



**SOUTHERN CRICKET  
ASSOCIATION**

# **SCA BY-LAWS & PLAYING CONDITIONS 2024/25**

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# CONTACT DETAILS

## SOUTHERN CRICKET ASSOCIATION

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Treasurer	Muthukumar Nachiappan	0423 520 144

### Committee Members

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Cricket Development Officer (S/W)	Vacant	
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**SOUTHERN CRICKET  
ASSOCIATION**

## **RULES AND BY-LAWS**

### **GENERAL**

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**SOUTHERN CRICKET ASSOCIATION RULES**

**PART 1 – PRELIMINARY**

## 1.0 Authority

- (a) These rules are made by the Southern Cricket Association Committee of Management (SCA COM), pursuant to the SCA Constitution.
- (b) These rules are made in conjunction with the MCC Laws of Cricket (2017 Code 3rd edition 2022) and except to the extent that anything expressed or implied in these Rules is inconsistent with the Laws of Cricket, then the Laws of Cricket shall apply.
- (c) Leniency may be afforded to any penalty applied under these Rules by the SCA COM if the SCA COM is satisfied that exceptional circumstances have been demonstrated that warrant a reduced penalty.
- (d) The SCA COM may impose any penalty it deems reasonable and appropriate for a breach of the by-laws if the particular by-law transgressed does not specify a penalty. The player, team or club penalised may ask for the SCA COM penalty to be reviewed by Cricket Tasmania if the player, team or club is aggrieved by the penalty imposed. The review is to be in accordance with the provisions of bylaw 43. Such penalties may include a player or club reprimand, a monetary fine, a suspension or loss of match points.
- (e) Any decision made by the SCA COM pursuant to the by-laws as written may be made by the SCA COM.
- (f) The best interests of the Association override the interests of a club or sample group of clubs.

## 2.0 Scope

These Rules shall apply to the management of all matches under the control of the SCA Committee.

## 3.0 Interpretation

In these rules, unless the contrary intention appears –

“**SCA**” means Southern Cricket Association

“**SCA COM**” means the SCA committee who are elected in accordance with the Constitution.

“**SCA Executive Committee**” means the President, Vice-President, Secretary and Treasurer

“**CA**” means Cricket Australia

“**CT**” means Cricket Tasmania

“**Club**” means a cricket club that has been admitted to play in the Southern Cricket Association competition.

In relation to administrative duties, “Commencement of the Season” refers to the first (1<sup>st</sup>) day of October

“**Home Club**” means a club whose home ground is scheduled for the match, or the team first listed on the fixture.

“**Laws of Cricket**” means the Laws of Cricket (2017 code 3rd Edition 2022) and any subsequent amendments

“**Southern Cricket Association**” means the competition described in the constitution.

“**Season**” means a cricket season



“Secretary” means the secretary of the SCA COM  
‘One-Day’ means SCA 50-Over and 40-Over matches

## **PART 2 – CLUBS**

### **4.0 Affiliation and Disaffiliation**

#### **4.1 Affiliation**

- (a) The Committee of Management (COM) may, at its discretion and applying such criteria as it considers appropriate, either accept or refuse an application by a cricket club for admission to the SCA Competition. The decision of the COM shall be final and binding.
- (b) When a club is admitted, it shall remain in the SCA competition from season to season unless or until it is disaffiliated and, it shall be deemed to have agreed to submit to the jurisdiction of the COM in relation to the SCA competition Rules and conduct.
- (c) A cricket club seeking affiliation to play in the SCA shall lodge an application to the SCA Committee, which shall include:
  - (i) A copy of an alphabetical list of names and addresses of all financial members of the cricket club;
  - (ii) Such other information as the COM may require or which the cricket club considers relevant as outlined in the downloads section of the SCA website, however;
  - (iii) New clubs are unlikely to be approved entry into the SCA unless their application complements the preferred model (8 grade, 8 team) model and the proposed club has access to a ground of a standard satisfactory to the SCA COM.
- (d) **Affiliated Clubs and Colours**

The SCA COM requires affiliated clubs to present newly designed clothing to be presented to the SCA COM for approval, in one of the below formats.

  - Mock-up design via email or other electronic means, or;
  - Shirt, Pant, Vest and Jumpers to be presented to the SCA COM.

The SCA COM will approve uniforms or make recommendations to gain approval as soon as possible.
- (e) All clubs must maintain a minimum of one accredited coach each season (at a minimum of level 1 accreditation) to remain affiliated with Cricket Tasmania.

#### **4.2 Disaffiliation**

- (a) The SCA COM may disaffiliate a club from the Association at any time if:
  - (i) A club fails to pay any annual fees, affiliation fees or other monies owing to the SCA and such failure has continued for a period of not less than 14 days after the due date; or
  - (ii) The club fails to comply with any reasonable requirement of the SCA in relation to these By-Laws or Playing Conditions; or

- (iii) The COM, at its sole and absolute discretion considers it in the best interest of the SCA competition or the SCA generally that the club be disaffiliated; or
- (iv) The club breaches conditions of lease of grounds used by the SCA.
- (v) A club advised by the SCA COM's intention to disaffiliate will be provided with procedural fairness with the right of reply.

## **5.0 Fees**

- (1) Each club shall play the following fees each season, as determined by the SCA COM prior to the commencement of the season;
  - (a) Affiliation fees per club and team ;
  - (b) Administration fee per team;
  - (c) Ground hire fee (if not negotiated by a club individually through respective councils/LGA's/ground hirers e.g. schools).
  - (d) A deposit of \$250 per team affiliated is payable by 31 July annually. Such deposit is forfeited if the team is withdrawn.
- (2) The affiliation fee and the time for payment shall be fixed from time to time by the SCA COM and shall be notified in writing to clubs.
- (3) Apart from any other resource the SCA COM has, it may impose a penalty on a club/s that fail to pay the annual affiliation fee by the due date. Penalties may include the non-awarding of match points until the club is deemed financial, or have entered a payment plan to the satisfaction of the SCA COM.
- (4) The SCA COM, at its sole and absolute discretion may impose an administration fee to any new clubs wishing to join the SCA competition which has not been a member of the SCA within the preceding five (5) seasons.
- (5) All invoices issued by the SCA Treasurer or on his/her behalf must be paid within the terms of the invoice issued. Failure to do so renders the club "non financial" which means the club is not eligible to receive match points or participate in finals until the invoice is paid in full or a payment plan has been entered into to the satisfaction of the SCA COM. Automated reminder notices will be sent via Xero after the invoice has been issued. The onus is on clubs to ensure the contact details for their Treasurer are up to date.

## **PART 3 – SCA COMMITTEE OF MANAGEMENT**

### **6.0 Southern Cricket Association Committee of Management (SCA COM)**

The appointment of a Community Cricket Officer in 2017 to assist with the administration of the SCA has seen a reduction in the workload of some office holders, therefore the appointment of office bearers should be considered on a season by season or as needs basis.

- (1) There shall be a Southern Cricket Association Committee of Management consisting of:
  - (a) Office Bearers shall include:
    - President;

- Vice President;
  - Secretary (or Public Officer); and
  - Treasurer.
- (b) Office Bearers may include:
- Statistician;
  - Registration Officer; Sufficient committee members to enable appropriate input by clubs; and
- (c) An Assistant Secretary, Treasurer and Statistician may be appointed by the Committee of Management (COM) as required.

The COM shall consist of the President, Vice-President, Secretary, Treasurer, Statistician (if appointed), Registration Officer (if appointed), any other appointed Office Bearers plus committee members.

### **7.0 Procedure at SCA COM Meetings**

- (1) The President shall preside as Chairperson over all meetings. In his or her absence the Vice-President shall be Chairperson. In both their absences a Chairperson may be elected from those present.
- (2) A quorum shall consist of 50% of the COM.
- (3) The retiring President shall preside over the AGM until a successor is elected.
- (4) Each Office Bearer (COM) or club delegate (SGM or AGM) shall have one vote with the President exercising a casting vote.
- (5) Before the election of a new committee at the AGM the following shall occur:
  - (a) The President shall give a report on the past year to the meeting;
  - (b) The Treasurer shall give a report on the financial position of the association including an exact amount of the honorariums paid to each COM member for the past year;
- (6) The Secretary shall present to the meeting a list of items that the incoming committee will need to attend to. This list shall be determined in the committee meetings prior to the AGM. After the election of the new Office Bearers the outgoing COM members shall hand over to the incoming COM all correspondence, paperwork and financial information along with any assets (including petty cash) that belongs to the Association at the AGM.

### **8.0 Functions, Duties and Powers of the SCA Committee of Management**

- (1) The SCA COM shall;
  - (a) Manage the Southern Cricket Association competition and any other matches and competitions conducted by the Association for clubs or players.
  - (b) Deal with and decide as required in relation to disputes arising out of these Rules, By-Laws and Playing Conditions.
  - (c) Hear and determine appeals made in relation to any matters arising out of these Rules and By-Laws.
- (2) The SCA COM is authorised to impose automatic penalties for any breach of these Rules/By-Laws.

- (3) Where the SCA COM is required to decide on a matter, it shall, in the absence of any specific provision contained within these Rules, resolve the matter observing at all times the principles of natural justice.
- (4) The SCA COM shall regulate its own procedures and will provide its decision in writing to all relevant parties within two business days of any hearing.

#### **PART 4 – PLAYERS & OFFICIALS**

### **9.0 Registration**

To be eligible to play or officiate in the SCA competition, a player or official must be registered with a specific club (or association) in accordance to these rules.

- (1) If a player is under the age of eighteen (18) at the time of applying for registration, a parent or guardian must sign or approve the registration with the player's registered club in the required manner.
- (2) Registration of players and officials must be completed on **PlayHQ prior to 9:00pm on the eve** preceding commencement of the match in which the player/official intends to participate in. Furthermore, in line with the Association's Public Liability insurer, player details that need to be entered in PlayHQ include:
  - (a) Each Player's/Official's date of birth and;
  - (b) Individual email address (not a club email).
- (3) Once a player is registered with a club, registration shall remain effective for that season only, and will cease at the conclusion of the SCA Finals (One-Day).
- (4) By registering to a SCA club via the prescribed format, everyone (whether a player/non-player) agrees to abide by:
  - (a) The SCA Constitution;
  - (b) By-Laws and Playing Conditions inclusive of:
    - (i) SCA Media Policy (Appendix D); and
    - (ii) The Spirit of Cricket and Code of Behaviour.
- (5) The Executive Committee has the power to deny any player registration request by any club on the following grounds:
  - (a) The registration of the player/s would unfairly influence the result in any one game;
  - (b) The mass registration of player/s for one round for one club or team and;
  - (c) Any other reason deemed unacceptable by the Executive Committee.
- (6) A player wishing to change clubs during a season must receive clearance from their club prior to requesting a move and shall proceed in accordance with By-Law 10.
- (7) If a player is in breach of any of the terms of By-Law 9, the SCA COM shall impose such penalty on the player and/or club of that player, as the SCA COM considers appropriate in the circumstances, inclusive of the removal of match points achieved by playing an incorrectly registered player(s).
- (8) Club Secretaries must lodge a list of unfinancial players from the previous season to the SCA Secretary, by **no later than June 1** following completion of the season. These players are considered not financial (suspended) for the following season,

or until they have finalised their existing accounts or have not played for 14 months with any affiliated club. This rule applies to all players from all cricketing bodies within Tasmania. Players seeking a clearance from one SCA club to another after the season has commenced also will not have their clearance approved if they are not financial. The exiting club wears the burden of proving the debt and the player's knowledge of the debt.

## 10.0 Player Transfers & Permits

### Transfers

- (1) Applications for transfers from one SCA affiliated club to another shall only be considered for registered players up until January 31 of the current season. Applications for the transfer of players from other competitions may occur throughout the season. Participation in finals may be affected for applications for transfer for players received late in the season.
- (2) Any registered player requiring a transfer shall apply for a transfer through the Competition Management System PlayHQ except as provided in By-Law 10(10).
- (3) The club shall have seven (7) days to reply through the Competition Management System PlayHQ to the applicant's request stating their decision to grant or refuse the transfer. Clubs are expected to grant transfers as soon as practical (i.e. within 48 hours) where no issues are identified.
- (4) If the club does not respond to the transfer application through the Competition Management System PlayHQ within the time constraints referred to in By-Law (10)(3), the applicant shall be deemed cleared in accordance with the application.
- (5) Transfers after standing out of cricket
  - (a) A player who **was** registered with an SCA club but has not played in any other competition in the preceding fourteen (14) months is able to apply for a transfer to another SCA member club. A player who misleads the SCA COM with regard to not playing in another competition will face sanctions as determined by the SCA COM.
  - (b) A club that fields a player incorrectly cleared will face sanctions as determined by the SCA COM inclusive of loss of match points.
- (6) If a club denies a player's application for a transfer, the player may appeal the decision to the SCA COM. In the case of an appeal, the following procedures shall apply:
  - (a) The appeal must be lodged with the SCA COM within two business days of receipt by the player of the clearance being denied.
  - (b) The SCA shall notify the player and the club concerned of their right to attend a meeting of the SCA COM at which the appeal is to be dealt with.
- (7) Refusal of Transfer
  - (a) A player is deemed to have failed to obtain a transfer if they receive a formal notice of a denial after the expiration of seven days as per rule 10 (3).
  - (b) A player can only be denied a transfer on the following grounds
    - (i) If the player has an existing contract with the original club;
    - (ii) If the player owes property to the original club, or;
    - (iii) If the player is financially encumbered to the original club.

- (8) Any unfinancial player listed with the Secretary of the SCA in accordance with By-Law (9)(8) shall be ineligible for a transfer within the Southern Cricket Association until the debt has been deemed settled.
  - (i) A player who obtains a transfer or registration by using false/incorrect information, or whom in any other way plays contrary to By-Laws 9 & 10 shall be dealt with as the SCA COM deems appropriate.
  - (ii) A club that fields a player incorrectly cleared will face sanctions as determined by the SCA COM inclusive of loss of match points.

### Permit

- (9) With respect to By-Law 10(2), players who are registered to a club in another association in the current season are permitted to submit a Permit request within the Competition Management System PlayHQ.
- (10) As per By-Law 11.6, players, including juniors, are required to seek consent in the prescribed form from the SCA COM to participate in the SCA Competition.
- (11) Following the introduction of PlayHQ in season 2022/23, 'Transfers' are replaced by the 'permit' system via PlayHQ.

### Fill In

- (12) Clubs are allowed to use the fill in function in Play HQ for an individual for one game only each season.
- 12.1 An individual can only be used as a fill in once per season throughout the SCA competition. Should a player be used more than once, regardless of club(s) than the individual shall be deemed an unregistered player.

## 11.0 Player Eligibility

### 11.1 Finals Qualification (One-Day Competitions)

- (a) For the purpose of final's eligibility, SCA T20 Grade competitions and SCA Women's competitions are regarded as separate competitions to SCA One-Day Grade competitions.
- (b) Any player who has not played in four (4) roster matches for their **club** across respective grades (excluding T20 matches and finals) during the current season are ineligible to play in SCA finals in that season. Players may apply to the SCA COM (or its nominee) for dispensation to play in finals due to extenuating circumstances.
- (c) The number of matches to qualify for finals as per By-Law 11.1((b) may be changed by the SCA COM due to byes, washouts and forfeits during the season.
- (d) A match deemed to be washed out (a match without a ball being bowled) **shall not** be considered a match when determining finals eligibility.
- (e) A player who has played **more than 50%** of their SCA One-Day roster matches in higher grade(s) may not play in lower grade One-Day finals.
- (f) A player who changes SCA clubs during the season will not have their games at the previous club considered as part of their final's eligibility

ratios. Such players' performances at both clubs will be relevant for end of season awards. The onus is on the player to advise the SCA Secretary of their participation in more than one club at the end of the home and away season to ensure their performances in totality are considered for award purposes.

- (g) Any club with teams participating in semi-finals, preliminary finals or grand finals in consecutive grades commencing with the club's highest grade, may, at their discretion, select players in any grade and not be subject to the restrictions of By-Law 11(1)(e). Any club that; by virtue of its' team's finishing position on the ladder/s or, progressing through the finals series - does not participate in the first round of finals – or earns a bye, is deemed to be participating in semi-finals, preliminary finals or grand finals as the case may be. In such cases, the club can select on merit as long as it has consecutive grades in finals commencing with their highest team.
- (h) With respect to By-Law 11(1)(e), in the event that consecutive grades commencing with a club's highest grade does not make the grand final (after having made a previous finals match), By-Law 11(1)(e) applies.
- (i) For the sake of clarity, BYE's are not considered a match in the SCA finals series.
- (j) For clubs that have a BYE in SCA 1st Grade and are in lower grade grand finals in Week 3 of the SCA finals series - Any player (regardless of By-Law 11(1)(e)) who has participated in a SCA 1st grade finals match in Week 2 is permitted to participate in a SCA lower grade grand final in Week 3, providing clause 11(1)(g) is also satisfied. However, in doing so, the player is not permitted to participate in the SCA 1st Grade Grand Final in week 4.
- (k) Clubs participating in finals in multiple grades who secure a grand final berth by virtue of winning a semi final in a higher grade and also qualify for a preliminary final in a lower grade cannot select players from their higher grade semi final team for the lower grade preliminary final without downgrading committee approval.
- (l) Clubs who qualify for a higher grade grand final that is played after a lower grade final or grand final shall be eligible to select any player who has qualified for the clubs finals as per 11.1.b.

<b>Qualification of Matches for SCA Lower Grade One-Day Finals</b>			
<b>Games Played</b>	<b>Allowable number of games played in Higher Grades to be eligible for Finals in Lower Grade</b>	<b>Games Played</b>	<b>Allowable number of games played in Higher Grades to be eligible for Finals in Lower Grade</b>
5	2	10	5

6	3	11	5
7	3	12	6
8	4	13	6
9	4	14	7

### **11.2 Finals Qualification (SCA Women's Competition)**

- (a) For the purpose of final's eligibility, SCA One-Day grade competitions and SCA Twenty20 grade competitions are regarded as separate competitions to the SCA Women's competition(s).
- (b) Any player who has not played in at least Two (2) SCA Women's roster match for their club) is ineligible to play in SCA Women's finals matches.
- (c) A match deemed to be washed out (a match without a ball being bowled) shall not be considered a match when determining finals eligibility.

### **11.4 Participation in Multiple SCA Matches in the Same Weekend/Round**

- (a) No player may play in more than one (1) grade in the same round or weekend of the SCA competition.
- (b) This rule does not apply in circumstances where different formats are played concurrently – i.e first grade playing limited overs format whilst other grades are playing T20 format. This allows a first grade player to play a 50 over match on the Saturday and a lower grade T20 match the following day but that then means that player is ineligible to play first grade T20 in the corresponding first grade T20 match – ie player plays round 1 T20 in 4th grade after being selected to play 1st grade 50 over game the previous day, cannot then play round 1 first grade T20.
- (c) This rule does not apply to the women's competition.

### **11.5 Participation in Multiple Competitions/Associations in the same Weekend/Round**

- (a) A registered SCA player is permitted to play in more than one (1) association on the same or weekend round as SCA matches.
- (b) Players registered with other associations are permitted to participate in the SCA in addition to other associations in the same weekend or round in accordance with By-Law 11.6

### **11.6 Participation of Premier Cricket Players in the Southern Cricket Association Participation of CTPL 1<sup>st</sup> Grade Players (Men's Competition)**

- (a) Once a player has participated in a CTPL 1<sup>st</sup> Grade match (in any format) during the current season, they are permitted to participate in the SCA One-



Day competition in the current season, pending consent in the prescribed format from the SCA COM downgrade committee.

- (b) With respect to By Law 11.6(a), a maximum of two (2) players who have participated in a CTPL 1<sup>st</sup> Grade match (in any format) during the current season are eligible to be selected in a team in any SCA 1<sup>st</sup> Grade One-Day match.
- (c) Participation in SCA 2<sup>nd</sup> grade matches & below will require approval from the SCA COM downgrade committee.

#### **Participation of CTPL 2<sup>nd</sup> Grade Players. (Men's Competition)**

- (a) Once a player has participated in a CTPL 2<sup>nd</sup> Grade match (in any format) during the current season, they are permitted to participate in any SCA 1<sup>st</sup> or 2<sup>nd</sup> Grade One-Day Match pending consent in the prescribed format from the SCA COM downgrade committee.
- (b) With respect to By Law 11.6(c), a maximum of two (2) players who have participated in a CTPL 2<sup>nd</sup> Grade match (in any format) during the current season are eligible to be selected in a team in any SCA Grade match.
- (c) Participation in SCA 3<sup>rd</sup> grade matches and below will require an exemption from the SCA COM downgrade committee.

#### **Participation of CTPL 3<sup>rd</sup> Grade & CTPL 40's & Over Players**

- (d) Players who have participated in a CTPL 3<sup>rd</sup> Grade (in any format) or CTPL 40's & Over match, are permitted to play in any SCA Grade Competition without consent from the SCA COM.

#### **Downgrade Committee**

- (e) All requests are at the discretion of the Downgrade Committee.

### **12.0 Finals Qualification (Twenty20 Competition)**

- (a) For the purpose of final's eligibility, SCA One-Day grade competitions and SCA Women's competitions are regarded as separate competitions to SCA Twenty20 grade competitions.
- (b) Any player who has not played in at least one (1) SCA Twenty20 roster match for their club across respective grades (excluding One-Day and Women's Competitions) are ineligible to play in SCA Twenty20 finals matches.
- (c) A match deemed to be washed out (a match without a ball being bowled) **shall not** be considered a match when determining Finals eligibility.
- (d) A player who has played **more than 50%** of their SCA Twenty20 roster matches in a higher grade(s) may not play in lower grade Twenty20 finals.
- (e) Any club with teams participating in semi-finals, or grand finals in consecutive grades commencing with the club's highest grade, may, at their discretion, select players in any grade and not be subject to the restrictions of By-Law 12 (d). A player who meets the criteria to participate in semi-finals of T20 is also deemed to be eligible to take part in grand finals of T20, where semi-finals and grand finals are played on the same day.

- (f) No player may participate in more than one grade of T20 per round. This rule does not apply to first grade T20 matches in seasons where the T20 format is played at a different time of the season.

<b>Qualification of Matches for SCA Lower Grade Twenty20 Finals</b>	
<b>Games Played</b>	<b>Allowable number of games played in Higher Grades to be eligible for T20 Finals in Lower Grades</b>
1	0
2	1
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	5

### **13.0 Downgrading**

- (1) A maximum of three first grade players are permitted to play in lower grades when the club is rostered a bye in first grade. It is not relevant that a first-grade player did not play in the previous round as to whether that player needs an exemption to play in a lower grade in the bye round.
- (2) A maximum of three second grade players are permitted to play in lower grades when the club is rostered a bye in second grade.-It is not relevant that a second-grade player did not play in the previous round as to whether that player needs an exemption to play in a lower grade in the bye round.

#### 14.0 Playing Ineligible Players

- (1) If a club fields a player who is ineligible under any of the competition By-Laws and Playing Conditions, the result shall be awarded to the opposition team who shall receive the same match and bonus points equal to the highest gained in that round within that grade. This includes circumstances where clubs enter more than 11 players on the selected side on PlayHQ (without identifying substitute players). Sanctions at the discretion of the SCA COM will be applied for players, captains and clubs who participate in SCA matches under a false name or false details.
- (2) Should the team playing ineligible players lose the match in which the ineligible player played that team will have a deduction of 6 points taken from their season total.
- (3) Clubs can go into a negative point score for the season should they not have earned sufficient points to cover the penalty.

#### 15.0 Umpire Duties

The Umpire Match Report is required to be entered on PlayHQ by 12noon on the second business day after the completion of each match. This includes the following:

- (a) Report on the Match;
  - (b) Spirit of Cricket Votes for respective teams; and
- (2) Any Player Reports must be received by the SCA Secretary (or another SCA COM member) no later than 10:00am on the next business day following the completion of the match.

#### 16.0 ***Run Out Bowlers End (Mankad) – Umpire Approved Warning Required:***

A batter cannot be run out at the bowler's end in circumstances where a bowler has not completed their bowling action (bowled the ball) unless the official umpire has first provided a warning. The official umpire, upon request from the bowler or fielding captain, must provide a warning to a batter if the umpire is satisfied the batter is seeking to gain an unfair advantage by leaving the popping crease when backing up at the bowler's end.

If the umpire has already observed the batter to be seeking to gain an unfair advantage, upon the bowler or fielding captain requesting a warning, they can do so immediately.

Once a batter has received a warning they can then be dismissed run out at the bowler's end provided all requirements are met for this dismissal.

- (1)

### **PART 5 – THE SOUTHERN CRICKET ASSOCIATION COMPETITION AND OTHER MATCHES**

## 17.0 Structure and Scheduling

- (1) The SCA COM shall compile and make available to all clubs a roster for each season.
- (2) The roster shall provide for the competition to be played in such grades as the SCA COM may determine and shall specify the duration and location of all matches, and any special conditions to finals.
- (3) The SCA COM may at any time make such changes to the roster as it thinks necessary or desirable.
- (4) The SCA COM is authorised to vary playing times if it considers there are special circumstances.
- (5) In this part, 'roster' includes finals.

Note – Also refer to By-Law 28 - Wet Weather and Cancellations

## 18.0 Record Keeping

It is the duty of the SCA COM to maintain an up-to-date record of points scored by each club in the competition, and a ladder showing the relative positions of the teams as the season progresses.

## 19.0 Allocation of Points

### (1) Southern Cricket Association Ladders

After each match, points shall be allocated as follows;

#### One-Day Matches

Win	6 Points
Tie (only if Super Over not possible)	3 Points each
No Result (including abandonments)	3 Points Each
Loss	0 Points

#### **Bonus Point Allocation**

The following Bonus Point System will be applied to SCA One-Day grade competition ladders. The bonus points will not be included in SCA Twenty20 or Women's competitions respectively

- (a) All matches, including those shortened, and targets revised using the Duckworth Lewis Stern (DLS) calculation under PC 9(3), 26(3) and 43(3), bonus run rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.
  - (i) Teams batting second will receive 1 bonus point for achieving the runs required to win the match before the **end** of eighty percent (80%) of the maximum allowed overs. **Example - In a 50 over match, this would be at the completion of the 40<sup>th</sup> over. In a 25 over match, this would be at the completion of the 20<sup>th</sup> over.**
  - (ii) Teams batting second will receive 2 bonus points for achieving the runs required to win the match before the **end** of fifty percent

(50%) of the maximum allowed overs. **Example - In a 50 over match, this would be at the completion of the 25<sup>th</sup> over. In a 25 over match, this would be after the 3<sup>rd</sup> legal delivery in the 13<sup>th</sup> over.**

- (iii) Teams bowling second will receive 1 bonus point for restricting or bowling teams out for **less than** eighty percent (80%) of the target score, less one run.
- (iv) Teams bowling second will receive 2 bonus points for restricting or bowling teams out for **less than** fifty percent (50%) of the target score, less one run.
- (v) The umpire(s) must write the target amount in both scoresheets prior to the commencement of play in the second (2<sup>nd</sup>) innings of the match. In the case of loss of playing time in the 2<sup>nd</sup> Innings of a match resulting in any adjustment/s to the target score, this must also be recorded by the umpire/s. Failure to do so by an appointed Match Umpire may incur a penalty fine.

### **Twenty20 Matches**

Win	6 Points
Tie (only if Super Over not possible)	3 Points Each
No Result (including abandonments)	3 Points Each
Loss	0 Points

### **SCA Women's Competition Matches**

Win	6 Points
Tie	3 Points Each
No Result (including abandonments)	3 Points Each
Loss	0 Points

### **Ladder Positions**

#### **18.1 SCA One-Day Grade Competitions & Combined 7<sup>th</sup> Grade One Day / T20 Competition**

- (a) The ladder shall rank all teams from highest to lowest in accordance to match points accumulated to date.
- (b) Teams that are equal on match points will be separated by quotient and will be calculated thus;
  - (i) Divide the total number of runs scored by a team by the total number of wickets lost by that team.
  - (ii) Divide the total number of runs scored by a team by the total number of wickets lost by that team.
  - (iii) Divide the former (i) by the latter (ii).

- (iv) The team which has the highest quotient shall be considered to have the better performance.
- (c) For the purpose of calculating percentages, a batter that is retired hurt is deemed to be not out, and a team is all out with less than the full quantity of players/dismissals, is deemed to have lost only the number of wickets fallen.
- (d) If a match has commenced that is later abandoned with no result, the team score will be included with quotient calculations and individual scores included in all statistics.

### **18.2 SCA Twenty20 Grade Competitions**

- (iii) The ladder shall rank all teams from highest to lowest in accordance to match points accumulated to date
- (iv) In the event of teams finishing equal on points, the order of the ladder shall be determined by
  - (i) Teams with the greatest number of wins
  - (ii) The team with the highest Net Run Rate. Refer By-Law 18(4)

### **18.3 SCA Women's Competition**

- (a) The ladder shall rank all teams from highest to lowest in accordance to match points accumulated to date.
- (b) In the event of teams finishing equal on points, the order of the ladder shall be determined by
  - (i) Teams with the greatest number of wins;
  - (ii) The team with the highest Net Run Rate. Refer By-Law 18(4).

### **18.4 Net Run Rate**

- (a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- (b) In the event of a team being all out in less than its full quota of over, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where the result of a match is achieved under Duckworth/Lewis/Stern (DLS), for net rate purposes Team 1 will be accredited with Team 2's par score on abandonment, of the same number of overs faced by Team 2. Where a match is concluded but with DLS having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

## 19.0 Qualifications for SCA Finals

### 19.1 SCA 1<sup>st</sup> Grade Competition (One-Day)

The teams to play in the SCA 1<sup>st</sup> Grade finals series shall be those occupying in the top five (5) positions on the ladder at the end of the roster series. Finals matches will be played as follows:

<b>Week 1</b>	Match 1	QF	Second v Third
	Match 2	EF 1	Fourth v Fifth First BYE
<b>Week 2</b>	Match 3	SF	First v W1
	Match 4	EF 2	L1 v W2
<b>Week 3</b>	Match 5	PF	L3 v W4
<b>Week 4</b>	Match 6	GF	W3 v W5

### 19.2 SCA Lower Grade Competitions (One-Day)

The teams to play in the SCA lower grade finals series shall be those occupying in the top four (4) positions on the ladder at the end of the roster series. Finals matches will be played as follows

<b>Week 1</b>	Match 1	SF	First v Second
	Match 2	EF	Third v Fourth
<b>Week 2</b>	Match 3	PF	L1 v W2
<b>Week 3</b>	Match 4	GF	W1 v W3

### 19.3 SCA Twenty20 Competitions

The teams to play in the SCA Twenty20 finals series shall be those occupying in the top two (2) positions on the ladder in each pool at the end of the Twenty20 roster series. Finals matches will be played as follows.

In the event of the teams finishing on equal points, the right to play in the final match or series will be decided by the most wins in the roster matches, or, when teams have both equal wins and equal points, the team which was the winner from the roster match(es) (played between them) will be placed in the higher position, or, if still equal, the higher Net Run Rate in the roster matches will be declared the winner. In a match declared by a no result, run rate is not applicable.

<b>Match 1</b>	SF 1	First (Pool A) v Second (Pool B)
<b>Match 2</b>	SF 2	First (Pool B) v Second (Pool A)
<b>Match 3</b>	GF	Winner of Match 1 v Winner of Match 2

**Note – Grand Final venues for respective grades will be the determination of the SCA COM.**

#### **19.4 SCA Women’s Competitions**

The teams to play in the SCA Women’s Competitions finals series shall be those occupying in the top four (4) positions on the ladder at the end of the roster series.

<b>Week 1</b>	Match 1	SF	First v Second
	Match 2	EF	Third v Fourth
<b>Week 2</b>	Match 3	PF	L1 v W2
<b>Week 3</b>	Match 4	GF	W1 v W3

#### **20.0 Finals Results & Venues**

##### **20.1 Result – SCA One-Day Competition Qualifying, Elimination Semi and Preliminary Finals.**

###### **No Result**

Should there be a no result; the highest placed team during the finals series will be declared the winner of all matches concerned. This includes any qualifying finals or elimination finals, semi-finals and preliminary finals.

###### **Tie**

If there is a tie at the conclusion of any finals match, a super over will be used to determine a winner. If a tie is still reached after the super over, a second (2<sup>nd</sup>) super over will be played out.

For the 2<sup>nd</sup> super over, teams may not use the same batsmen or use the same bowler used during the first super over.

Procedures as outlined in Appendix B’ shall apply.

##### **20.2 Result – One-Day Competition Grand Finals**

###### **Tie**

In the event of a tie in SCA Grand Finals (One-Day), a super over will be used to determine a winner. If a winner is still undecided after the super over, a second (2<sup>nd</sup>) super over will be played out.

For the 2<sup>nd</sup> super over, teams may not use the same batsmen or use the same bowler used during the first super over. The team that wins the super over will be declared the winner. Procedures as outlined in Appendix B’ shall apply.



**No Result (after play has commenced)**

Should there be no result after play has commenced, the highest placed team during the finals series will be declared the winner of all Grand Finals matches concerned.

**No Result (washout without a ball being bowled)**

If no play is possible for SCA Grand Final (One-Day), the match shall be played on a reserve date if scheduled. Should there be no result after play has commenced, the highest placed team in the finals series will be declared the winner of all Grand Finals matches concerned.

**20.3 Result – SCA Twenty20 Competition & Finals**

**Tie**

If, at the end of the match that scores are tied (for both roster and finals matches), the super over procedure as outlined in Appendix B' shall apply

**No Result**

If no result is achieved in the Grand Final on the scheduled day of play, the match shall be replayed on the reserve date if scheduled. In the event of a no result in the final (including any reserve day(s)), the winner will be decided by most wins in the roster matches, or, when teams have equal wins and equal points, the team which was the winner from the roster match(es) (played between them) will be placed in the higher position, or, if still equal, the higher Net Run Rate in the roster matches will be declared the winner.

**20.4 Result – Women's Competitions Finals & Grand Final**

**Tie**

In the event of a tie in SCA Women's finals, a super over will be used to determine a winner. If a winner is still undecided after the super over, a second (2<sup>nd</sup>) super over will be played out.

For the 2<sup>nd</sup> super over, teams may not use the same batter or use the same bowler used during the first super over. The team that wins the super over will be declared the winner. Procedures as outlined in Appendix B' shall apply.

**No Result (after play has commenced)**

Should there be no result after play has commenced, the highest placed team during the finals series will be declared the winner of the Grand Final concerned.

**No Result (washout without a ball being bowled)**

If no play is possible for the SCA Women's Grand Final, the match shall be replayed on the reserve date if scheduled. The reserve day will be the following Saturday to the scheduled grand final. In the event of a no result in the final

(including any reserve day(s)), the highest placed team during the finals series will be declared the winner.

## **21.0 Finals Venues (One-Day, Twenty20 and Women's Competitions)**

- (1) All finals venues shall be nominated and approved by the SCA COM, or its nominee. The SCA COM (or its nominee) will endeavour to select venues within proximity to teams who are the highest ranked team in that final.
- (2) The SCA COM reserves the right to reschedule a match away from any venue if the SCA COM has reasonable cause for concern that the venue will not meet a satisfactory standard.
- (3) A club that has more than one (1) team in finals in respective grades and are the highest ranked team in each grade/competition will be invited to nominate their preference of a final's venue.
- (4) Criteria for Finals Venues (Qualifying, Elimination, Semi and Preliminary Finals)
  - (a) With respect to By-Law 21, minimum standards/requirement to host finals matches include the following;
    - Fielding Restriction Circle (30 yards)
    - Adequate size boundaries, and;
    - Adequate change rooms facilities and amenities including canteen to the satisfaction of the SCA COM;
    - Any other criteria specified by the SCA COM.
- (5) Criteria for Grand Final Venues
  - (a) With respect to By-Law 21, minimum standards/requirement to host finals matches include provisions in By-Law 21(4)(a) and the following;
    - Canteen and bar facilities
    - Smoking areas defined
    - Liquor sales permit
    - Adequate parking; and
    - Any other criteria specified by the SCA COM.

### **(6) Women's Grand Final**

Where there are multiple divisions in women's cricket all divisions grand finals will be held on the same day at the same venue. Hosting rights will be given to the first team qualified for the grand final from the highest division. Should that club choose to not host the grand final the first qualified team from the next division shall be given the opportunity to host. Should both clubs choose not host the grand final than the SCA COM will nominate the most suitable ground available from within the women's competition.

## **22.0 Nomination of Teams & The Toss**

- (1) The minimum number of players required to constitute a match is nine (9), excluding substitute fielders. Should a team not be able to field nine (9) players at any point during the match, they will forfeit the match. In the SCA Women's competition, the minimum number of players to constitute a match is seven (7) players.
- (2) The nomination of teams shall be made in accordance with the Laws of Cricket 1.1, 1.2 & 1.3 plus the requirement of dates of birth is required to be included on

the team sheet for all players under 19, 17, 15 and 13 years of age. (refer to By-Law 23(5))

### **The Toss**

The toss will take place as per Law 13.4 of the Laws of Cricket.

### **23.0 Team Sheets**

- (1) Team captains are responsible for completing the declared team sheet for all matches played.
- (2) Team sheets must be prepared from the PlayHQ website, with two (2) copies to be prepared, one (1) for the umpire(s) and one (1) for the opposition team.
- (3) If team sheets are unable to be prepared from the PlayHQ website than clubs are to ensure players registration status, Given name, Family name, shirt number and denote if player is under age as per bylaw 23.6 are provided on a team sheet.
- (4) If a team sheet is disputed by the umpire/s or teams, captains are to retain the team sheets for a period of seven (7) days prior to disposal.
- (5) In the event of late changes and/or substitutes playing, handwritten amendments to the team sheet are permitted.
- (6) As per By-Law 23(2), captains must ensure that the date of birth for all players is included (and correct) for all players under 19, 17, 15 and 13 years of age. (As of 31<sup>st</sup> of August prior to the current season). Captains who fail to do so will be issued a Yellow Card (warning) under By-Law 51.
- (7) As per By-Law 22(2), teams failing to prepare team sheets off PlayHQ may be fined \$50.00 for the first offence. Subsequent offences will be at the discretion of the SCA COM.
- (8) Players listed on PlayHQ in a match that is abandoned without a ball being bowled may be removed from the team list to enable that player to participate in another match in that round in another grade. In such circumstances, the downgrading requirements must be met otherwise the affected player will be deemed an "ineligible player".
- (9) Clubs must ensure players have readable numbers on the rear of playing shirts for the benefit of scorers and are to include those on the team sheet exchanged before the coin toss.

### **24.0 Competition Management System (PlayHQ)**

- (1) SCA One-Day and Twenty20 Matches (all SCA Grades and Competitions)
  - (a) Team selections must be entered in PlayHQ by 9:00pm Friday prior to the commencement of the match.
  - (b) Match scores must be entered by 9pm on the day of the match within 60mins of a conclusion of a day's play.
  - (c) Player's scores (including ensuring the correct 11 players and substitutes are selected/edited in PlayHQ) must be entered within 90mins of a conclusion of a day's play.
  - (d) Any team failing to comply with any part of By-Law 24(1):

- (i) For the team's first offence - a loss of one (1) match point will be deducted from the team's overall points, which will be suspended on the condition that there are no repeats throughout the season.
- (ii) For the team's second offence – a loss of two (2) match points will be deducted from the team's overall points.
- (iii) The team's third offence will be at the discretion of the SCA COM.

## **25.0 Scoring & Electronic Scoring (PlayHQ Live Score App or Total Cricket Scorer)**

- (1) SCA One-Day and Twenty20 Matches (all SCA grades and competitions)
  - (a) The home club/team must score electronically for all matches using the PlayHQ Live Score webpage or Total Cricket Scorer, with the away team to use an approved scorebook.
  - (b) Any team failing to comply with any part of By Law 25(1):
    - (i) For the team's first offence - a loss of one (1) match point will be deducted from the team's overall points, which will be suspended on the condition that there are no repeats throughout the season.
    - (ii) For the team's second offence – a loss of two (2) match points will be deducted from the team's overall points.
    - (iii) The team's third offence will be at the discretion of the SCA COM.

\*Note areas with limited/no reception\* The onus on proving limited or no reception or other technical issue rests with the home team and must be brought to the attention of the SCA Secretary prior to 9pm on the day of the affected match. Team captains must ensure that scorers are proficient in the use of live scoring. No leniency will be afforded to clubs after round 1 of the limited over competition.

## **26.0 Scoresheets and Captains Reports**

- (1) **Scoresheets**
  - (a) Team captains are responsible to ensure that scoring is carried out in a competent manner. All required details should be included and both copies of the scoresheets are to be legible. Clubs require a record of the full detail of match score in preparation of transferring the information to PlayHQ.
  - (b) Scoresheets (including electronic) should be made available on the boundary to the umpire(s) at each drinks' interval.
  - (c) Captains are to ensure that the scoresheets are completed, checked and signed off by the umpire(s). See also clauses 50.2 and 51.3.
  - (d) Completed scoresheets (including electronic) should also be available to the umpire(s) no later than ten (10) minutes after the completion of each innings and have been signed by both captains). No alcohol is to be consumed by players, umpires and coaches in that match until all score sheets are fully completed and signed off by both captains and umpire/s present.

- (e) Clubs/Captains failing to ensure score sheets/live scoring is completed to a satisfactory standard may be further sanctioned at the discretion of the SCA COM.
- (f) Match Disputes  
**For disputed matches only:** completed score sheets for both teams must be forwarded to the SCA COM (Statistician/Secretary) by no later than 12 noon Wednesday after the completion of the match. This includes both roster and finals' matches. Once a captain has signed the scorebook it is taken that the match result is accepted.

## (2) Captains Reports

- (a) Captains Reports for SCA 1<sup>st</sup> – 8<sup>th</sup> Grade and all finals' matches are to be lodged in PlayHQ by 12 noon on the next business day following the completion of the match.
  - (i) For the team's first offence - a loss of one (1) match point will be deducted from the team's overall points, which will be suspended on the condition that there are no repeats throughout the season.
  - (ii) For the team's second offence – a loss of two (2) match points will be deducted from the team's overall points.
  - (iii) The team's third offence will be at the discretion of the SCA COM.

## 27.0 Code of Conduct for Club Officials, Players, COM Members, Coaches, Captains and Umpires.

Club Officials, COM members, each umpire, coach and captain (including fill-in or acting Captains) appointed within the SCA agree to comply with the Code of Behaviour, as well as the Code of Conduct requirements as articulated in Appendix 'E' and 'F' by virtue of being appointed to any of the above roles.

## 28.0 Wet Weather and Cancellations.

- (1) All players must attend their allocated matches irrespective of weather conditions, unless the SCA COM have cancelled the game/s or round.
- (2) In the event of a match being cancelled, the SCA COM will publish affected match/es on the SCA website and social media channels (i.e. Facebook) from Friday 8am prior to the commencement of that round.

## 29.0 Boundary Distances, Fielding Restrictions and Markings.

- (1) For SCA 1<sup>st</sup> – 8<sup>th</sup> Grades, the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch to be used (also refer to Part 12 for SCA Women's Competition Playing Conditions). In any event, the marking and size of the playing area shall not change once set and agreed to prior to play commencing in any match.
- (2) In the event of any match commencing (one Day, T20 or Women's) without the Field Restrictions being clearly marked, then both innings shall be conducted without the restrictions applying.

### **30.0 Insufficient Players**

A club that cannot field sufficient players for all grades in any one round shall forfeit however many matches necessary, commencing with the club's lowest grade playing that day and sequentially thereafter.

### **31.0 Use of Artificial Light**

As per Cricket Australia Community Cricket Guidelines, the minimum standards of lighting for Community Cricket (Club – Home (Class III)) is 300lux (square) and 200lux (outfield).

Clubs are permitted to provide a certificate from respective councils/LGA detailing that the minimum standards have been met for use of artificial lights.

### **32.0 Forfeiture**

- (1) When a team forfeits a match, the opposing team shall be awarded points, and bonus points equal to the highest number of points gained by any team in that round, within that grade.
- (2) Clubs must notify the SCA COM by 9pm two business days prior to the commencement of that round if they are required to forfeit a match. After that, and until 6pm on the business day prior to that match umpire(s), shall be awarded half of the match fee. If a club forfeits a match after 6pm on the business day prior to that match, umpires shall be awarded full fees.
- (3) Any team that forfeits a match will be deemed to have lost 10 wickets and conceded 100 runs in One-Day matches.
- (4) A forfeit win shall be considered a match when determining finals eligibility with the team to be submitted onto PlayHQ by 12noon on the next business day following the match.
- (5) A forfeit loss shall not be considered a match when determining finals eligibility, with the team being removed from PlayHQ.
- (6) Automatic penalty for a forfeiture of matches is;
  - Club's first offence - \$75.00
  - Subsequent offences - \$150.00

### **33.0 Failure to take the field.**

Except in the case where the umpires delay the start or resumption of a match because of weather, light or playing conditions, the umpire shall invoke Law 16.3.2 of the Laws of Cricket and award the match to the other team. The team awarded the match shall receive match and bonus points equal to the highest points gained in that round. An automatic penalty as per By-Law 32.3 shall apply to the team forfeiting.

### **34.0 Unfair Result**

The SCA COM may decide, due to some irregularity or incident of unfair play, or where a team attempts to gain points in a match by a manner the SCA COM considers to be unfair to the other teams or clubs in the same competition, to amend points obtained in a match by either team. Any deductions applied may be greater than those gained in

the match in question but will not exceed the highest number of points awarded to teams in that grade.

### **35.0 Competition Awards**

The names of the players who have gained the best batting and bowling averages and aggregate in the One-Day roster matches during the season will be awarded the competition averages and aggregate awards.

- (1) **Batting Average Awards** - It is a prerequisite that:
  - (a) 1<sup>st</sup> and 2<sup>nd</sup> Grade batter shall have 7 innings and scored a minimum of 400 runs;
  - (b) 3<sup>rd</sup> - 5<sup>th</sup> Grade batters shall have 7 innings and have scored a minimum of 300 runs;
  - (c) 6<sup>th</sup> - 7<sup>th</sup> Grade batters shall have 7 innings and have scored a minimum of 250 runs;
- (2) **Bowling Average Awards** - It is a prerequisite that:
  - (a) 1<sup>st</sup> - 5<sup>th</sup> Grade bowlers shall have bowled a minimum of 65 overs;
  - (b) 6<sup>th</sup> - 7<sup>th</sup> Grade batters shall have bowled a minimum of 50 overs;
- (3) **Player of the Year Awards**
  - (a) For SCA 1<sup>st</sup> - 7<sup>th</sup> Grade One-Day matches, umpires shall collectively award 3, 2 & 1 votes;
  - (b) In the event where there is no result, no votes shall be allocated.
- (4) The COM has the right to determine what other awards may be given by the SCA in each grade, which may include the following
  - (a) Most Catches;
  - (b) Best Fielder (umpires determine the best three fielders for each match). If separate wicket keeper awards are included in the end of season presentations, wicket keepers are ineligible to win both Best Fielder and Best Wicket Keeper awards. And/or;
  - (c) Any other awards as chosen by the SCA COM.

### **36.0 Playing Apparel & Equipment**

#### **(1) Clothing**

In all matches, the competition teams shall only wear SCA COM approved coloured clothing and equipment. No white clothing, including vests or pads are to be worn or used. Players will not be permitted to take part in the match if wearing white clothing/pads. Players who participate in a match wearing shorts, unapproved attire or white pads/clads are deemed an "ineligible player".

#### **(2) Helmets**

- (a) It is compulsory that all players under 18 years of age wear a helmet when batting or, except for any fielding position behind square of the wicket on the offside, when fielding within 10 meters of the- batter, regardless of what grade they are playing.

- (b) It is compulsory that all players wear a helmet when batting against fast or medium-paced bowling. The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of the bowling against what is considered “fast”, “medium-paced” or “slow” within the context of that match.
- (c) It is the umpire’s sole discretion to determine the competency of a batter to remove their helmet to slow bowlers.
- (d) At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a helmet. Facemasks are not permitted.
- (e) All players must wear a helmet when fielding in a position closer than seven metres from the batter’s position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off side.
- (f) The match umpires shall be responsible for ensuring that a helmet is worn as required in this section and shall not allow the match to continue during any period in which a player fails to wear a helmet as required by these By-Laws.
- (g) It is recommended that players wear or purchase helmets that meet the British Standard. Players are also encouraged to purchase or wear helmets in club colours.
- (h) Players who remove the protective grill from their helmet will not be permitted to take further part in the match until the grill is added or helmet without the grill is replaced.
- (i) When a batter is out Caught, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over).
- (j) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.

### **(3) Movement by wicket-keeper**

- (a) After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his/her position in relation to the striker’s wicket, except for the following:
  - movement of a few paces forward for a slower delivery, unless in so doing it brings him/her within reach of the wicket.
  - lateral movement in response to the direction in which the ball has been delivered.
  - movement in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play. However, the provisions of Law 27.3 shall apply.
  - In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball and; inform the other umpire of the reason for doing so.



- The bowler's end umpire shall then award the one-run penalty for Wide or No ball, if applicable.
- award 5 Penalty runs to the batting side
- inform the captain of the fielding side of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpire(s) together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

**(4) Movement by any fielder other than the wicket-keeper.**

- (a) Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:
- minor adjustments to stance or position in relation to the striker's wicket.
  - movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.
  - movement by any fielder in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play.
  - In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so.
  - The bowler's end umpire shall then:
    - award the one-run penalty for Wide or No ball, if applicable
    - award 5 Penalty runs to the batting side
    - inform the captain of the fielding side of the reason for this action.
    - inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.
  - The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

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

After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

**(5) Footwear**

Rubber soles shoes shall only be used for all synthetic surfaces. The wearing of spikes (or sprigs) is not permitted. Players who participate in a match wearing unapproved footwear are deemed to be an “ineligible player” (eg thongs, work boots etc).

**(6) The Bat**

Law 5.7.2 shall be replaced by;

The width of the bat shall not exceed 4.25 in/10.8cm at its widest part.

**(7) Ground Inspections**

In all grades, prior to all matches days, game day checklists as part of the Cricket Australia National Club Risk Protection Programme must be completed by representatives of both teams in accordance with the instructions provided by Cricket Tasmania/SCA COM.

**(8)** The home side at each venue is responsible for the provision of both sets of stumps and bails. The first named team for matches held at a neutral venue is deemed to be the home team. A team that does not provide the stumps and bails as required will forfeit the match with the opposition side awarded the equivalent match points including bonus point to the highest points awarded in that grade in that round.

## **PART 6 – GENERAL**

### **37.0 Changes to Rules and By-Laws.**

The SCA COM, or committee or other person/s delegated by the SCA COM from time to time, may alter, rescind or replace any of these Rules and By-Laws.

When considering changes to these Rules and By-Laws, the SCA COM or other person/s delegated by the SCA COM, shall at all times consider the necessity for consultation with affiliated clubs. Where items/matters dictate the necessity for consultation, the feedback shall be taken into consideration prior to making changes.

### **38.0 Power of SCA COM**

(1) Relegation/Promotion

- (a) The SCA COM shall, prior to the commencement of the season, have the power to promote and relegate teams from all grades and competitions (including the Twenty20 competition).
  - (b) The SCA COM expects from season to season that the SCA competition may vary the grade structure if team numbers permit. A redistribution of teams may occur to this change in grades.
  - (c) Any SCA 1<sup>st</sup> Grade team must request in writing to be demoted at the time of, or prior to submitting their affiliation form, to be demoted to a lower grade.
  - (d) Grand Finalists from SCA lower grades can expect to be promoted to a higher Grade the following season. Teams finishing in the bottom two positions in each SCA Grade can expect to be relegated to a lower grade the following season unless exceptional circumstances exist (such as the affected club already fielding a team in the grade the team would otherwise have been promoted or relegated to).
  - (e) The COM reserves the right to impose restrictions upon any club requesting to have its highest team be demoted by more than one grade from which it last participated in.
- (2) Representative Matches
- (a) The SCA COM may schedule from time to time representative matches between sides representing the SCA and other Associations.
  - (b) The SCA COM may select, either directly or through an appointed sub-committee, the representative team from SCA players.
  - (c) Players choosing to make themselves unavailable to the SCA representative team without an acceptable reason may face an SCA suspension of the next roster match for their club.
- (3) The COM shall have the power to decide on all questions arising out of club matches and any other questions not provided for in these Rules and Bylaws or Constitution set down by the COM. If however, no decision can be reached or there is a conflict of interest between both parties, the decision shall, if warranted, go before Cricket Tasmania to review the process conducted, in which case their decision shall be final.

If the clubs wish to appeal the process of a decision made by the SCA COM or Tribunal decision, this must be done within 48 hours of the said decision by notifying the SCA Secretary. A monetary fee of \$250.00 will apply which will be refundable if found in the appellants' favour.

### **39.0 Serving of Notices**

Any notice required to be served under these Rules and By-Laws, except where otherwise specified, may be sent by email, or by ordinary mail, and in the case of ordinary mail shall unless otherwise be specified be deemed to have been received, unless the contrary is claimed, on the next business day following the day of posting.

(1) Any communication required to be given, lodged or otherwise received under these Rules and By-Laws shall be deemed to be so given, lodged or received:

- (a) If it is sent by registered or certified mail to the address of the addressee, on the day it is sent;
- (b) If it is delivered personally to the addressee when it is so delivered;
- (c) If it is sent by email, on the day it is so sent.

(2) Any communication contemplated by By-Law 39 may be given, lodged or received by any other means, but in that event the onus of showing that it was so given, lodged or otherwise received lies with the person giving or sending the communication.

(3) Any communication which is required to be given or sent to a club shall be deemed to have been given or so sent if it is given or sent in a manner contemplated by By-Law 39 to the secretary or president of that club.

(4) It is each club's and player's responsibility to ensure their email contact details are accurately recorded in Play HQ. A communication sent by the SCA COM or Tribunal is not considered invalid by virtue of the fact that the player or club has not recorded or updated their email address.

#### **40.0 Association Communication**

It is compulsory that clubs respond, within the time frame allocated, to all SCA correspondence and communication that requires response. Failure to comply with this rule may result in a fine of \$50.00 per late response.



## CODE OF BEHAVIOUR

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### PART 7 – SOUTHERN CRICKET ASSOCIATION TRIBUNAL

#### **41.0 SCA Tribunal**

- (1) There shall be an independent Tribunal for dealing with reports against players, officials or clubs.
- (2) The SCA Committee shall appoint a Tribunal panel consisting of a chair, a deputy chair, and five other panel members, of whom any three shall constitute the Tribunal for the purpose of a hearing.
- (3) The chair shall organise the business of the Tribunal and shall nominate the members who shall constitute the Tribunal for each hearing or each session of hearings, ensuring, as far as practicable, that at least the chair or deputy chair is a member at every hearing.
- (4) Where neither the chair nor the deputy chairman is included in a particular three-member Tribunal, the members constituting the Tribunal on that occasion shall appoint a chair from among themselves.
- (5) A chair has a deliberate vote only.

#### **42.0 Powers and Functions**

- (1) The Tribunal has jurisdiction to deal with all reports brought under the Laws of Cricket or these Rules and By-Laws and such other matters as the SCA Committee may from time to time refer to the Tribunal.
- (2) Reports may be brought by

- (a) an umpire or umpires;
  - (b) an SCA COM member; or
  - (c) any other person authorised in writing by the SCA COM.
- (3) Where a person or a body pleads guilty to, or is found guilty of an offence, the Tribunal may impose a penalty of suspension, disqualification, or any other penalty, which is authorised by these Rules and By-Laws.
- (4) The Tribunal may of its own motion charge a witness (whether the witness is a party to the proceedings or not) with giving unsatisfactory evidence and, after giving the person so charged an opportunity to be heard, proceed to a finding of guilty or not guilty and impose a penalty, if it thinks fit, in the same manner as with other reports.

#### **43.0 Appeals Against Tribunal Decisions**

A person aggrieved by the process that the SCA Tribunal conducted may lodge a request for Cricket Tasmania to review the process of how the decision was made, with the decision of which shall be final and binding.

Any such appeal shall be in writing and shall be lodged with the SCA Secretary (or another SCA COM member) within 48 hours of the original decision being made.

A monetary fee of \$250.00 will apply which will be refundable if found in the appellants' favour.

#### **44.0 Procedure of SCA Tribunal**

- (1) On hearing a report, the Tribunal –
- (a) Shall make a full and thorough investigation without regard to legal forms and solemnities;
  - (b) May admit evidence, including video evidence, that is considered relevant notwithstanding that such evidence might not be admissible in a court of law; and
  - (c) Shall observe the principles of natural justice.
- (2) It is the intention of this By-Law that, as far as practicable, proceedings should not be aborted because of technicalities. Accordingly, the failure of an umpire, the SCA COM, or other person presenting a report to comply with a condition or procedure in the Laws of Cricket or in these Rules and By-Laws shall not prevent the hearing and disposal of the report if the chair of the Tribunal rules, in his or her opinion, no substantial miscarriage of justice will occur as a result of that failure.
- (3) A party to proceedings, whether it is the person making the report or the person reported, is entitled to present his or her own case including calling and examining witnesses and summing up. Parties may have an advocate present who may assist them but can't be involved directly with the case, however, they can make a submission to the Tribunal on their behalf before the Tribunal considers its penalty.
- (4) Subject to these provisions, the Tribunal may regulate its own procedure.

- (5) Where a player is reported, his or her captain, or the captain's nominated deputy, shall also attend the hearing as a consequence of the Laws of Cricket 1.4 and 41.1.

#### **45.0 Attendance at Hearings**

- (1) Hearings will be conducted at a place, time, day and manner as advised by the SCA Secretary (or another COM member) as soon as possible following the match from which the report arises.
- (2) The SCA Secretary (or another COM member) may notify such people as they think appropriate, either orally or in writing that they are required to attend as witnesses.
- (3) Attendance by author/s of the report, players reported, and witnesses is compulsory and any such person who is not present at the specified time may be reported by the Tribunal for failing to attend a hearing and may be dealt with accordingly.
- (4) A penalty for non-attendance is in addition to any other penalty arising from a hearing.
- (5) Attendance may include via electronic means.

#### **46.0 Public Comment**

- (1) It is an offence for an umpire, a player, a SCA COM member or a club official, including on social media;
  - (a) To comment publicly on a report prior to its determination by the Tribunal; or
  - (b) To criticise publicly a decision of the Tribunal.

### **PART 8 – CODE OF BEHAVIOUR**

#### **Preamble**

Cricket is a game that owes much of its unique appeal to the fact that it is to be played not only within its Laws, but also within the spirit of the game. Any action seen to be abusing this spirit causes injury to the game itself.

Embracing the spirit of the game means participating, either as a player or as an official, fairly and exhibiting respect for other players and officials and the game's traditional values such as graciousness in defeat and humility in victory.

Cricket has a distinct place in Australian society and history. As an element in Australia's national identity, cricket plays a significant role. This status brings with it responsibilities for players and officials to conform to high standards of fair play and personal behaviour on and off the field.

This Code of Behaviour is intended to protect and enshrine such important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.

This Code applies to conduct on the field of play (in respect of any match) and off the field of play.

The SCA COM may cause an investigation to be conducted into matters reported to it regarding alleged breaches of the Spirit of Cricket. Such investigations are to occur as soon as practicable after the alleged breach is brought to the attention of the SCA COM.

The SCA COM may investigate matters that are not accompanied by an Umpires Report if, in the opinion of the SCA COM, the alleged behaviour warrants enquiry. Penalties for breaching the Spirit of Cricket are at the discretion of the SCA COM but will generally attract similar penalties that would be imposed by a Tribunal for matters reported by umpires.

The SCA COM also has the power to refer a matter to the SCA Tribunal (including any evidence or witness statements that the SCA COM has obtained), to further investigate and hear the matter. The SCA Tribunal that is convened in such circumstances has all the powers that are afforded it by operation of Parts 7 & 8 of these Rules and By-Laws.

### **The Spirit of Cricket Award**

After each match in all grades, the umpire(s) award points reflecting each team's performance against a pre-determined set of criteria that look to reward positive behaviour in accordance with the Spirit of Cricket (see Appendix C).

Points may be deducted from clubs for relevant warnings/yellow cards while any reports/suspensions may result in clubs being ineligible to receive the Spirit of Cricket Award. The SCA COM will confirm the winner of the award and may consider the number of teams a club enters into the competition.

### **47 Unacceptable conduct (Law 42)**

**A registered person/player acting as square leg umpire is not deemed an official umpire for the purposes of Part 8.**

**47.1.1** The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 and Level 4 offences in 47.2 to 47.5.

**47.1.2** If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

**47.1.3** The umpire concerned shall report the matter to the other official umpire (unless umpiring alone) and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in 47.2 to 47.5 below, and then apply the related sanctions.



**47.1.4** For each Level 1 to 4 during the match, if the offence is by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this Law, the batsmen at the wicket may not deputise for their captain.

**47.1.5** For each Level 1 to 4, during the match, Lost playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals (Law 11) and suspensions of play (Law 2.8). The time for close of play on that day shall be extended by this length of time. If applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

47.1.6 Any report that occurs after the conclusion of a match and all level 1 warnings issued to a Captain under Clauses 23.5, 50.2, 51.2 or 51.3 for failure to notate dates of birth of underage players on a team sheet or correctly maintain the Scoresheets or failure to sign the All Clear shall be subject to all the processes discussed in these Rules and Bylaws, except the run penalty under Law 42 SHALL NOT be applied.

## **47.2 Level 1 offences and action by umpires**

**47.2.1** Any of the following actions by a player shall constitute a Level 1 offence:

- wilfully mistreating any part of the cricket ground, equipment or implements used in the match in a manner unlikely to cause damage or injury. This would include throwing any cricket equipment.
- showing dissent at an umpire's decision by word or action
- using language that, in the circumstances, is obscene, offensive or insulting
- making an obscene gesture
- appealing excessively
- advancing towards an umpire in an aggressive manner when appealing
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

**47.2.2** If such an offence is committed, 47.2.2.1 to 47.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level – by that team.

**47.2.2.1** The umpire shall call Time, if necessary, and make a note of the time play stopped and note the over and ball bowled along with details of the incident.

**47.2.2.2** The official umpire(s) shall summon and inform the offending player's captain at the next break in play for drinks or at the close of innings that an offence at this Level has occurred.

**47.2.2.3** If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall

**47.2.2.3.1** issue a yellow card and a first and final warning which shall apply to all members of the team for the remainder of the match.

**47.2.2.3.2** warn the offending player's captain that any further Level 1 or higher offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

**47.2.2.4** If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.

**47.2.2.5** As soon as practicable the umpire shall, make a note of the time play recommenced, and call Play.

**47.2.2.6** The official umpire, or umpires together, shall report the occurrence as soon as possible at a break in play or close of innings to the offending player's team Captain and to the Secretary, Southern Cricket Association, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team and formally advise the Secretary of the offending player's club of the report.

### **47.3 Level 2 offences and action by umpires**

**47.3.1** Any of the following actions by a player shall constitute a Level 2 offence:

- serious and wilful abuse and mistreatment of cricket equipment, causing damage or injury – or likely to injure (another player, an umpire or a spectator). This would include deliberately kicking or hitting and disturbing the stumps or bails or throwing equipment at or close to another person.
- a second level 1 report for that player, in the same match (this excludes penalties for Captains under clauses 23.5, 50.2, 51.2 and 51.3)
- repeated or serious dissent at an umpire's decision by word or action.
- repeated and continuing use of language that, in the circumstances, is obscene, offensive or insulting
- throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

**47.3.2** If such an offence is committed, 47.3.2.1 to 47.3.2.6 shall be implemented.

**47.3.2.1** The umpire shall call Time, if necessary.

**47.3.2.2** The official umpire(s) shall summon and inform the offending player's captain (if it relates to the fielding side) or at a break in play for drinks or close of innings that an offence at this Level has occurred.

**47.3.2.3** The umpire shall award 5 Penalty runs to the opposing team.

**47.3.2.4** The umpire shall warn the offending player's captain that any future Level 1 or higher offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

**47.3.2.5** As soon as practicable, the umpire shall award 5 Penalty runs to the opposing team, make a note of the time play recommenced, and call Play.

**47.3.2.6** The official umpire, or umpires together, shall report the occurrence as soon as possible after the match to the offending player's team Captain and to the Secretary, Southern Cricket Association, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

#### **47.4 Level 3 offences and action by umpires**

**47.4.1** Either of the following actions by a player shall constitute a Level 3 offence:

- making inappropriate and deliberate physical contact with another player
- using language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent, gender, gender identity, sexuality or national or ethnic origin
- intimidating an umpire by language or gesture
- threatening to assault a player or any other person (except an umpire. See 47.5.1.)

**47.4.2** If such an offence is committed, 47.4.2.1 to 47.4.2.8 shall be implemented.

**47.4.2.1** The umpire shall call Time, if necessary.

**47.4.2.2** The official umpire(s) shall summon and inform the offending player's captain that an offence at this Level has occurred.

**47.4.2.3** The official umpire(s) shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:

**47.4.2.3.1** In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

**47.4.2.3.2** If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately.

**47.4.2.3.3** If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.

**47.4.2.3.4** If the offending player is a not out batter, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batter is available to bat during a batter suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.

**47.4.2.3.5** If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings

**47.4.2.3.6** Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

**47.4.2.3.7** Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended

**47.4.2.4** As soon as practicable, the umpire shall award 5 Penalty runs to the opposing team, signal the Level 3 penalty to the scorers, make a note of the time play recommenced, and call Play.

**47.4.2.5** The official umpire, or umpires together, shall report the occurrence as soon as possible after the match to the offending player's team Captain and to the Secretary, Southern Cricket Association, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team and notify the Secretary of the offending club of the report.

## **47.5 Level 4 offences and action by umpires**

**47.5.1** Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

**47.5.2** If such an offence is committed, 47.5.2.1 to 47.5.2.5 shall be implemented.

**47.5.2.1** The umpire shall call Time, if necessary.

**47.5.2.2** The official umpire(s) shall immediately summon and inform the offending player's captain that an offence at this Level has occurred.

**47.5.2.3** The official umpire(s) shall direct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

**47.5.2.3.1** If the offending player is a fielder, no substitute shall be allowed for him/her. He/she is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.

**47.5.2.3.2** If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

**47.5.2.3.3** If the offending player is a batter he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batter is available to bat, the innings is completed.

**47.5.2.3.4** Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

**47.5.2.4** As soon as practicable, the umpire shall award 5 Penalty runs to the opposing team, signal the Level 4 penalty to the scorers, make a note of the time play recommenced, and call Play.

**47.5.2.5** The official umpire, or umpires together, shall report the occurrence as soon as possible after the match to the offending player's team Captain and to the Secretary, Southern Cricket Association, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team and notify the Secretary of the offending players club of the report.

## **47.6 Captain refusing to remove a player from the field**

**47.6.1** If a captain refuses to carry out an instruction under 47.4.2.3 or 47.5.2.3, the umpires shall invoke Law 16.3 (Umpires awarding a match).

**47.6.2** If both captains refuse to carry out instructions under 47.4.2.3 or 47.5.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Law 12.9 (Conclusion of match) and there shall be no result under Law 16 (The result).

## **47.7 Additional points relating to Level 3 and Level 4 offences**

**47.7.1** If a player, while acting as wicket-keeper, commits a Level 3 or Level 4 offence, Law 24.1.2 (Substitute fielders) shall not apply, meaning that only a nominated player may act as wicket-keeper, even if another fielder becomes injured or ill and is replaced by a substitute.

**47.7.2** A nominated player who has a substitute will suffer a penalty for any Level 3 or Level 4 offence committed by that substitute.

**47.7.2.1** When the offence is committed by a substitute, the nominated player and substitute will each suffer the penalty defined in 47.4.2.3 or in 47.5.2.3 as appropriate. Only the substitute will be reported as in 47.4.2.5 or 47.5.2.5.

## **48.0 Standard of Conduct**

- (1) The SCA expects players and officials to demonstrate the highest standard of conduct, consistent with the Laws of Cricket, the traditions, and the spirit of the game of cricket.
- (2) Accordingly, it is not a defence to a report, nor may it be offered in mitigation, that;
  - (a) Crude or offensive language used is considered acceptable at some levels of society; or
  - (b) A form of on-field behaviour is considered acceptable in other places where cricket is played.
- (3) Laws 1.4 states that the captains are responsible for ensuring that play is conducted within the spirit of the game as well as within the Laws.
- (4) Players, Captains or clubs who are found by the SCA COM to have acted contrary to the Spirit of Cricket will be subject to such sanctions as the SCA COM deems appropriate, including loss of match points, suspension of involved players and/or officials, or fines.
- (5) Umpire(s) and captain(s) have the power to report incidents which may arise within 48 hours of the completion of any authorised SCA match. The SCA COM is required to commence enquiries into alleged breaches of the Spirit of Cricket within 24 hours of formal notification of the issue.

- (6) All members must abide by the SCA Social Media Policy (Appendix 'D'). This policy will be posted on the SCA website, and may be changed at any point in time by the COM. Any such changes will be notified to all clubs and published as a news item on the SCA website. Breaches of the SCA Media Policy will be dealt with by the COM as the COM sees fit and may include penalties being imposed upon the member and/or their club which may include fines and/or suspension and/or de-registration.

#### 48.1 Laws of Cricket and the Spirit of the Game

No.	Rule	Guidelines
5	<p>Players must obey the <i>Laws of Cricket</i> and play within the spirit of the game. The captain and Team coach must use their best efforts to ensure that their Team and individual members of the Team complies with this rule</p>	<ul style="list-style-type: none"> <li>● This is meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 – 4 (inclusive) of the Code.</li> <li>● Conduct which will be prohibited under the clause includes using an illegal bat, cheating during play, time wasting and any conduct which is considered “unfair play” under Law 41 of the Laws of Cricket.</li> <li>● This Rule is not intended to punish unintentional breaches of the Laws of Cricket.</li> <li>● Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.</li> <li>● Nothing in this Rule or the Code alters the onus on the captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.</li> </ul>

#### 48.2 Unwelcoming Behaviour

No	Rule	Guidelines
6	<p>Without limiting any other rule, players and officials must not at any time in a</p>	<ul style="list-style-type: none"> <li>● It is intended to include (but not be limited to) serious or repeated criminal conduct,</li> </ul>

<p>cricket related situation engage in behaviour unbecoming to a player or official that could bring them or the game of cricket into disrepute or be harmful to the interests of cricket</p>	<p>public acts of misconduct, unruly public behaviour and sexual misconduct.</p> <ul style="list-style-type: none"> <li>● This Rule applies in the following circumstances only: <ul style="list-style-type: none"> <li>(a) attendance at an official cricket function</li> <li>(b) conduct during play of a SCA match</li> </ul> </li> </ul>
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## 49.0 Offences & Penalties

### Section 1: Rules and Behaviours - Offences

Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct and may be extended to cover any event that brings the game into disrepute. In such cases, the level of the offence shall be determined by the report writer and noted in the Player Report.

### 49.1 Rules and Behaviours - Penalties

- (1) The Tribunal shall have the right to upgrade or downgrade the level of the offence reported to them should they feel such an action appropriate.

**The following are guidelines to the level of penalties to be imposed for a first offence.**

Level of Offence	
<b>Level 1</b>	Automatic Warning (Yellow Card). Any second, Level 1 offence, by the same player in the match shall be automatically result in a Level 2 Offence Report.
<b>Level 2</b>	Minimum ban of 2 match, and up to 4 matches.
<b>Level 3</b>	Minimum ban of between 3 matches and up to 6 matches.
<b>Level 4</b>	Minimum ban of between 6 matches up to a life ban.
<b>Level 5</b>	At the discretion of the Tribunal
<b>Level 6</b>	At the discretion of the Tribunal



- (2) The Tribunal shall have the discretion, however, to impose such penalty as it considers appropriate, taking into account the previous record of the person or club subject to the report. This may include imposition of a fine, or suspension of whole or part of any penalty upon conditions as the Tribunal thinks fit.
- (3) Subsequent offences, in the same season, may result in a greater penalty than that set out in the guidelines being applied.
- (4) In the event of a penalty being for a number of matches, the Tribunal must specify the type of Match or Matches in which the ban is/are to be served.

## **50.0 Reporting by Umpires**

- (1) In the case of an offence under these rules, which an umpire considers to be serious, he may place the player, coach, scorer or other club official immediately on report, and the matter will then go to the Tribunal for resolution. Reports must be received by the SCA Secretary (or another SCA COM member) by 10am on the next business day following the completion of the match.
- (2) Each captain (or nominated deputy) must check with at least one official umpire at the end of a match, to ascertain if any reports have been made, and sign the All Clear on the Umpire Match Report. Captains who fail to do so will be issued with a Yellow Card (warning) under By-Law 51.
- (3) The reported person may be offered the option of pleading guilty to a single level 2 offence. Should the reported person elect to do so, the following procedure will apply. The reported person shall automatically receive the minimum penalty for that offence and shall not be required to attend a Tribunal.
- (4) A person who has been reported & directed straight to the Tribunal cannot be offered a reduced sanction for an early guilty plea, this includes any charges for offences not classified as Level 1 or Level 2.
- (5) Whenever a person elects to plead guilty and accept the automatic penalty regardless of the format of game in which the person was participating, the suspension shall apply to the next SCA match – or matches - regardless of the format (e.g. Twenty20 or One-Day) in the grade in which the offence occurred. The reported player is not permitted to play in any other grade until the penalty is served. However, play must commence in a match for the match to count towards the number of games suspended (e.g.: forfeits, byes and complete washouts will not count towards the penalty of suspension imposed on the player).  
This clause also applies to any automatic suspensions incurred, through the operation of Rule 51.
- (6) Reports by parties other than an Umpire, shall be in writing to the SCA Secretary (or another SCA COM member) outlining the offence or offences and shall be received by the SCA COM no later than 48 hours following the incident.

## **51.0 Warnings (Yellow Cards)**

- (1) In a case where an umpire has concern about the conduct of a player but does not think the incident warrants a report to the Tribunal, the umpire will note the incident on the Umpire Match Report, noting the relevant Level 1 Rule number,

advise the player and his/her captain accordingly and confirm this at the conclusion of the match.

- (2) Failure of any captain (or their nominated deputy) to confirm such relevant information, and or sign the All Clear shall be recorded in the Umpire Match Report and be subject to an automatic Yellow Card. The SCA Secretary (or another SCA COM member) must be advised of warnings issued no later than 10.00am on the next working day following the completion of the match.
- (3) Captains are also responsible for ensuring the scores are correct, and that those appointed to maintain the record of the scores are competent. In the event of the umpire(s) finding a Captain in breach of this responsibility, an automatic Yellow Card shall be issued to the offending Captain in accordance with this clause.
- (4) If a player is noted on three such reports within a 24-month period, it shall constitute an offence and the player shall incur an automatic one match suspension. Following the serving of the suspension, the player has their record wiped clean and a new 24-month period commences.
- (5) Warnings issued, or penalty imposed, in accordance with By-Law 51 cannot be appealed.



# SCA ONE-DAY PLAYING CONDITIONS

## SCA 50 Over Matches

	Start	Lunch	Stumps	Overs per side
50 Over Matches	10:30am	1:50pm to 2:20pm	5.40pm	50 Overs

[www.southerncricket.com.au](http://www.southerncricket.com.au)

### Part 9 – SCA One-Day Playing Conditions – SCA 50 Over Cricket

Except as outlined below, Laws of Cricket (2017 Code 3<sup>rd</sup> edition 2022) shall apply

#### 1.0 Law 1 – The Players

##### 1.1 Law 1.2 Nominflation of Players

The following shall apply in addition to Law 1.2;

51.1.1.1.1 Players Under 19, Under 17, Under 15 and Under 13 years of age must be noted on the team sheet prior to the toss being made. Refer PC 8.4

51.1.1.1.2 The umpires copy of the team sheet shall then be delivered to the Association (Umpires Advisor) following the completion of the match

## 2.0 Law 2 – The Umpires

The following shall apply in addition to Law 2 where one (1) umpire is allocated to a match;

### (1) Provision of Square-Leg Umpire

- (a) The batting side is responsible for providing, where necessary, a Square Leg Umpire from a registered person with their club.
- (b) Team captains are responsible for the conduct of people used in the capacity of Square-Leg umpires. Team captains must ensure that the duty is carried out in a fair and competent manner.
- (c) All persons undertaking this duty must be made aware of the 'guidelines' by the team captain prior to taking the field. The officially appointed bowler's end umpire can call for the removal of persons who contravene any of the requirements of a Square Leg umpire.
- (d) A player who has been reported during a game, must not later act as Square Leg Umpire during that match.
- (e) The SCA COM may take action against any club that fails to adhere to the spirit of the guidelines.
- (f) Where the circumstances warrant such action the captain of the fielding team has the right, through the officially appointed bowler's end umpire, to request that a person acting as Square Leg Umpire be replaced. If the bowler's end umpire agrees that such action is appropriate, then the captain of the batting team must arrange an immediate replacement.

### (2) Guidelines for Square Leg Umpire

During SCA roster matches where only one (1) Match Umpire is appointed, the batting team is required to provide a square-leg umpire from its members. All teams must accept the responsibility of providing a suitable team member for this task.

- (a) All persons acting as square-leg umpire must wear a reflective green/yellow/orange jacket. These must be worn at all times. Each club is responsible for the maintenance of these jackets. All persons acting as square-leg umpire are expected to act with impartiality at all times and must refrain from coaching, acting as team messenger or becoming involved in unnecessary conversation or contact with the batters. Match Umpires are required to take action where this rule is not being adhered to.
- (b) The changing of square-leg umpire, which becomes necessary during the match, must not incur any wasting of time.
- (c) All persons acting as square-leg umpire must accept the instruction and guidance of the match umpire.
- (d) The square-leg umpire shall attend to the batting end stumps as required. Failure to do so shall incur a yellow card.
- (e) Decisions required by the square-leg umpire include the following:

- Stumping's
  - Run Out's
  - Hit Wicket
  - Short Runs
  - The position of the batter when a catch is affected and;
  - The officiating umpire may confer with the square-leg umpire for other decisions.
- (f) The officially appointed match umpire, in the case of an obvious error or misinterpretation of the Laws of Cricket (2017 Code 3<sup>rd</sup> edition 2022), shall have the power/right to overrule or overturn a decision of the person acting as a square-leg umpire.
- (g) Due to Covid-19, the square-leg umpire is not permitted to hold drinks for the batters, for consumption between overs unless drink bottles are separately identified and replaced as the outgoing and incoming batters enter/leave the field.

### **3.0 Law 3 – The Scorers**

#### **3.1 Law 3.1 Appointment of Scorers**

Law 3.1 shall be replaced with the following;

Both teams are to supply scorers for the match to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

### **4.0 Law 4 – The Ball**

#### **4.1 Law 4.2 Approval and control of balls**

The below shall be applied in addition to Law 4.2;

- (1) New 156g Kookaburra brand white balls, with SCA badging will be used in all matches.
- (a) The following types of Kookaburra Brand balls may be used in SCA 1<sup>st</sup> – 4<sup>th</sup> Grade matches
- Kookaburra Regulation 156g (White) or;
  - Kookaburra Club Match Ball 156g (White)
- (b) A team that is not able to produce a match ball (as per the above) to the umpire prior to commencement of play will forfeit the match. The opposition team will be awarded the equivalent of the highest match points awarded for that round in that grade including bonus points.

#### **4.2 Law 4.3 New Ball**

Law 4.3 shall be replaced with the following

Each fielding team shall have one new ball for its innings. In the event of

a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpire(s) being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though the replaced ball has not gone out of shape.

Either bowler or batter may raise the matter with the umpire(s) and the Umpires' decision as to replacement or otherwise will be final.

#### **4.3 Law 4.5 Ball Lost or Becoming Unfit for Play**

The following shall apply in addition to Law 4.5;

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batter and the fielding captain.

### **5.0 Law 9 – Preparation and Maintenance of the Playing Area**

#### **5.1 Law 9.2 Clearing debris from the pitch**

Law 9.2 shall be replaced by the following;

The synthetic pitch, where possible may be cleared of any debris by sweeping, or by hand before the match, or at any time where the umpire(s) consider necessary.

### **6.0 Law 10 – Covering the Pitch**

The below shall be applied in addition to Law 10;

Covering a synthetic pitch in the SCA is permitted, provided clubs have consulted with respective councils/LGA's and obtained approval.

### **7.0 Law 11 – Intervals**

#### **7.1 Law 11.2 Duration of Intervals**

Law 11.2 shall be replaced by the following;

- (1) The interval between innings shall be of 30 minutes' duration.
- (2) Where more than 15 minutes of actual playing time has been lost, the interval will be reduced to 15 minutes but no further.
- (3) Where the team batting first has been dismissed before the 34<sup>th</sup> over, if the umpire(s) and both captains agree, a 10-minute changeover can be

approved. If the Match has not been completed by the time the original scheduled interval arrives, then a further 20-minute interval will apply.

## **7.2 Law 11.5 Changing Agreed Times of Lunch Interval**

Law 11.5 shall be replaced by the following;

In the event of the team batting first being dismissed before the scheduled lunch break, Rule 7.1(3) will apply.

## **7.3 Law 11.8 Intervals for Drinks**

Law 11.8 shall be replaced by the following:

Two drink breaks per innings shall be permitted, at the conclusion of the 17<sup>th</sup> and 34<sup>th</sup> overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Umpires shall use discretion to include extra drinks breaks in instances of extreme heat.

## **8.0 Law 13 – Innings**

### **8.1 Law 13.1 Number of Innings**

Law 13.1 shall be replaced by the following

SCA One Day One-Day shall be of one day's scheduled duration. The matches will consist of one innings per side, with each innings being limited to 50 overs.

Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:

**SCHEDULED PLAYING TIME**

	Start	Lunch	Stumps	Overs Per Side
50 Over Matches	10:30	1.50 – 2.20	5:40	50 Overs

Should the minimum required number of overs as outlined in PC 8.1 or the number revised by the umpires not be completed by the scheduled time for stumps, over rate penalties outlined in PC 16.3 shall apply.

### **8.2 Length of Innings**

**(1) Uninterrupted Matches**

- (a) Each team shall bat for the number of overs as outlined in PC 8.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
- (b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalties will be applied as per PC 16.3.

**(2) Delayed or Interrupted Matches**

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes or part thereof per over in the total time available for play in all grades. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.
- (c) Fractions are to be ignored in all calculations regarding the number of overs.
- (d) A minimum of 25 overs per side are to be bowled for a result to be achievable, unless a team is bowled out within the 25 overs allocated.
- (e) Where a match is reduced and a re-calculation of the target score is required using the Duckworth Lewis Stern (DLS) model, both captains are to ensure that the target score is agreed to prior to re-commencing the match. The two captains are to agree on the target score set and the method of calculation which is to be overseen by the match umpire(s).

**(3) Delayed or Interrupted Matches of the Team Batting First.**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 8.2(2)
- (b) If the required number of overs, by the rescheduled time for cessation of the first innings have not been bowled, PC 16.3 shall apply.
- (c) If rain stops play more than once the same process applies except that overs lost are added together with previous overs lost then divided by 2, this will determine overs per innings. Example: 8 overs lost before play then 10 overs played then another rain delay of 10 overs  $8 + 10 = 18 \div 2 = 9$ . hence  $50 - 9 = 41$  overs each innings. 10 overs have already been played therefore 31 overs remain in the



first innings.

**(4) Delayed or Interrupted Matches of the Team Batting Second.**

- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 8.2(3) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) If the required number of overs have not been bowled in the scheduled time for cessation, PC 16.3 shall apply.
- (c) Unless determined otherwise by the umpire(s), the penalty for slow over rate will be as per PC 16.3.

**(5) Extra Playing Time**

No extra playing time shall be made available except as provided in PC 8.2(6) (allowances) and 9.2 (super over).

**(6) For the purpose of determining penalties for over rate penalties, the following allowances shall be taken into account**

- (a) Actual time taken for treatment of an injured player on the field;
- (b) Actual time taken for a player leaving the field in the event of a serious injury;
- (c) Actual time taken to dry a wet ball;
- (d) Actual time to find or replace a ball;
- (e) Five (5) minutes for each drinks in excess of two per innings in conditions of extreme heat; and
- (f) Actual time lost due to all other circumstances that are beyond the control of the fielding side, including any player reports.

**(7) There shall be no allowances given for:**

- (a) Wickets falling; and
- (b) Drinks Intervals.

**8.3 Number of Overs Per Bowler**

- (1) No bowler shall bowl more than 10 overs in an innings.
- (2) In a delayed or interrupted match where the overs are reduced for both teams, or for the team batting second, no bowler may bowl more than one-fifth of the total overs allowed.
- (3) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

- (4) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only insofar each bowler's limit is concerned.
- (5) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his/her allocated amount of overs (at any time during the course of such an over), the umpire will instruct the captain to immediately replace the bowler, the replacement bowler is to count the completion of the over as a whole over in regard to his/her own allocation.
- (6) The scoreboard if possible, will show the total number of overs bowled and the number of overs bowled by each bowler.
- (7) The bowling restrictions for underage players apply for these matches as outlined in PC 8.4.

#### **8.4 Underage Bowling Limits**

This PC relates to fast and medium pace bowlers, as defined by the umpires.

- (1) Daily limits are imposed as follows;
  - (a) Under 19, a maximum spell of seven (7) consecutive overs, and a maximum daily allocation of 10 overs.
  - (b) Under 17, a maximum spell of six (6) consecutive overs, and a maximum daily allocation of 10 overs.
  - (c) Under 15, a maximum spell of five (5) consecutive overs, and a maximum daily allocation of 10 overs.
  - (d) Under 13, a maximum spell of four (4) consecutive overs, and a maximum daily allocation of 8 overs.
  - (e) These regulations are to apply to players for the entire season, even if they turn 19, 17, 15 or 13 in that season. The player's age shall be taken as at the 31<sup>st</sup> August each year.
- (2) The break between spells shall be a minimum of 30 minutes of actual time (not just playing time).
- (3) A bowler who bowls less than the maximum in a spell may resume prior to the end of the specified break, but this will be considered an extension of the same spell, the appropriate time limit will apply, the break within the spell shall be disregarded, and the minimum break shall apply before the next spell.
- (4) Team Captains are responsible for advising the Umpire/s when an underage player commences a bowling spell. Each bowler in this category must ensure the bowler's end umpire is aware of his/her identity and that he is subject to this PC whenever commencing or resuming bowling. The Captains of both teams shall inform the scorers prior to the commencement of the innings, which bowlers are subject to this PC. Refer PC 1.1
- (5) Where a bowler changes between medium pace (or faster) and slow bowling during a single day's play, this rule applies as follows;

- (a) If the bowler begins with medium pace (or faster), they are subject to the PC throughout the day regardless of change in pace to slower bowling.
- (b) If the bowler begins with slow bowling and changes to medium pace (or faster), the PC applies from the time of the change, and in that case any overs bowled prior to the change shall not be taken into account in either the daily limit or the current spell.

## **9.0 Law 16 – Result**

### **9.1 Law 16.2 - A Win – One-Innings Match (One-Day)**

The following shall also apply in addition to Law 16.2

A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs (for both roster and finals matches), unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches, in which one or both teams have not had sufficient time to bat for a minimum of 25 overs, shall be declared No Result.

### **9.2 Law 16.5 All Other Matches – A Tie or Draw**

Law 16.5.1 shall be replaced by the following;

Matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and a super over will be held, as outlined in Appendix B' shall apply

### **9.3 Delayed or Interrupted Matches**

If, having received the minimum number of overs, the team batting second has not had the opportunity to complete the agreed number of overs and has neither been dismissed, not passed its opponents score, the result shall be decided as follows.

The Duckworth/Lewis/Stern (DLS) will be used to calculate the revised target score. The target score will always be a whole number and the target score to win will be that plus one run.

## **10.0 Law 21 – No Ball**

### **10.1 Law 21.7 - Ball bouncing more than once, rolling along the ground or pitching off the pitch**

The following shall also apply in addition to Law 21.7

A ball that wholly or partially pitches off the artificial surface shall be deemed a No Ball and be re-bowled, however, it shall not be deemed a free hit.

## **10.2 Law 21.10 – Ball bouncing over head-height of the striker.**

Law 21.10 shall be replaced by PC 16.1

## **10.3 Free Hit After a No Ball.**

The delivery following a no ball (other than PC 10.1) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **11.0 Law 22 – Wide Ball**

### **11.1 Law 22.1 Judging a Wide**

Law 22.1 shall be replaced by the following:

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

- (1) Any ball passing the batter on the offside more than 75cm wide of the off stump shall be called a wide.
- (2) For the leg side, any delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a wide unless the ball passes between the striker and the stumps. A penalty of one (1) run for a wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded.
- (3) All runs which result from a wide ball, which is not a no-ball shall be scored as wides.
- (4) 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.

## **12.0 Law 24 – Fielder Absence – Substitutes**

### **12.1 Law 24.1 Substitute Fielders**

Law 24.1.2 shall be replaced by the following:

A substitute shall not bowl or act as captain, or act as a wicketkeeper.

### **13.0 Law 25 – Batsman’s Innings - Runners**

Law 25 shall be replaced with the following:

Runners shall not be permitted in any SCA Competition match.

### **14.0 Law 26 – Practice on the Field**

Law 26 will be replaced with the following:

Practicing on the field is permitted before the commencement of the play, or during breaks in play.

Once the umpires have set the stumps in place in preparation for play, practicing on the pitch is not permitted.

### **15.0 Law 28 – The Fielder**

#### **15.1 Law 28.4 Limitation of on side fielders**

**The following shall apply in addition to Law 28.4**

At the instant of delivery, there may not be more than five (5) fielders on the leg side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.

In the event of infringement of this Law by any fielder, the striker’s end umpire shall call and signal no ball.

#### **15.2 Other Fielding Restrictions**

In addition to the restrictions contained in PC 15.1, fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

- (1) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius shall be 30yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or ‘dots’ at 5-yard (4.57 metres) intervals with each dot covered by white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter).
- (2) During the first 10 FROs, no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are

overs 1 to 10 inclusive. During the next 30 FROs no more than four (4) fielder shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. During the remaining 10 FROs no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- (3) In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table in PC 15.2(7) below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match
- (4) If play is interrupted during an innings and the table in PC 15.2(7) applies, the FROs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. See examples below:
  - (a) *A 50 over inning is interrupted after 18.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.*
  - (b) *A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new FROs are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.*
- (4) At the commencement of the middle and final phases of an innings, the umpire shall advise both batsmen and the fielding captain.
- (5) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'

(6) **Fielding Restriction Overs Table**

Innings Duration (Overs)	FROs		
	Block 1 (Overs)	Block 2 (Overs)	Block 3 (Overs)
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6

32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

## **16.0 Law 41 – Fair and Unfair Play**

### **16.1 Law 41.6 – Bowling of Dangerous and Unfair Short Pitched Deliveries**

The following shall apply in addition to Law 41.6;

- (1) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.

- (2) The umpire at the bowlers' end shall advise the bowler and the striker when each fast-short pitched delivery has been bowled.
- (3) Should a third such delivery be bowled in an over, either umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3
- (4) If the bowler is 'no-balled' for the same offence a second time in the innings the removal procedures of Law 41.6 shall be invoked as applicable.

## 16.2 Law 41.7 – Dangerous and Unfair Non-Pitching Deliveries

The following shall apply in place of Law 41.7.1 and 41.7.2;

- (1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.
- (2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.
- (3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (4) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (5) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

## 16.3 Over Rate Penalties

Each side has 3 hours 20 minutes to complete the required number of overs. If the overs are not completed at the scheduled break, the batting side will complete their allotted overs. The scheduled break will then be held in full. The number of overs completed after the allotted 3 hours and 20 minutes shall then be double and then deducted from the team batting second allocation of overs. **(i.e. After 3 hours a 20 minutes team batting first has completed 48 overs they will face out their remaining 2 overs before the break. The team batting second will then have 46 overs to achieve the target score).**



The team batting second is entitled to receive the same number of overs as the team batting first unless the rules permit otherwise. If the scheduled number of overs have not been bowled by the scheduled cessation time of that innings to the team batting second, then the team batting second will be awarded a penalty of five (5) runs for each over not commenced at the scheduled cessation time for that innings. **i.e.- in an uninterrupted innings, the 48<sup>th</sup> over has commenced at the scheduled cessation time. The penalty is 10 runs (2 overs at 5 runs per over) which is added to the second batting team's score, and the 49<sup>th</sup> and 50<sup>th</sup> overs are bowled if required**

The penalties above are imposed at the umpire's discretion, and the umpire may take account of any factors which may have slowed up play for the fielding team such as interruptions to play caused by injury, lost balls or other factors out of the control of the captain of the fielding team, time wasting by the batters, the playing conditions – such as extreme heat or wet conditions.

### SCA 50 Over Grade Loss of Play in One-Day Matches

In the event of rain before or during the first innings of the match, no overs will be lost until 15 minutes of play has been lost. In the case where more than 15 minutes have been lost, the lunch interval will be reduced from 30 minutes to 15 minutes.

#### First Innings

For time PRIOR to play, reduced innings by 1 over per team each WHOLE OR PART of 8 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
0-15	0	87	9	159	18
23	1	95	10	167	19
31	2	103	11	175	20
39	3	111	12	183	21
47	4	119	13	191	22
55	5	127	14	199	23
63	6	135	15	207	24

71	7	143	16	215	25
79	8	151	17		

### Second Innings

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART of 4 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	40	10	76	19
8	2	44	11	80	20
12	3	48	12	84	21
16	4	52	13	88	22
20	5	56	14	92	23
24	6	60	15	96	24
28	7	64	16	100	25
32	8	68	17		
36	9	72	18		

Refer to PC 8.2(2) for provision to make up lost time PRIOR TO reducing overs.

### 50 Over One Day Matches

#### One Day Limited Over Matches Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations		Overs	Bowling Limitations
50	5 x 10		37	2 x 8 & 3 x 7
49	4 x 10 & 1 x 9		36	1 x 8 & 4 x 7
48	3 x 10 & 2 x 9		35	5 x 7
47	2 x 10 & 3 x 9		34	4 x 7 & 1 x 6
46	1 x 10 & 4 x 9		33	3 x 7 & 2 x 6

45	5 x 9		32	2 x 7 & 3 x 6
44	4 x 9 & 1 x 8		31	1 x 7 & 4 x 6
43	3 x 9 & 2 x 8		30	5 x 6
42	2 x 9 & 3 x 8		29	4 x 6 & 1 x 5
41	1 x 9 & 4 x 8		28	3 x 6 & 2 x 5
40	5 x 8		27	2 x 6 & 3 x 5
39	4 x 8 & 1 x 7		26	1 x 6 & 4 x 5
38	3 x 8 & 2 x 7		25	5 x 5

**Notwithstanding the above, underage bowling restrictions must be enforced**



## SCA ONE-DAY PLAYING CONDITIONS

### SCA 40 OVER GRADE

	Start	Lunch	Stumps	Overs per side
40 Over Matches	10:30am	1:10pm to 1:40pm	4.20pm	40 Overs

Or as determined by the COM to facilitate other formats – eg. Women’s Cricket

[www.southerncricket.com.au](http://www.southerncricket.com.au)

**Part 10 - SCA One-Day Playing Conditions – 40 Over Matches**  
**Except as outlined below, Laws of Cricket (2017 Code 3<sup>rd</sup> edition 2022) shall apply**

## **17.0 Law 1 – The Players**

### **17.1 Law 1.2 Nomination of Players**

The following shall apply in addition to Law 1.2;

- (1) Players Under 19, Under 17, Under 15 and Under 13 years of age must be noted on the team sheet prior to the toss being made. Refer PC 24.4.
- (2) The umpire’s copy of the team sheet shall be delivered to the Association (Umpire’s Advisor) following the completion of the match.

## **18.0 Law 2 – The Umpires**

The following shall apply in addition to Law 2 where one (1) umpire is allocated to a match.

### **(1) Provision of Square-Leg Umpire**

- (a) The batting side is responsible for providing, where necessary, a Square Leg Umpire from players registered with their club.
- (b) Team Captains are responsible for the conduct of people used in the capacity of Square-Leg umpires. Team Captains must ensure that the duty is carried out in a fair and competent manner.
- (c) All persons undertaking this duty must be made aware of the ‘guidelines’ by the team captain prior to taking the field. The officially appointed bowler’s end umpire can call for the removal of persons who contravene any of the requirements of a square-leg umpire.
- (d) A player who is reported during a game must not later act as Square Leg Umpire during the match.
- (e) The SCA COM will act against any club which fails to adhere to the spirit of the guidelines.
- (f) Where the circumstances warrant such action the captain of the fielding team has the right through the officially appointed bowler’s end umpire to request that a person acting as Square Leg Umpire be replaced. If the bowler’s end umpire agrees that such action is needed, then the captain of the batting team must arrange an immediate replacement.

### **(2) Guidelines for Square Leg Umpire**

During SCA roster matches where only one (1) Match Umpire is appointed, the batting team is required to provide a square-leg umpire from its members. All teams must accept the responsibility of providing a suitable team member for this task.

- (a) All persons acting as square-leg umpire must wear a reflective green/yellow/orange jacket. These must be worn at all times. Each club is responsible for the maintenance of these jackets. All persons acting as square-leg umpire are expected to act with impartiality at all times and must refrain from coaching, acting as team messenger or becoming involved in unnecessary conversation or contact with the batters. Match

Umpires are required to take action where this rule is not being adhered to.

- (b) The changing of Square-leg umpire, which becomes necessary during the match, must not incur any wasting of time.
- (c) All persons acting as square-leg umpire must accept the instruction and guidance of the Match Umpire.
- (d) The square-leg umpire shall attend to the batting end stumps as required.
- (e) Decisions required by the square-leg umpire include the following:
  - Stumping's;
  - Run Out's;
  - Hit Wicket;
  - Short Runs;
  - The position of the batsmen when a catch is affected; and
  - The officiating umpire may confer with the square-leg Umpire for other decisions.
- (f) The officially appointed match umpire, in the case of an obvious error or misinterpretation of the "Laws of Cricket", shall have the power / right to over-rule or overturn a decision of the person acting as a square-leg umpire.
- (g) The square-leg umpire may hold drinks for the batters, for the consumption between overs, as long as there are no delays caused by this arrangement.

## **19.0 Law 3 – The Scorers**

### **19.1 Law 3.1 Appointment of Scorers**

Law 3.1 shall be replaced with the following;

Both teams are to supply scorers for the match to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

## **20.0 Law 4 – The Ball**

### **20.1 Law 4.2 Approval and control of balls**

The below shall be applied in addition to Law 4.2;

- (a) New 156g Kookaburra brand white balls, with SCA badging will be used in all matches.
  - (a) The following types of Kookaburra Brand balls may be used in SCA ~~6<sup>th</sup> – 8<sup>th</sup> Grade~~ **40 Over** matches
    - Kookaburra Regulation 156g (White) or;
    - Kookaburra Club Match Ball 156g (White) or;
    - Kookaburra Senator 156g (White).
  - (b) A team that is not able to produce a match ball (as per the above) to the umpire prior to commencement of play will forfeit the match. The opposition team

will be awarded the equivalent of the highest match points awarded for that round in that grade including bonus points.

## **20.2 Law 4.3 New Ball**

Law 4.3 shall be replaced with the following;

Each fielding team shall have one new ball for its innings. In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though the replaced ball has not gone out of shape.

Either bowler or batter may raise the matter with the umpires and the umpires' decision as to replacement or otherwise will be final.

## **20.3 Law 4.5 Ball Lost of Becoming Unfit for Play**

The following shall apply in addition to Law 4.5;

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

## **21.0 Law 9 – Preparation and Maintenance of the Playing Area**

### **21.1 Law 9.2 Clearing debris from the pitch**

Law 9.2 shall be replaced by the following;

The synthetic pitch, where possible may be cleared of any debris by sweeping, or by hand before the match, or at any time where the umpires considers it necessary.

## **22.0 Law 10 – Covering the Pitch**

The below shall be applied in addition to Law 10;

Covering a synthetic pitch in the SCA is permitted, provided clubs have consulted with respective councils/LGA's and received approval.

## **23.0 Law 11 – Intervals**

### **23.1 Law 11.2 Duration of Intervals**

Law 11.2 shall be replaced by the following;

- (1) Except as provided in PC 23.1(2), the interval between innings shall be of 30 minutes duration.
- (2) Where more than 15 minutes of actual playing time has been lost, the interval will be reduced to 15 minutes but no further.
- (3) Where the team batting first has been dismissed before the 20th over, if both captains and the umpire(s) agree, a 10-minute changeover can be approved. If the Match has not been completed by the time the original scheduled interval arrives, then a 20-minute interval.

### **23.2 Law 11.5 Changing Agreed Times of Lunch Interval**

Law 11.5 shall be replaced by the following;

In the event of the team batting first being dismissed before the scheduled lunch break, Rule 23.1(3) will apply.

### **23.3 Law 11.8 Intervals for Drinks**

Law 11.8 shall be replaced by the following:

One drinks break per innings shall be permitted, at the conclusion of the 20<sup>th</sup> over. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. The umpire may approve an additional drinks break due to weather conditions if necessary.

## **24.0 Law 13 – Innings**

### **24.1 Law 13.1 Number of Innings**

Law 13.1 shall be replaced by the following

SCA One Day One-Day shall be of one day's scheduled duration. The matches will consist of one innings per side, with each innings being limited to 40 overs

Subject to variations authorised by these rules, the scheduled hours of play are in accordance with the following table:



## SCHEDULED PLAYING TIMES

	Start	Lunch	Stumps	Overs Per Side
40 Over Matches	10:30am	1.10pm – 1.40pm	4:20pm	40 Overs

Should the minimum required number of overs in accordance with PC 24.1, or, the number revised by the umpires not be completed by the scheduled time for stumps, over rate penalties outlined in PC 32.3 shall apply.

### 24.2 Length of Innings

#### (1) Uninterrupted Matches

- (a) Each team shall bat for the number of overs as outlined in PC 24.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
- (b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalties will be applied as per PC 32.3.

#### (2) Delayed or Interrupted Matches

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes or part thereof per over in the total time available for play in all grades. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.
- (c) Fractions are to be ignored in all calculations regarding the number of overs.
- (d) A minimum of 20 overs per side are to be bowled for a result to be achievable, unless a team is bowled out within the 25 overs allocated. Refer PC 25.1
- (e) Where a match is reduced and a re-calculation of the target score is required using the Duckworth Lewis Stern (DLS) model, both captains are to ensure that the target score is agreed to prior to re-commencing the match. The two captains are to agree on the target score set and the method of calculation which is to be overseen by the match umpire(s).

**(3) Delayed or Interrupted Matches of the Team Batting First.**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 24.2(2)
- (b) If the required number of overs, by the rescheduled time for cessation of the first innings have not been bowled, PC 32.3 shall apply.
- (c) If rain stops play more than once the same process applies except that overs lost are added together with previous overs lost then divided by 2, this will determine overs per innings. Example: 8 overs lost before play then 10 overs played then another rain delay of 10 overs  $8 + 10 = 18 \div 2 = 9$ . hence  $40 - 9 = 31$  overs each innings. 10 overs have already been played therefore 21 overs remain in the first innings

**(4) Delayed or Interrupted Matches of the Team Batting Second.**

- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 24.2(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) If the required number of overs have not been bowled in the scheduled time for cessation, PC 32.3 shall apply.
- (c) Unless determined otherwise by the Umpires, penalty for slow over rate will be as per PC 24.2(6).

**(5) Extra Playing Time**

No extra playing time shall be made available except as provided in PC 24.2(6)

**(6) For the purpose of determining penalties, the following allowances shall be taken into account**

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball
- (d) Actual time to find or replace a ball
- (e) Five (5) minutes for each drinks break in excess of two per innings in conditions of extreme heat
- (f) Actual time lost due to all other circumstances that are beyond the control of the fielding side.

**(7) There shall be no allowances given for:**

- (a) Wickets falling and;
- (b) Drinks Intervals

**24.3 Number of Overs Per Bowler**

- (1) No bowler shall bowl more than 8 overs in an innings  
In a delayed or interrupted match where the overs are reduced for both teams, or for the team batting second, no bowler may bowl more than one-fifth of the total overs allowed.
- (2) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far, each bowler's limit is concerned.
- (3) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his/her allocated number of overs (at any time during the course of such an over), the umpire will instruct the captain to immediately replace the bowler, the replacement bowler is to count the completion of the over as a whole over in regard to his/her own allocation.
- (4) The scoreboard, if possible, will show the total number of overs bowled and the number of overs bowled by each bowler.
- (5) The bowling restrictions for underage player apply for these matches as outlined in PC 24.4

**24.4 Underage Bowling Limits**

This rule relates to fast and medium pace bowlers, as defined by the umpires.

- (1) Daily limits are imposed as follows;
  - (a) Under 19, a maximum spell of seven (7) consecutive overs, and a maximum daily allocation of 8 overs.
  - (b) Under 17, a maximum spell of six (6) consecutive overs, and a maximum daily allocation of 8 overs.
  - (c) Under 15, a maximum spell of five (5) consecutive overs, and a maximum daily allocation of 8 overs.
  - (d) Under 13, a maximum spell of four (4) consecutive overs, and a maximum daily allocation of 8 overs.
  - (e) These regulations are to apply to players for the entire season, even if they turn 19, 17, 15 or 13 in that season. The player's age shall be taken as at the 31<sup>st</sup> August each year.
- (2) The break between spells shall be a minimum of 30 minutes of actual time (not just playing time).
- (3) A bowler who bowls less than the maximum in a spell may resume prior to the end of the specified break, but this will be considered an extension of the same spell, the appropriate time limit will apply, the break within

the spell shall be disregarded, and the minimum break shall apply before the next spell.

- (4) Each bowler in this category must ensure the bowler's end umpire is aware of his/her identity and that he is subject to this PC whenever commencing or resuming bowling. The Captains of both teams shall inform the scorers prior to the commencement of the innings, which bowlers are subject to this PC. Refer PC 17.1
- (5) Where a bowler changes between medium pace (or faster) and slow bowling during a single day's play, this PC applies as follows;
  - (a) If the bowler begins with medium pace (or faster), they are subject to the PC throughout the day regardless of change in pace to slower bowling.
  - (b) If the bowler begins with slow bowling and changes to medium pace (or faster), the rule applies from the time of the change, and in that case any overs bowled prior to the change shall not be taken into account in either the daily limit or the current spell.
- (6) Team Captains are responsible for the implementation of this PC. Penalties for bowling more than the allocated number of overs by underage players;
  - (a) Captains will be issued with a yellow card.

## **25.0 Law 16 – Result**

### **25.1 Law 16.2 - A Win – One-Innings Match (One-Day)**

The following shall also apply in addition to Law 16.2

A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs (for both roster and finals matches), unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

All matches, in which one or both teams have not had sufficient time to bat for a minimum of 20 overs, shall be declared a No Result.

### **25.2 Law 16.5 All Other Matches – A Tie or Draw**

Law 16.5.1 shall be replaced by the following;

Matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and a super over will be held, as outlined in Appendix B' shall apply.

### **25.3 Delayed or Interrupted Matches**

If, having received the minimum number of overs, the team batting second has not had the opportunity to complete the agreed number of overs and has neither been dismissed, or passed its opponents score, the result shall be decided as follows.

The Duckworth/Lewis/Stern (DLS) will be used to calculate the revised target score. The target score will always be a whole number and the target score to win will be that plus one run.

## **26.0 Law 21 – No Ball**

### **26.1 Law 21.7 - Ball bouncing more than once, rolling along the ground or pitching off the pitch**

The following shall also apply in addition to Law 21.7

A ball that wholly or partially pitches off the artificial surface shall be deemed a No Ball and be re-bowled; however, it shall not be deemed a free hit.

### **26.2 Law 21.10 – Ball bouncing overhead height of the striker.**

Law 21.10 shall be replaced by PC 32.1

### **26.3 Free Hit After a No Ball.**

The delivery following a no ball (other than PC 26.1) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball **even if** the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

## **27.0 Law 22 – Wide Ball**

### **27.1 Law 22.1 Judging a Wide**

Law 22.1 shall be replaced by the following:

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(1) Any ball passing the batter on the offside more than 75cm wide of the off

- stump shall be called a wide.
- (2) For the leg side, any delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a wide unless the ball passes between the striker and the stumps. A penalty of one (1) run for a Wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded.
  - (3) All runs which result from a wide ball, which is not a No-Ball shall be scored as wides.
  - (4) 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

## **28.0 Law 24 – Fielder Absence – Substitutes**

### **28.1 Law 24.1 Substitute Fielders**

Law 24.1.2 shall be replaced by the following:

A substitute shall not bowl or act as captain, or act as a wicketkeeper.

## **29.0 Law 25 – Batsman's Innings - Runners**

Law 25 shall be replaced with the following:

Runners shall not be permitted in the SCA Competition.

## **30.0 Law 26 – Practice on the Field**

Law 26 will be replaced with the following:

Practicing on the field is permitted before the commencement of the play, or during breaks in play.

Once the umpires have set the stumps in place in preparation for play, practicing on the pitch is not permitted.

## **31.0 Law 28 – The Fielder**

### **31.1 Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than five (5) fielders on the leg side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line. In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal no ball.

### **31.2 Other Fielding Restrictions**

In addition to the restriction contained in PC 31.1, Fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following:

- (1) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius shall be 30yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals with each dot covered by white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter).
- (2) For the first 12 overs, only two (2) fielders are permitted to be outside the field restriction marking at the instant of delivery.
- (3) During the non-Fielding Restriction overs, no more than four (4) at the instant of delivery shall be permitted outside the fielding restriction area referred to in PC 31.2(1) above. The umpire is to notify both batsmen and the fielding captain of changes to fielding restrictions.
- (4) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'
- (5) Where play is delayed or interrupted affecting the innings of the team batting first, the total number of over's available is reduced as per the table below.
- (6) If an innings is interrupted during an over, the status of that over regarding Fielding Restrictions must be retained when the over is completed

<b>Total Overs in Innings</b>	<b>Total Number of Overs to be bowled in accordance with Fielding Restrictions in PC 31.2</b>
20-21	6
22-25	7
26-28	8
29-31	9
32-35	10
36-38	11
39-40	12

## **32.0 Law 41 – Fair and Unfair Play**

### **32.1 Law 41.6 – Bowling of Dangerous and Unfair Short Pitched Deliveries**

The following shall apply in addition to Law 41.6:

- (1) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.
- (2) The umpire at the bowler's end shall advise the bowler and the striker when each fast, short-pitched delivery has been bowled.
- (3) Should a third such delivery be bowled in an over either Umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3
- (4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be invoked as applicable.

### **32.2 Law 41.7 – Dangerous and Unfair Non-Pitching Deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2:

- (1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.
- (2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.
- (3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (4) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (5) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.



### 32.3 Over Rate Penalties

Each side has 2 hours 40 minutes to complete the required number of overs. If the overs are not completed at the scheduled break, the batting side will complete their allotted overs. The scheduled break will then be held in full. The number of overs completed after the allotted 2 hours and 40 minutes shall then be double and then deducted from the team batting second allocation of overs. **(i.e. After 2 hours a 40 minutes team batting first has completed 38 overs they will face out their remaining 2 overs before the break. The team batting second will then have 36 overs to achieve the target score).**

The team batting second is entitled to receive the same number of overs as the team batting first unless the rules permit otherwise. If the scheduled number of overs have not been bowled by the scheduled cessation time of that innings to the team batting second, then the team batting second will be awarded a penalty of five (5) runs for each over not commenced at the scheduled cessation time for that innings. **i.e.- in an uninterrupted innings, the 38<sup>th</sup> over has commenced at the scheduled cessation time. The penalty is 10 runs (2 overs at 5 runs per over) which is added to the second batting team's score, and the 39<sup>th</sup> and 40<sup>th</sup> overs are bowled if required**

The penalties above are imposed at the umpire's discretion, and the umpire may take account of any factors which may have slowed up play for the fielding team such as interruptions to play caused by injury, lost balls or other factors out of the control of the captain of the fielding team, time wasting by the batters, the playing conditions – such as extreme heat or wet conditions.

### SCA 40 Over Grade Loss of Play in One-Day Matches

In the event of rain before or during the first innings of the match, no overs will be lost until 15 minutes of play has been lost. In the case where more than 15 minutes have been lost, the lunch interval will be reduced from 30 minutes to 15 minutes.

#### First Innings

For time PRIOR to play, reduced innings by 1 over per team each WHOLE OR PART of 8 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
0-15	0	103	11
23	1	111	12

31	2	119	13
39	3	127	14
47	4	135	15
55	5	143	16
63	6	151	17
71	7	159	18
79	8	167	19
87	9	175	20
95	10		

### Second Innings

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART of 4 minutes lost

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	44	11
8	2	48	12
12	3	52	13
16	4	56	14
20	5	60	15
24	6	64	16
28	7	68	17
32	8	72	18
36	9	76	19
40	10	80	20

Refer to PC 24.2(2) for provision to make up lost time PRIOR TO reducing overs.

### 40 Over One Day Matches

#### One Day Limited Over Matches Bowling Restrictions in a Reduced Over Game

Overs	Bowling Limitations		Overs	Bowling Limitations
40	5 x 8		29	4 x 6 & 1 x 5
39	4 x 8 & 1 x 7		28	3 x 6 & 2 x 5
38	3 x 8 & 2 x 7		27	2 x 6 & 3 x 5
37	2 x 8 & 3 x 7		26	1 x 6 & 4 x 5
36	1 x 8 & 4 x 7		25	5 x 5
35	5 x 7		24	4 x 5 & 1 x 4
34	4 x 7 & 1 x 6		23	3 x 5 & 2 x 4
33	3 x 7 & 2 x 6		22	2 x 5 & 3 x 4
32	2 x 7 & 3 x 6		21	1 x 5 & 4 x 4
31	1 x 7 & 4 x 6		20	5 x 4
30	5 x 6			

**Notwithstanding the above, underage bowling restrictions apply**



## SCA TWENTY20 PLAYING CONDITIONS

### Part 11- SCA Twenty20 Playing Conditions

#### *SCA MENS T20 MATCHES*

[www.southerncricket.com.au](http://www.southerncricket.com.au)

Except as outlined below, Laws of Cricket (2017 Code 3<sup>rd</sup> edition 2022) shall apply

#### **33.0 Law 1 – The Players**

The following shall apply in addition to Law 1.2;

- (1) Players Under 19, Under 17, Under 15 and Under 13 years of age must be noted on the team sheet prior to the toss being made.
- (2) The umpires' copy shall be delivered to the Association following the completion of the match
- (3) CTPL first grade players are not permitted to participate in SCA T20 grades other than 1<sup>st</sup> grade. The Downgrade Committee will determine whether in their view

a CTPI player is deemed a first grade player (eg those players who have played first grade but are predominantly lower grade players).

### **34.0 Law 2 – The Umpires**

The following shall apply in addition to Law 2 where one (1) umpire is allocated to a match:

#### **(1) Provision of Square-Leg Umpire**

- (a) The batting side is responsible for providing, where necessary, a Square Leg Umpire from players registered with their club.
- (b) Team captains are responsible for the conduct of people used in the capacity of Square-Leg umpires. Team captains must ensure that the duty is carried out in a fair and competent manner.
- (c) All persons undertaking this duty must be made aware of the 'guidelines' by the team captain prior to taking the field. The officially appointed bowler's end umpire can call for the removal of persons who contravene any of the requirements of a Square Leg umpire.
- (d) A player who is reported during a game must not later act as Square Leg Umpire during the match.
- (e) The SCA COM will act against any club that fails to adhere to the spirit of the guidelines.
- (f) Where the circumstances warrant such action the captain of the fielding team has the right through the officially appointed bowler's end umpire to request that a person acting as Square Leg Umpire be replaced. If the bowler's end umpire agrees that such action is needed, then the captain of the batting team must arrange an immediate replacement.

#### **(2) Guidelines for Square Leg Umpire**

During SCA roster matches where only one (1) match umpire is appointed, the batting team is required to provide a square-leg umpire from its members. All teams must accept the responsibility of providing a suitable team member for this task.

- (a) All persons acting as square-leg umpire must wear a reflective green / yellow/orange jacket. These must be worn at all times. Each club is responsible for the maintenance of these jackets. All persons acting as square-leg umpire are expected to act with impartiality at all times and must refrain from coaching, acting as team messenger or becoming involved in unnecessary conversation or contact with the batters. Match Umpires are required to take action where this rule is not being adhered to.
- (b) The changing of Square-leg umpire, which becomes necessary during the match, must not incur any wasting of time.
- (c) All persons acting as square-leg umpire must accept the instruction and guidance of the Match Umpire.
- (d) The square-leg umpire shall attend to the batting end stumps as required.

- (e) Decisions required by the square-leg umpire include the following:
  - Stumping's;
  - Run Out's;
  - Hit Wicket;
  - Short Runs;
  - The position of the batsmen when a catch is affected; and
  - The officiating umpire may confer with the square-leg Umpire for other decisions.
- (f) The officially appointed match umpire, in the case of an obvious error or misinterpretation of the Laws of Cricket (2017 Code 3<sup>rd</sup> edition 2022), shall have the power / right to over-rule or overturn a decision of the person acting as a square-leg umpire.
- (g) The square-leg umpire may hold drinks for the batters, for the consumption between overs, as long as there are no delays caused by this arrangement.

### **35.0 Law 3 – The Scorers**

#### **35.1 Law 3.1 Appointment of Scorers**

Law 3.1 shall be replaced with the following:

Both teams are to supply scorers for the match to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

### **36.0 Law 4 – The Ball**

#### **36.1 Law 4.2 Approval and control of balls**

The below shall be applied in addition to Law 4.2:

- (1) New 156g Kookaburra brand white balls, with SCA badging will be used in all Twenty20 matches.
  - (a) The following types of Kookaburra Brand balls may be used in all SCA Twenty20 matches
    - Kookaburra Regulation 156g (White) or;
    - Kookaburra Club Match Ball 156g (White) or;
    - Kookaburra Senator 156g (White)

#### **36.2 Law 4.5 Ball Lost of Becoming Unfit for Play**

The following shall apply in addition to Law 4.5:

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had

received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

### **37.0 Law 9 – Preparation and Maintenance of the Playing Area**

#### **37.1 Law 9.2 Clearing debris from the pitch**

Law 9.2 shall be replaced by the following:

The synthetic pitch, where possible may be cleared of any debris by sweeping, or by hand before the match, or at any time where the umpires consider necessary.

### **38.0 Law 10 – Covering the Pitch**

The below shall be applied in addition to Law 10:

Covering a synthetic pitch in the SCA is permitted provided clubs have consulted with respective councils/LGA and received approval.

### **39.0 Law 11 – Intervals**

#### **39.1 Law 11.2 Duration of Intervals**

Law 11.2 shall be replaced by the following:

- (1) The SCA roster shall indicate the start time for all Twenty20 matches. From the start time, there will be two (2) sessions of 80 minutes each separated by a 10-minute interval between innings.
- (2) If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- (3) For all T20 Matches the fielding team shall bowl from the same end in 5 over allotments. After the completion of each 5<sup>th</sup> over the bowling team shall change ends and bowl the next 5 over allotment from the other end. Batsman still change ends at the end of every over except where the final bowl of the over results in a wicket where the new batsman is required to be on strike.
  - (a) The team bowling first designates what end the match will start at. The team bowling second will also start their first allotment of 5 overs from the same end as the first bowling team.

#### **39.2 Law 11.8 Intervals for Drinks**

Law 11.8 shall be replaced by the following:

No drinks intervals shall be permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

## **40.0 Law 13 – Innings**

### **40.1 Law 13.1 Number of Innings**

Law 13.1 shall be replaced by the following:

Matches will consist of one innings per side, each innings being limited to 20 overs.

A minimum of 10 overs per team shall constitute a match, except when a team is dismissed in less than 10 overs or a result is achieved.

### **40.2 Length of Innings**

#### **(1) Uninterrupted Matches**

- (a) Each team shall bat for the number of overs as outlined in PC 40.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
- (b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 50.3. Should this occur in the first innings of the match, the interval shall remain at 10 minutes.

#### **(2) Delayed or Interrupted Matches**

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of 4.00 minutes or part thereof per over in the total time available for play in all grades. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.
- (c) Fractions are to be ignored in all calculations regarding the number of overs.
- (d) It must be possible to schedule a minimum of 10 overs per side for a result to be achievable. Refer PC 41.1
- (e) Where a match is reduced and a re-calculation of the target score is required using the Duckworth Lewis Stern (DLS) model, both captains are to ensure that the target score is agreed to prior to re-



commencing the match. The two captains are to agree on the target score set and the method of calculation which is to be overseen by the match umpire(s).

**(3) Delayed or Interrupted Matches of the Team Batting First.**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 40.2(2)
- (b) If the required number of overs, by the rescheduled time for cessation of the first innings have not been bowled, PC 50.3 shall apply.

**(4) Delayed or Interrupted Matches of the Team Batting Second.**

- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 40.2(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) If the required number of overs have not been bowled in the scheduled time for cessation, PC 50.3 shall apply.
- (c) Unless determined otherwise by the Umpires, penalty for slow over rate will be as per PC 50.3.

**(5) Extra Playing Time**

No extra playing time shall be made available except as provided in PC 40.2(6)

**(6) For the purpose of determining penalties, the following allowances shall be taken into account**

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball
- (d) Actual time to find or replace a ball
- (e) Actual time lost due to all other circumstances that are beyond the control of the fielding side.

**(7) There shall be no allowances given for:**

- (a) Wickets falling; and
- (b) Drinks Intervals.

**40.3 Number of Overs Per Bowler**

- (1) No bowler shall bowl more than 4 overs in an innings.
- (2) In a delayed or interrupted match where the overs are reduced for both teams, or for the team batting second, no bowler may bowl more than one-fifth of the total overs allowed.
- (3) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance
- (4) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only insofar each bowler's limit is concerned.
- (5) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his allocated amount of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, the replacement bowler is to count the completion of the over as a whole over in regard to his own allocation.
- (6) The scoreboard, if possible, will show the total number of overs bowled and the number of overs bowled by each bowler

#### **41.0 Law 16 – Result**

##### **41.1 Law 16.2 - A Win – One-Innings Match (Twenty20)**

The following shall also apply in addition to Law 16.2:

A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs (for both roster and finals matches), unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

All matches, in which one or both teams have not had sufficient time to bat for a minimum of 10 overs, shall be declared No Result.

##### **41.2 Law 16.5 All Other Matches – A Tie or Draw**

Law 16.5.1 shall be replaced by Appendix 'B' (Super Over)

##### **41.3 Delayed or Interrupted Matches**

If, having received the minimum number of overs, the team batting second has not had the opportunity to complete the agreed number of overs and has neither been dismissed, not passed its opponents score, the result shall be decided as follows.

The Duckworth/Lewis/Stern (DLS) will be used to calculate the revised target score. The target score will always be a whole number and the target score to win will be that plus one run.

## **42.0 Law 19 – Boundaries**

### **42.1 Law 19.1 – The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch to be used.

## **43.0 Law 21 – No Ball**

### **43.1 Law 21.7 - Ball bouncing more than once, rolling along the ground or pitching off the pitch**

The following shall also apply in addition to Law 21.7:

A ball that wholly or partially pitches off the artificial surface shall be deemed a No Ball and be re-bowled, however, it shall not be deemed a free hit.

### **43.2 Law 21.10 – Ball bouncing overhead height of the striker.**

Law 21.10 shall be replaced by PC 50.1:

### **43.3 Free Hit After a No Ball.**

The delivery following a no ball (except for PC 43.1) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No-Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball **even if** the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

## **44.0 Law 22– Wide Ball**

### **44.1 Law 22.1 Judging a Wide**

Law 22.1 shall be replaced by the following:

Umpires are instructed to apply a very strict and consistent interpretation in

regard to this Law in order to prevent negative bowling wide of the wicket.

- (1) Any ball passing the batter on the offside more than 75cm wide of the off stump shall be called a wide.
- (2) For the leg side, any delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a wide unless the ball passes between the striker and the stumps. A penalty of one (1) run for a Wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded.
- (3) All runs which result from a wide ball, which is not a no-ball shall be scored as wides.
- (4) 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

#### **45.0 Law 24 – Fielder Absence – Substitutes**

##### **45.1 Law 24.1 Substitute Fielders**

Law 24.1.2 shall be replaced by the following:

A substitute shall not bowl or act as captain, or act as a wicketkeeper.

#### **46.0 Law 25 – Batsman's Innings - Runners**

Law 25 shall be replaced with the following:

Runners shall not be permitted in the SCA Competition.

#### **47.0 Law 26 – Practice on the Field**

Law 26 will be replaced with the following:

Practicing on the field is permitted before the commencement of the play, or during breaks in play.

Once the umpires have set the stumps in place in preparation for play, practicing on the pitch is not permitted.

#### **48.0 Law 28 – The Fielder**

##### **48.1 Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4:

At the instant of delivery, there may not be more than five (5) fielders on the leg side.

In the event of infringement of this Law, the striker's end umpire shall call and signal No Ball.

#### **48.2 Other Fielding Restrictions**

In addition to the restriction contained in PC 48.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following:

- (1) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius shall be 30yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals with each dot covered by white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.
- (2) For the first 6 overs of each innings, only two (2) fielders are permitted to be outside the field restriction marking at the instant of delivery.
- (3) During the remaining overs of each innings, no more than five (5) at the instant of delivery shall be permitted outside the fielding restriction area referred to in PC 48.2(1) above.
- (4) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'no ball'. The umpire is to advise both batsmen and the fielding captain of changes to fielding restrictions.
- (5) Where play is delayed or interrupted affecting the innings of the team batting first, the total number of overs available is reduced as per the table below.
- (6) If an innings is interrupted during an over, the status of that over regarding Fielding Restrictions must be retained when the over is completed.

#### **48.3 Fielding Restrictions for Team Batting First**

- (1) In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in PC 48.2(1) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for that innings only.
- (2) Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

<b>Total Overs in Innings</b>	<b>Total Number of Overs to be bowled in accordance with Fielding Restrictions in PC 48.2(1)</b>
-------------------------------	--

10-13	3
14-16	4
17-19	5
20	6

#### **48.4 Fielding Restrictions for Team Batting Second**

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in PC 48.2(1) for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

#### **49.0 Law 40 – Timed Out**

##### **49.1 Law 40.1 – Out Timed Out**

The incoming batter must be in position to take guard or for her partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make her way to the wicket immediately when a wicket falls and is expected to jog to the wicket.

#### **50.0 Law 41 – Fair and Unfair Play**

##### **50.1 Law 41.6 – Bowling of Dangerous and Unfair Short Pitched Deliveries**

The following shall apply in addition to Law 41.6;

- (1) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.
- (2) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast, short- pitched delivery has been bowled.
- (3) Should a third such delivery be bowled in an over either Umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3
- (4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of PC 42.7 shall be invoked as applicable.

##### **50.2 Law 41.7 – Dangerous and Unfair Non-Pitching Deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

- (1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.
- (2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.
- (3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (4) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (5) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

### 50.3 Over Rate Penalties

Each side has 80 to complete the required number of overs. If the overs are not completed at the scheduled break, the batting side will complete their allotted overs. The scheduled break will then be held in full.

The number of overs completed after the allotted 80 minutes shall then be double and then deducted from the team batting second allocation of overs.

**(i.e. After 80 minutes team batting first has completed 18 overs they will face out their remaining 2 overs before the break. The team batting second will then have 16 overs to achieve the target score).**

The team batting second is entitled to receive the same number of overs as the team batting first unless the rules permit otherwise. If the scheduled number of overs have not been bowled by the scheduled cessation time of that innings to the team batting second, then the team batting second will be awarded a penalty of five (5) runs for each over not commenced at the scheduled cessation time for that innings. **i.e.- in an uninterrupted innings, the 18<sup>th</sup> over has commenced at the scheduled cessation time. The penalty is 10 runs (2 overs at 5 runs per over)**

**which is added to the second batting team's score, and the 19<sup>th</sup> and 20<sup>th</sup> overs are bowled if required**

The penalties above are imposed at the umpire's discretion, and the umpire may take account of any factors which may have slowed up play for the fielding team such as interruptions to play caused by injury, lost balls or other factors out of the control of the captain of the fielding team, time wasting by the batters, the playing conditions – such as extreme heat or wet conditions.

**Loss of Play in SCA Twenty20 Matches**

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 7.5 minutes lost. For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 7.5 minutes lost

Minutes Lost	Overs Lost
8.0	1
16	2
24	3
32	4
40	5
48	6
56	7
64	8
72	9
80	10

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.75 minutes lost.

Minutes Lost	Overs Lost
4	1
8	2
12	3



16	4
20	5
24	6
28	7
32	8
36	9
40	10

**Twenty20 Matches Bowling Restrictions in a Reduced Over Game**

Overs	Bowling Limitations (Bowlers x Overs)	Overs	Bowling Limitations (Bowlers x Overs)
20	5 x 4	14	4 x 3 & 1 x 2
19	4 x 4 & 1 x 3	13	3 x 3 & 2 x 2
18	3 x 4 & 2 x 3	12	2 x 3 & 3 x 2
17	2 x 4 & 3 x 4	11	1 x 3 & 4 x 2
16	1 x 4 & 4 x 3	10	5 x 2
15	5 x 3		

When an interruption occurs during an over and on resumption the bowler has exceeded the

new maximum allocation, he will be allowed to finish the incomplete over



## **SCA WOMEN'S COMPETITION**

### **PLAYING CONDITIONS**

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#### **Part 12- SCA Women's Competition Playing Conditions.**

**Except as outlined below, Laws of Cricket (2017 Code 3<sup>rd</sup> edition 2022) shall apply:  
If there are two tiers of women's competition, the SCA COM may determine a different set of rules for each tier.**

#### **51.0 Law 1 – The Players**

##### **51.1 Law 1.2 Nomination of players**

The following shall apply in addition to Law 1.2:

- (1) A team shall consist of nine ( 9) players. The minimum number of players required to constitute a match is seven ( 7) in all tiers. Should a team not be able to field nine ( 7) players at any point during the match, they will forfeit the match.
- (2) Team sheets must be provided to the umpires prior to the toss for innings. Players over the age of 21, under 19, under 17 and under 15 years of age are to be noted on the team sheet.
- (3) The umpire’s copy shall be delivered to the Association following the completion of the match.
- (4) A women’s competition player is eligible to participate in more than one game per round for the same club and is also eligible to participate for more than one club in the same round subject to the following:
  - i. A Tier 1 women’s competition player can only participate in a Tier 2 match in the same round with downgrade committee approval who may apply restrictions to that player.
  - ii. A women’s competition player is not eligible to participate in matches for two separate clubs in the same ground unless a permit has been obtained via Play HQ.
  - iii. A women’s competition player may only participate in a maximum of three games for another club.
  - iv. A women’s competition player is only eligible to participate in finals for their first registered club.
  - V. Separate end of season awards will apply for each grade (statistics are not cumulative between grades).
  - Vi. The bottom finishing team in Tier 1 will be relegated to Tier 2 at the commencement of the next season unless exceptional circumstances apply to the satisfaction of the SCA COM. The Tier 2 premier will be promoted to Tier 1 for the following season unless exceptional circumstances apply to the satisfaction of the SCA COM.
- (5) All women’s competition players must wear full SCA approved coloured club playing uniforms. Leggings and shorts are not permitted to be worn.

## **52.0 Law 4 – The Ball**

### **52.1 Law 4.2 Approval and control of balls**

The following shall apply in addition to Law 4.2:

- (1) New four-piece 142g Kookaburra white regulation, regulation reject, club match or Kookaburra Practice balls will be used in all matches.
- (2) In the event the bowling team is unable to comply with PC 52.1(1), that team shall forfeit the match.
- (3) For the first innings of the match, the umpires will take control of the new ball immediately following the toss. For any subsequent innings, the umpires will take control of the new ball prior to the scheduled commencement.

## **52.2 Law 4.5 Ball lost or becoming unfit for play**

The following shall apply in addition to Law 4.5:

Teams must have available replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with the rule may incur a \$50 deduction per breach at the discretion of the SCA COM. Umpires are to include such information in their Umpire Match Report.

## **53.0 Law 11 – Intervals**

### **53.1 Law 11.3 Duration of intervals**

Law 11.3 shall be replaced by the following:

- (1) The start time of matches will be determined by the SCA roster. There will be two sessions of 1 hour & 15 minutes each separated by a mandatory 10-minute interval between innings.
- (2) If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

### **53.2 Law 11.8 Intervals for drinks**

Law 11.8 shall be replaced by the following:

No drinks intervals shall be permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that

no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

### **53.3 Extra Playing Time**

No extra time shall be permitted to make up for any time lost.

- (1) For the purpose of determining penalties, the following allowances shall be taken into account:
  - (a) Actual time taken for treatment of an injured player on the field
  - (b) Actual time taken for a player leaving the field in the event of serious injury
  - (c) Actual time taken to dry a wet ball
  - (d) Actual time to find or replace a ball
  - (e) Actual time lost due to all other circumstances that are beyond the control of the fielding side excluding PC 53.3(2)
  
- (2) There shall be no allowances given for:
  - (a) Wickets falling;
  - (b) Drinks Intervals;

## **54.0 Law 13 – Innings**

### **54.1 Law 13.1 Number of innings**

Law 13.1 shall be replaced by the following;

Matches will consist of one innings per side, each innings being limited to 20 overs.

A minimum of 10 overs per team shall constitute a match, except when a team is dismissed in less than 10 overs or a result is achieved.

### **54.2 Length of Innings**

- (1) Uninterrupted Matches

- (a) Each team shall bat for the number of overs as outlined in PC 54.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
- (b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled. Should this occur in the first innings of the match the interval shall not be extended and the team batting second shall commence at the scheduled time except as in PC 54.2(2).
- (c) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 63.3

(2) Delayed or Interrupted Matches

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of 3.75 minutes or part thereof per over in the total time available for play in all grades. Refer to Table 14 at conclusion of this section. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This may require one extra over for both teams.
- (c) Fractions are to be ignored in all calculations re number of overs.
- (d) It must be possible to schedule a minimum of 10 over per side for a result to be achievable. Refer PC 54.1

(e) Where a match is reduced and a re-calculation of the target score is required using the Duckworth Lewis Stern (DLS) model, both captains are to ensure that the target score is agreed to prior to re-commencing the match. The two captains are to agree on the target score set and the method of calculation which is to be overseen by the match umpire(s).

(3) Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 54.2(2)
  - (b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per PC 54.2(1)(b) and,
  - (c) Unless determined otherwise by the Umpires or Referee (if appointed), penalty for slow over rate will be as per PC 63.3
- (4) Delay or Interruption to the Innings of the Team Batting Second:
- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 54.2(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
  - (b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per PC 54.2(1)(b) and,
  - (c) Unless determined otherwise by the Umpires or Referee (if appointed), penalty for slow over rate will be as per PC 63.3

## **55.0 Law 16 – The Result**

### **55.1 Law 16.2 – A Win**

The following shall apply in addition to Law 16.2:

A result can only be achieved if both teams have had the opportunity of batting for at least 10 overs. The team scoring the highest number of runs shall be declared the winner.

If due to a suspension in play the team batting second receives a lesser number of overs than the team batting first, a revised target score to win shall be for the team batting second to score the average per over equal to the first innings score plus one run for each over less than the first innings.

Example: First innings score, 100 off 20 scheduled overs = 5 runs per over (even if the team is dismissed in less than the scheduled or rescheduled number of

overs). Second innings reduced to 10 overs now requires  $10 \times 5 = 50$  plus 10 for the reduction of 10 overs = a winning total of 60.

## **55.2 Law 16 – All other matches – Tie or Draw**

Law 16.5.1 shall be replaced by Appendix B

## **56.0 Law 17 – The Over**

### **56.1 Law 17.1 Number of balls**

Law 17.1 shall be replaced by the following;

- (1) In the interest of time, a maximum eight deliveries per over shall be bowled regardless of the number of wides or no balls bowled in an over, apart from the final two overs of any innings and with the exception of PC 56.1 (2).
- (2) If the final ball of an over restricted in length in accordance with PC 56.1(1) is a front foot no-ball, subsequent deliveries shall be permitted for PC 58.3 to be applied.

### **56.2 Change of Ends**

The following will apply in addition to Law 17:

In the interest of time, all overs will be bowled from one end. At the commencement of each innings, the bowling team will advise umpires which end they will bowl from.

## **57.0 Law 19 – Boundaries**

### **57.1 Law 19.1 The boundary of the field of play**

The following shall apply in addition to Law 19.1:

The boundaries shall be between 40 - 45 metres. Distance shall be measured from the centre of the pitch to be used.



## **58.0 Law 21 – The No Ball**

### **58.1 Law 21.7 Ball Pitching off the Wicket (artificial)**

Any ball that when bowled, pitches off the surface of artificial pitches shall be called a no ball. A ball that bounces more than once or rolls along the ground before it reaches the popping crease shall be called a no ball.

### **58.2 Law 21.10 – Ball bouncing overhead height of striker**

Law 21.10 shall be replaced by PC 63.1

### **58.3 Free Hit After a No Ball**

The delivery following a front foot no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide. Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **59.0 Law 22 – Wide Ball**

### **59.1 Law 22.1 Judging a Wide**

Law 22.1 and Law 22.4.1 shall be replaced by the following:

- (1) The batters off and leg side are determined by their stance when the ball first becomes live for that delivery.
- (2) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions in (2) below:
  - (a) the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal guard position.
  - (b) after pitching the ball passes above or would have passed above head height of the striker standing upright at the popping crease.

- (3) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for her to be able to hit it with the bat by means of a normal cricket stroke.
- (4) A delivery passing the striker on the offside outside the Offside Wide Guideline shall be a Wide provided she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Offside Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- (5) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether she has brought the ball within reach.
- (6) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
- (a) the ball passes between the striker and the stumps.
  - (b) the striker moves toward the offside and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
  - (c) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep, switch hit or any type of reverse stroke.
- In this scenario, the def

## **60.0 Law 25 - Batter innings and runners**

### **60.1 Law 25.4 Batter retiring**

The following shall apply in addition to Law 25.4:

A batter must retire their innings once they have scored 50 runs in Tier 1. A batter must retire their innings once they have scored 35 runs in Tier 2. Retired batters will be allowed to resume their innings in the order they retired once all other batters have had the opportunity to bat, should overs permit.

If a batter is retired and does not recommence their innings, they will be recorded retired not out.

## **61.0 Law 28 – The Fielder**

### **61.1 Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4:

At the instant of delivery, there may not be more than 4 fielders on the leg side.

## **61.2 Other Fielding Restrictions**

In addition to PC 61.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs. Refer Annexure A.

- (1) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- (2) For the first 4 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle.
- (3) For the remaining overs of each innings only three fielders are permitted to be outside the fielding circle at the instant of delivery.

## **62.0 Law 40 – Timed Out**

### **62.1 Law 40.1 Out Timed Out**

Law 40.1 shall apply except that:

The incoming batter must be in position to take guard or for her partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make her way to the wicket immediately a wicket falls and is expected to jog to the wicket.

## **63.0 Law 41 – Fair and Unfair Play**

### **63.1 Law 41.6 Dangerous and Unfair Short Pitched Bowling**

The following shall apply in addition to Law 41.6:

(1) No short -pitched deliveries are allowed. A short-pitched delivery is one that passes or would have passed above the shoulder of the batter standing upright at the popping crease. Any short- pitched delivery shall be called and signalled a no ball.

(2) Any delivery which passes or would have passed above shoulder height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a short pitched delivery as defined above in 63.1(2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

(4) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the Umpire Match Report.

## **63.2 Law 41.7 Dangerous and Unfair non-pitching deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2:

(1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.

(2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.

(4) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(5) The bowler thus taken off shall not be allowed to bowl again in that innings.

(6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side. In addition, the umpire shall note any occurrence in the Umpire Match Report.

### **63.3 Over-Rate Penalties**

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour and 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 3 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and his/her fellow Umpire of any time allowances as and when they

arise. This matter will not be subject to retrospective negotiation. In addition, in all reduced overs matches, the fielding team will be given one overs leeway.

### **63.4 LBW Rule**

**This rule applies to Tier 2 matches only. Normal LBW rules apply for Tier 1 matches.**

The striker is out LBW if all the circumstances set out in dot points 1. 5 apply:

1. The bowler delivers a ball, not being a No ball;
2. 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;
3. The ball not having previously touched her bat, the striker intercepts the ball, either full-pitch or after pitching once, with any part of her person;
4. The point of impact, even if above the level of the bails, has made no genuine attempt to play the ball with her bat, hasn't offered a shot and is between wicket and wicket.
5. But for the interception, the ball would have hit the wicket.
6. If a genuine attempt has been made by the striker to play the ball with her bat, rules 1 to 5 are cancelled out, the decision would be not out.



**SOUTHERN CRICKET  
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## **APPENDICES**

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### **Part 13 – Appendices**

#### **APPENDIX “A”**

##### **One-Day & Twenty20 Fielding Restrictions Marking**

The following fielding restrictions shall apply:

Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5-yard (4.57 metres) intervals, each ‘dot’ to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

## APPENDIX “B”

### (1) Super over

In all matches in which the scores are tied, the result shall be determined through a tiebreaker called the ‘super over’.

The “super over” involves each team facing one 6-Ball over. The following procedure will apply:

- (a) Subject to ground, weather or light conditions the super over will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances, it shall commence 10 minutes after the conclusion of the match.
- (b) 30 minutes of extra time (taken from the start of the super over) is allocated to complete the super over(s). Should play be delayed prior to or during the super over, once the playing time lost exceeds the 30 minutes, the super over shall be abandoned. (See (2) below)
- (c) The super(s) over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match Referee.
- (d) The umpires shall stand at the same end as they stood during the match.
- (e) In both innings of the super over, the fielding side shall choose which end to bowl from.
- (f) Only nominated players in the main match may participate in the super over. Should any player (including the batsmen and bowler) be unable to continue to participate in the super over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.
- (g) Any ‘penance’ time being served in the main match shall be carried forward to the super over.
- (h) Each team’s over is played with the same fielding restrictions as apply for the last over in the match.
- (i) The team batting second in the match will bat first in the super over.
- (j) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the second innings of the match shall be used for both super overs.
- (k) The loss of two wickets in the over ends the team’s one over innings.
- (l) In the event of the teams having the same score after the super over has been completed, a second super over will be played out. Teams cannot use the same batters or bowler in the second super over. Whichever team wins the super over shall be deemed the winner.



**(2) Super over Not Possible**

- (a) In roster matches, if the minimum number of overs have been bowled to constitute a match (10 Overs per team) and circumstances make a super Over impossible, the match shall be declared a Tie.
- (b) If circumstances make a super over impossible in a Semi-Final the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.
- (c) If circumstances make a super over impossible in the Grand Final the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.

**APPENDIX "C"**  
**The Spirit of Cricket**

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

**1. There are two Laws, which place the responsibility for the team's conduct firmly on the Captain.**

**Responsibility of Captains:**

The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

**Players Conduct:**

In the event of any player failing to comply with the instructions of an umpire, criticising decisions by word or action, 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.

If the captain fails to take reasonable action after the Captain has been notified, then, the Captain shall be placed on report.

**2. Fair and Unfair Play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the Captains to take action where required.

**3 The Umpires are authorised to intervene in cases of:**

- Time Wasting;
- Damaging the pitch;
- Dangerous or unfair bowling;
- Tampering with the Ball; and/or
- Any other action that they consider to be unfair.

**4 The spirit of the Game involves RESPECT for:**

- Your opponents.
- Your own captain and team.
- The role of the umpires.
- The game's traditional values.

**5. It is against the Spirit of the Game:**

- To question an umpire's decision by word or gesture
- To direct abusive language towards an opponent or umpire
- Indulge in cheating or in sharp practice, e.g.
  - (a) Appeal, knowing that the Batter is not out.
  - (b) Advance towards an Umpire in an aggressive manner when appealing.
  - (c) Seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under guise of enthusiasm and motivation of one's own side.

## 6 Violence

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

## Spirit of Cricket (cont.)

## 7 Players

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

The Laws of Cricket hold captains responsible for ensuring that at all times, the game is conducted within both the spirit of the game, and the Laws. In fact, the spirit of the game is as much a part of the Laws as any other law of cricket.

To determine the Spirit of Cricket, umpires vote on three aspects (0 – 4 points) in every match with the results then being averaged out by the total number of games played by the club. The three criteria are respect for the opponent, respect for the role of the umpire and respect for the game: a mark of 6 indicating the match was played in good spirits.

**11-12 points:** Indicates the team epitomised the true Spirit of the Game. Even ahead of their own team's fortunes, players conducted themselves in exemplary manner. Examples include, but are not limited to: calling opposition batter back on a doubtful decision, fielders advising the umpires that they did not catch the ball, batter walking without waiting for umpires' decisions when fielder claims a catch, no sledging, no dissent at umpires' decisions and in no way did a players actions contravene Law 41 of the Laws of Cricket – Fair and Unfair Pay.

**8-10 points:** Indicated team played with excellent spirit for the entire match. Examples include but are not limited to: players acknowledged the achievements & performances of the opposing team members, appeals only made when the fielding side genuinely believed the batter was out, communication with umpires was not demeaning in any way. Team went above and beyond what is required of them regarding covers and assisting the opposition.

**6-7 points:** Indicates that the match was played in good spirit for its entirety. Generally, no disrespect or spite displayed by any players or directed at the umpires. Team did what is expected and required of them as per By-Laws and Playing Conditions. Communication with the umpires was respectable.

**3-5 points:** Uncompromising with no major incidents. Some players were spoken to by the umpires for the use of crude language or sledging of opponents; captains took action to rectify. Team did not offer or provide any assistance to the opposition and showed minor disrespect toward the venue. Some mild dissent shown at an umpire's decision. Captain showed disregard for the over rate and directions of the umpires. Team had player/s yellow carded and showed minimal positive attributes as described above.

**1-2 points:** Team created an antagonistic atmosphere with unacceptable behaviour requiring the umpires to intervene on more than one occasion. Captain unable to control his/her team;

no respect shown for the opposing team, umpires or the game's traditional values. Actions include but are not limited to; advancing the umpire when appealing, appealing when batter is clearly not out, continual obscenity apparent to spectators and disrespect for clubs' persons and volunteers.

### **Promotion of Spirit of Cricket**

In addition, the SCA will throughout the season publish Spirit of Cricket updates and reward players who have shown exemplary behaviour.

## **APPENDIX “D” SCA Social Media Policy**

### ***Our Commitment***

#### **“Member” means any Club, Official, Coach or Individual**

Using the internet and electronic communication is essential for communicating with clubs, members and the general public. We are committed to communication being appropriate and related to relevant business.

### ***What We Will Do***

When using technology, we will ensure that privacy of players/volunteers/committee personnel is protected, clear boundaries are maintained, and bullying and harassment does not occur.

### ***Website, SMS, Emails, Facebook / Twitter & other Social media platforms***

Information on competitions, social events, committees, policies, constitution, rules and by-laws will be placed on our website.

- No offensive content or photos will be uploaded to our website, especially about social activities and events.
- YouTube video postings will feature positive performances only.
- A web master will be appointed to provide accountability and control over what goes onto our website and Facebook and other social media pages.
- May be used to communicate business and sanctioned events and or promotions.
- Text communication should be short and about relevant matters.
- No statements will be made that are misleading, false or likely to injure the reputation of another person.
- No statements will be made that might bring our sport into disrepute.

### ***What We Ask Members to Do***

All members are expected to use the internet and electronic communication appropriately, so think about what you want to say before you write it.

Remember, an Email, Facebook or Twitter (and any other form of electronic written media) is a written record of your thoughts on a matter and can be used against you later.

### ***Communication*** (including photos and video):

- Must not offend, intimidate, humiliate or bully any member/clubs/association.
- Must not be misleading, false or injure the reputation of members/clubs/association.
- Should seek to protect the privacy of members.
- Must not bring the sport, member, club or association into disrepute.

### ***Non-Compliance***

Any member or club found to have sent inappropriate electronic communication, uploaded inappropriate website content or engaged in blogs or discussions that harass, offend, intimidate or humiliate another member or club, may face disciplinary action as outlined in our rules and by-laws. A person failing to comply with the social media policy may be suspended or banned from making comments on SCA social media platform(s).

**Cyber bullying** (e.g., bullying that is carried out through an internet service such as email, a chat room, discussion group, instant messaging, social media platforms or web pages) under certain circumstances is a criminal offence that can be reported by victims to the police.

The SCA, member or club can also initiate separate action where there has been a breach of this Policy.

Members publishing false or misleading comments about another person in the public domain (e.g. Facebook or websites) may be liable for defamation.

If a person or club is found to have breached the SCA Social Media Policy, they will be contacted and required to show cause for their actions.

## APPENDIX "E"

### Captain's Code of Conduct

- In accepting my appointment as Captain, I hereby commit to perform the role to the best of my ability.
- I understand that as Captain I am responsible for the conduct of my team and that it is my responsibility to ensure that every player maintain a standard of behaviour and conduct consistent with the Spirit of Cricket explained in the Preamble to The Laws of Cricket (2017 Code 3<sup>rd</sup> edition 2022)
- I recognize that failing to understand my responsibilities provides me with no defence and therefore will endeavour to keep myself informed regarding the Laws of Cricket and any Association playing conditions which affect matches in which I am involved.
- I will lead by example and urge players to demonstrate respect for our opponents, the umpires, ourselves and the game.
- I will not condone or engage in sledging or any other conduct that constitutes personal abuse.
- I will respect the rights, dignity and worth of all players in my team and as a leader, encourage and support members of the team so that they can enjoy their cricket and play to the best of their ability.
- As a leader, I will conduct myself and make decisions having regard for equity, safety and the enjoyment and dignity of players in the team.
- I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- I will provide positive and constructive feedback as required and in a time frame that is reasonably requested of me.

## APPENDIX "F"

### Coach's Code of Conduct

- As a coach and mentor, I will instruct players to conduct themselves in a manner consistent with the Laws of Cricket without exception.
- I will respect the rights, dignity and worth of all individuals within the context of my involvement as a club coach, including refraining from any discriminatory practices on the basis of race, religion, ethnic background, or special ability/disability.
- I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- I will be reasonable in the demands I make on time commitments of the players in my care, having due consideration for their health and well-being.
- I will be supportive at all times and refrain from any form of personal abuse or unnecessary physical contact with players in my care.
- I will have due consideration for varying maturity and ability levels of my players when designing practice schedules, practice activities and involvement in competition.
- I will promote and monitor safety always and in recognizing the significance of injury and sickness, I will seek and follow the physician's advice concerning injured and ill players returning to training / playing.
- I will endeavour to keep informed regarding sound principles of coaching and skill development and of factors relating to the welfare of my players.
- I will ensure that developing players are involved in a positive environment where skill learning and development as priorities are not overshadowed by a desire to win.
- I reject the use of performance enhancing substances in sport and will abide by the guidelines set forth in **Cricket Australia's Drug Policy**



## APPENDIX "G"

### SCA Committee of Management - Code of Conduct

- In accepting my appointment on the SCA Committee of Management, I hereby commit to perform the role to the best of my ability.
- I shall endeavour to officiate in all meetings with complete impartiality respecting and abiding by the Laws and rules which govern them.
- I understand that an integral component of my role is that I need to maintain a standard of behaviour and conduct that best serves the interest of the Association and its affiliated clubs.
- I will respect the rights, dignity and worth of all persons present at each meeting regardless of race, religion, ethnic background, or special ability/disability.
- I will officiate at meetings in a positive and constructive manner and abide by the confidentiality that is required and expected of me by all persons on the Committee of Management.
- I will provide positive and constructive feedback as required and in a time frame that is reasonably requested of me.
- I will learn and understand the Laws, rules and by-laws applicable and endeavour to remain abreast of issues and events.
- I will make decisions based solely for the best interest of the association and its affiliated clubs and be impartial from my own club in any decision making. I will declare any conflict of interest that may arise.

## APPENDIX “H”

### SCA Practices

#### Use of Grounds and Facilities

- (1) All clubs are reminded that players and supporters are expected to respect all local requirements in respect to the use of grounds. It is very important that the best relationship be maintained with ground owners and controllers. Please ensure that this is maintained. Please refer to the SCA Constitution.
- (2) Grounds should be left tidy including disposing of rubbish. Home clubs are responsible for adhering to this requirement. In the event of a neutral ground being used, both clubs are equally responsible.

#### Smoking and Intoxicating Liquor

- (1) Smoking is not allowed on the field or within any building. Umpire(s) are instructed to report breaches. This rule includes persons acting as square-leg umpire.
- (2) It is the responsibility of the clubs, for club games, and the SCA, for representative games, to ensure that participating players of any SCA club do not consume intoxicating liquor during any match.
- (3) It is the responsibility of the clubs, for club games, and the SCA, for representative games, to ensure that participating players of the SCA abide by the guidelines set forth in the Cricket Australia Drug Policy. <http://bit.ly/2ePm8Lz>
- (4) It is a condition of all Council controlled grounds that players and spectators are prohibited from consuming intoxicating liquor and smoking at these grounds. The only exception to this condition is at those grounds where a current liquor license is held, which is available from the Department of Treasury and Finance – Liquor and Gaming Division.
- (5) It is a further condition that at those grounds which hold a current liquor license:
  - (a) Liquor is consumed only within the designated wet areas allowed by the license;
  - (b) The designated wet area shall be clearly defined;
  - (c) Liquor consumed in these areas has been purchased from the premises which holds the licence; and;
  - (d) The club shall notify the SCA of the license number and provide a diagram of designated wet areas.
- (6) All clubs are expected to comply with the smoking requirements as details on the SCA website under the downloads section Smoke Free Area Guidelines under the Good Sports policies section. Visiting clubs should encourage their supporters to comply with this section.
- (7) Clubs that fail to take reasonable actions to comply with the requirements of this section may be subject to such sanctions as considered appropriate by the SCA COM.

## APPENDIX "I"

### Umpire Fees and Payments

Fees payable to Match Umpire(s) will be determined by the SCA COM prior to the commencement of each season.

#### Umpire Payment Structure 2022/23

##### One-Day Matches (50 Overs)

50 Over Roster Matches	<i>\$180 Per Umpire</i>
50 Over Semi & Preliminary Finals	<i>\$190 per umpire</i>
50 Over Grand Finals	<i>\$220 per umpire</i>
(1) umpire appointment 1 <sup>st</sup> Grade Roster Matches	<i>\$200 per umpire</i>

##### One-Day Matches (40 Overs)

40 Over Roster Matches	<i>\$150 per umpire</i>
40 Over Semi & Preliminary Finals	<i>\$170 per umpire</i>
40 Over Grand Finals	<i>\$200 per umpire</i>

- (1) Where a match is abandoned at the scheduled time for commencement due to adverse conditions (or other reasons – excluding a forfeit) without play commencing, Match Umpire(s) are to be paid \$80.00 – if they have attended the ground.
- (2) Where commencement of play is delayed past the scheduled time, and the game is washed out / cancelled within **2 hours from the scheduled commencement time**, then the Match Umpire(s) shall be paid \$100.00
- (3) After 2 hours, full fees are payable. The Match Umpire(s) and players will remain at the ground until 3½ hours from the commencement time when a final decision on whether play will commence (within 20 minutes) will be made, unless the two captains and the umpire(s) agree that there is no chance of play.
- (4) In 1<sup>st</sup> Grade only, in the event of only a single Match Umpire officiating in the match, the Match Umpire shall be paid an amount agreed to by the SCA prior to the start of the season.
- (5) In all cases above, the cost of these fees are to be shared equally between the two (2) participating teams.
- (6) Umpires officiating in finals will be paid a higher amount than rostered games – the amount to be agreed prior to the commencement of the season.
- (7) Umpires fees for finals will be paid for by the SCA.
- (8) Umpire fees will increase annually by CPI. The CPI increase shall be removed at the discretion of the SCA Com if the KPI's agreed between the SCA and SCUA are not meet.
- (9) Umpire payments are to be paid by the SCA clubs participating in the schedule match directly to the umpire(s) in the form of cash prior to the commencement of the match

- (10) Failure of a club to make payment to the umpire(s) prior to the commencement of a match will result in the match being called off and the Club who failed to make payment shall be deemed to have forfeited the match.
- (11) Failure of both clubs to make payment to the umpire(s) prior to the commencement of a match will result in the match being called off.

**Twenty20 Matches (Mens)**

Twenty20 Matches \$100 per umpire

- (12) The cost of umpire fees for Twenty20 matches for preliminary rounds are to be shared equally between the two (2) participating teams.
- (13) Twenty20 finals umpire fees will be paid for by the SCA.

**Twenty20 Matches (Womens)**

Twenty20 Matches \$100 per umpire

- (14) Umpire appointments for all Women's matches will be appointed by the SCA. This does not preclude an SCUA Umpire from umpiring Women's matches however all appointments will go through the SCA Com.

**APPENDIX “J”**  
**COVID-19 RETURN TO PLAY GUIDELINES**  
**IN-GAME APPLICATIONS AND PENALTIES**

While there has been no change to any Community Cricket By Law Rules or Playing Conditions Annexures, the following playing conditions & enforcement procedures shall be implemented by all match officials in line with adherence of all policy items contained within this document or return to play documents adopted by the association.

The following playing conditions shall always apply in relation to the COVID-19 policy:

**1. Sweat and/or Saliva Placed on the Ball**

- 1.1 At no stage should any participant intentionally place sweat and/or saliva on the cricket ball for any purpose.
- 1.2. The umpire(s) must monitor whether sweat and/or saliva is intentionally placed on the cricket ball for any purpose.
- 1.3. The umpire(s) must not allow the match to continue during any period after which sweat and/or saliva has been deliberately placed on the cricket ball, without first cleaning the ball with alcohol-based wipes.

**Enforcement Procedures**

**2. Enforcement Procedure A: Sweat and/or Saliva Unintentionally Placed on the Ball**

If it is the opinion of the umpire(s) that sweat and/or saliva has been unintentionally placed on the ball, they may apply the following enforcement procedures:

- 2.1. The umpires(s) shall call time, if necessary
- 2.2. The umpire(s) shall inform the offending player’s captain of his/her unintentional breach of the COVID-19 Policy.
- 2.3. The umpire(s) shall enforce the following penalties:
- 2.4. The umpire(s) shall deliver a first and final warning to the captain, advising that any further instance intentional/unintentional will result in a 5 runs penalty to the batting team.
- 2.5. The umpire(s) will direct the fielding captain to carry out the cleaning of the ball with alcohol-based wipes before resuming play.
- 2.6. The umpire(s), if they feel that the condition of the ball has been compromised to such an extent that play has become dangerous, then they may choose to replace the ball with one of a similar condition of wear & tear.

### **3. Enforcement Procedure B: Sweat and/or Saliva Intentionally Placed on the Ball**

If it is the opinion of the umpire(s) that sweat and/or saliva has been intentionally placed on the ball, they may apply the following enforcement procedures:

3.1. The umpire(s) shall call time, if necessary

3.2. The umpire(s) shall inform the offending player's captain of his/her intentional breach of the COVID-19 Policy.

3.3. The umpire(s) shall enforce any one of the following penalties:

3.3.1. The umpire(s) shall award 5 penalty runs to the batting team

3.3.2. The umpire(s), if they feel (acting reasonably) that health and safety has been compromised to such an extent that play has become dangerous, may choose to abandon the match (unless the procedures in paragraph 3.5 below can be safely utilised).

3.4. Unless the match has been abandoned under 3.3.2 above the umpire(s) will direct the fielding captain to carry out the cleaning of the ball with alcohol-based wipes before resuming play.

3.5. The umpire(s), if they feel that the condition of the ball has been compromised to such an extent that play has become dangerous, then they may choose to replace the ball with one of a similar condition of wear & tear.

3.6. If there is a second or further instance of a repeat offence of intentional placement of saliva/sweat on the ball by any member of the fielding team, the offending player(s) involved in the repeat instance shall be removed from the field and shall not take any further part in play for the rest of the match and penalties specified in part 3.3.1 above shall apply for each instance.

3.7. The umpire(s) shall report the occurrence as soon as possible after the match to the HCCA BoM, who shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team under the relevant By Law Rules of the Competition.

### **4. Definitions**

#### **4.1 Intentional**

When a participant, aware of the playing conditions, wilfully places saliva and/or sweat on the ball for the purpose of gaining an advantage in gameplay.

#### **4.2 Unintentional**

When a participant accidentally places saliva and/or sweat on the ball with no underlying intention to gain advantage in gameplay. For example, if a fielder habitually licks his/her fingers before the ball is delivered as a matter of routine.