

YASS VALLEY CRICKET ASSOCIATION COMPETITION HANDBOOK
2024/2025 Season



COMPETITION HANDBOOK 2024/25

To be aware of this season – LAWS OF CRICKET

LAW 18

The most significant change is to Law 18.11. First trialled by the ECB in The Hundred, Law 18.11 has now been changed so that, when a batter is out Caught, the new batter shall come in at the same end as the striker was occupying when he got out, i.e., to face the next ball (N.B. Unless it is the final ball of an over, in which case the incoming batter will then be the non-striker of the next over).

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PART A - EXPLANATORY NOTES

Preamble to the Laws

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

A. There are two Laws which place responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain and instruct the latter to take action.

B. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

C. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

D. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain
- The roles of the umpires
- The game's traditional values

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E. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - (a) to appeal knowing that the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

F. Violence

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

G. Players

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

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1. LAWS OF CRICKET

As stated at rule 16 all matches to be played in accordance with the Laws of Cricket as recognised by the Cricket Australia except in so far as they are altered by these Competition Rules.

While The Laws of Cricket provide the core rules for a game of cricket, almost every match played around the world has competition specific Playing Conditions which provide amendments to the laws to suit a particular match.

Almost every cricket association has their own Playing Conditions/Regulations, those specific to the YVCA are contained in this handbook.

The Laws of Cricket which apply to the YVCA are the **2017 Code 3rd edition – 2022**. The 5 run penalties introduced under the 2000 Code of the Laws of Cricket for unfair play are specifically excluded from YVCA competition under Competition Rule 15. This decision was made by the Association on the basis that neutral umpires are not generally available in YVCA matches.

Sledging

While sledging will not attract a 5 run penalty, it is an offence consistent with Laws 42.4, 42.5 and 42.18.

No Balls (Competition Rule 18)

We DO NOT play the One-Day International version of the no ball rule.

The Association has varied the fast, short-pitched bowling ('bouncer') rule (see Competition Rule 18(c).

The Association has amended the high, full-pitched ('bean-ball') rule to disregard the pace of the bowler. This means that any full-pitched delivery over the waist of the batsman standing upright at the crease is a no ball. (See Competition Rule 18(d).

Wides

Wides are deliveries (other than no balls) that the batsman cannot reach from a normal batting stance. A ball is not a wide if the batsman has made contact with it. If a ball is 18" outside the leg stump when it passes the batsmen's crease, the ball is to be called a wide. A ball passing directly over the line marking the 18" is deemed to be outside the line and should be called a wide.

One run is scored for a wide (unless the batsmen are able to run more than one, or the ball goes to the boundary) and it should be recorded against the bowler as a circled dot and an extra ball must be bowled. The wide rules used in International One-Day Cricket DO NOT APPLY to YVCA cricket.

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LBW

1. Out LBW

The striker is out LBW in the circumstances set out below.

- (a) The bowler delivers a ball, not being a No ball and
- (b) the ball, if it is not intercepted full pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket and
- (c) the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person and
- (d) the point of impact, even if above the level of the bails, either
 - (i) is between wicket and wicket or
 - (ii) is either between wicket and wicket or outside the line of the off stump, if the striker has made no genuine attempt to play the ball with his bat and
- (e) but for the interception, the ball would have hit the wicket.

2. Interception of the ball

- (a) In assessing points (c), (d) and (e) in 1 above, only the first interception is to be considered.
- (b) In assessing point (e) in 1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

3. Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

The YVCA will use the following for its interpretation of the Full Toss LBW law.

Since the ball never pitches the most significant information that umpire receives about this type of delivery is the flight of the ball. So, if the ball was travelling in a straight line before it was intercepted, the umpire would expect that it would have kept going straight had it not been interrupted on its journey towards the wicket. Similarly, a swinging ball would have continued to swing along its same path had it not been stopped from doing so by its interception

If a ball is swinging to leg and is intercepted on the full in front of the stump, and has met all the criteria for a full toss LBW: the first interception was on the striker's person; that the interception was between wicket and wicket; and the striker was attempting to hit it. But, had it not been intercepted, the ball would have continued to swing along the same path that it was already taking, which would have taken it past the leg stump. Thus, the striker cannot be out since the ball would not have hit the wicket.

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If a ball was on a straight path before its interception, the umpire has to assume that the ball would have continued along that same straight line and would have hit the wicket

The fact that the ball *would/may* have pitched on the ground and *may* have taken some deviation through the roughness of the ground or spin, due to that *imagery* pitching **is of no interest** to the umpire. He does not have to guess the amount of deviation that the ball *may* have taken due to this *imaginary* pitching. All the umpire is concerned with is the path of the ball before it was intercepted and then mentally extends that path to judge whether it would have taken the ball on to the wicket.

Umpires are taught to ask the following 4 questions in order:

- 1) **P** - Where did the ball Pitch? (if outside leg stump means not out)
- 2) **I** - What did it Impact? (must not be bat or hand holding bat)
- 3) **P** - Where's the Point of Impact?
- 4) **S** - Would it have hit the Stumps?

Other Experimental Laws

There will be other experimental laws in place from time to time, which you will need to be aware of. The Association Executive will provide advice in regard to these and this advice should be kept with this Handbook.

2. UMPIRING

Except where the Association Executive has appointed official umpires (which will usually only occur during finals) the batting team must arrange two umpires, both of whom **MUST** know the rules of cricket and the umpiring signals and be association accredited. On occasions where teams can only supply one accredited umpire (e.g., others are batting), the accredited umpire must officiate from both ends. Unfortunately, there continues to be many times when the batting side provides umpires who do not know the rules (be that of cricket or as amended by this Association's Competition Rules). The captain of the batting side is responsible for ensuring that the umpires know what they are doing. This Handbook can help. Encourage young and inexperienced or new players to read it!

Replacement Of Umpires

Notwithstanding this advice, inevitably some decisions are going to cause dissent. It is up to both captains to ensure that their teams play the game in the proper spirit. If necessary, the fielding captain may ask the opposing captain to replace an umpire and the captain of the batting side is compelled to do so.

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3. SCORING

The batting team will generally be required to keep score in both team's scorebooks. There have, at times, been complaints about the quality of scoring. Sloppy scoring makes completing result sheets difficult, makes maintaining statistics almost impossible and causes controversy in tight matches.

Clubs should remember that in disputed results, where the scores are close, the Disputes Committee will give some weight to the quality (or lack of quality) of the scoring.

4. DISPUTES

The Dispute procedures are found in the By-laws.

5. GAME STARTING TIMES

Game starting time is 12:30pm. (also see Rule 20 – Hours of Play p.23)

If a side is 15 minutes late it automatically forfeits the toss. (A side must have 7 players to toss).

If a side is 30 minutes late it forfeits the game.

There is provision for clubs to claim a forfeit win in the event of the opposition not being ready to play by a certain time. Captains should be aware of:

Competition Rule 14(b) regarding forfeits; and

Competition Rule 24 regarding the absence of players at the start of play.

Admittedly, we are here to play cricket and not to make life difficult for clubs and players, but late starts can create problems in terms of light, particularly where a game is close and must go the full length in the pre- and post-daylight savings periods. So, there are sound reasons for enforcing these rules.

6. Match Results and Player Statistics

The YVCA, through its website, has an online results and player statistics system. It is the responsibility of both team captains to enter match results and the complete scorecard **by 8pm on the Tuesday following the match**. At that time, the system will be locked.

Failure to submit results and the complete scorecard will result in the loss of points awarded from that match, players eligibility won't be recognised for that match and player statistics may not be included in YVCA end-of-season awards.

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7. REGISTRATIONS

Clubs are required to register players with the Association. Lists of registered players are to be submitted to the Secretary and are to include player's names (including full first given name), address, home phone number and DOB of players under 18.

After Round 1 when a player who was not on the original list for the season first plays with a club those details are to be provided with the score sheets from their first game.

Failure to submit a list of registered players, or new player registrations may result in a loss of any points gained during games in which unregistered players participate.

8. DECLARATION OF TEAMS FOR COMPETITION GAMES AND FINALS

Clubs are reminded that under Law of Cricket 1, sub rule 1 that teams must be declared before the start of play. To ensure that this Law is complied with, each captain is to initial the opposition team on the left-hand side of the batting order in the scorebook.

A team list must be filled in prior to the start of play. If there is agreement between the captains this team list may be changed.

As has been the case in our Association over its history teams can be, on occasion, trying to contact players as they arrive at the ground. Captains are encouraged to provide some leeway to opponents who do not have the full complement of players present in allowing them to locate the number of players necessary to have a full side.

9. TEAM COMPOSITION

A GRADE – A team shall consist of eleven (11) players. **(not relevant for season 2022/23)**

Triggs Shield & Sweeney Cup - A team shall consist of no more than thirteen (13) players, with only eleven players allowed to play at any one time. The following sub-rules apply in the application of this playing condition:

- a) A maximum of eleven fieldsmen only shall be on the field of play at any one time.
- b) Unlimited interchange of fieldsmen is permitted, provided no playing time is wasted.
- c) Should a player leave the field the opposition captain must be informed.
- d) A player returning to the field cannot bowl for five overs.
- e) A maximum of eleven players may bat, and a maximum of eleven players may bowl.
- f) The nominated wicket keeper must bat, and field in that position for at least 20 overs.

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- g) The position of wicketkeeper may be rotated amongst other players on the field, and the nominated wicket keeper is permitted to be one of the eleven bowlers.
- h) Before the toss the nominated non-batting players, non-bowling players and the wicket keeper are to be indicated to the opposing Captain and Umpire (if an Umpire is appointed to the match).
- i) The nominated non-batting players, non-bowling players and the wicket keeper must be clearly marked in the scorebook.
- j) Changes to the team composition are not permitted after the toss. The only exception to this is in the case of injury that occurs during the match, and with the consent of the opposing Captain.
- k) All players named in the team list must be present at the start of the match.
- l) All players that participate in the match count toward finals qualification.

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PART B - COMPETITION RULES

SECTION 1 - FORM OF THE COMPETITION

1. Competition Format

The competition shall be played in accordance with the program determined by the Association Executive prior to each season and will consist of one day, limited-overs matches.

2. Premierships

The team winning the grand final match shall be awarded the premiership for that grade, but if a grand final match is drawn (subject to sub-rule 4(c)) tied, or cannot be completed due to weather, the finalist which finished higher in the competition at the conclusion of the competition rounds shall be awarded the premiership for that grade.

3. Trophies

- (a) Premiers in each competition shall be awarded trophies, including 15 player medallions, for the ensuing 12 months.
- (b) The Association shall award trophies for the best batting and bowling aggregates and best batting and bowling averages in each grade. To qualify a player must satisfy the following criteria:
 - Batting Average & Aggregate** - a player must have batted in at least six innings and scored at least 200 runs in the relevant grade. If no player scores 200 runs the Executive will award the aggregate trophy to the player who has scored the most runs.
 - Bowling Average & Aggregate** - a player must have played at least six matches and taken at least twenty (20) wickets in the relevant grade. If no player takes 20 wickets the Executive will award the aggregate trophy to the player who has taken the most wickets and the average trophy to the player who has the best average and played 6 or more matches.
- (c) Cricketer of the year for each grade – Awarded to the player with the most accumulated points during the season. The points awarded on the following basis:
 - 1 point for a wicket, catch or stumping
 - 1 point for every full 20 runs scored.
- (d) CIROS Cup for the team with the highest aggregate runs in the highest grade.
- (e) Under 16 representative player of the year – Using the same guidelines as the cricketer of the year and be under 16 as of the 31 August.
- (f) Senior representative player of the year.

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(g) Statistics from a washout/abandoned game are to be included.

Other trophies may be awarded at the discretion of the YVCA Committee.

4. Semi-Final, Qualifying and Grand Final Matches

a) At the conclusion of the competition rounds:

FINALS FORMAT 2022/23		
WEEK 1	WEEK 2	WEEK 3
SF	PF	GF
MATCH 1 TRIGGS Major Semi	MATCH 4 TRIGGS Prelim Final	MATCH 5 TRIGGS Grand Final)
1st vs 2nd	Loser Triggs Major SF (Match 1)	Winner Triggs Major (Match 1)
Winner to TRIGGS GF	v	v
Loser to TRIGGS PF	Winner Triggs Minor SF (Match 2)	Winner Triggs Prelim (Match 4)
MATCH 2 TRIGGS Minor Semi		
3rd vs 4th		
Winner to TRIGGS PF		
Loser to Sweeney GF		
MATCH 3 SWEENEY Prelim Final		MATCH 6 SWEENEY GRAND FINAL
5th v 6th		Loser Triggs Minor SF (Match 2)
Winner to Sweeney GF		v
Loser eliminated		Winner Sweeney Prelim (Match 3)

Grounds to be allocated by the YVCA Executive

(b) In any finals series match when a ground is unfit for play, subject to 4(c), the competing sides will endeavour to relocate the match to another YVCA un-utilised oval, subject to the constraints of Rule 29. If the game is abandoned due to weather, the team that finished higher on the competition ladder will advance.

(c) If the grand final cannot be played or completed because of weather, on the scheduled date, the game can be relocated to a synthetic wicket, if that is not an option; the game is to be re-scheduled to the reserve date. The preference is for the Grand Final to be played on turf; however, it may be played on synthetic. The executive reserves the right to change the venue.

(d) If the grand final cannot be played or completed because of weather, on the scheduled or reserve date, the team that finished higher on the competition table at the end of the regular season shall be declared premiers.

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5. Points System

- (a) In all competition matches, other than finals series matches or otherwise stipulated by the association executive, points shall be awarded as follows:
- Win 8
 - Loss 3
 - Tie 5
 - Match drawn (including a washout) 5
 - Forfeit, Winners 8
 - Forfeit, Losers 0
- (b) As stated above, a team forfeiting a match shall receive no points and their opponents will receive the same points as a win. Note: For other information on forfeits, please refer to rule 14.
- (c) Where there is a weekly bye (i.e., in the event of an uneven number of sides in a particular grade), the bye team shall receive the same points as a Win
- (d) Teams shall be awarded zero (0) points for matches if, at the time of the match being played, are not up to date with the payment of YVCA affiliation fees.
Fees may be paid in full at the beginning of the season or to the payment schedule determined before the start of the season by the YVCA.
Generally, the payment schedule is 40% by a date in October, a further 40% by a date in December and the final 20% by a date in February.

6. Equality of Points or Percentage

If two or more teams are equal in points, their relative positions in the competition shall be determined in the following manner:

- (a) For each team the batting average shall be determined by dividing the total number of runs scored by the total number of wickets lost and the bowling average for each team shall be determined by dividing the total number of runs scored against it by the total number of wickets taken.
- (b) The batting average shall be divided by the bowling average and the team having the highest quotient shall be considered to have the better performance.

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7. Match Results

- (a) Results of all matches shall be submitted online through the YVCA website by 8pm on the Tuesday following the match.
- (b) Failure to submit a result sheet in the prescribed manner will result in no points being allocated to that winning team for that game.

SECTION 2 - QUALIFICATION OF PLAYERS

8. Eligibility to Play

- (a) No player shall be eligible to play for a club in the YVCA Competitions unless registered with that club in the manner prescribed by the Association Executive.
- (b) A club shall provide a list of registered players to the Association Executive at the commencement of the season. Additional players may be registered from week to week in a manner prescribed by the Association Executive.

If a club has two or more teams in the same grade, players cannot move between the teams without prior approval of the YVCA.

Where a club has teams in more than one grade; they must nominate 4 players that can compete in the highest grade only. Other players can move between grades. Any change to the nominated 4 players must be approved by the YVCA.

The YVCA reserves the right to grade players deemed to be playing in an inappropriate grade. The grading of players may include limiting the impact that the player concerned may have on a match by the way of imposing maximum limits on the number of runs that can be scored or wickets that can be taken by that individual.

- (c) Except as provided in sub-rule (d), no player may be registered with more than one club during the same season without the agreement of the Association Executive.
- (d) The Association Executive may grant permission for a player to transfer his registration to another club provided that:
 - (i) the agreement of the original club is obtained in writing: and/or
 - (ii) the granting of such permission will not affect the spirit or conduct of the relevant competition(s).

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- (iii) if a player transfers to another club, games played for their previous club, do not transfer with them, or count towards semi-final qualification.
 - (iv) player transfers must be completed prior to the Christmas break in the competition. Requests after this date will not be considered.
- (f) No player or Club in default
- (i) to this Association, or
 - (ii) to any club affiliated to this Association, or
 - (iii) to any other recognised cricket association may play in the Association's competition grades or matches until discharged, in writing, from his or its obligations (as determined by the Association Executive).

9. Eligibility to Play in A Final Series

- (a) A player shall not be eligible to participate in a finals series match in any of the grade competitions unless they have played **Four (4)** or more matches for their club during the season in the relevant or a lower grade. Definition: 'Played' means that the player was named on the result sheet for a game that:
- (i) has had a result achieved,
 - (ii) has commenced, but was not completed due to unplayable conditions, or
 - (iii) no play has taken place due to a forfeit to either team or because the ground was unplayable. The side that has not forfeited must provide a team list with the results sheet.
 - (iv) If a game is abandoned due to the weather both sides must complete the results sheet including a team list and forward to the association as described in Explanatory Notes 6.
 - (v) Matches where a player is named as a 12th man or acts as a substitute fielder do not count towards a player's eligibility for the finals
 - (vi) The Association Executive will determine eligibility based on player records from the Associations online match result systems
- (b) A player shall not be eligible to participate in a finals series match if he has played more than 8 matches during the whole season, in a higher grade.
- (c) A player shall not be eligible to participate in a finals series match if he has played more than 8 matches during the whole season, with another side from the same club competing in the same grade.

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- (d) Requests for the permission of the Association Executive to permit players who do not meet the above requirements to play in finals series matches must be lodged in writing with the Association Secretary, explaining all pertinent details, not less than 96 hours before the commencement of the match.

The Association Executive will have regard for the following non-exhaustive list of factors in deciding on a request to grant a player permission to play: the number of matches the player has played; and the number of other qualified players.

- (e) Notwithstanding anything in Rule 9(b) and (d), a player who plays in a final's series match shall be eligible to play in any other finals series match of that grade, subject to the Association Executive determining a player ineligible.

10. Participation in More Than One Match in A Round

No player shall represent his club (including a club fielding sides in the YVCA Competitions) in more than one game or appear on more than one team list on the same day except as a 12th man or reserve fielder.

11. Evidence of Player Qualification

- (a) The Association Executive or the Disputes Committee may call upon any club to provide evidence of its players' qualifications to play in the Association.
- (b) The Association Executive or the Disputes Committee may suspend a player until such time as the evidence is submitted and considered by the Committee.
- (c) If a club is unable to establish that a player is registered with the Association, it may forfeit any points it has gained in matches in which that player participated for the club

SECTION 3 - BREACHES, PENALTIES

12. Player Misconduct

- (a) In the event of player misconduct in a match where official umpires are not present, the opposing captain (or the captain's representative, such as a player acting as an umpire) may seek the intervention of the captain of the offending player to stop the misconduct.

Actions, which constitute misconduct can include:

- The hitting of stumps.
- Abuse of any equipment (helmets, bats, gloves etc.), fencing, boundary markers or dressing rooms on or off the field of play.
- The throwing of any equipment whilst either on or off the field of play.
- Gesticulating to the umpire in a threatening manner.
- Failure to leave the field of play within a reasonable time following a decision.
- Players and officials must not use crude and/or abusive language, which can be heard by another player, official or spectator.
- Players and officials must not engage in conduct detrimental to the game or conduct that may bring the game into disrepute.
- Players and officials must not use 'well known' crude or abusive hand signals towards another player, official or spectator.
- Players must not 'send off' a batsman, following their dismissal, by word or action.
- Players and officials must not make any public comment or media comment which is detrimental to the interests of the game and/or which criticises other players or officials, clubs, club facilities or any disciplinary proceedings.
- Players and officials must not engage in any conduct, act towards, or speak to any other player or official in a manner which offends, insults, humiliates, intimidates, threatens, disparages or vilifies the other player or official on the basis of that player's or official's race, religion, colour, creed, descent, nationality, ethnic origin or gender.

- (b) An opposing club may report a player for misconduct.
- (c) A complaint alleging misconduct on the part of a player shall be lodged in writing with the Association Executive, preferably the Secretary, not more than 48 hours after the misconduct was alleged to have occurred.
- (d) A player shall be deemed to have been informed of a report alleging misconduct on his part upon notification to his club by the Secretary (or other member of the Association Executive) of the YVCA.

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- (e) A player reported for misconduct in a competition match or for misconduct arising out of a competition match may be suspended by the Disputes Committee for such time as it sees fit.
- (f) During such a suspension, a player shall not participate in any match under the jurisdiction of the Association or of an Affiliated Association nor shall any player under suspension from an Affiliated Association play in a match under the jurisdiction of this Association.

13. Playing Unqualified or Suspended Players

Any club:

- (a) including in one of its teams a player who is not qualified to play for the club or who is under suspension or disqualification; or
- (b) otherwise breaching the provisions of Rules 8 to 12 inclusive;
shall forfeit the YVCA match or matches in which such player participates.
- (c) A player that is suspended from another competition may be eligible to play in the YVCA, once the players eligibility has been ratified by a YVCA delegates meeting.

14. Forfeiture of Match

- (a) If a club is forced to forfeit a match (except as may occur under Rule 13) it is required to inform both the opposition club and the YVCA secretary by 5.00 pm on the Friday before the match.
 - (i) Clubs with teams in more than one grade **must** forfeit the match in the lower grade to fulfil their obligations in the higher grade.
 - (ii) Clubs who forfeit the higher grade but fulfil their obligations in the lower grade will be allocated zero points for the lower grade match, their opponent will be allocated 8 match points and player statistics won't be recorded unless otherwise decided by the Executive of YVCA.
- (b) A club may claim a forfeit provided it fulfils the following:
 - (i) be ready to play at the ground with at least seven players at 12.30pm and the opposing side has not got at least seven players at the ground by 12.45pm.
 - (ii) the side that has claimed the forfeit, has to submit a results sheet with a team list.

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- (c) If any team should forfeit 2 matches, such team may be excluded from further participation in the competition and all points gained against that team shall be removed from the points table.

15. Other Breaches

- (a) 5 RUN PENALTY NOT TO APPLY - The 5 run penalty mandated under the Laws of Cricket 18.5 and 42.3, 4, 5, 9, 10, 13, 14 and 16 are not to be applied in YVCA competitions. These remain infringements, however, and incidents should be reported to the Association in accordance with Competition Rule 12.
- (b) LATE STARTS - The Disputes Committee may dock competition points from clubs for late starts to matches.
- (c) INCORRECT ATTIRE - Players are expected to dress in line with rule 32. If a player is reported to the Disputes Committee under this rule the player may be suspended for a period determined by the Disputes Committee. Where there are repeated infringements of this rule by players of a club, the Disputes Committee may dock competition points from that club.
- (d) RESULTS OF MATCHES - Clubs which do not provide the match result to the Association in the form and within the period prescribed by the Association Executive may not be awarded competition points for the affected team in that round.
- (e) ALCOHOL -
 - (i) Alcohol is not to be consumed on the playing area of the field by players or umpires (this includes players acting as umpires), and nor are players, umpires or players acting as umpires to be drunk while participating in the match.
 - (ii) If a player is reported to the Disputes Committee under this rule the player may be suspended for a period determined by the Disputes Committee.
- (f) SMOKING -
 - (i) Smoking on the playing area during play by a player or player acting as an umpire is not permitted.
 - (ii) If a player is reported to the Disputes Committee under this rule, the player may be suspended for a period determined by the Disputes Committee.

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- (g) Any infringement of these rules is to be notified in writing to the Secretary in accordance with Rule 12.

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SECTION 4 - PLAYING CONDITIONS

16. Laws of Cricket to Apply

All matches to be played in accordance with the Laws of Cricket 2000 Code – 6th edition 2015 as recognised by the Australian Cricket Board except in so far as they are altered by these Competition Rules.

17. Approved Cricket Balls

The fielding side shall provide the ball for each innings. Association approved men's **four-piece** balls shall be used. Balls must be in a new condition unless agreed to by both captains

18. No Ball

- (a) In games played on synthetic or concrete pitches, a ball that does not land fully on the pitch shall be called a no ball.

Note: A full toss that lands beyond, but in line with, the pitch is not a no ball under this modification of the rule.

- (b) For games played on turf pitches, 18(a) does not apply.
- (c) A ball after pitching, that passes or would have passed over the shoulder of the striker standing upright at the crease shall be called a no ball.
- (d) Any full pitched delivery over the waist of the batsman standing upright at the crease is a no ball, regardless of pace.
- (e) If a ball bounces twice or more before reaching the batting crease.

19. Dead Ball

- (a) In matches played on concrete pitches (or synthetic pitches with a mid-pitch join), where a delivery strikes the centre join, the umpire **MUST** declare the delivery a "dead ball".
- (b) If a ball splits during play and causes a delivery to produce an untrue bounce when it strikes the pitch, the umpire shall declare the delivery a "dead ball" and require the ball to be replaced.

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20. Hours of Play

Commencement of play is generally 12.30pm, except in circumstances where teams are travelling longer distances for matches. In these instances, the away team can request the home team to delay the starting time to 1pm. The home team is expected to accept that request.

The Association Executive may vary the starting and finishing times or the times for any adjournment, as it sees fit. The Association Executive will notify the Secretaries of the clubs concerned, or their delegates(s), of such changes at least three days before the games(s) effected.

21. Change of Innings

- (a) There will be a ten (10) minute break for a change of innings.
- (b) A reduction of the ten (10) minute break for a change of innings may occur with the agreement of both captains.

22. Length of Innings and Maximum Overs

- (a) the innings of the team batting first has not been previously completed, it shall be compulsorily closed upon the completion of **Triggs Shield & Sweeney Cup** 40 overs or 3:15pm. If the innings of the side batting first is compulsorily closed due to the time limit, the side batting second shall receive the same number of overs as bowled in the first innings.
- (b) In all matches each bowler used by the fielding side in A Grade is allowed a maximum of 9 overs in an innings. **(not relevant for season 2022/23)**
- (c) In all matches each bowler used by the fielding side in **Triggs Shield & Sweeney Cup** is allowed a maximum of 8 overs in an innings
- (c) If the innings of the team batting first is completed other than by compulsorily declaration (i.e., the team is bowled out or makes a non-compulsory declaration), the team batting second, if it is not dismissed, is entitled to bat for in **Triggs Shield and Sweeney Cup** 40 overs, where the first batting side was dismissed.
- (d) The innings of the team batting second is delayed and/or interrupted due to weather conditions and a result is not obtainable by 19:00, the match shall thereupon end and the match shall be drawn.

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- (e) Matches shall end as soon as a first innings result is obtained.

23. Incomplete Over

Where a bowler is notified that they are beyond their maximum number of overs, the bowler shall cease bowling and the over they are notified in, shall be null and void and each delivery bowled is to be treated as a dead ball. It is the responsibility of the scorers to notify the umpires when a bowler has completed the maximum number of overs.

24. Absence of Players at The Start of Play

- (a) Where players are absent at the start of play, but are expected to participate in the match, the opposition captain may request the names of those players before the start of play. If a player, or players, who are not named arrive to participate, they may only do so as a 12th man or reserve fielders.
- (b) Where a player takes the field after the commencement of play, he may not bowl until he has spent as many overs on the field as he missed.
- (c) If a player does not arrive before the conclusion of the innings of the first batting side, that player may only participate in the match as a 12th man.

25. Drinks

Drinks may be taken, on or off the field, once in each innings at the discretion of the fielding captain and as nearly as practicable midway through the innings concerned. In excessively hot weather, drinks may be allowed a second time in each innings. It is encouraged, where possible, that drinks be taken on the field (as a guide, the drinks break should be around 5mins duration)

26. Players Leaving the Field

Players may neither leave nor re-enter the field during a match without the approval of the umpires. (Except in the case of either retrieving the ball from beyond the boundary or removing impediments from the playing area)

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27. Duties of Captains

- (a) Prior to the commencement of play, the captains of the competing teams
 - i) shall toss the coin to determine which side bats first
 - ii) confirm the number of overs to be bowled in the event of a delay,
 - iii) confirm the opposition understands the wide and no ball rules
 - iv) inspect the opposing team's cricket ball.
 - v) confirm the location/position of the scorers

- (b) Upon the completion of play, the captains of the competing teams shall ensure that the scores in the respective books agree and sign the opposition result sheet

- (c) In the absence of official umpires, captains are responsible for ensuring the match is played in the spirit of the game and its laws, as such, may be held responsible for the conduct of their players.

28. Ground, Weather and Light

- (a) The fitness of the pitch and ground for play shall be decided by the captains before the commencement of play. Play shall not commence until both captains agree that the pitch and ground are fit for play. If there is no agreement within 45 minutes of the scheduled starting time then the day's play shall be abandoned. Where official umpires are present and the captains disagree, the umpires shall decide and the decision shall rest with them for the remainder of that day.

- (b) The fitness of the weather (other than light) for play shall be decided by the captains. Where official umpires are present and the captains disagree, the umpires shall decide and the decision shall rest with them for the remainder of play.

- (c) The fitness of the light for play shall be decided by the captains (during actual play the batsmen at the wicket may deputise for their captain). If the captains disagree, the prevailing situation will continue until the captains agree to alter it. Where official umpires are present and the captains disagree, either captain may appeal to the umpires and the decision will rest with them for the remainder of that day.

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29. Relocation of matches

The Association Executive, when determining the competition program, and subject to availability, will allocate a spare ground for matches played on turf wickets.

For matches played on synthetic wickets, **no match** shall be relocated without the permission of the Association Executive, who, will only approve relocation should there be extenuating circumstances other than wet weather.

Should a relocated match take place without the permission of the Association Executive, no points will be awarded for that match, player records won't count toward finals eligibility and player statistics for that match may be excluded from YVCA end-of-season awards.

Note: Fitness of ground - the captains (or official umpires where present) shall consider the ground as unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fieldsmen, other than deep fielders, of the power of free movement, or the batsmen the ability to play their strokes or to run between the wickets. Play should not be suspended merely because the grass and the ball are wet and slippery.

30. Absence of One Umpire

If only one official umpire is present, 'umpires' shall be taken to refer to the official umpire alone, but he may confer with the other person acting as an umpire for the time being if he desires.

31. Matches Affected by Rain

If a total of 45 minutes has been lost from a match due to weather conditions, the match is to be abandoned (a match is deemed to have commenced 15 minutes after the toss has been made, if this is later than the scheduled start of play) a draw will be awarded to both sides.

The following rule is in play if less than 45 mins of play has been lost.

If play is interrupted by weather during the first innings. The innings will be reduced by one over for every three full minutes that is lost from the time play is ceased, until conditions allow play to recommence at the agreement of the two team Captains and/or Umpires.

The team batting second will only face the same number of overs if weather interrupts the innings of the team batting first.

If rain interrupts the second innings an over will be deducted for every three minutes lost.

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The asking target will then be calculated as follows:

- The run rate of team batting first multiplied by number of overs lost plus one run
- If team batting first is dismissed prior to facing the maximum in A Grade 45 overs and B Grade 40 overs. The run rate is to be worked out on the maximum overs for the relevant grade.

Example

This example is worked out with the loss of 18 minutes played (6 overs)

Adjusted target = team 1 run rate multiplied by overs lost plus 1 run

Team 1 scores 180 in a 40 over game making a run rate of 4.5 (180 divided by 40)

Team 1 run rate of 4.5 is multiplied by the 6 overs lost and the target score becomes the total score less the calculated amount (4.5 x 6) plus 1

$(180 - 27) + 1$

Team batting second requires 152 runs to win the match.

What constitutes a match

In the case of an interruption to play a match can only be deemed to be completed after both sides have had the opportunity to bat for a minimum of 25 overs each. Teams that are dismissed in less than 25 overs or who pass the target score within 25 overs are deemed to have had the opportunity to bat for 25 overs.

If play is washed out after both sides have had the opportunity to face 25 overs, the team with the higher run rate shall be deemed the winner unless dismissed before reaching the target score.

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SECTION 5 - CONDUCT OF SEMI-FINALS AND FINALS

32. Duration of Matches

Matches shall be played in accordance with normal competition rules, subject to rules 30.

SECTION 6 - MISCELLANEOUS

33. Dress

- (a) Unless approval for a team uniform (coloured clothing) has been granted by the YVCA executive, then all clothing, shirts, trousers, shorts, and preferably, socks, footwear and jumpers (pullover's) shall be predominantly white or cream. Where the YVCA has granted approval to use a team uniform, then the whole team is to dress in the nominated uniform for matches. The approval of all coloured uniforms is at the discretion of the Association Executive who shall take into consideration factors such as (but not necessarily limited to) material, design and colour.
- (b) Cricket caps, cricket helmets or white hats are preferred headwear, although other "sports" hats (i.e., baseball caps and other peaked caps) of plain colours are also acceptable.
- (c) Where a team has a player or a number of players who are not regular players, then some discretion may be permitted in regard to sub-rules 32(a) and (b).
- (d) Notwithstanding sub-rule 32(c), the captain of the batting team, or the batsman, may require any fieldsmen fielding in front of the wicket who do not comply with sub-rules 32(a) and (b) to be moved to a position where they will not distract the batsman.
- (e) Notwithstanding sub-rule 32(c), the captain of the batting team, or the batsman, may require the bowler to remove any item of clothing that does not comply with sub-rules 32(a) and (b). N.B. This may include a hat that does comply with sub-rules 32(a) or (b) if the hat is distracting (i.e., if it is red or has some particularly colourful motif).
- (f) The minimum dress of a player is a pair of shorts, a t-shirt or short sleeve shirt and rubber soled cricket shoes, runners/joggers or cross-trainers.

34. Cancellation of Match and Change of Venue

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- (a) The Association Executive shall decide if matches are to be cancelled or venues changed. Captains of the affected sides will be notified by the YVCA secretary.
- (b) When possible, cancellations and changes will be announced on Saturday morning over radio (Yass FM), on the Association Website, Facebook and Twitter.
- (c) If the 2 captains and/or umpires agree prior to the immediate start of play that a ground and/or wicket is unfit for play, the match must be moved to an alternate available venue.

35. General

- (a) Where official umpires are present, the umpires will be the sole judges of fair and unfair play.
- (b) Matches not otherwise completed by the dismissal of the second batting side (or by weather or light interruptions), shall be decided by the number of runs scored in each innings irrespective of the number of wickets lost.
- (c) The YVCA Executive reserves the right to vary these playing conditions from time to time, as they see fit.
- (d) The Constitution and By Laws of the YVCA take precedence over this handbook.