altered in any way whatever.

J10 PREPARING THE PITCH AND GROUND

The team responsible for preparing the pitch and ground is:

- In home & away matches and finals, the home team; If however the match is played at a neutral ground then the team listed first in PlayHQ prepares the pitch and ground on ALL days, unless advised otherwise by the Operations Manager

In finals, the host club will ensure that the clubrooms are open.

The responsible team will:

Properly prepare the pitch and ground for each day's play and maintain as necessary if impacted by adverse conditions

As part of its duties, the responsible team will:

- Supply all necessary **equipment**, including vacuum blowers
- **Sweep** the pitch and **dry** the pitch, run-ups and surrounds and make them fit for play by sweeping or draining water away and/or putting down sawdust
- Supply **sawdust** when needed to make the ground fit for play (but in finals each team will supply its own sawdust when it needs it); it should have enough sawdust to fill a standard 55-litre rubbish bin or garbage bag
- Mark undefined **boundaries**
- Supply **stumps and bails**, and replacements when they are needed (but in home & away matches, the other team will also have a spare set of stumps and bails available)
- **Repaint popping creases**, if needed
- If there is no official umpire, pitch stumps and mark **popping creases** to a distance at least 0.91m (3 ft) from each edge of the pitch; and
- Mark **restricted zone fielding circles**.

An official umpire will report a team that breaches this Rule.

If the breach causes a delay, the other team may protest.
If it exceeds 30 minutes, the umpire will allow the other team to claim a walkover, but **only** for serious breaches that actually prevent the match proceeding (e.g. no stumps, etc.).
A team that gives a walkover under this Rule will be fined \$50.00.

If there is no official umpire, and a team breaches this Rule, the other team may protest.

J11 COIN TOSS IN JUNIOR MATCHES

There is no coin toss in **any home & away** junior matches (except in finals), **the away team will bat first.**

J12 FOLLOW-ON AND DECLARATIONS

A team may enforce the follow-on if it leads by 50 or more on the 1st innings (excluding U12's)

A captain may declare their team's innings at any time.

If a captain declares or enforces the follow-on during a break in play, play will not resume until at least 10 minutes after they notifies the other captain and the umpires of their decision to do so.

J13 HOURS OF PLAY

Play will start at the Scheduled Start at 5:00pm unless:

- It is delayed by adverse conditions; or
- It is delayed under another Rule; or
- The executive specifies another start time for the match.

Umpires and captains will compare time before play starts each day. If there is no official umpire, the Team Managers will agree on which watch is to be followed during that day's play.

The umpires will, after the first ball is bowled, announce the starting time to the batsmen and fielding captain.

The umpires will decide when drinks may be taken.

In normal circumstances it will only be once per session and only if the session is due to last for at least 2 hours.

A strict 10 minute drinks break to allow teams to changeover will be taken each day as per the relevant Rule. Neither umpires nor captains may agree to forego this break.

Play will continue until the completion of daily overs within the relevant Rule unless:

- It is abandoned because of adverse conditions, but play may only be abandoned within 90 minutes after the Scheduled Start if all captains and umpires agree; or
- There is a walkover or an outright result; or
- The relevant Rule allows captains or umpires to end play early.

Official umpires WILL and the other team MAY report a team responsible for a delay in starting, resuming or continuing play.

A captain may protest if the other team is responsible for a delay in starting, resuming or continuing play, and claim a walkover if it exceeds 30 minutes

To claim a walkover, the captain will tell the umpires and the other captain **after** the delay but **before** play starts, resumes or continues.

J14 STARTING AND COMPLETING LAST OVER

An over will be started if the umpire, walking at their normal pace, reaches their position at the bowler's end before time is reached for the Tea Interval or close of play.

If the time for a Tea Interval is reached during an over, it will be completed unless:

- A batsman is out or retires less than 2 minutes before the Tea Interval is due; or
- The players have cause to leave the field.

If the time for the close of play is reached during an over, it will be completed (even if a wicket falls) unless the players have cause to leave the field.

J15 DAILY OVERS - Two Day Matches

The daily overs are:

- 40 overs in U18's
- 40 overs in U16's
- 40 overs in U14's

But reduced by one over for each full 3 minutes for total time lost if greater than 20 minutes for which neither team is responsible (including, eg adverse conditions and injuries)

A total of 20 minutes lost represents a reduction of zero overs, whereas a total of 21, 24 and 27 minutes lost represents a reduction of 7, 8 and 9 overs etc.

There is NO reduction for the 10 minute break between innings nor for lost balls.

An over left unfinished when an innings ends DOES count as an over bowled.

An over in progress when an interruption in play starts will be completed when play resumes, and then it counts as an over bowled.

If a bowler cannot complete an over, another bowler will complete it (as per Law 17.8), and then it counts as one over bowled.

On Day 1 if the daily overs are reduced for time lost, then play will cease once the adjusted number of overs is bowled.

On Day 2 Team 2 will only receive the same amount of overs. (Refer J22 item 4, Compulsory Closure conditions).

J16 OVERS

Over Blocks in junior matches.

To provide more actual playing time, teams will bowl overs in blocks of 10, alternatively from each end. For two day matches teams will bowl from the alternate end from Day 1 on Day 2.

Limit on Deliveries per 'Over' in home & away matches and finals.

- In all grades excluding U12 and Level 2 Girls, an over is completed after 6 legal deliveries
- In U12 and Level 2 Girls however, an over is completed after 6 legal deliveries or 8 deliveries (including no balls and wides) whichever comes first
- However, in the final over of an U12 and Level 2 Girls innings a total of 6 legal deliveries must be bowled

If an umpire miscounts the number of balls the over as counted will stand.

For all purposes of these Rules, it then counts as:

- One over bowled; and
- 6 balls bowled.

Guidelines for junior over rates

Umpires, managers and scorers must utilise the following tables to monitor over rates and ensure that daily overs are completed by the scheduled close.

40 over matches: U12s, U14s, U16s & U18s	
	Evening
Start	5.00pm
10 overs	5.40pm
20 overs	6.15pm
30 overs	7.00pm
40 overs	7.40pm

J17 INDIVIDUAL BOWLING RESTRICTIONS

Bowlers, regardless of their pace, are limited to the following overs:

	U18	U16	U14	U12	Level 2 & 3 Girls
Per SPELL in One Day match	4	4	4	3	3
Per DAY in One Day match	4	4	4	3	4
Per SPELL and/or DAY, in Two Day match (mixed teams only)	N/A	5	5	N/A	N/A
Per INNINGS in Two Day match (mixed teams only)	N/A	8	8	N/A	N/A

A bowler playing above his age group is subject to the limits for his actual age group, eg an U12 player in U14s is subject to the U14 limits.

A bowler must rest between spells for at least twice as many overs as his last spell (e.g. if he bowls 3 overs, he must rest for at least 6 overs).

A bowler bowling immediately before and after the Tea Interval is continuing the same spell.

A bowler starts a new spell at the start of a new day of a match.

In One-Day Matches, bowlers who bowl the MATCH limit may bowl again after all listed players bowl the limit, but only in the order they reached the limit.

In U12, all players must bowl at least one over excluding the wicketkeeper.

In Levels 2 & 3 Girls, a maximum of 9 players may bowl in any innings.

Scorers will tell the umpires as soon as a bowler reaches their limit.

If they do not do so, the batting captain will tell the umpires as soon as they know a bowler is over or about to go over their limit.

The umpires will tell the fielding captain as soon as they are satisfied that a bowler has reached their limit. If they continue to bowl, the umpire will report the bowler and captain. A bowler who breaches the limit will not be permitted to bowl for the rest of the match. A batsman dismissed in the illegal extra over in which the breach is notified may resume their innings at the fall of the next wicket.

The penalties for breaching this Rule are those for playing an ineligible player, BUT:

- the opposing club may **ONLY** appeal if its captain (as required above) tells the umpires as soon as they know a bowler is over or about to go over their limit, but **NOT** if he/she or their manager signs off the result as correct on the Scorebook; and
- the offending team may be penalised by forfeiting points derived from the match and/or points may be awarded to the opposing team after an investigation by the Executive if it considers it is clear there was intent to unfairly win the match and/or prevent the opposing team from doing so (if the team loses the match a fine will be imposed at the Executive's discretion).

J18 INDIVIDUAL BATTING RESTRICTIONS

The compulsory retirement limits are:

	U18	U16	U14	U12	Level 2 Girls	Level 3 Girls
One Day matches	50	50	40	18 balls max. per player	20 balls (7 players) 20 balls (8 players) 20 balls (9 players)	40
Two Day matches (mixed teams only)	N/A	100	75	N/A	N/A	N/A

A batsman playing above their age group is subject to the limits for the age group in which they are playing, eg an U12 player in the U14s is subject to the U14 limits.

In Levels 2 & 3 Girls, a maximum of 9 players may bat in any innings.

A batsman WILL retire immediately they reach the limit i.e. before the next ball is bowled.

They are 'not out' for averages and percentage.

They may bat again after all listed players bat and all but one go out or retire at the limit.

They may not return ahead of a player who retired before the limit.

They may not return ahead of a player who retired at the limit before he did.

If they return, they may bat until the innings ends.

A batsman MAY retire before the limit, to foster participation.

They are 'not out' for averages and percentage.

They may bat again after all listed players bat and all but one go out or retire. For the purpose of this rule, players who are 'unavailable' are not considered a listed player for that day.

They may not return ahead of a player who retired at a lower score than he did.

If they return, they will retire again at the end of the over in which their total reaches the limit.

For U12's and Level 2 Girls, retired batters who have reached the number of balls allocated as above can return when all others have faced their required balls, and must return in the order they retired.

If a batter breaches the limit:

- Runs made beyond the limit will be deducted from theirs and the team's total
- They will be deemed to have been out at the limit for averages and percentage
- If the breach occurs during a last wicket partnership, the innings will be deemed to have ended at the instance of the breach, and they will be deemed to have been out at the limit for averages and percentage; and
- The offending team may be penalised by forfeiting points derived from the match and/or points may be awarded to the opposing team after an investigation by the Executive if it considers it is clear there was intent to unfairly win the match and/or prevent the opposing team from doing so (if the team loses the match a fine will be imposed at the Executive's discretion).

J19 LBW's

- There will be **no LBW** in Levels 1, 2 & 3 Girls, U10 or U12 (any grade).
- Normal LBW rules will apply for all U14, U16 & U18 grades.

J20 NO BALLS, WIDES AND 5-RUN PENALTIES

Laws 21 (No Balls) and 22 (Wide Balls) apply.

Deliveries off the Pitch

The umpire will call and signal no ball immediately a delivery pitches:

- Outside the line of the pitch; or
- On the edge of the pitch so as to deviate in any direction; or
- One that bounces more than twice prior to reaching the batsman.

On Side Fieldsmen

The umpire will call and signal no ball if at the instant of the bowler's delivery there are more than 5 on side fieldsmen, or more than 2 on side fieldsmen behind the popping crease.

Calling Illegal Short Pitched Deliveries and Full Tosses

If there are 2 official umpires, either will call and signal a no ball if:

- A delivery pitches then passes or would have passed over head height of the striker, standing upright at the crease; or
- A delivery (of any pace) passes or would have passed on the full above waist height of the striker, standing upright at the crease.

In other matches, such no balls may only be called by the bowler's end umpire.

Note. A caution will be issued after a bowler delivers a dangerous non-pitching delivery above waist height. A further similar delivery will incur suspension from further bowling in that innings

Wides: Special Rule for One-Day Matches (Ref J20)

Explanatory Notes on No Balls and Wides

Deliveries pitching off the pitch are No Balls (not Wides), which is important because:

- *From a no ball, batsmen can be out Hit The Ball Twice, Run Out, or Obstructing The Field, but*
- *From a wide, batsmen can be out Hit Wicket, Stumped, Run Out, or Obstructing the Field.*

A delivery is not a No Ball just because it pitches on the first half of the pitch, but it may be a no ball for some other reason, and it may be a wide.

Underarm bowling is prohibited by Law 21.3.

A delivery pitching on the pitch may still be a Wide under the definition in Law 22.1.

Five Run Penalties

Illegal Fielding Penalties

The 5 run penalties for illegal fielding (Law 28.2) and for the ball hitting a fielder's helmet on the ground (Law 28.3) apply in all matches.

Other Five Run Penalties

The 5 run penalties otherwise specified do not apply in any match.

J21 ONE-DAY HOME & AWAY MATCHES

These conditions apply to U12, U14, U16, U18, Level 2 and Level 3 Girls age groups

Hours of Play

- Play to commence at 5:00pm
- Scheduled Close is 7:40pm
- With a **strict 10 minute Drinks Break** at **6:15pm** or at conclusion of the first batting team's overs **whichever comes first**
- In the event of team batting first not receiving 20 overs by the Drinks Break, then they compulsorily close and team batting second will only receive the same number of balls.

Overs

- Each team to receive a maximum of 20 overs
- But reduced by one over for each full 3 minutes for total time lost in excess of 20 minutes, for which neither team is responsible (including, eg adverse conditions and injuries)
 - In the event of say, 30 minutes (10 overs) lost in total during the innings of team batting first, then the game is reduced to 30 overs with each team entitled to 15 overs each respectively. The equal distribution of available overs however is dependent upon the Team batting 1st choosing not to exercise their option of batting their full 20 overs
 - In the event of lost time through adverse weather **at the start of play**, the remaining overs are to be split equally
 - A result can only be achieved if at least 10 overs are available to each team

- If adverse conditions prevent all play before 6.00pm, play will be abandoned.

Close of Play

- Play concludes when team 2 faces its daily quota of overs (even after it has passed team 1). No allowances exist for outright results.

Extension of Play beyond Scheduled Close

- If daily overs are yet to be completed, play may continue beyond the scheduled close for an additional 15 minutes **only** if a first innings result has yet to be achieved and the total time lost has not exceeded 20 minutes
- However, in the event of adverse conditions interrupting play beyond the scheduled close, play will cease for the day.

One Day Wides

In one-day home & away matches, a delivery with which the striker has not made contact, not being a no ball, shall be called a wide if:

- it passes to either side of the wicket so that the striker, whether he moves from his normal stance at the crease or not, does not have a reasonable opportunity to score; or
- It lands outside the line of his leg stump and then veers further to the on side.

J22 TWO-DAY HOME & AWAY MATCHES

These conditions apply to U14, U16 age groups

1. Team 1 is the team which bats first. **Team 2 is** the team which bats second.

2. Hours of Play

- Play to commence at 5:00pm
- Scheduled Close is 7:40pm

With a **strict 10 minute Drinks Break at 6:15pm, but:**

- the interval starts 30 minutes before the Drinks Break is due if the players are then off the field
- if the players have cause to leave the field when 30 minutes or less remain before the Drinks Break is due to start, the interval starts immediately; and
- if 9 wickets (7 wickets for U12) are down when the Drinks Break is due to start, play will continue for 30 minutes, unless the innings ends or the players have cause to leave the field earlier.

Close of Play: Play ends each day upon completion of the Daily Overs, **BUT:**

- If Team 1 completes its innings with 5 or less daily overs remaining on Day 1, Team 2 may elect to forfeit the remaining

daily overs and commence their innings on the following day. This option will not apply in the case of Team 1 declaring its innings closed

- The captains may agree to end play at any time on Day 2 after a result is reached, however, Team 2 has the right to continue facing their innings quota of 40 overs even after passing Team 1's total, if they choose to do so; and
- On Day 2, official umpires can end play once Team 2 has completed its 1st innings or has faced their innings quota of 40 overs providing Team 2 has passed Team 1 and they think no further result is possible
- All matches must recommence on Day 2 regardless of whether a first inning result has already been achieved.

Extension of Play beyond Scheduled Close

- If daily overs are yet to be completed, play may continue beyond the scheduled close for an additional 15 minutes **only** if a first innings result has yet to be achieved and the total time lost has not exceeded 20 minutes
- However, in the event of adverse conditions interrupting play beyond the scheduled close, play will cease for the day.

3. Any innings may be declared at any time.

4. Compulsory Closure of each team's 1st innings:

- Team 1 closes upon completion of the Daily Overs, i.e.
 - 40 overs for U16's
 - 40 overs for U14's
- If Team 1 compulsorily closes, Team 2 closes after the same number of balls
- In the event of lost time on Day 1 exceeding 20 minutes through Adverse Conditions, play will cease once the adjusted number of overs for the day has been reached.

However:

- Team 1 may only continue batting on Day 2 until their innings total of 40 overs are reached
- Team 1 may elect to declare on Day 2 and split the overs, whereby Team 2 compulsorily closes after receiving the same number of overs.
- In the event of Day 1 being abandoned after an odd number of overs, then Day 2 will only have 39 overs available should Team 1 choose to split the overs. This way each team will receive an equal number of overs.
- **Further to the above point** - in the event of play being abandoned after 35.2 overs, the 4 balls of the unfinished over will be completed the following week and will be

counted as 1 over bowled. To effect an even split then, there can only be another 38 overs of play remaining.

- In the event of lost time on Day 2 exceeding 20 minutes through Adverse Conditions, play will cease once the adjusted number of overs for the day has been reached.

Note - If team batting 2nd commences batting on Day 1 and bats the full 40 overs on Day 2, without reaching their target, then they lose.

Similarly in a reduced overs match of say 30 overs each, and where Team 1 only bats 28 overs, if Team 2 does not pass Team 1's score after the available 32 overs, then they lose as well.

J23 SEMI FINALS & GRAND FINALS

Under Two Day and One Day conditions, Semi Finals/Grand Finals will be played under normal conditions, except that either team can concede the match at any time.

J24 NON-COMPETITIVE JUNIOR GRADES U10 & Level 1 Girls

All U10 and Level 1 Girls non-competitive junior grades are played as one day home and away matches.

Team Players

There are 7 players per team. A maximum of 9 players are to be allocated to U10 teams. There is no limit on players for Level 1 Girls teams. 5 players must be present for both U10 and Level 1 Girls matches to commence.

It is encouraged that every junior player in the selected team be given the opportunity to bat **or** bowl (or both) in each match.

Batting

The compulsory retirement limits are:

	U10	Level 1 Girls
One Day matches	24 balls (5 players) 20 balls (6 players) 17 balls (7 players) 15 balls (8 players) 13 balls (9 players)	24 balls (5 players) 20 balls (6 players) 17 balls (7 players)

- All balls count in the batter's ball count regardless of whether they are wides or no balls.

- The batter is to swap ends after a dismissal. If there is a run out the not out batter is required to face the next delivery.
- If there is an extra ball to be bowled, the batter facing at the time will face the extra ball i.e. $17 \times 7 = 119$
- Batters are to retire after facing number of balls, not at end of the over.
- In **Level 1 Girls**, a maximum of 9 players may bat in any innings.
- The innings is closed after the batting team has finished the allocated overs. Unlimited dismissals apply.

Bowling

The maximum number of overs bowled by a player are 4 overs.

- 6 balls per over (maximum)
- **In U10's**, all players are required to bowl including wicket keepers, who are required to bowl one over each.
- **In Level 1 Girls**, a maximum of 9 players may bowl in any innings.

Fielding

- Rotation of players is required to ensure all players experience all positions
- No fielders within 15 metres of each batter or each other (except the wicket keeper) to encourage singles and safety
- Each team is required to use 2 wicket keepers for 10 overs each
- If more than 7 players, rotation of players must be completed after the end of each over

Dismissals

- Unlimited dismissals
- Following dismissals apply – bowled, caught, caught and bowled, run out, stumped, hit wicket. There is no LBW.

Four run Penalties (Level 1 Girls)

As a consequence for dismissals 4 runs per wicket will be added to the opposition (bowling teams) at the end of the innings.

Hours of Play

- Play to commence at 5:00pm
- Scheduled Close is 7:40pm
- With a **strict 10 minute Drinks Break** at **6:15pm** or at conclusion of the first batting team's overs **whichever comes first**
- In the event of team batting first not receiving 20 overs by the Drinks Break, then they compulsorily close and team batting second will only receive the same number of balls.

Overs

- Each team to receive a maximum of 20 overs
- But reduced by one over for each full 3 minutes for total time lost in excess of 20 minutes, for which neither team is responsible (including, eg adverse conditions and injuries)
 - In the event of say, 30 minutes (10 overs) lost in total during the innings of team batting first, then the game is reduced to 30 overs with each team entitled to 15 overs each respectively. The equal distribution of available overs however is dependent upon the Team batting 1st choosing not to exercise their option of batting their full 20 overs
 - In the event of lost time through adverse weather **at the start of play**, the remaining overs are to be split equally
- If adverse conditions prevent all play before 6.00pm, play will be abandoned.

Close of Play

- Play concludes when team 2 faces its daily quota of overs (even after it has passed team 1).

Extension of Play beyond Scheduled Close

- If daily overs are yet to be completed, play may continue beyond the scheduled close for an additional 15 minutes **only**

One Day Wides

In one-day home & away matches, a delivery with which the striker has not made contact, not being a no ball, shall be called a wide if:

- it passes to either side of the wicket so that the striker, whether he moves from his normal stance at the crease or not, does not have a reasonable opportunity to score; or
- It lands outside the line of his leg stump and then veers further to the on side.

PLAYING RULES - SENIORS

S1 SENIOR GRADE RULES

These Rules starting with 'S' for 'Senior' apply to all senior grades.

Each Rule applies to all matches and grades, unless it says otherwise.

Junior Rules starting with 'J' for 'Junior' do not apply to senior grades.

The 'Laws of Cricket' (2017 Code 3rd Edition-2022) apply to all matches, unless excluded or modified by or inconsistent with these Rules.

Each captain will have a copy of these rules at all matches.

These rules can only be altered by a two thirds majority vote of club delegates at the Annual General Meeting. All Rule Change Proposals must be submitted to the General Manager by the 30th April each year.

S2 MINIMUM OF SEVEN PLAYERS

A match will not start until each team has at least 7 players present.

If a team does not have 7 players present, the start will be delayed until it does.

The other captain may protest if there is a delay

He may claim a walkover after 30 minutes

If a team starts a match with 7 players but later falls below 7 (even at the start of Day 2), play will still continue.

S3 TEAMS AND SCORES

Team requirements

Captains will list their teams and known substitutes on PlayHQ.

To assist the scorers, captains must ensure details regarding junior players (for the purpose of bowling restrictions) and substitutes are advised prior to those players participating in the match.

Substitutes

In a home & away match, a captain will notify the official umpires of any substitute before the start of the day's play. The umpires will then tell the other captain. If there is no official umpire, the captain will tell the other captain.

Substitutes will generally be allowed for part days only. Exceptions to this would be where a player sustains an injury during the first days play or through legitimate personal circumstances occurring during the week of a game. In all situations umpires will have sole discretion in determining the merits of each case. In the event of no umpires present, then the use of a substitute will only be allowed by the agreement of both captains. (Ref SA5)

Participating in the match

No player may participate in the match (bat, bowl or field) unless they have been listed in the team on PlayHQ. If a substitute is required after the match has commenced, they must be added to the team in PlayHQ before fielding.

Note – Substitutes must be a registered player of the club.

Alterations

Once a captain lists his team, the captain may only alter it if the other captain consents by signing the alterations or if the Executive is satisfied that the alteration was justified. An alteration is justified if it corrects an honest mistake and does not contravene the principle that it is intended to commit the clubs to particular teams for the duration of the match.

Note – Penalties will apply for playing ineligible players.

Scoring Requirements

Clubs will lodge details of scores as per the prescribed procedure. Each club will keep the scores as per the Rules and Laws, although in all grades, the home team only has the option of electronic scoring. In Shield Grades only it is compulsory for the home team to score electronically.

In Shield Grades only, a non-playing scorer must be provided by both clubs for the entirety of the match. (Penalties apply)

Sign-off on Scores

After each day's play, the captains and/or his nominated representative shall ensure that the scoring adds up and is agreed to by both parties. Umpires or captains will, when scores are agreed to, and before leaving the ground, sign off on the scorebook/s.

At the end of the match the result and margin, must be noted on the scorebook/s and signed off by captains or umpires.

Disputed Scores

If scores are disputed and/or cannot be agreed to, then each captain will note and sign the details in both scorebooks (if there are 2).

The official umpires will impound them and within 24 hours give them to the General Manager or his nominated representative with written details.

If there is no official umpire each club will give its scorebook and written details to the General Manager or his nominated representative within 24 hours.

The General Manager or his nominated representative shall audit the scorebooks for the day's play and determine the official scores for the match.

If a club intends to protest or dispute the result the captain or manager will, before leaving the ground, tell the umpires and other captain, and note and sign the details in both scorebooks. If this does not occur then match scores as signed off will stand and cannot be changed.

S4 SMOKING AND DRINKING

No player, umpire or substitute will smoke on the field during a match.

No player or umpire will, on the day of a match, drink alcohol at the match venue or on the field before the close of play.

A captain will, when selecting any necessary substitute, give due regard to this requirement. A substitute will not drink alcohol from the time he is selected until the close of play.

S5 BLOOD

A player who has blood on him will leave the field for attention.

If he is a fielder and no substitute is available, the batting captain will immediately provide a substitute, or he will be reported.

A batsman has 10 minutes to resume his innings. After every effort is made to clean blood from clothing, the player may be allowed to return.

S6 UMPIRES

Official Umpires

Details of the official umpire appointments will be published on PlayHQ.

Each day, each team will pay the official umpire its share (i.e. 50%) of the prescribed fee by the completion of the tea interval.

If there is no play, umpires receive half the normal fee.

If a team fails to pay the umpires upon request, they will report the club.

Unofficial Umpires

If there is only one official umpire either team will supply a square leg umpire. The official umpire will umpire both ends and may overrule a decision by the unofficial umpire.

If there is no official umpire each team will supply an umpire.

Unofficial umpires will be at least 16 years old.

Square leg umpires will be at least 15 years old.

S7 ADVERSE CONDITIONS

Meaning of 'adverse conditions'

'Adverse conditions' includes adverse weather, light or ground conditions, hot weather as outlined below, and exceptional circumstances.

Grounds Committee

This Committee will comprise nominated Association representatives.

If home & away matches appear likely to be affected by adverse conditions, the Committee will inspect a cross-section of DVCA grounds before 11.00am on the match day, or on a previous day if the Executive thinks fit.

If it considers 50% or more of those grounds unfit for play, it will cancel the day's play.

Otherwise, the question of whether conditions are fit for play will be decided on a match by match basis as per the following provisions of this Rule.

Deciding if conditions are fit for play

The umpires will decide whether conditions are fit for play.

If official umpires disagree, the present state of things continues.

If an official and an unofficial umpire disagree, the official umpire's opinion prevails.

If there is no official umpire, the captains will decide. If they disagree, play will proceed while each club tries to contact an independent Executive member, and it will continue until one attends.

If and when one attends, he will decide whether conditions are fit for play.

A club forced to play against its wishes pending an Executive member's decision may protest under A10.

Thunderstorms and Lightning

- **Suspension of play due to lightning.** Suspension and resumption of play will follow the “30/30” rule. Play will stop when flash to bang count is 30 seconds, as this indicates that lightning is 10km away. This presents significant risk that the next lightning strike could be at the observer’s location. Play will be suspended and players moved to designated safe shelters. Play will not resume until 10 minutes after the last lightning strike.

Safe shelters include a car or a large substantial building (with electricity, plumbing or telephone wiring) to provide a safe current to ground. Open areas, trees, benches, picnic shelters and tents should be avoided.

Hot Weather (Heatouts)

The General Manager or nominated representative will monitor the Bureau of Meteorology “Viewbank” on bom.gov.au or the [BOM Mobile App](#) which is the official and only source. Once it reaches 38° Celsius, the General Manager or nominated representative will notify clubs. Play will then be suspended immediately, and will not start or re-start until the General Manager or nominated representative notify clubs that it is below 38°.

The General Manager or nominated representative will continue to check at each 15 minute interval on and from the hour (eg 1:00pm, 1:15pm, 1:30pm, etc.)

If play is delayed for 1 hour in one continuous block of time, (not accumulative blocks), all play in all matches will be abandoned for the day.

Any delay or interruption under this paragraph will be treated in the normal way in accordance with applicable rules, particularly regarding overs reduction.

The Grounds Committee reserves the right to abandon play at any time prior to commencement, due to extreme weather.

Play abandoned or cancelled because of adverse conditions (washouts or heatouts)

If Day 1 of a Two-Day Home and Away match is abandoned before 20 overs are bowled, then all play is cancelled, and it becomes a One-Day match on Day 2. If play is cancelled under this Rule, it is ignored for points, percentage, averages and votes.

This applies in One-Day matches as well.

S8 PITCHES, BOUNDARIES, SCOREBOARDS, BALLS & STUMPS

Pitches will be synthetic grass laid over concrete.

They will be at least 1.83m. (6ft.) wide.

They will extend from wicket to wicket, and preferably at least one metre past the stumps.

Clubs will arrange installation, repair or replacement direct with Councils.

The pitch will be in good condition and fit for play.

Clubs may not alter the state of the pile during a match, but may, during a change of innings, scheduled break or after an interruption for adverse conditions, use a vacuum/blower and/or sweep it or remove loose surface impediments.

Clubs will paint creases, and keep them permanently painted.

Stumps should not have metal ferrules, nor metal cone shoes.

Boundaries

- Undefined boundaries will be marked by a white line, a rope laid on the ground, flags or cones.
Obstacles (including goalposts) and non-playing persons within the playing area are boundaries.
Gutters on the fence line are also defined as boundaries.
- Captains and Umpires may also agree on defined boundaries as necessary
- All grounds bordered by fences, gutters or retaining walls must have a boundary marked and coned 2.74 metres inside the above defined border. This line must also be within 2.74 metres of any existing football posts
- Balls clearing or reaching defined boundaries on the full earn 6 runs.

Barclay Shield, Money Shield, Mash Shield, B, C, D and E grades will operate a scoreboard at each match. The scoreboard must be visible from the ground.

BALLS

Teams will use a ball as prescribed in 'SA8 Ball Specifications'
Teams WILL supply and use a new ball for the other team's 1st innings.

The innings will not start without a new ball.

If there is a delay, the batting team may (but does not have to) supply a new ball. The fielding team will use it, and give the batting club a replacement within 48 hours.

The batting captain may protest if there is a delay, and claim a walkover after 30 minutes.

Teams MAY supply and use a new ball after a ball is used for 80 overs.

Teams MAY supply and use a new ball for the other team's 2nd innings.

Otherwise they will use the ball in use at the end of the most recent innings.

Law 5.5 applies if the ball is lost or becomes unfit for play.

All balls used in a match are 'match balls'.

Official umpires will hold the current match ball during all breaks in play.

They will hold all used match balls until the match ends.

If there is no official umpire, each team will hold its own match balls until the match ends. It will make sure their condition is not altered in any way whatever.

S9 GETTING THE PITCH AND GROUND READY

The team responsible for preparing the pitch and ground is:

- In home & away matches and finals, the home team;
- If however the match is played at a neutral ground then the team listed first in PlayHQ prepares the pitch and ground on ALL days, unless advised otherwise by the Operations Manager

In finals, the host club will ensure that the **clubrooms** are open.

The responsible team will:

- Properly prepare the pitch and ground for each day's play, and maintain as necessary if impacted by adverse conditions

As part of its duties, the responsible team will:

- Supply all necessary **equipment**, including vacuum blowers
- **Sweep** the pitch, and **dry** the pitch, run-ups and surrounds and make them fit for play by sweeping or draining water away and/or putting down sawdust
- Supply **sawdust** when needed to make the ground fit for play (but in finals each team will supply its own sawdust when it needs it); it should have enough sawdust to fill a standard 55-litre rubbish bin or garbage bag
- Mark undefined **boundaries**
- Supply **stumps and bails**, and replacements when they are needed
- **Repaint popping creases**, if needed; and

- If there is no official umpire, pitch **stumps** and mark **popping creases** to a distance at least 0.91m (3 ft) from each edge of the pitch.

An official umpire will report a team which breaches this Rule.

If the breach causes a delay, the other team may protest.

If it exceeds 30 minutes, the umpire will allow the other team to claim a walkover, but **only** for serious breaches which actually prevent the match proceeding (e.g. no stumps, etc.).

A team which gives a walkover under this Rule will be fined \$50.00.

If there is no official umpire, and a team breaches this Rule, the other team may protest.

S10 FOLLOW-ON AND DECLARATIONS

A team may enforce the follow-on if it leads by 80 or more on the 1st innings.

A captain may declare his team's innings at any time.

If a captain declares or enforces the follow-on during a break in play, play will not resume until at least 10 minutes after he notifies the other captain and the umpires of his decision to do so.

S11 STARTING AND COMPLETING LAST OVER

An over will be started if the umpire, walking at his normal pace, reaches his position at the bowler's end before time is reached for the Tea Interval or close of play.

If the time for a Tea Interval is reached during an over, it will be completed unless:

- A batsman is out or retires less than 2 minutes before the Tea Interval is due; or
- The players have cause to leave the field.

S12 DAILY OVERS - Two Day Matches

The daily overs are:

- **80 overs in E Grade and above; and**
- **70 overs in F1 Grade and below.**

But reduced by one over for each full 3 minutes for total time lost if greater than 45 minutes for which neither team is responsible (including, eg adverse conditions and injuries)

A total of 45 minutes lost represents a reduction of zero overs, whereas a total of 48, 51 and 54 minutes lost represents a reduction of 16, 17 and 18 overs etc.

There is NO reduction for the 10 minute break between innings nor for lost balls.

An over left unfinished when an innings ends DOES count as an over bowled.

An over in progress when an interruption in play starts will be completed when play resumes, and then it counts as an over bowled.

If a bowler cannot complete an over, another bowler will complete it (as per Law 22.8), and then it counts as one over bowled.

On Day 1 if the daily overs are reduced for time lost, then play will cease once the adjusted number of overs is bowled.

On Day 2 Team 2 will only receive the same amount of overs. (Refer S17 item 4, Compulsory Closure conditions).

Official umpires will report the team responsible if the daily overs are not completed by the expected finishing time.

Solely for the purposes of this Rule, the expected finishing times are:

'E' and above: 6.00pm.

'F1' and below: 6.00pm.

If each team is partly responsible, they will each be reported. The official umpires will be the sole judges of which team is responsible.

They will note all time lost due to events beyond the control of either team, and undue delays by the batting team, and any other delay will be deemed to be the fault of the bowling team.

A team will be fined \$50 for its first offence in a season, increasing by \$50 for each later offence, e.g. \$100 for its 2nd offence, \$150 for its 3rd offence, etc.

S13 OVERS

If an umpire miscounts the number of balls the over as counted will stand.

For all purposes of these Rules, it then counts as:

- one over bowled; and
- 6 balls bowled.

S14 OVER LIMITS FOR YOUNG BOWLERS

Bowlers, regardless of their pace, are limited to the following overs

	U18	U16	U14
Per Day	24	20	16

Bowlers (excluding spin bowlers playing in Grades E and above) are limited to the following overs per spell

	U18	U16	U14
Per Spell	8	5	5

Note: The spin bowler exception in relation to overs per spell will apply in all Grades during finals.

In this Rule, age limits are determined by the player's age on that day.

The limit per day includes all overs bowled in both Junior and Senior matches on the day.

All bowlers must rest between spells for at least twice as many overs as his last spell (e.g. if he bowls 5 overs, he must rest for at least 10 overs, i.e. 5 at each end).

A bowler starts a new spell with his first over in the seniors, even if he bowled the last over in the juniors.

A bowler bowling immediately before and after the Tea Interval is continuing the same spell.

A bowler starts a new spell at the start of a new day of a match.

A captain will mark relevant players Under 14, Under 16 or Under 18 on the Scorebook or Team List.

Scorers will tell the umpires as soon as a bowler reaches his limit.

If they do not do so, the batting captain will tell the umpires as soon as he knows a bowler is over or about to go over his limit.

The umpires will tell the fielding captain as soon as they are satisfied that a bowler has reached his limit.

A batsman dismissed in any illegal extra over in which a breach is notified may resume their innings at the fall of the next wicket.

The penalties for breaching this Rule are those for playing an ineligible player,

BUT:

- The opposing club may **ONLY** appeal if its captain (as required above) tells the umpires as soon as he knows a bowler is over or about to go over his limit, but **NOT** if he signs off the result as correct on the Scorebook; and

- The offending team will **NOT** forfeit points or the match unless it has been forewarned of the impending breach.

Players under the age of 12 are not permitted to participate in any capacity in a senior match.

S15 NO BALLS, WIDES, 5 RUN PENALTIES & EXCEEDING BOWLING LIMITS

Deliveries off the Pitch

The umpire will call and signal no ball immediately a delivery pitches:

- outside the line of the pitch; or
- on the edge of the pitch so as to deviate in any direction; or
- one that bounces more than twice before reaching the batsman.

On Side Fieldsmen

The umpire will call and signal no ball if at the instant of the bowler's delivery there are more than 5 on side fieldsmen, or more than 2 on side fieldsmen behind the popping crease.

Calling Illegal Short-Pitched Deliveries and Full Tosses

If there are 2 official umpires, either umpire will call and signal no ball if:

- A delivery pitches then passes or would have passed over head height of the striker, standing upright at the crease; or
- A delivery (of any pace) passes or would have passed on the full above waist height of the striker, standing upright at the crease.

In other matches, such no balls may only be called by the bowler's end umpire.

Note: A caution will be issued after a bowler delivers a non-pitching dangerous delivery above waist height. A further similar delivery will incur suspension from further bowling in that innings.

Explanatory Notes on No Balls and Wides

Deliveries pitching off the pitch are No Balls (not Wides), which is important because:

- *From a no ball, batsmen can be out Hit The Ball Twice, Run Out, or Obstructing The Field, but*
- *From a wide, batsmen can be out Hit Wicket, Stumped, Run Out, or Obstructing the Field.*

Underarm bowling is prohibited by Law 21.1.

A delivery pitching on the pitch may still be a Wide under the definition in Law 22.1.

Five Run Penalties:

Illegal Fielding Penalties

The 5 run penalties for illegal fielding (Law 28.2) and for the ball hitting a fielder's helmet on the ground (Law 28.3) apply in all matches.

Other Five Run Penalties

The 5 run penalties otherwise specified apply **only** in grades where there are 2 official umpires.

Exceeding bowling limits

For a bowler who breaches the limit, runs & dismissals will not be counted.

S16 ONE-DAY HOME & AWAY MATCHES

Hours of Play

- Play to commence at 12.30pm (All Grades)
- Scheduled Close is 6.00pm
- With a 20-minute Tea Interval at the conclusion of innings of team batting first.

Overs

- Each team to receive a maximum of 40 overs (E Grade and above) and 35 overs (F1 Grade and below)
- But reduced by one over for each full 3 minutes for total time lost in excess of 45 minutes, for which neither team is responsible (including, eg adverse conditions and injuries)
 - The equal distribution of available overs however is dependent upon the Team batting 1st choosing not to exercise their option of batting their full 40 or 35 overs
 - In the event of lost time (in excess of 45 minutes) through adverse weather **at the start of play**, the remaining overs are to be split equally
 - A result can only be achieved if at least 20 overs are available to each team
 - In the event of the available overs being an odd number, then the available daily overs is reduced by one to make an even split.

Lost Time

- The number of overs lost is only calculated once 45 mins of total time has elapsed. For example, 48 mins lost equals 1 over, 51 mins lost equals 2 overs, 54 mins lost equals 3 overs, etc.

Close of Play

- Play concludes once a first innings result is achieved. No allowances exist for outright results.

Extension of Play beyond Scheduled Close

- Play may continue beyond 6.00pm if the total time lost has not exceeded 45 minutes, or the adjusted number of overs for the day has yet to be reached.
- However, in the event of adverse conditions interrupting play beyond 6.00pm, play will cease for the day.

One Day Wides (B Grade and below only)

In one-day home & away matches, a delivery with which the striker has not made contact, not being a no ball, shall be called a wide if:

- It passes to either side of the wicket so that the striker, whether he moves from his normal stance at the crease or not, does not have a reasonable opportunity to score; or
- It lands outside the line of his leg stump and then veers further to the on side.

One Day Wides (Shield Grades only)

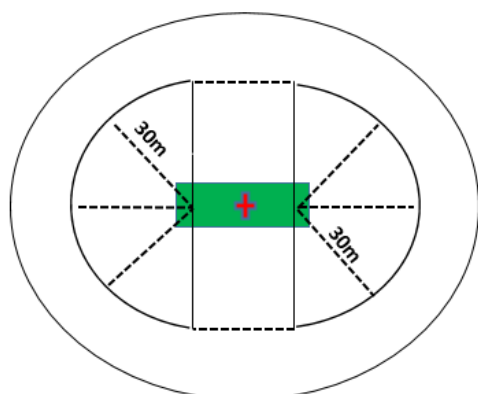
Leg Side Wides – Any delivery which in the opinion of the umpire passes outside the line of the leg stump without touching the batsman's bat, equipment or body shall be called a wide.

Exception: A ball that passes between the batsman and the leg stump shall not be called a wide.

Off Side Wides – Any delivery which passes outside of the 2 parallel lines (for LH and RH batsmen), which are 180cm apart from each outer edge, shall be called a wide. These lines are to be marked on either side of the wicket between the batting crease and the bowling crease.

Fielding Restrictions (Shield Grades only)

A restricted area shall be marked with two 30 metre semi-circles from the centre stump at each end, joined by a straight line on each side. The limits of the area shall be clearly marked. See below.



Bowling Restrictions

- Each bowler is restricted to 8 overs (E Grade and above) and 7 overs (F1 Grade and below) or one fifth of the available overs in the event of lost time **at the start of play**
- In the event of lost time **after the start of play** there will be no reduction to a bowlers original restriction
- Scorers will advise the umpires or captains when limits have been reached.

Fieldsman Outside the Restricted Area (Shield Grades only)

- Overs 1-8, no more than 2 allowed outside the ring
- Overs 9-16, no more than 3 allowed outside the ring
- Overs 17-24, no more than 4 allowed outside the ring
- Overs 25 and onwards, a limit of 5 allowed outside the ring

Individual Batting Restrictions

- In **Grades G1 – G6 only**, batsmen will compulsorily retire upon reaching 50 runs
- Retired batsmen may resume their innings at the fall of the last wicket
- Retired batsmen may only resume in the order in which they retire
- Retired batsmen are 'not out' for averages and percentages.

S17 TWO-DAY HOME & AWAY MATCHES

1. Team 1 is the team which bats first. **Team 2 is** the team which bats second.

2. Hours of Play

'E' and above:	Start: 12.30	Tea: 2.50
'F1' and below:	Start: 12.30	Tea: 2.50

- Schedule close is 6pm

Tea interval: 20 minutes at the above times, **but:**

- The interval starts 30 minutes before Tea is due if the players are then off the field
- If the players have cause to leave the field when 30 minutes or less remain before Tea is due to start, the interval starts immediately; and
- If 9 wickets are down when Tea is due to start, play will continue for 30 minutes, unless the innings ends or the players have cause to leave the field earlier.

Close of Play: Play ends each day upon completion of the Daily Overs, **BUT:**

- The captains may agree to end play at any time on Day 2 after a result is reached, however, Team 2 has the right to continue facing their innings quota of 80 overs (70 in F1 Grade and below) even after passing Team 1's total, if they choose to do so; and
- On Day 2, official umpires can end play once Team 2 has completed its 1st innings or has faced their innings quota of 80 overs (70 in F1 Grade and below) providing Team 2 has passed Team 1 and they think no further result is possible
- All matches must recommence on Day 2 regardless of whether a first inning result has already been achieved.

3. Any innings may be declared at any time.

4. Compulsory Closure of each team's 1st innings:

- Team 1 closes upon completion of the Daily Overs
- If Team 1 compulsorily closes, Team 2 closes after the same number of balls
- In the event of lost time on Day 1 or Day 2 exceeding 45 minutes through Adverse Conditions, play will cease once the adjusted number of overs for the day has been reached.
However:
 - Team 1 may only continue batting on Day 2 until their innings total of 80 or 70 overs are reached
 - Team 1 may elect to declare on Day 2 and split the overs, whereby Team 2 compulsorily closes after receiving the same number of overs.
 - In the event of Day 1 being abandoned after an odd number of overs, then Day 2 will only have 79 overs (69 in F1 and below) available should Team 1 choose to split the overs. This way each team will receive an equal number of overs.
 - **Further to the above point** - in the event of play being abandoned after 75.2 overs (or 65.2 in F1 and below), the 4 balls of the unfinished over will be completed the following week and will be counted as 1 over bowled. To effect an even split then, there can only be another 78 overs (68 in F1 and below) of play remaining.

5. Lost Time

- The number of overs lost is only calculated once 45 mins of total time has elapsed. For example, 48 mins lost equals 1 over, 51 mins lost equals 2 overs, 54 mins lost equals 3 overs, etc.

Note - If team batting 2nd commences batting on Day 1 and bats the full 80 overs (70 overs F1 and below) on Day 2, without reaching their target, then they lose.

Similarly in a reduced overs match of say 70 overs each, and where Team 1 only bats 68 overs, if Team 2 does not pass Team 1's score after the available 72 overs, then they lose as well.

Extension of Play beyond Scheduled Close

- Play may continue beyond 6.00pm if the total time lost has not exceeded 45 minutes, or the adjusted number of overs for the day has yet to be reached.
- However, in the event of adverse conditions interrupting play beyond 6.00pm, play will cease for the day.

S18 SEMI FINALS

Semi Finals will be played under normal Two Day conditions, except that either team can concede the match at any time.

In addition, the clause (S7-Adverse Conditions) relating to the restarting of a match on Day 2 in the event of 20 overs not being bowled on Day 1, will not apply if a Reserve Day is available.

Reserve Day

- In the event of more than 45 minutes being lost on either day due to Adverse Conditions, the balance of the overs lost is available to be used on the Reserve Day. Play on the Reserve Day will cease once a 1st innings result is achieved
- In the event of both Days 1 and 2 of the match being abandoned, the Reserve Day will revert to One Day Conditions.

S19 GRAND FINALS

Grand Finals will be played under normal Two Day conditions, except that either team can concede the match at any time.

In addition, the clause relating to the restarting of the game on day 2, in the event of 20 overs not being bowled on Day 1, will not apply (ref, S18 above).

Extension to Hours/Days of Play

- If there is no 1st innings result by Close of Play on Day 2, or any later Day, the umpires may extend play for up to 30 minutes on that Day if they think a 1st innings result can be reached in that time; and
- If the Executive or match officials think a 1st innings result might not be reached in the allotted time, it may extend the hours and/or days of play.

- If the weather forecast on any day is predicted to be extreme in terms of heat, then the Executive has the discretion to bring forward the start time by up to one hour.

Reserve Day

- In the event of more than 45 minutes being lost on either day due to Adverse Conditions, the balance of the overs lost is available to be used on the Reserve Day. Play on the Reserve Day will cease once a 1st innings result is achieved
- In the event of both Days 1 and 2 of the match being abandoned, the Reserve Day will revert to One Day Conditions.

Note: In Shield Grade Grand Finals when there are two Reserve Days, the 1st Reserve Day is only used in the event of Day 1 being abandoned before 20 overs being bowled.

S20 VETERAN COMPETITION MATCHES

Any rules not specifically addressed in these match rules are subject to the rules of DVCA senior cricket and/or the Laws of Cricket. Rules should also be applied in conjunction with the Veterans administration rules.

Hours of Play

- Play to commence at 1.00pm
- Scheduled Close is 6.00pm
- With a 20 minute Tea Interval at the conclusion of innings of team batting first.

Number of Players

- A team can play 12 players, with only 11 players permitted to bat and only up to 11 players permitted to bowl. That is, a team can consist of:
 - 10 players that are eligible to bat and bowl
 - one player that is eligible to bat only, and
 - one player that is eligible to bowl only.

Overs

- Each team to receive a maximum of 35 overs
- But reduced by one over for each full 3 minutes for total time lost in excess of 45 minutes, for which neither team is responsible (including adverse conditions and injuries)
 - In the event of say, 48 minutes (16 overs) lost in total during the innings of team batting first, then the match is reduced to 54 overs, with each team entitled to 27 overs

each. The equal distribution of available overs however is dependent upon the Team batting 1st choosing not to exercise their option of batting their full 35 overs

- In the event of lost time through adverse weather **at the start of play**, the remaining overs are to be split equally
- A result can only be achieved if at least 20 overs are available to each team
- In the event of the available overs being an odd number, then the available daily overs is reduced by one to make an even split.
- If play is cancelled under this Rule, it is ignored for points, percentage, averages and votes.

Adverse Conditions

- Rule S7 applies in respect to adverse weather, except that the heatout policy will be implemented once the temperature reaches 36°

Close of Play

- Play concludes once a first innings result is achieved. If both captains agree, the match may continue until Team 2 completes its innings.

Extension of Play beyond Scheduled Close

- Play may continue beyond 6.00pm only if a first innings result has yet to be achieved and the total time lost has not exceeded 45 minutes
- However, in the event of adverse conditions interrupting play beyond 6.00pm, play will cease for the day.

Wides

A delivery, with which the striker has not made contact, not being a no ball, shall be called a wide if:

- it passes to either side of the wicket so that the striker, whether he moves from his normal stance at the crease or not, does not have a reasonable opportunity to score; or
- It lands outside the line of his leg stump and then veers further to the on side.

Bowling Restrictions

- Each bowler is restricted to 6 overs or one sixth of the available overs in the event of lost time **at the start of play**
- In the event of lost time **after the start of play** there will be no reduction to a bowlers original restriction
- Scorers will advise the umpires or captains when limits have been reached
- Eight players must bowl a minimum of one over.

Batting Restrictions

- A Batsman WILL retire immediately he reaches 40 i.e. before the next ball is bowled and **cannot bat again**
- Up to two batsmen MAY retire before 40. He may bat again after all listed players bat and may bat on until he reaches 40. If there are two retirees, they may only return in the order of their retirement.

If a batsman breaches the limit:

- Runs made beyond the limit will be deducted from his and the team's total. He will be deemed to have been out at the limit for averages and percentage
- if the breach occurs during a last wicket partnership, the innings will be deemed to have ended at the instance of the breach, and he will be deemed to have been out at the limit for averages and percentage; and
- If the executive considers it is clear there was intent to unfairly win the match and/or prevent the opposing team from doing so then point penalties and/or fines may apply at the discretion of the executive.

LBW

- LBW is to be applied in both the semi final and grand final, but not during the home and away matches.

Grand Final Reserve Day

- In the event of more than 45 minutes being lost due to Adverse Conditions, the balance of the overs lost is available to be used on the Reserve Day. Play on the Reserve Day will cease once a 1st innings result is achieved
- In the event of 20 overs not being bowled on Day 1, the match will restart again on the Reserve Day

JUNIOR AND SENIOR ADMINISTRATION RULES

ADMINISTRATION RULES – GENERAL

A1 DVCA ADMINISTRATION RULES

The DVCA administration rules are a set of policies, procedures, rules and guidelines set by the DVCA executive. Clubs will be notified by email of variations or changes to the administration rules.

Unless expressly stated otherwise, every provision of the Notes and Rules is to be read as applying to women and girls equally as to men and boys.

A2 AFFILIATION FEES & UMPIRE FEES

Affiliation Fees	<p>As prescribed.</p> <p>Billed in 3 invoices on 31 August, 30 September and 31 October, with a \$100 discount if paid in full on or before 30 September.</p> <p>Other accounts are rendered monthly. Accounts are payable within 30 days.</p>
Umpire Fees - Seniors Matches	<p>As prescribed per umpire per day for all 70 over matches (50% of the fee if there is no play).</p> <p>As prescribed per umpire per day for all 80 over matches (50% of the fee if there is no play).</p> <p>Semi Finals – As prescribed</p> <p>Grand Finals – As prescribed.</p> <p>Non-Accredited umpires – As prescribed (50% if there is no play).</p> <p>Trainee umpires will receive a prescribed amount per day per day and will be paid by the DVCA, not by the competing clubs.</p>
Umpire Fees: - Juniors Matches	<p>As prescribed per umpire per day</p> <p>Umpires not accredited beyond 31 October will receive a prescribed amount.</p> <p>Semi Finals – As prescribed</p> <p>Grand Finals – As prescribed</p>

A3 FINES

Standard Fines

As per 7(7), the executive has determined to impose the following fines for standard offences this season. It reserves the right to vary these fines for offences, which, in its opinion, are not "standard".

Meeting non-attendance of any scheduled DVCA meetings, including (but not limited to) the Annual General Meeting, Special Meetings, Extraordinary General Meeting, Presidents Meetings & Secretary's Meetings.	\$150
Late Team nomination & confirmation; Club Officials list	\$50
Late withdrawal of team after cut-off and before final fixtures released	\$250
Late withdrawal after final fixtures released	Team to remain in grade, each round treated as forfeit
Premiership Shield: late return	\$100
Premiership Shield: late return and not engraved on return by deadline	\$200
Premiership Shield: loss of shield or damage to shield	Cost of replacement including engraving
Ground underprepared or maintenance equipment unavailable, inc. vacuum blowers	\$250
Mandatory scorer for Shield Grade matches: non-compliance (fine compounds each week where a scorer is not provided)	\$50
Attire – non-compliance	\$20
Daily Overs not completed in time (fine is \$50 per over for the number of overs not completed in time at the discretion of the umpire. More than 3 fines in a season will result in 1 match penalty for captain)	\$50
Ineligible player/substitute	\$50
Forfeit/walkover: Seniors & Vets – By 12pm the day before	\$100
Forfeit/walkover: Seniors & Vets – Late Notification	\$200
Forfeit/Walkover: Juniors	\$50
Forfeit/Walkover: Juniors – Late Notification	\$100
Team Lists: non-submission or non-compliance with conditions of completion	\$20

Administration Fines

Date of Birth – Incorrect	\$20
Missing, invalid/incorrect or no legitimate address provided on system	\$20
Team assignments: late	\$20
Captains/Umpires Report – non-compliance (doubles for consecutive offences)	\$20
Summary scores not entered by deadline (BS and MS)	\$50
Summary scores not entered by deadline (all other grades)	\$20
Scorecards: not entered, late, not reconciled/confirmed by deadline (BS and MS)	\$50
Scorecards: not entered, late, not reconciled/confirmed by deadline (all other grades)	\$20

Other fines to be applied at the discretion of executive. Fines doubled for finals.

A4 DEADLINES – JUNIOR & SENIOR CRICKET

Deadline	Task	Description	Action if not adhered
12pm the day before the match	Forfeits notified	Must advise both DVCA and opposition club (forfeiting club must make actual contact and receive an acknowledgement). Late notification is where the club has failed to inform the opposition by 12pm the day before the match.	Fines exist for forfeits and late forfeits.
Friday 5pm on the day before play commences	Team Selections (Juniors)	All junior team selections to be entered into PlayHQ. Changes can be made to selections at any time prior to match result deadlines but early entry assists efficient score entry including if teams wish to use electronic scoring. Coach's or Team Manager's name also to be entered.	No action – strongly recommended to assist each club in entering full scorecards, particularly for online scoring

Friday 10pm	Team Selections (Seniors)	All senior team selections to be entered into PlayHQ. Changes can be made to these at any time prior to match result deadlines but early entry assists efficient score entry including if teams wish to use electronic scoring. Coach's or Team Manager's name also to be entered.	No action – strongly recommended to assist each club in entering full scorecards
Saturday 10pm MAJOR DEADLINE	Match Results & Team Selections	All match results and team selections (Seniors & Juniors) to be entered.	Fine
	Full Scorecards – Barclay, Money & Mash Shields	Full scorecards for Barclay Shield, Money Shield and Mash Shield matches to be completed.	Fine
Sunday 10.00pm MAJOR DEADLINE	Full Scorecards – Junior Matches	Full Scorecards must be completed for junior matches by this deadline. This includes all junior individual statistics. Scorecards will be closed after this time.	Fine
Sunday 10.00pm MAJOR DEADLINE	Full Scorecards – Senior Matches (B Grade and below)	Full Scorecards must be completed for senior matches (B Grade and below) by this deadline.	Fine
Monday 1pm	Captain Reports	All captain reports from the weekend matches (where a DVCA umpire officiated) to be entered.	Fine
Tuesday 10pm	Late Deadline	All missing scorecards, results and/or captain reports must be completed by this late	Fines doubled

		deadline. After this point, fines will be doubled.	
Friday 12 pm	Ladder disputes	Clubs have until the Friday after a match to challenge the result of a match and any subsequent ladder positioning for all Senior and Junior grades	Results will stand

VETS CRICKET

Deadline	Task	Description	Action if not adhered
12pm the day before the match	Forfeits notified	Must advise both DVCA and opposition club (forfeiting club must make actual contact and receive an acknowledgement). Late notification is where the club has failed to inform the opposition by 12pm the day before the match.	Fines exist for forfeits and late forfeits.
Sunday 10pm	Match Results & Team Selections	All match results and team selections to be entered.	Fine
Monday 1pm	Full Scorecards	Full scorecards to be completed by this deadline	Fine
Tuesday 10pm	Late Deadline	All missing scorecards, results and/or captain reports must be completed by this late deadline. After this point, fines will be doubled.	Fines doubled

A5 NOTES FOR CLUB SECRETARIES AND JUNIOR CO-ORDINATORS

Administration Rules, Playing Rules/Policies /Procedures on DVCA website	Club Secretaries and Junior Co-ordinators to be familiar with these administration rules, the playing rules and conditions and other policies/procedures available on the DVCA website.
Player Registrations	Ensure all players are registered correctly and within the rules specified, including the DVCA registrations, transfers, permits and dispensations procedures.
Forfeits	If you must forfeit, notify the General Manager, Operations Manager, Umpires Association and the opposition club by noon on the day before the match.
Emails	Regularly monitor your club's official email account and ensure all junior and senior communications to the DVCA are sent from this official email account. Note: Clubs must not cc other clubs into correspondence addressed to the DVCA. A \$100 penalty will apply.
General timeframes to each season	<ul style="list-style-type: none"> ➤ Rule Change Proposals submitted by 30th April ➤ Senior team nominations submitted by early July ➤ Vets nominations submitted by end of August ➤ Clubs official contact list submitted by 1st Wednesday in August (DVCA AGM) ➤ Junior team nominations submitted by 2nd week of September ➤ Confirm new senior team nominations by 31st August ➤ Return premiership shields by 1st February ➤ Supply details of umpires for Junior Semi Finals as requested.

A6 NOTES FOR SENIOR CAPTAINS AND JUNIOR COACHES/TEAM MANAGERS

Spirit & Laws/Rules of Cricket	Under the Laws and Rules, the Senior Captain or Junior Coach/Team Manager is responsible for ensuring that play is conducted within the spirit and traditions of the game and within the Laws and Rules. Know the Laws of Cricket and DVCA Rules. Ensure you have copies at each match.
Introductions and Coin Toss	Junior Coaches /Team Manager or Captains and umpires must introduce themselves and toss the coin 15 minutes before the scheduled start.
No official umpire	If no official umpire, the Junior Coaches/Team Managers or Captains must agree, prior to the start of each day's play, on which watch is to be followed during that day's play. They must also note the times of breaks in play and time lost for adverse conditions and make sure they are noted in both scorebooks as they occur.
Scorebook	Make sure your scorebook is kept properly, that both books agree at the end of each day's play, and that each umpire and captain signs the scores, result and margin in each book each day before leaving the ground.
Official Umpires	Ensure payment is made to official umpires.
Appeals, Protests & Reports	Advise the umpires and other captain or Junior Coach/Team Manager immediately and note the details in both scorebooks if you intend to appeal, protest or report anyone. Advise your club secretary if umpires or other team intend to do so.

A7 PLAYER REGISTRATIONS

Disclaimer: The following registration rules are subject to the relevant PlayHQ Transfers and Permits conditions.

Registered Players	Registrations must be made directly into PlayHQ before a match starts or by noon on the day after the match starts. The player will be deemed ineligible if he is not registered by this deadline.
Dual Registrations	For the purpose of dual registrations, the DVCA recognises three categories of registration; Seniors, Juniors and Veterans. Players can be registered at

	different clubs for each category i.e. Play seniors at one club and play juniors at another club.
Seniors	<p>A player cannot be registered as a Senior Player at more than one DVCA club at the same time.</p> <p>A player can only be registered as a Senior Player in the DVCA and in another Association if:</p> <ul style="list-style-type: none"> • The player is registered at a Premier Cricket Club and/or Sub-District Club OR • The player is registered at a club or within an association that does not play on Saturdays during the months of October to March. If the player subsequently plays senior cricket at another club that is involved in an association that plays on Saturdays during October to March, then that player will be deemed ineligible to play in the DVCA for the remainder of the season. <p><i>Important to note that the condition is based on the competitions playing dates, not whether the player actually played on a Saturday or not.</i></p>
Juniors	<p>A player cannot be registered as a Junior Player at more than one DVCA club at the same time.</p> <p>A player can be registered as a junior at more than one club, providing it is not two DVCA clubs.</p> <p>A player can be registered as a junior in one association or play school cricket and as a senior in another.</p>
Vets	<p>A player cannot be registered as a Veterans Player at more than one DVCA club at the same time.</p> <p>A player can be registered as a Veteran at more than one club, providing it is not two DVCA clubs.</p> <p>Note: Veterans players can be registered to play:</p> <ul style="list-style-type: none"> • Seniors and Veterans cricket at different clubs either within the DVCA or another association • Veterans cricket at different associations i.e. Veterans cricket with the DVCA and Veterans cricket with another association.

A8 PLAYER TRANSFERS

Disclaimer: The following registration rules are subject to the relevant PlayHQ Transfers and Permits conditions.

<p>Player Movements</p>	<p>A person who has played at another club within the last 3 years within the DVCA or any other VMCU or VCCL Association, must have a transfer granted by their most recent club as stipulated in the rules below. Failure to correctly transfer, clear or re-register a past player will result in a fine of \$250 to the club. If the player plays in a DVCA match without a correctly submitted transfer, then that player will be deemed to be an ineligible player and handled under JA7 & SA6.</p> <p>Transfer Rules</p> <p>Transfers from other associations into the DVCA or club-to-club transfers within the DVCA:</p> <ul style="list-style-type: none"> • From midnight 1st April to midnight prior to the 1st playing date of the season, clubs are permitted to process their own transfers. This applies to all competitions including Seniors, Juniors, & Veterans. • From midnight of the 1st playing date until midnight 31st March (during the season), all transfer requests require club approval. This applies to all competitions including Seniors, Juniors, & Veterans. Transfers <i>must be submitted at least 24 hours prior to the person playing in a match.</i> <p>Note:</p> <p>Players coming from a Premier or VSDCA club during the season, who wish to play in the DVCA, will require a season permit on PlayHQ.</p> <p>For all transfer requests submitted post 31 December, approval will be granted at the discretion of the General Manager or Executive.</p> <p>Any overseas players joining a DVCA club must be registered as a new player, no transfer required.</p>
<p>Dually Registered Players</p>	<p>Under DVCA rules, players can be registered at more than one club, refer 'Dual Registrations'.</p> <p>No transfer is required if a player registers to play Juniors at one club and Seniors at another club, however, the player must have a PlayHQ permit.</p> <p>If a player is registered at Club A with a specific category (e.g. Juniors) and at Club B with a different category (e.g. Seniors)</p>

	<p>then the player will be subject to PlayHQ transfer rules if they then wish to play at Club A under two categories.</p> <p>Note: Where a junior player plays Premier Women's 1sts and wishes to play DVCA juniors, a dispensation request must be submitted.</p>
Making and Lodging Applications	<p>In these Notes, 'season' means the period between 1st August and 31st March, but no player can be transferred after 31st December in any season unless:</p> <ul style="list-style-type: none"> ❖ The player has previously played for that club ❖ A player moves into an area and can provide verifiable evidence, then a club can make application, in writing to the General Manager, for the player to be registered and eligible to play. <p>Applications must be processed through the General Manager, not through any other official.</p>
Application Cannot Be Withdrawn	<p>If the player wants to withdraw their application, then the player should ask club A to refuse the transfer.</p>
Player May Appeal After Two Refusals	<p>If club A refuses two applications by a player for a transfer to the one club in a season, he may appeal to the executive.</p>
Making and Lodging Appeal	<p>No appeal can be lodged until the day after the General Manager receives the second refused application. If it is refused, the General Manager will return it to club B.</p> <p>Appeals from the club or player, setting out full grounds of appeal, must be emailed to the General Manager.</p>
Hearing the Appeal	<p>The appeal will be dealt with under Rule 7.</p> <p>It will be heard by the executive after it is lodged and after the General Manager gives at least 48 hours notice to club A.</p> <p>The player and club A's representatives may attend and speak at the hearing. Club B's representative may attend but may speak only if invited by the executive. A family member may represent a junior player. The executive will not uphold the appeal if the player is not financial with club A.</p>
Result of the Appeal	<p>If the appeal is upheld, the player is cleared immediately.</p> <p>If it is dismissed, he remains registered with club A, but may appeal to the VMCU.</p>
Limit of One Appeal per Season	<p>A player may appeal to the executive only once per season (and if the appeal is refused, to the VMCU).</p>

A9 PLAYER DISPENSATIONS & APPROVALS

Type	Description	Guidelines
Junior Merged Teams	For 2 or more clubs to enter combined teams	Refer to DVCA Merged Teams Procedure
Junior Age Dispensation	<p>For a junior player who is older than the age eligibility rules to play in a younger age group. As a general guide, the following are likely to be permitted:</p> <ul style="list-style-type: none"> ❖ Female players may play 2 years below their age (excluding the Girls competition). ❖ A player born within 31 days of the age cut-off and their skill level is not consistent with players of the same age. ❖ A player with a medical condition/disability and their skill level is not consistent with players of the same age. 	<p>Refer to DVCA Junior Dispensation Procedure</p> <p>Each request will be considered on a case-by-case basis. The executive has the right to monitor the performance of each player and withdraw a dispensation at any time.</p> <p>The dispensation request must be submitted at least 72 hours prior to the person playing in their first match.</p>
Girls Cricket Dispensations	Female players currently playing Premier 1sts or 2nds require dispensation to play in the Level 1 or Level 2 Girls Competition.	<p>Refer to DVCA Junior Dispensation Procedure</p> <p>Each request will be considered on a case-by-case basis. The executive has the right to monitor the performance of each player and withdraw a dispensation at any time.</p> <p>The dispensation request must be submitted at least 72 hours prior to the person playing in their first match.</p>
Junior Finals Dispensation	Dispensation will be only granted in event of absence, injury or exceptional circumstances. If there are sufficient players in the team dispensation will not be granted.	<p>Refer to DVCA Junior Dispensation Procedure</p> <p>A request must be made 48 hours prior to the final, late applications will not be accepted. Each case</p>

		will be considered on a case-by-case basis.
Senior Finals Dispensation	There will be no finals dispensation granted for ineligible players in senior grades.	
Finals Substitute Dispensation	<p>A dispensation may be requested for a player who has not qualified for finals in that grade to act as a fielding substitute for a final.</p> <p>Only approved if the executive is satisfied that the club has no eligible players available to act as substitutes.</p>	<p>An email requesting dispensation must be sent to the General Manager.</p> <p>A request must be made at least 48 hours prior to the final.</p>

A10 MISCONDUCT REPORTS AND TRIBUNAL PROCESS

OFFENCES & PENALTY TABLE - Applicable to all competitions within the DVCA

No	Category	Minor	Moderate	Serious	Extreme
1	Abusing an umpire	1 match	2 matches	3 matches	4 matches+
2	Abusing a player	1 match	2 matches	3 matches	4 matches+
3	Excessive appealing towards an umpire	1 match	2 matches	3 matches	4 matches+
4	Aggressive appealing towards an umpire	1 match	2 matches	3 matches	4 matches+
5	Dispute or show dissent at an umpire's decision	1 match	2 matches	3 matches	4 matches+
6	Captain failing to ensure his team acts within the Spirit of Cricket	1 match	2 matches	3 matches	4 matches+
7	Disturbing the stumps in an inappropriate manner	1 match	2 matches	3 matches	4 matches+
8	Equipment abuse	1 match	2 matches	3 matches	4 matches+
9	Send offs	1 match	2 matches	3 matches	4 matches+
10	Misconduct	1 match	2 matches	3 matches	4 matches+
11	Violent act	N/A	2 matches	3 matches	4 matches+
12	Bringing the game into disrepute	1 match	2 matches	3 matches	4 matches+
13	Behaving in a threatening or intimidating manner	1 match	2 matches	3 matches	4 matches+
14	Breaches of Law 41.3 (Ball tampering, distract/obstruct batsmen, dangerous & unfair bowling, time wasting, damaging the pitch)	1 match	2 matches	3 matches	4 matches+
15	Unauthorised personnel entering playing arena without permission of umpire. Note: Ref to Rule J3 for the application in junior matches.	1 match	2 matches	3 matches	4 matches+
16	Vilification - personal, racial, religious or sexual	N/A	2 matches	3 matches	4 matches+
17	Bullying	1 match	2 matches	3 matches	4 matches+

Explanatory notes for reports

Who can lodge a report?	<p>1. Umpire</p> <p>2. DVCA Senior Executive</p> <p>3. DVCA Junior Executive</p> <p>4. Aggrieved party (club, official, player, spectator or other)</p>
Offence Level	<p>The level of the report will be determined by taking into account the context of the particular situation and the seriousness of the words, gesture and/or actions</p> <ul style="list-style-type: none"> • Repeat behaviour/offenders - more severe penalties will apply • Finals - more severe penalties may apply
Reprimands	<p>Reprimands will expire 12 months from the commencement date of the penalty</p> <p>If suspended for a further offence or receive a further reprimand within the 12 months of the date of the first offence a minimum and automatic 1 match suspension will be imposed</p>
When can offending players play again?	<p>Serving suspension is based on the scheduled matches within the grade played in when the offence occurred e.g. If a player is suspended for two matches playing Barclay Shield then they will be suspended for the next two Barclay Shield rounds/matches.</p> <p>During this time, the player is unable to play in any other match, grade or competition.</p> <p>The player will be deemed suspended until midnight of the day when the last suspended match is scheduled to finish.</p> <p>If an offence is committed in a non-standard competition i.e. Vets, T20 competitions, the offender:</p> <ul style="list-style-type: none"> • Will be suspended for the allocated matches in the non-standard competition that they were competing in at the time, and • Will also be suspended for the same number of matches in all other competitions based on the offenders' club's highest graded side <p>This may result in the offender having two suspension dates, one date for all other competitions and another date for the non-standard competition.</p> <p>If at the time of being found guilty of an offence, the player is involved in a match that has already commenced but not yet completed then the offender may be permitted, at discretion of the Match Review Panel, to continue playing until that match is completed.</p>

Umpire Report Process	<p>The umpire will:</p> <ul style="list-style-type: none"> • At the end of the day's play notify the captain that a report has been made and a report will be submitted • Submit report to the Umpires Manager or Junior Executive (for Junior reports). The umpire needs to outline the player and the incident related to the report, they do not need to specify the actual charge or level at this point • Notify the Umpires Manager or Junior Executive by 1pm of the day after the conclusion of the match. • It is advised where possible for Day 1 reports to be submitted prior to the beginning of Day 2 commencing • The Umpires Manager or Junior Executive will then inform the DVCA General Manager via email by 5pm the day after the conclusion of the match. The umpire is to ensure full details of the match, the person/s reported, details of the report, level of the offence as per the Penalty Table and whether the captain played a role by failing to ensure his team acted within the Spirit of Cricket <p>An Umpire still has the ability to file a report after a game has concluded without notifying the player or captain at the end of the day's play.</p>
Captain's Process	<p>Once notified by the umpire, the captain is to inform the offender as soon as possible that he has been reported.</p> <p>At the end of the day's play, the captain must also notify the club's Secretary or President that a report will be made by the umpire.</p>
DVCA Executive Reportable incident	<p>Full details of the incident must be emailed to the General Manager via their club's official email account.</p>
Aggrieved Party Reports	<p>Full details of the incident must be emailed to the General Manager via their club's official email account.</p> <p>The report must be reported via email by no later than 5.00pm on Tuesday following the conclusion of the match.</p> <p>If the incident reported meets the criteria, then the General Manager will refer the report to the Match Review Panel. If it does not meet the criteria, then no action will be taken.</p>

Explanatory notes for subsequent actions including MRP

Step 1 - General Manager	<p>Notify MRP (Match Review Panel) via email with all relevant information regarding report</p>
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<p>Step 2 - Match Review Panel (MRP)</p>	<p>Receive email form General Manager with all relevant information regarding report and MRP decide on one of the below options. Option 1 – If provided, agree with penalty from Penalty Table Option 2 – Consult with the Umpires Association, If MRP disagrees with penalty provided in the report Option 3 – If no penalty provided from Penalty Table, decide on penalty Option 4 – Refer to Tribunal Panel Option 5 – Take no further action against the offender Option 6 – Refer to DVCA executive for further investigation.</p> <p>Send email to the General Manager detailing the MRP outcome.</p>
<p>Step 3 - Process for General Manager</p>	<p>Options 1,2 or 3 Advise the Match Review Panel penalty to the offender’s club email address</p> <p>Option 4 Advise the report has now been referred to the Tribunal Panel to the offender’s club email address</p> <ul style="list-style-type: none"> • The hearing will be held on the Wednesday evening at the conclusion of the match • The club will be advised, detailing the offender, time and location of the hearing <p>Option 5 Advise dismissal of charge to the offender’s club email address</p> <p>Option 6 Advise incident has been referred to the DVCA Executive to the offender’s club email address</p>
<p>Step 4 - Club</p>	<p>Options 1,2 or 3</p> <p>a) Accept penalty and confirm via club email to the General Manager, which may include a reduction should the offender take an early guilty plea OR</p> <p>b) Not accept penalty and confirm via club email to the General Manager to Request Tribunal hearing</p> <p>Option 4 Confirm offender and club representative will be in attendance at Tribunal hearing via club email to the General Manager</p> <p>If the offender fails to appear at the allocated location and time, they will be automatically suspended from all DVCA competitions until which time they appear before the tribunal.</p> <p>Option 5 Accept dismissal of charge and confirm via club email to the General Manager</p>

	<p>Option 6</p> <p>a) Accept penalty and confirm via club email to the General Manager, which may include a reduction should the offender take an early guilty plea OR</p> <p>b) Not accept the penalty and advise via club email to the General Manager. Appeal penalty – refer A11</p>
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Explanatory notes for Tribunal Process

Conduct of hearing	<ul style="list-style-type: none"> • The chairman will conduct the hearing in a manner that observes all natural justice and procedural fairness protocols • The chairman will also use his discretionary powers in relation to the use of advocates, referees and witnesses <p>A record will be kept of the proceedings.</p>
Powers of the Tribunal Panel	<p>The tribunal panel will have the power to:</p> <ul style="list-style-type: none"> • Find the offender not guilty • Uphold recommended MRP penalty • Downgrade the level of a charge and hand down the lesser set penalty • Upgrade the level of a charge and hand down the higher set penalty • For any charge, the panel has complete power to hand down an appropriate penalty • Postpone, defer or adjourn a hearing. If more than one report arises out of the same incident, it may defer its decision until it hears the evidence on all of the reports • Suspend an absent offender until he does attend, or it may proceed in his absence • Tribunal have the power to find someone guilty of an alternative charge i.e. where the tribunal is satisfied that the players conduct warrants punishment but might perhaps fall short of the charge that is before the tribunal • If evidence at a hearing indicates that another offence has been committed or if the executive believes an offence may have been committed during or after a hearing, it may enquire into the matter and/or report a person, team or club and hear the report. The Chairman and/or the accused is entitled to request that the additional offence be reported to the General Manager and be heard at a later date

A11 APPEALS

A club or player aggrieved by a decision handed down by the DVCA judiciary may appeal the decision by way of the following.

- An appeal against a decision by the match review panel will be conducted by the tribunal.

- An appeal against a decision handed down by the Tribunal will be conducted by the DVCA Executive
- An appeal against a decision handed down by the DVCA Executive will be conducted by an independent body, which will not include any members who were party to the original decision

Any further avenue of appeal from this point is to the Victorian Metropolitan Cricket Union (VMCU).

All internal DVCA appeals must be submitted to the General Manager within 48 hours of the original decision and be lodged with a deposit of \$300. The deposit is non-refundable if the appeal is unsuccessful.

Full details of reasons for Appeal to be submitted

These may include:

- New evidence coming to light
- The severity of the penalty
- Actual decision
- Any extenuating circumstances

Penalties will remain in place until all appeal avenues are exhausted. Subject to that, the executive's decision is final and binds all clubs and players

A12 POINTS IN HOME AND AWAY MATCHES

Result	Points Awarded
Outright win after 1 st innings win	10 points
Outright win after 1 st innings tie	8 points
Outright win after 1 st innings loss	6 points
Outright loss after 1 st innings win	4
Outright tie & 1 st innings win	6
Outright tie	5 points each
First innings win	6 points
First innings tie or draw	3 points each
First innings tie but outright loss	2 points
Walkover	6 points
Bye	6 points

A13 NOTES FOR UMPIRES

<p>General responsibilities of umpire</p>	<p>Be familiar with the Laws of Cricket, the playing rules and conditions, DVCA administration rules, and other policies/procedures available on the DVCA website.</p> <p>Use the Code of Signals (see 'CODE OF SIGNALS' below). Call distinctly to help players. Make sure batsmen know what the decision is. Wait for scorers to acknowledge your signals.</p> <p>Report all misconduct and breaches of the Rules as per A9.</p>
<p>Responsibilities before play commences</p>	<p>Official umpires must be at the ground 45 minutes before the Scheduled Start.</p> <p>Before each day's play, inform the captains of the time</p> <ul style="list-style-type: none"> • Ensure pitch and ground is prepared as per prescribed rules • Determine boundaries with the captains before play starts. • Check that balls comply with the Rules. • Notify captains 5 minutes before play is due to start
<p>Approved dress for official umpire</p>	<p>Approved dress for official umpires is white shoes or boots, black trousers or approved black shorts, white hat and Umpires Association shirt. You may wear an approved jacket.</p>
<p>Where can umpires stand</p>	<p>Stand where you can best see any act upon which your decision may be required. Subject to that, stand where you do not interfere with the bowler's run up or the batsman's view. Square-leg umpires may stand at point, if they tell the other umpire, batsman and fielding captain. Their duties are to:</p> <ul style="list-style-type: none"> • give decisions on stumpings, hit wicket, run outs and short runs at their end; • assist the other umpire if his view is obscured.
<p>Breaks in play responsibilities</p>	<p>Note the times of breaks in play and the fall of wickets (for appeals for 'Timed Out'), and time lost for adverse conditions. Obey all times and limits in the Rules.</p>
<p>Scorebook responsibilities</p>	<p>Check that scores agree at each interval and change of innings and at the end of each day. If the scores agree, sign the scores, result and margin in both scorebooks before leaving the ground. If scores are disputed, take both scorebooks and deliver them to the General Manager or his nominated representative.</p>
<p>Unofficial Umpires</p>	<p>If there is only one official umpire either team will supply a square leg umpire. The official umpire will umpire both ends and may overrule a decision by the unofficial umpire. Square leg umpires will be at least 15 years old.</p> <p>If there is no official umpire each team will supply an umpire.</p>

	<p>Official umpires may overrule decisions by unofficial umpires.</p> <p>Unofficial umpires must dress so as to be distinguishable from players</p> <p>Unofficial umpires will be at least 16 years old.</p>
Club appointed umpires	<p>Clubs may from time to time be asked by the executive to supply umpires for semi-finals. Details of these club nominated umpires need to be forwarded to the umpires association.</p> <p>Club appointed umpires must:</p> <ul style="list-style-type: none"> • Be at least 18 years of age • Have a copy of the rule book and a copy of junior finals fact sheets • Ensure that the DVCA playing rules are adhered to

A14 NOTES FOR SCORERS

Scorer responsibilities	<ul style="list-style-type: none"> • Know the CODE OF SIGNALS as listed later in this document. • Acknowledge each signal separately. Make sure umpires see your acknowledgment. If in doubt, ask the umpire what his decision is. • Cross-check frequently with the other scorer and make sure both books agree, and match the scoreboard • Make sure all umpires and captains check books agree and sign both books after each day's play. • List all players from both teams in the book, even if they do not bat or bowl. • Keep count of the number of overs bowled throughout the day's play. <p>Tell the umpires when a player reaches his batting or bowling limits.</p> <p>Note in the book the times of breaks in play and time lost for adverse conditions as they occur.</p>
Scoring 5 run Penalties	<p>5 run penalties are added to any other runs or extras scored off a delivery. They are not credited to the batsman and are not debited against the bowler.</p> <ul style="list-style-type: none"> ➤ Penalty Awarded to Batting Side: First, score any runs or extras in the normal way. Secondly, put 5 in a square in the Bowler's Analysis for tracking purposes, but do not add it to his progress total. Thirdly, put 5 in the 'Penalty Extras' section of the book (if you don't have one, make one; or put it in a square in No Balls,

	<p>but remember to separate it at the end of the innings), and add 5 to the score.</p> <p>➤ Penalty Awarded to Fielding Side: If the fielding team has already batted, add 5 penalty runs to the score in its last innings. If it has not yet batted, score the 5 penalty runs on the first ball of its innings as above.</p>
No Ball Not Scored From	A no ball is not scored from. 1 run is added to extras as a no ball, 1 run is added to the score, a dot with a circle around it appears in the Bowler's Analysis and 1 run is added to his progress total.
No Ball Scored from by the Batsman	<p>The batsman hits a no ball and 3 runs are completed. He is credited with 3. 1 run is added to extras as a no ball. 4 runs are added to the score and a 3 with a circle around it goes in the Bowler's Analysis. 4 runs are added to his progress total. The umpire's only signal is no ball.</p> <p>The batsman hits a no ball for 6. He is credited with 6. 1 run is added to extras as a no ball. 7 runs are added to the score and a 6 with a circle around it appears in the Bowler's Analysis. 7 runs are added to his progress total. The umpire will signal no ball and 6.</p>
No Ball Plus Additional Extras Scored	A no ball comes off the batsman and the batsmen complete 2 runs. All 3 runs (the 2 runs plus 1 penalty run) are scored as no balls. The umpire will signal no ball and bye to show that the batsman has not hit it, but the runs are not recorded as 'byes'.
Wide Not Scored From	No other runs are made off a wide. 1 run is added to extras as a wide, 1 run is added to the score, 'W' appears in the Bowler's Analysis and 1 run is added to his progress total.
Wide plus Additional Extras Scored	<p>A wide goes past the keeper to the boundary. 5 runs (the boundary 4 plus 1 penalty run) are added to extras as wides, 5 runs are added to the score and '5W' appears in the Bowler's Analysis. 5 runs are added to his progress total. The umpire will signal wide and 4.</p> <p>A wide goes past the keeper and the batsmen run 2. 3 runs (the 2 runs plus 1 penalty run) are added to extras as wides, 3 runs are added to the score and '3W' appears in the Bowler's Analysis. 3 runs are added to his progress total. The umpire will signal wide.</p>
Electronic Scoring	In addition to electronic scoring at least one club MUST paper score. If both clubs wish to electronic score, then the away team (lower team in finals) will be required to paper score.

A15 CODE OF SIGNALS

Description	Signal
Dead Ball	Crossing and re-crossing the wrists below the waist
No Ball	Extending one arm horizontally
Out	Raising an index finger above the head (if not out, the umpire shall call not out)
Wide	Extending both arms horizontally
Boundary 4	Waving an arm from side to side horizontally, finishing with the arm across the chest
Boundary 6	Raising both arms above the head
Bye	Raising an open hand above the head
Five Runs to Batting Team	Repeated tapping of one shoulder with the opposite hand
Five Runs to Fielding Team:	Placing one hand on the opposite shoulder
Leg Bye	Touching a raised knee with the hand
New Ball	Holding the ball above the head
Revoke Last Signal	Touching both shoulders, each with the opposite hand

A16 VMCU COMMUNITY CRICKET MEMBER PROTECTION BY-LAW

The VMCU "Community Cricket Member Protection By-law" applies to the DVCA, and to all clubs, officials, players and members. All guidelines, policies, procedures etc. apply to the DVCA unless expressly stated within DVCA administration rules and/or DVCA playing rules.

A17 CLUB BEHAVIOUR POLICY

The DVCA executive are committed to improving player behaviour and conduct and believe clubs should take full responsibility for ensuring every single player who represents their club should conduct him or herself in accordance with local rules and the Spirit of Cricket.

The burden of responsibility for ensuring players and captains conduct themselves in a fair and sportsmanlike manner at all times does not rest with the executive or Umpires, it is with the Clubs.

To ensure this is complied with, a financial demerit system will be applied to Clubs as indicated below. Please note that penalties apply across all grades including juniors and penalties are accumulative.

Number of Reprimands	Club Penalty
One	Nil
Two	Nil
Three	\$150 club fine
Four	\$450 club fine and appearance before representatives of the DVCA executive.

Number of Suspensions	Club Penalty
One	Nil
Two	\$150 club fine
Three	<p>\$550 club fine minimum, with appearance before representatives of the DVCA Executive.</p> <p>Note: Any club incurring more than 3 suspensions in the one season shall be placed on a "3 Premiership Points" bond. Should a club breach this bond during the season by incurring a further suspension, then 3 premiership points will be deducted from each of their senior teams. If the bond is breached during the finals, all senior teams will commence the following season 3 points in arrears.</p>

Note: Under DVCA rules, a captain may be charged when one of their players is charged. To avoid doubling up on the same offence, a captain's penalty under this rule will NOT count towards fine calculations.

A18 SPIRIT OF CRICKET AWARD

Background	<p>Clubs first XI's competing in Barclay Shield, Money Shield and Mash Shield will be given a Spirit of Cricket rating at the end of each match. The rating is to be determined between both umpires.</p> <p>A team can be awarded up to 4 points for each of the below categories, therefore the MAXIMUM total score per match is 12.</p> <p>NOTE: A team includes players, club officials AND their spectators/supporters.</p>
Respect for opponents	<p>Did the team demonstrate respect for their opponents?</p> <p>The following behaviour to be considered when determining demonstrated respect:</p>

	<ul style="list-style-type: none"> • Acknowledgement of milestones • Courtesy and professionalism by captain/team • Demeanour of any interaction • Walking when a fielder claims a catch without needing an umpire’s decision • Not claiming a catch where confusion exists • Not “Sledging”. 																		
Respect for the role of the umpires	<p>Did the team demonstrate respect for the role of the umpire? Did the players accept the umpire’s decisions throughout the match? Was there any undue pressure placed on the umpire?</p> <p>The following behaviour to be considered when determining demonstrated respect:</p> <ul style="list-style-type: none"> • Communication with officials, including verbally • Discussion of decisions, including dissent • Excessive appealing • Advancing the umpire when appealing • Appealing when knowing is not out <p>Actions by captain when required</p>																		
Respect for the game	<p>The following behaviour is to be considered when determining demonstrated respect:</p> <ul style="list-style-type: none"> • Respect for venue and facilities • Respect for scorers • Role of the captain • Application of DVCA Playing Conditions including over rates • Audible obscenity. 																		
Voting Guidelines	<table border="1"> <thead> <tr> <th>Points given</th> <th>Rating</th> <th>Interpretation</th> </tr> </thead> <tbody> <tr> <td>4 points</td> <td>Well above expectations</td> <td>Multiple examples of positive behaviour</td> </tr> <tr> <td>3 points</td> <td>Above expectations</td> <td>Limited examples of positive behaviour</td> </tr> <tr> <td>2 points</td> <td>Met expectations</td> <td>Good level of respect is shown to all game participants throughout the match.</td> </tr> <tr> <td>1 point</td> <td>Below expectations</td> <td>Limited examples of negative behaviour</td> </tr> <tr> <td>0 points</td> <td>Well below expectations</td> <td>Multiple examples of negative behaviour</td> </tr> </tbody> </table>	Points given	Rating	Interpretation	4 points	Well above expectations	Multiple examples of positive behaviour	3 points	Above expectations	Limited examples of positive behaviour	2 points	Met expectations	Good level of respect is shown to all game participants throughout the match.	1 point	Below expectations	Limited examples of negative behaviour	0 points	Well below expectations	Multiple examples of negative behaviour
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0 points	Well below expectations	Multiple examples of negative behaviour																	
Ineligibility for award	<p>If a player (in any grade) from any club is reported and found guilty of an offence throughout the season (includes finals matches) then this club becomes ineligible to win the Spirit of Cricket Award for that season. This also includes a club breach.</p>																		

A19 WORKING WITH CHILDREN CHECK

<p>Who must have a working with children check for at club level?</p>	<ul style="list-style-type: none"> • Junior Coordinator • Junior Blast and Master Blast Coordinator • Junior Team Managers and Coaches • Senior Coaches, Club Secretary, Team Captains, Umpires involved in direct contact where junior players are playing in a senior team • Other members of the club who are involved in regular contact with children and who are not directly supervised by a person who has completed a Working With Children Check (regular contact includes coaching, and/or electronic contact).
<p>WWC Register</p>	<ul style="list-style-type: none"> • The register is also to record individuals holding those exemptions, endorsed by Cricket Victoria policy, from the Working with Children Checks legislation. • The register must confirm the Club Secretary has received written confirmation from the Department of that the volunteer has listed the club on their approved application updates for an existing WWC cardholder. It is not sufficient to just sight a Working with Childrens Card.
<p>Notification of detail changes</p>	<p>There is a legal obligation for applicants and cardholders to notify the Department of Justice and Regulation when their personal, contact or organisation's details change.</p>
<p>Who must have a working with children check at DVCA level?</p>	<ul style="list-style-type: none"> • Representative Cricket Team Managers and Coaches. • Other adults who are involved in the representative cricket program and are in regular contact with children who are not directly supervised by a person who has completed a Working With Children Check (regular contact includes. coaching and/or electronic contact) • Other members of the Junior Executive who are involved in regular contact with children who are not directly supervised by a person who has completed a Working With Children Check (regular contact includes. coaching and/or electronic contact)

	<ul style="list-style-type: none">• All umpires <p>The General Manager is to maintain a register, provided by each club, of the people within the Association who have been approved under these requirements.</p>
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A20 FIELD LIGHTING REQUIREMENTS

The Community Cricket Facility Guidelines – September 2015 states Lighting Class III requires 300 lux (centre square) / 200 lux (outfield) for cricket competition and 200 lux for cricket training and match practice.

ADMINISTRATION RULES - JUNIORS

JA1 THE COMPETITION

Each season:

- clubs will nominate the teams they wish to enter in the appropriate grade;
- the executive will determine grades for all teams nominated
- the teams in each grade will compete for a premiership in a series of one-day and two-day home & away matches and semi final/final series.

However:

- U10's and Level 1 Girls do not play for points, premierships or trophies and do not play finals; and
- U10's and Level 1 Girls play all one-day matches.

In these Rules, 'final' includes semi final and/or grand final.

JA2 TEAM ENTRIES, GRADINGS AND FIXTURES

Team Entries	<p>The executive will notify clubs of the junior playing dates along with Junior Team Nomination forms in the second week of August.</p> <p>The closing date for team entries is early September.</p> <p>By the closing date, clubs will notify the Operations Manager on the official DVCA Team Nomination form of:</p> <ul style="list-style-type: none">• the number of teams entered in each available age group and playing day• the home ground for each team• its appropriate grade for each team including expected team composition• any other information specified on the form. <p>A club will be fined \$50 if it does not lodge its details on time and \$50 if it does not confirm its final team entries by the deadline specified below.</p> <p>The executive has the discretion to decide final gradings in the best interest of each grade.</p>
Gradings	The Operations Manager will within 15 days after team entries close notify clubs of final grades.

	<p>A club may contest these gradings by notice to the Operations Manager within 7 days. However alterations to final gradings will only be considered due to exceptional circumstances.</p>
<p>U10's and Level 1 Girls</p>	<p>U10's and Level 1 Girls do not play for points, premierships or trophies and do not play finals; and play all one-day matches.</p>
<p>Final Grading</p>	<p>Sides moving up a Grade after grading games (3 games) can only go up with a maximum of 12 points. Sides moving down a Grade will retain their points.</p> <p>Where a Grade has regraded sides, individual team points (for any team in this grade) are capped at a maximum of 12 points after the regrading process has been completed. Note, the executive will review and update points accordingly.</p> <p>Where grading matches for the entire round (across the competition) have been abandoned due to adverse weather, an additional grading match may be played as determined by the Executive.</p>
<p>Fixtures</p>	<p>As soon as gradings are finalised, the Operations Manager will begin the process of drawing fixtures.</p> <p>Clubs will notify the Operations Manager of final team entries 7 days before the first round.</p> <p>The Executive may then re-grade teams and/or redraw fixtures.</p> <p>During the season, the Operations Manager may re-schedule a match. In addition, if a ground becomes unfit for play before or during a match, the Operations Manager may re-schedule or relocate the match, or direct that a partly completed match be completed on another ground or date.</p> <p>If an emergency or incident outside the control of the DVCA or a club prevents the playing of a match the executive has the power to award points as it sees fit to either team.</p> <p>A club will play in all matches for which it is drawn.</p> <p>If a club fails to do so, or if it forfeits before or during any day of a match, its opponents win on</p>

	<p>a walkover.</p> <p>If a club forfeits on or before Day 1 of a two-day match, and Day 1 is abandoned in all matches in that grade, the forfeiting team has the opportunity to field a side the following week. (A reduced penalty of 50% will apply).</p> <p>If a club gives a walkover under this Rule or J14, it must forfeit the lowest team in that age group, but only if they are scheduled to play that weekend.</p>
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JA3 EXCHANGING PLAYERS & COMBINED TEAMS

Junior Merged Team Approval	<p>Granted by the Executive where two clubs combine teams or exchange players to enable players to play Juniors when they might not otherwise.</p> <p>Approval for 2 or more clubs to enter combined teams (including approval to field separate U16 or U14 1st division teams and a combined 2nd and/or 3rd division team).</p>
How does this work?	Refer to DVCA Merged Teams Procedure
Finals Qualifications	<p>Matches played with a combined team count for finals qualifications for a club's higher teams.</p> <p>The clubs are jointly liable for any breach of the Rules by or in relation to a combined team</p>

JA4 SEMI FINALS AND GRAND FINALS

The 4 teams with the most home & away points will play in semi finals.

1st plays 4th and 2nd plays 3rd.

If points are equal, the team with the higher percentage is higher on points.

Percentage is calculated by dividing a team's batting average (divide the runs it scores by the wickets it loses) by the batting average against it (divide the runs scored against it by the wickets it takes).

In any innings, complete or incomplete, teams lose the number of wickets which actually fall.

If a team forfeits its percentage for a match, it is deemed to score no runs and take no wickets, but to lose the wickets it actually loses and to have scored against it the runs actually scored against it; the percentage of its opponents is calculated on the actual scores.

The two teams who win the semi finals will play in the grand final.

If a semi final is drawn or tied, the higher team will play in the grand final.

Joint Premiers

If a grand final is drawn or tied, the teams are joint premiers

Ground allocations for finals

At the discretion of the executive, grounds for Semi Finals and Grand Finals may be awarded to the Team finishing higher on the ladder after the Home & Away matches.

If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the executive may award the match to be played at the away team’s ground or a neutral ground.

An assessment of all grounds will be completed at the end of February. Grounds that are considered unsatisfactory to play finals will be advised to all clubs prior to the Pre-Finals meeting.

JA5 ELIGIBILITY OF PLAYERS AND SUBSTITUTES

Refer to ‘**A7 Player Registrations**’, ‘**A8 Transfers**’ and ‘**A9 Player Dispensations & Approvals**’ to ensure players are registered as per these rules. Any player not registered within these rules will be deemed an ineligible player.

<p>Ineligibility due to suspension or disqualification</p>	<p>A player is ineligible to play if he is currently suspended or disqualified by this or any other cricket association; or if the DVCA is notified that he has unpaid cricket subscription fees with another club</p> <p>Junior players can only play in one Senior match on the same weekend.</p>
<p>Grade Eligibility</p>	<ul style="list-style-type: none"> • U12 (Friday night grades), U14’s, U16’s & U18’s junior players can play in only one DVCA junior match a week. • Players who predominantly play in Wednesday night U10 & U12 white grade will be permitted to play in an U12 Friday night Grade as a fill-in only. There will be no dispensation required for these players to be selected as fill-ins. They may fill in for a maximum of 3 matches during the season. If a player exceeds this limit, they are ineligible to return to the Wednesday night competition. I.e. They must continue playing in the Friday night competition for the remainder of the season. • U10 or U12 players who have filled in in more than 3 matches in the Friday night

	<p>competition qualify for a final's match for that team in that season. Note, players in this scenario are not eligible to participate in finals matches for the Wednesday night competition.</p> <ul style="list-style-type: none"> • Any player who plays predominantly Friday night U12 cannot 'drop a grade' to play Wednesday night, nor can they 'fill-in' on a Wednesday night. <u>No dispensations will be granted.</u> • Blue grade players and representative cricket players are not eligible to play in white grade. • Any girls playing in the Wednesday night Level 1, 2 or 3 Girls competition may also play in a mixed team on Friday night. Note, where girls are playing in both the Wednesday and Friday competitions and both teams are playing finals, they can play in only one match on the same night.
<p>Substitutes</p>	<p>Law 24 applies to substitutes.</p> <p>In a home & away match, a captain will notify the official umpires of any substitute before the start of the day's play. The umpires will then tell the other captain. If there is no official umpire, the captain will tell the other captain.</p> <p>A person may NOT act as a substitute in ANY match if he was over the age limit at 1st September, or if he is not registered with the club. Penalties: a fine of \$50, and the penalties set by JA7 for playing an ineligible player.</p> <p>A person may NOT act as a substitute for a team in a FINAL unless he qualifies to play for it under JA6, OR he has a Finals Substitute Dispensation. Penalties: a fine of \$50, and the penalties set by JA7 for playing an ineligible player.</p> <p>Substitutes may act as wicketkeeper with the consent of the umpires or the opposing captain. Substitutes cannot bat or bowl.</p> <p>These rules also apply to Non-competitive grades, fines will be applied as above.</p>
<p>Minimum Registration Age</p>	<ul style="list-style-type: none"> • The minimum age for a junior to register to play cricket in the DVCA is 7 years old on 1st September.
<p>Age Limits</p>	<ul style="list-style-type: none"> • For Under 18s, the player must be under 18 on 1st September.

	<ul style="list-style-type: none"> • For Under 16s, the player must be under 16 on 1st September • For Under 14s the player must be under 14 on 1st September. • For Under 12s the player must be under 12 on 1st September. • For Under 10s the player must be under 10 on 1st September. • For Level 1 Girls (U13's) the player must be under 13 on 1st September. • For Level 2 Girls (U15's) the player must be under 15 on 1st September. • For Level 3 Girls (U17's) the player must be under 17 on 1st September. <p>Note, age limits for Levels 1, 2 and 3 Girls are indicative only. The focus is on skill and the number of years playing cricket within each level.</p> <p>Level 1: Up to 2 years playing cricket</p> <p>Level 2: 2 to 4 years playing cricket</p> <p>Level 3: 4 or more years playing cricket</p> <p>Dispensations may be requested to play down a level for girls with little or no cricket experience. Refer to A9 Player Dispensations & Approvals.</p> <p>The Junior Manager may require a player to produce proof of his/ her age. Proof must be produced (to the Junior Manager's reasonable satisfaction) within 7 days. The player is ineligible for any match until proof of age is provided. If proof is not provided within 7 days, the player will (unless produced later) be deemed ineligible for all matches in which he played that season.</p>
<p>Registration and Dispensations</p>	<p>Players will be registered and dispensation applications will be processed as per the prescribed procedure.</p>
<p>Under 18 Competition</p>	<p>If a player has played junior cricket at a DVCA club, they are eligible to play in the U18 competition for that same club, regardless of whether they are now playing sub-district or premier cricket.</p> <p>Each U18 team is allowed one "marquee" player. This can be a player who has played for another club in the DVCA and now plays sub-district or premier cricket, or a player who has played in</p>

	<p>another association and who now plays sub-district or premier cricket.</p> <p>Where U18 players are playing seniors for a club and are not playing in a sub-district or premier club, they can elect to play U18 juniors for another club.</p> <p>Where a club is unable to field an U18 team and required to have more than one "marquee" player, they must apply for dispensation via email to the Junior Manager. This applies where a merger opportunity is also not an option.</p>
<p>Junior Suspect Bowling Action Reports</p>	<p>Suspect bowlers will be brought to the attention of the Junior Executive Committee who will discuss appropriate remedial action with the club.</p>

JA6 FINALS QUALIFICATIONS

Qualifying matches

'Final' includes semi final and grand final;

'Match' means home & away match for the club in that season;

A match counts for qualifications if the player was eligible to play in it, and

- it was actually played
- it was abandoned or cancelled (with or without play) because of adverse conditions (eg washout or heatout)
- it was won by his team on a walkover
- it was a bye for his team
- but not if he was only a substitute or 12th man

Grades in order of assigned colours are Blue, Teal, Red, Yellow, and White and if the executive adds, deletes or renames grades it will designate their order for this Rule.

Multiple teams in one grade or age group

If a club has more than one team in a grade, they will be designated as No.1, No.2, etc., and players may swap freely between them in home & away matches, but for finals qualifications players must have played in 3 matches for their designated team or dispensation must be sought.

Matches required to qualify

A player qualifies for a final if they have played 3 or more matches for THAT TEAM in THAT SEASON. Where this is not the case, dispensation must be sought.

If a club has more than one team in an age group, players must have played 3 matches for their designated team or dispensation must be sought.

Senior matches do not count for junior finals qualifications; and a player may play any number of senior matches or matches in a higher age group without affecting his qualifications for his own age group.

Note, where players are unavailable for one day of a two-day finals match, only substitute fielders can be used to replace them. A Junior Finals Dispensation will be required in each case. Any players that have had dispensation approval to sub field should be noted on the paper scorebook.

JA7 PENALTIES FOR INELIGIBLE PLAYERS

For the purposes of this Rule, a player is deemed to play in a match if he plays in it, OR is listed in the team entered on PlayHQ.

Home & Away match	If a team plays an ineligible player, it forfeits all points received in the match, and it also forfeits 2 points. The opposition team will be awarded the win and receive 6 points.
Walkover	If a team wins but lists or plays an ineligible player, it forfeits all points
Bye	If a team lists an ineligible player, it forfeits all points
Final	If either team plays an ineligible player, it forfeits the match
Substitutes:	see JA5
Imposing, Appealing and Varying the Penalties	<p>The General Manager will impose the penalties as the offences occur. A club may appeal against any penalty imposed on it. The opposing club may appeal against the leniency of any penalty. The executive may initiate enquiries into any offence.</p> <p>Appeals will be given to the General Manager within 48 hours after penalties are announced. They will specify full details of the offence and any reasons why the penalty should be varied. They will be dealt with under Rule 7.</p> <p>The executive may in its absolute discretion vary, cancel or replace a penalty, award or forfeit points and/or percentage, and/or amend a result.</p>

JA8 BALL SPECIFICATIONS

Non-competitive grades	Teams will use Kookaburra Pink Star ball or Pink Softa ball. This includes Level 1 Girls & U10's.
U18 & U16	U18 & U16 teams will use full-size (as per Law 4.1) 156g balls.
U12 & U14	U12 & U14 teams will use 142g balls.
Girls	Level 2 & 3 teams will use 142g balls.

Note: All teams will use a ball bearing the DVCA Stamp. Balls should be pink for night matches.

JA9 CLOTHING

<p>Playing Attire</p>	<p><u>Playing Shirts</u></p> <ul style="list-style-type: none"> • All junior players in any team must wear the same playing shirt. I.e Each player in the team must wear only white shirts or approved coloured shirts. • There is NO provision for players from the same team to wear a mix of white and coloured playing shirts. <p><u>Playing Pants or Shorts</u></p> <ul style="list-style-type: none"> • All junior players may wear either club-branded coloured playing pants or club-branded shorts or white playing pants during matches. • Teams may wear mixed attire during matches. E.g. pants & shorts, coloured pants & white pants <p>Note, Coloured clothing is not compulsory. Clubs may continue to wear white clothing.</p> <p>All coloured clothing must be as per the criteria set out below in 'Coloured Playing Attire' and be approved by the DVCA Executive.</p> <p>Footwear with metal spikes are not permitted.</p>
<p>Sponsors</p>	<p><u>Playing Shirts</u></p> <p>Club or sponsors' logos of up to 10cm x 10cm may only be worn on:</p> <ul style="list-style-type: none"> • Shirt breasts • Shirt Sleeves • Jumper or windcheater breasts • Caps and hats. <p>One sponsor logo may be placed on the back of the shirt providing the logo is not more than 10cm in height and 20cm in width.</p> <p><u>Playing Pants or Shorts</u></p> <p>Custom designed playing pants or shorts may feature the club logo and 1 sponsor logo (in addition to the apparel maker) on the playing pants providing it is not more than 7cm long x 5cm in width and is placed above the knee of the pants.</p>

<p>Coloured Playing Attire Requirements</p>	<p>With the approval of the executive, coloured playing attire may be worn providing that:</p> <p><u>Playing Shirt</u></p> <ul style="list-style-type: none"> • The colour/s shall be in the colour/s of the club. No more than 2 different colours can be on the shirt. • The DVCA logo appears on the back of the shirt below the collar. The logo to be between 5cm and 10cm in width. • The colours of the shirt do not clash with the pink ball. <p><u>Playing Pants or Shorts</u></p> <ul style="list-style-type: none"> • The colour/s shall be in the colour/s of the club. • The DVCA logo may be used provided it is within a width of 5cm. • The colour/s of the pants or shorts do not clash with the pink ball.
<p>Names and Numbers</p>	<p>With the approval of the executive, shirts with Players names and numbers on the back may be worn providing that:</p> <ul style="list-style-type: none"> • The name consists of no more than the persons First Initial and Surname as listed in PlayCricket. Only proper names are acceptable i.e. no slang or nicknames • The name and/or numbers are of a reasonable size.
<p>Runners</p>	<p>A runner will wear clothing and a helmet equal to that worn by the batsman and carry a bat.</p>

JA10 AWARDS

<p>Team Premiers</p>	<p>The DVCA will award a plaque to each premier team, which will then remain the property of the premiers. In the event of a merged team being premiers, two plaques will be awarded. In the event of a draw, two plaques will be awarded.</p>
<p>Individual Player Awards</p>	<p>The DVCA will award trophies to the players with the best batting and bowling averages in home & away matches in each grade.</p> <ul style="list-style-type: none"> • An U18 batter must play at least 4 matches, bat in at least 4 innings and score at least 200 runs. • An U16 batter must play at least 4 matches, bat in at least 4 innings and score at least 200 runs. • An U14 or Level 2&3 Girls batter must play at least 4 matches, bat in at least 4 innings and score at least 150 runs. • An U12 must play at least 4 matches, bat in at least 4 innings and score at least 100 runs. • An U18 bowler must bowl at least 30 overs and take at least 12 wickets. • An U16 bowler must bowl at least 30 overs and take at least 12 wickets. • An U14 or Level 2&3 Girls bowler must bowl at least 25 overs and take at least 10 wickets. • An U12 must bowl at least 15 overs and take at least 8 wickets. <p>Should players not qualify the Executive has the discretion to nominate winners of the awards.</p> <p>Performances of an ineligible player will not count towards the trophies.</p> <p>Player statistics do not carry across to a new grade if a team has been regraded.</p>

ADMINISTRATION RULES - SENIORS

SA1 THE COMPETITION

Each season:

- the executive will sort all teams into grades; and
- clubs will nominate the teams they wish to enter; the teams in each grade will compete for a premiership in a series of one-day and two-day home & away matches and finals series.

SA2 TEAM ENTRIES & GRADINGS

<p>Provisional Gradings</p>	<p>The executive will release a list of provisional gradings prior to the Annual General Meeting.</p> <p>When grading, the executive will observe the following criteria in grading teams:</p> <ul style="list-style-type: none"> • promotion and relegation will generally be based on the premise of one team up and one team down. In the case of a tied or drawn grand final, the highest ranked team will be promoted. • only one team from a club may be permitted to compete in grades E and above
<p>Team Nominations</p>	<p>Clubs will be required to nominate their senior teams to the Operations Manager by early July. A club will be fined \$50 if it fails to submit their senior team nominations on time.</p> <p>Upon nominating their senior sides, the club must:</p> <ul style="list-style-type: none"> • Confirm/withdraw their senior teams that played in the previous season. • Nominate new teams • Allocate grounds including any known unavailable dates of these grounds.
<p>Withdrawals</p>	<p>If a club withdraws a team from a standard competition grade, they must withdraw their lowest team. For example, a club cannot withdraw its E Grade team and maintain its lowest G Grade team.</p>
<p>New Teams</p>	<p>Any new teams will be inserted into the lowest available grade, although the executive reserves the right to insert a new team into a higher grade under extraordinary circumstances.</p>
<p>Final Gradings</p>	<p>The Operations Manager will within 15 days after team entries close notify clubs of final gradings with the exception of the two lowest grades. The provisional senior playing dates will also be released at this time.</p>
<p>Appeals</p>	<p>A club may contest these gradings by notice to the Operations Manager within 7 days. However alterations to</p>

	final grades will only be considered due to exceptional circumstances.
Final Withdrawals	Clubs will email final team confirmations to the Operations Manager by 5pm on the 31 st August. Any team withdrawn after this deadline will incur a financial penalty at the executive's discretion. After final fixtures are released there will be no option to withdraw, each round will be treated as a forfeit and fines imposed accordingly

SA3 FIXTURES

As soon as gradings are finalised, the Operations Manager will begin the process of drawing the fixtures.

Re-scheduling a match

During the season the Operations Manager may re-schedule a match.

In addition, if a ground becomes unfit for play before or during a match, the Operations Manager may re-schedule or relocate the match, or direct that a partly completed match be completed on another ground or date.

If an emergency or incident outside the control of the DVCA or a club prevents the playing of a match the executive has the power to award points as it sees fit to either team.

Walkovers

A club will play in all matches for which it is drawn.

If it fails to do so, or if it forfeits before or during any day of a match, its opponents win on a walkover.

If a club forfeits on or before Day 1 of a two-day match, and Day 1 is abandoned in all matches in that grade (includes adverse weather), the forfeiting team has the opportunity to field a side the following week. (A reduced penalty of 50% will apply).

If a club forfeits a one-day match and all games are abandoned due to adverse weather, the forfeit fine will stand.

A club intending to give a walkover will notify the Operations Manager, the other club and the Umpires Association before noon on the day prior to the match. If it fails to do so, the fine for giving a walkover will be doubled.

If an umpire has been appointed to the match and cannot obtain a substitute appointment, his fee will be paid by the defaulting club.

If a club gives a walkover under this Rule or S12, all of its lower teams also lose on a walkover in that round (even if they play), but only if they are scheduled to play that weekend.

Note: The executive may use their discretion in this instance.

SA4 SEMI FINALS AND GRAND FINALS

Semi Finals

At the discretion of the executive, grounds for Semi Finals may be awarded to the Team finishing higher on the ladder after the Home & Away matches. If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the executive may award the match to be played at the away team's ground or a neutral ground.

The 4 teams with the most home & away points will play in semi finals.

1st plays 4th and 2nd plays 3rd.

If points are equal, the team with the higher percentage* is higher on points.

Percentage Calculation

Percentage is calculated by dividing a team's batting average (divide the runs it scores by the wickets it loses) by the batting average against it (divide the runs scored against it by the wickets it takes).

In any innings, complete or incomplete, teams lose the number of wickets which actually fall.

If a team forfeits its percentage for a match, it is deemed to score no runs and take no wickets, but to lose the wickets it actually loses and to have scored against it the runs actually scored against it; the percentage of its opponents is calculated on the actual scores.

Grand Finals

Barclay Shield, Money Shield and Mash Shield Grand Finals will be played on the top 3 grounds as determined by the executive. When allocating Grand Final venues, the executive will ensure it is a neutral venue between the competing clubs.

All clubs' grounds must be available to the DVCA until the end of March; otherwise a penalty or sanction may apply.

At the discretion of the Executive, grounds for Grand Finals, B Grade and below (including juniors), may be awarded to the team finishing higher on the ladder after the Home & Away matches. If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the Executive may award the match to be played at the away team's ground or a neutral ground.

The teams which win the semi finals will play in the grand final.

If a semi final is drawn or tied, the higher team will play in the grand final.

If a grand final is drawn or tied, the teams are joint premiers.

SA5 ELIGIBILITY OF PLAYERS AND SUBSTITUTES

Refer to 'A7 Player Registrations' and 'A8 Transfers' to ensure players are registered as per these rules. Any player not registered within these rules will be deemed an ineligible player.

<p>Ineligible players</p>	<p>A player is ineligible to play if he is currently suspended or disqualified by this or any other cricket association; or if the DVCA is notified that he has unpaid cricket subscription fees with another club.</p> <p>Players can only play one senior match on the same weekend. If a player does play in two matches, they will be deemed ineligible for the 2nd match that they played. This rule does not prevent a player from substituting in additional matches on the same weekend.</p> <p>Players whose names appear on the team entry in the event of a bye or a walkover are ineligible to play in any other match across the playing dates of their match.</p>
<p>Shield Grade Players (eligible grades)</p>	<p>Shield Grade players cannot be dropped more than one team at a time during a current season, unless during finals if their club has consecutive teams playing or the player has qualified in that grade. As an example, if a club has Barclay, B, D and F3 sides, their Shield Grade player can only be dropped in the following order: Barclay, B Grade, D Grade, F3 Grade. The exception will be if the player has been unavailable for at least 3 consecutive matches. Where a club has a second shield side, that side is deemed to be their second team.</p> <p>Note: A Shield Grade player can act as a fielding substitute in any of the lower grades at any time, subject to the umpire's discretion.</p>
<p>Substitutes</p>	<p>Law 24 applies to substitutes.</p> <p>In a home & away match, a captain will notify the official umpires of any substitute before the start of the day's play. The umpires will then tell the other captain. If there is no official umpire, the captain will tell the other captain.</p> <p>Substitutes will generally be allowed for part days only. Exceptions to this would be where a player sustains an injury during the first days play or through legitimate personal circumstances occurring during the week of a game. In all situations umpires will have sole discretion in determining the merits of each case. In the event of no umpires present, then the use of a substitute will only be allowed by the agreement of both captains.</p> <p>A person may NOT act as a substitute in ANY match if:</p> <ul style="list-style-type: none"> • He is under the age of 12; or • He is not registered with the club. Penalty: a fine of \$50. <p>Note: A team may have more than 1 substitute.</p>

	<p>A person may NOT act as a substitute for a team in a FINAL unless he qualifies to play for it under SA5, OR the person has a Finals Substitute Dispensation. Penalties: a fine of \$50, and the penalties set by SA6 for playing an ineligible player.</p> <p>Substitutes may act as wicketkeeper with the consent of the Umpires or the opposing captain. Substitutes cannot bat or bowl.</p>
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SA6 PENALTIES FOR INELIGIBLE PLAYERS

For the purposes of this Rule, a player is deemed to play in a match if he plays in it, OR is listed in the team on PlayHQ.

Home & Away matches	If a team plays an ineligible player, it forfeits all points received in the match, and it also forfeits 2 points. The opposition will be awarded 6 points.
Walkover	If a team wins but lists or plays an ineligible player, it forfeits all points.
Bye	If a team lists an ineligible player, it forfeits all points.
Finals	If either team plays an ineligible player, it forfeits the match.
Substitutes	See SA5
Imposing, Appealing and Varying the Penalties	<p>The General Manager will impose the penalties as the offences occur. A club may appeal against any penalty imposed on it. The opposing club may appeal against the leniency of any penalty. The executive may initiate enquiries into any offence.</p> <p>Appeals will be given to the General Manager within 48 hours after penalties are announced. They will specify full details of the offence and any reasons why the penalty should be varied. They will be dealt with under Rule 7.</p> <p>The executive may in its absolute discretion vary, cancel or replace a penalty, award or forfeit points and/or percentage, and/or amend a result.</p>

SA7 FINALS QUALIFICATIONS

Definitions for the purposes of this rule	<p>'Consecutive teams' means consecutive DVCA senior teams fielded by the club, E.g if the only teams it fields are Barclay Shield, C and F grades, they are consecutive teams for the club.</p> <p>'Final' includes semi final and grand final.</p> <p>'Match' means home & away match for the club in that season.</p>
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Order of grades	Grades in order are Barclay Shield, Money Shield, Mash Shield then B, C, D, E, F1, F2, F3, G1, G2, G3, G4 and G5, and if the executive adds, deletes or renames grades it will designate their order for this rule.
Qualifying matches	Conditions The player was eligible to play in it, and <ul style="list-style-type: none"> • it was actually played, or • it was abandoned or cancelled (with or without play) because of adverse conditions (eg washout or heatout), or • it was won by his team on a walkover, or • it was a bye for his team, but not if the player was only a substitute or 12th man.
Matches required to qualify	A player qualifies for a final in a grade if he plays at least 3 matches in or below that grade. However, if he plays 1 or more matches above that grade; then he must play at least 4 matches in or below that grade. In grades G1 and below (all one-day matches), the qualifying requirement is 5 matches. Similarly, if a player plays 1 or more matches above that grade; then he must play at least 6 matches in or below that grade. Note: For qualifying purposes, any match counted in the event of a forfeit, bye or abandonment, will only apply in that Grade.
Clubs with Consecutive teams in finals	If a club has consecutive teams in finals on the same day, a player qualified for any of the consecutive teams may play, on that day, for any of the other consecutive teams.
Two teams in the same grade	Where a club has 2 teams in the same grade there can be no discriminating between either when applying the consecutive team rule. In the event of only 1 of the 2 teams making the final, players must have qualified in that team to be able to play.
Junior matches	Junior matches do not count for senior finals qualifications.

SAS BALL SPECIFICATIONS

Barclay Shield, Money Shield, Mash Shield, B Grade, C Grade, D Grade, E Grade (80 over grades)

- Full-size (as per Law 4.1) red leather 4 piece Kookaburra cricket balls
- Gold level, 4 piece white leather Kookaburra playing ball (for 1 day Shield Grade matches)
- Balls must bear the DVCA stamp

All other grades (70 over grades)

- Full-size (as per Law 4.1) red, leather, 2 piece Kookaburra cricket balls
- Balls must bear the DVCA stamp

SA9 CLOTHING

<p>Playing Attire Excluding Shield Grade one-day matches</p>	<p>Players shall wear:</p> <ul style="list-style-type: none"> • Long white or cream playing pants, and • A white or cream shirt with a collar or a coloured shirt approved by the executive (refer below) • Approved cricket shoes or boots or mainly white sneakers/runners • Mainly white socks • Club Cap or hat, or a white cap or hat or headband or approved helmet • Jumpers and windcheaters must be white or trimmed with club colours. <p>Footwear with metal spikes are not permitted.</p>
<p>Sponsors</p>	<p>Club Sponsors</p> <p>Club or sponsors' logos of up to 10cm x 10cm may only be worn on:</p> <ul style="list-style-type: none"> • 1 on Shirt breasts (Size up to 10cm x 10cm) • 1 on Shirt Sleeve (Size up to 10cm x 10cm) • 1 sponsor logo may be placed on the back of the shirt providing the logo is not more than 10cm in height and 20cm in width • Jumper or windcheater breasts • Caps and hats <p><u>Playing Pants</u></p> <p>Custom designed playing pants may feature the club logo and 1 sponsor logo (in addition to the apparel maker) on the playing pants providing it is not more than 7cm long x 5cm in width and is placed above the knee of the pants.</p>
<p>Coloured Playing Attire Requirements</p>	<p>Coloured playing tops</p> <p>With the approval of the executive, coloured playing attire may be worn providing that:</p> <p><u>Playing Shirt</u></p> <ul style="list-style-type: none"> • The colour/s shall be in the colour/s of the club. No more than 2 different colours can be on the shirt. • Colour shall be restricted to one or more of the following: <ul style="list-style-type: none"> ○ Piping of no more than 1cm in width ○ Side Panels of no more than 15cm in width ○ Stripes on the Shoulders and sleeves of no more than 10cm in width

	<ul style="list-style-type: none"> ○ The collar can be fully coloured providing it is one of the clubs main colours. ○ The DVCA logo to be placed on the back of the shirt under the collar. The logo to be between 5cm & 10cm in width. <p>Note, all players in any side shall wear the same shirt. It is not permissible for some players to wear plain shirts and others a coloured shirt on the same day of any match.</p> <p><u>Playing Pants</u></p> <ul style="list-style-type: none"> ● Pants may have piping or stripe of no more than 2 cm in width down the side seam of the pants and can only be in the dominant colour of the club ● The DVCA logo may also be used provided it is also within a width of 5cm.
Names and Numbers	<p>With the approval of the executive, shirts with players names and numbers on the back may be worn providing that:</p> <ul style="list-style-type: none"> ● The name consists of no more than the persons First Initial and Surname as listed in PlayCricket. Only proper names are acceptable i.e. no slang or nicknames. ● The name and/or numbers are of a reasonable size.
Runners	<p>A runner will wear clothing and a helmet equal to that worn by the batsman and carry a bat.</p>

Coloured clothing for one-day Shield Grade matches

Playing Attire Requirements	<p>With the approval of the executive, coloured playing attire may be worn providing that:</p> <p><u>Playing Shirt</u></p> <ul style="list-style-type: none"> ● The shirt is a collared shirt. ● The colour/s shall be in the colour/s of the club. ● The colour/s of the shirt do not clash with the colour of the ball. ● The DVCA logo to be placed on the back of the shirt under the collar. The logo to be between 5cm & 10cm in width. <p><u>Playing Pants</u></p> <ul style="list-style-type: none"> ● The colour/s shall be in the colour/s of the club. ● The DVCA logo may be used provided it is within a width of 5cm. ● The colour/s of the pants do not clash with the colour of the ball.
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	<p>Note:</p> <ul style="list-style-type: none"> • All players must wear the same coloured tops and the same coloured pants in a team. Fines apply for non-compliance – see A3 Fines. • White jumpers and vests cannot be worn in one-day shield grade matches.
<p>Sponsors</p>	<p>Club Sponsors</p> <p><u>Playing Shirts</u></p> <p>A maximum of 4 club sponsors’ logos may be worn as stipulated below:</p> <ul style="list-style-type: none"> • 1 on Shirt breast (Size up to 10cm x 10cm) • 1 on Shirt Sleeve (Size up to 10cm x 10cm) • Up to 2 logos may be placed on the back of the shirt providing each logo is not more than 10cm in height and 20cm in width. <p><u>Playing Pants</u></p> <p>Custom designed playing pants may feature the club logo and 1 sponsor logo (in addition to the apparel maker) on the playing pants providing it is not more than 7cm long x 5cm in width and is placed above the knee of the pants.</p>
<p>Names and Numbers</p>	<p>With the approval of the executive, shirts with players names and numbers on the back may be worn providing that:</p> <ul style="list-style-type: none"> • The name consists of no more than the persons First Initial and Surname as listed in PlayCricket. Only proper names are acceptable i.e. no slang or nicknames. • The name and/or numbers are of a reasonable size.
<p>Runners</p>	<p>A runner will wear clothing and a helmet equal to that worn by the batsman and carry a bat.</p>

SA10 AWARDS

<p>Premiers – all grades (Shields)</p>	<p>The DVCA will award a shield and pennant to each premier team.</p> <p>Shields remain DVCA property and clubs need to return them (fully inscribed) to the General Manager by 28th February.</p>
<p>Trophies – Batting & Bowling Awards</p>	<p>The DVCA will award trophies to the players with the best batting and bowling averages in home & away matches in each grade:</p> <ul style="list-style-type: none"> • A batsman must bat in at least 6 innings and score at least 250 runs (in F1 Grade and below, at least 6 innings and at least 210 runs). • A bowler must bowl at least 80 overs or take at least 30 wickets (in F1 Grade and below, at least 60 overs or at least 25 wickets).
<p>Shield Medal Awards</p>	<p>The DVCA will award the 'Ray Christesen Medal', the 'John Gleeson Medal' and the 'Duckworth-Turner Medal' to the best players in Barclay Shield, Money Shield and Mash Shield respectively, as judged by official umpires jointly using 3 2 1 voting system.</p>
<p>Ineligible players</p>	<p>Performances of an ineligible player will not count towards the trophies or medals.</p>

ADMINISTRATION RULES – VETERANS (VETS)

VA1 THE COMPETITION

Each season clubs will nominate the teams they wish to enter on receipt of the gradings from the executive.

VA2 TEAM ENTRIES AND GRADINGS

Team Nominations

By the final closing date, clubs will notify the Operations Manager on the official DVCA form of:

- confirmation of teams entered, including new teams
- the home ground for each team; any other information specified on the form

The final closing date for team entries is 31st August

A club will be fined \$50 if it does not lodge its details by this time.

Final Gradings

The Operations Manager will within 7 days after team entries close notify clubs of final gradings

The executive will then draw fixtures and matches will be played according to the fixture.

Appeals

A club may contest these gradings by notice to the Operations Manager within 7 days. However, alterations to final gradings will only be considered due to exceptional circumstances.

Withdrawals

Any team withdrawn after the fixtures have been published will be required to pay forfeit fines for their fixtured matches. At the discretion of the executive, the fixtures may be re-drawn to avoid unnecessary byes.

VA3 FIXTURES

After gradings are finalised the executive will then draw fixtures and matches will be played according to the fixture.

Re-scheduling of matches

The Operations Manager may re-schedule a match. In addition, if a ground becomes unfit for play before or during a match, the Operations Manager only may re-schedule or relocate the match, or direct that a partly completed match be completed on another ground or date.

If an emergency or incident outside the control of the DVCA or a club prevents the playing of a match or matches the executive has the power to award points as it sees fit to either team.

Matches can only be re-scheduled at the discretion of the Operations Manager.

Walkovers

A club will play in all matches for which it is drawn.

If it fails to do so, or if it forfeits before or during any day of a match, its opponents win on a walkover.

If a club gives a walkover under this Rule or S12, all of its lower teams in the Vets competition will also lose on a walkover in that round (even if they play), but only if they are scheduled to play that weekend.

VA4 SEMI FINALS AND GRAND FINALS

At the discretion of the executive, grounds for Semi Finals may be awarded to the Team finishing higher on the ladder after the Home & Away matches. If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the executive may award the match to be played at the away team's ground or a neutral ground.

The 4 teams with the most home & away points will play in semi finals.

1st plays 4th and 2nd plays 3rd.

If points are equal, the team with the higher percentage* is higher on points.

*Percentage is calculated by dividing a team's batting average (divide the runs it scores by the wickets it loses) by the batting average against it (divide the runs scored against it by the wickets it takes).

In any innings, complete or incomplete, teams lose the number of wickets which actually fall.

If a team forfeits its percentage for a match, it is deemed to score no runs and take no wickets, but to lose the wickets it actually loses and to have scored against it the runs actually scored against it; the percentage of its opponents is calculated on the actual scores.

The teams which win the semi finals will play in the grand final.

If a semi final is drawn or tied, the higher team will play in the grand final.

If a grand final is drawn or tied, the teams are joint premiers.

VA5 ELIGIBILITY OF PLAYERS AND SUBSTITUTES

Refer to '**A7 Player Registrations**' and '**A8 Transfers**' to ensure players are registered as per these rules. Any player not registered within these rules will be deemed an ineligible player.

Ineligible players	<p>A player is ineligible to play if he is currently suspended or disqualified by this or any other cricket association; or if the DVCA is notified that he has unpaid cricket subscription fees with another club.</p> <p>Players can only play one veterans match on the same weekend. If a player does compete in two matches, they will be deemed ineligible for the 2nd match that they played.</p>
Age Restriction	<p>A person must be 40 years of age or older on the day of the match.</p>
Substitutes	<p>Law 24 applies to substitutes.</p> <p>In a home & away match, a captain will notify the official umpires of any substitute before the start of the day's play. The umpires will then tell the other captain. If there is no official umpire, the captain will tell the other captain.</p> <p>Substitutes may act as wicketkeeper with the consent of the Umpires or the opposing captain.</p> <p>A person may NOT act as a substitute for a team in a FINAL unless he qualifies to play for it under VA5, OR the person has a Finals Substitute Dispensation. Penalties: a fine of \$50, and the penalties set by VA6 for playing an ineligible player.</p>
Imposing, Appealing and Varying the Penalties	<p>The General Manager will impose the penalties as the offences occur. A club may appeal against any penalty imposed on it. The opposing club may appeal against the leniency of any penalty. The executive may initiate enquiries into any offence.</p> <p>Appeals will be given to the General Manager within 48 hours after penalties are announced. They will specify full details of the offence and any reasons why the penalty should be varied. They will be dealt with under Rule 7.</p> <p>The executive may in its absolute discretion vary, cancel or replace a penalty, award or forfeit points and/or percentage, and/or amend a result.</p>

VA6 PENALTIES FOR INELIGIBLE PLAYERS

For the purposes of this Rule, a player is deemed to play in a match if he plays in it, OR is listed in the team on PlayHQ.

Home & Away matches	<p>If a team plays an ineligible player, it forfeits all points received in the match, and it also forfeits 2 points. If only one team plays an ineligible player, their opposition will be awarded the win and receive the maximum points achieved within their grade for that round.</p>
Walkover	<p>If a team wins but lists or plays an ineligible player, it forfeits all points.</p>

Bye	If a team lists an ineligible player, it forfeits all points.
Finals	If either team plays an ineligible player, it forfeits the match.
Substitutes	See SA5

VA7 FINALS QUALIFICATIONS

Definitions for the purposes of this rule	Consecutive teams- consecutive DVCA vets teams fielded by the club Final includes semi final and grand final; Match means home & away match for the club in that season.
Order of grades	Grades in order are A and B and if the executive adds, deletes or renames grades it will designate their order for this Rule.
Qualifying matches	The following conditions apply <ul style="list-style-type: none"> a) If the player was eligible to play in it, and b) it was actually played and the person batted or bowled, or c) it was abandoned or cancelled (with or without play) because of adverse conditions (eg washout or heatout), or d) it was won by their team on a walkover, or e) it was a bye for their team, but not if the player was only a substitute
Matches required to qualify	A player qualifies for a final in a grade if he plays at least 3 matches in or below that grade.
Clubs with Consecutive teams in finals	If a club has consecutive teams in finals on the same day, a player qualified for any of the consecutive teams may play, on that day, for any of the other consecutive teams
Two teams in the same grade	Where a club has 2 teams in the same grade there can be no discriminating between either when applying the consecutive team rule.
Senior matches	Senior matches do not count for Vets finals qualifications.

VA8 BALL SPECIFICATIONS

Teams will use full-size (as per Law 4.1) red, leather, 2 piece Kookaburra cricket balls.

Teams will use a ball bearing the DVCA stamp.

VA9 CLOTHING

Any coloured clothing requirements must comply with specifications in accordance with SA9 – Clothing.

Shorts may also be worn in accordance with the above guidelines.

VA10 AWARDS

The DVCA will award a shield and pennant to each premier team.

The DVCA will NOT award any individual player awards.

VA11 OFFICIAL UMPIRES

Two official umpires will be appointed for all finals. Each team will be responsible for half of the prescribed fee.

NOTES

DIAMOND VALLEY CRICKET ASSOCIATION

Life Members

Family Name	First Name	Club	Year
Allen	W	Eltham	1932
Bradbury (Dr)	R W	Eltham	1937
Baker	A E	Eltham	1940
Hodgson	Harold	Montmorency	1940
Honeyman	W	Montmorency	1940
Le Brocq	Michael (Mick)	Glen Park	1947
Ellis	Jack	Mountain View	1948
Shallard	Jack	Mountain View	1951
Roberts	Fred	Greensborough	1952
Caulfield	George	Eltham	1952
Carse	Frank	Riverside	1953
Norman	Robert (Dickie)	Glen Park	1953
MacPherson	Jack	Riverside	1955
Park	J	Montmorency	1956
Morrison	Jack	Eltham	1959
Brolan	Frank	St Marys / Eltham	1962
Christesen	Ray	Montmorency	1965
Rayner (Mrs)	Tess	Riverside	1965
Webb	Andy	Greensborough District	1965
MacDonald	Wes	Lower Plenty	1967
Bensted	Ian	Eltham	1971
Hooper	E	Montmorency	1975
Barclay	Brian	Eltham	1980
Cullen	Hugh	Plenty	1983
Gurney	Ewen (Joe)	Research	1984
Money	Ray	Riverside	1992
Norman	Graham (Dickie)	Eltham	1995
Gleeson	John	Riverside	2002
Reid	Paul	Bundoora	2003
Mash	Michael	Lower Plenty	2005
Maxwell	Mark	Bundoora	2006
Lord	Barry (Atlas)	Lower Plenty	2009
Davidson	Ian	Eltham	2014
Leslie	Peter	St Francis / Old Paradians	2016
Volders	John	Research Eltham Collegians	2023