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NWMCA MATCH RULES & BY-LAWS HANDBOOK 2026-27

NWMCA

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NWMCA

INTRODUCTION

This game day manual has been developed from the North West Metropolitan Cricket Association Rules and By-Laws. It has been designed as an easy reference guide for game day rules and procedures. The two documents should be read in conjunction with each other.

For rulings other than those covered by this Association's rules, The Laws of Cricket 2017 4th Edition 2026will apply.

Where explicit reference is made to The Laws of Cricket 2017 4th Edition 2026, the citing will be prefaced by **'Law'** and the relevant law number.

This manual has both Open Age (Senior) and Under Age (Junior) match rules and includes all Female Senior and Junior rules.

For ease of use purposes only, the Under Age match rules have been printed in green.

Female Cricket match rules have been printed in purple.

The Board shall always be the sole arbitrator of the By-Laws and Rules of the Association and of their intent.

See Section 4 regarding procedures for disputes.

NWMCA

SUMMARY OF CHANGES / CLARIFICATIONS
SEASON 2026-27

- Laws of Cricket 2017 4th Edition 2026 adopted
- Junior players playing seniors – age restriction changed to 12 years of age at 1st September (was 13 years of age) – By-Law 3.5.1 ELIGIBILITY BY AGE
- Rule 1.2.6.2 SMOKE POLUTION – AIR QUALITY added – Air Quality is to be monitored and is a factor considered and suspending, abandoning or cancelling a game.
- One Day games – clarified what is a valid game – Number of overs per team - Rule 1.2.7 paragraph 7 – table
- 12 players in Two-Day Grades – Rule 2.2.1 paragraph 3 and 2.2.2 paragraph 4
- Clarified No-ball in Junior grades (double bounce, more than two bounces) - rule 1.15.1 paragraph e
- Amended and clarified when extras have to be re-bowled in junior games- rule 1.15.1.5
- Bowling from one end
- Umpires fees – amended - rule 1.13
- Permits and Exemptions Explanatory Memorandum for clubs updated (page 11)
- Junior Code of Conduct updated - rule 1.1.4 and 1.1.5
- Team Manager Role statement added
- Innings times clarified in Under 12 mixed (table removed)
- Junior wicket keeper – changes clarified.
- U17 Girls – not mandatory to change keeper
- U17 Girls – two-day matches
- Senior Women's competitions rules redrafted
    - Marquee player definitions amended
    - Batter retirement
    - Not all players required to bowl
- Under 12 Mixed and Under 12 All girls Grand Final – if no result achieved, a joint premiership will be awarded – rule 3.1.4 para 4(b)

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NWMCA PERMITS and EXEMPTIONS - EXPLANATORY MEMORANDUM FOR CLUBS

SEASON 2026-27

General eligibility for players to participate in any NWMCA match are set out in NWMCA rules and by-laws.

PERMITS

Permit requests by clubs arise when the Association needs to approve a variation to standard rules or by-laws. Examples are:

- Player wanting to drop more than one grade in the same section
- A player who has not qualified for finals in a particular team, seeking permission to play finals in that team (processed as an Override)
- Players seeking to play in a different time slot at another club (Season permit PlayHQ)
- Players seeking to play in a "merged" team (Season permit PlayHQ)

EXEMPTIONS

Exemptions are to be applied for where the player does not meet the age and gender requirements to be selected in a game. Clubs can make a request to the association to override the age and gender eligibility status in order for the player to be selected. For example:

- Seeking permission for a player who is too old to play in a grade, to play in that grade

STATEMENT OF INTENT

The NWMCA will assess all permit requests in a fair and equitable manner – our aim is to allow as many players as possible to have a game of cricket, without the team for which the applicant player is playing gaining an unfair advantage.

CLUB RESPONSIBILITY

It is a club's responsibility to ensure a permit or exemption is requested well before any relevant match. If the permit or exemption has not been approved by the NWMCA before the match, the player will be deemed ineligible to have played in the match if they do play.

PROCESS

Season permits are lodged via PlayHQ.

Exemptions / Overrides are lodged using the appropriate form. The appropriate form can be downloaded from the NWMCA Website – Association / Forms menu.

Permit / exemption lodgement cut-off times

- For Friday games – 6pm Thursday
- For Saturday morning games – 8pm Thursday
- For Saturday afternoon games – 12 noon Friday
- For Sunday games – 6pm Friday

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All **decisions** by the Association will be entered in PlayHQ and advised to the club via email

JUNIOR MIXED & JUNIOR ALL GIRLS COMPETITION PERMITS

Our junior competitions are formed based on the **age of a player**. A player must be under the relevant age at 1 September to qualify for an age group.

Intellectual and/or physical disability

A person with an intellectual and/or physical disability may apply for to play exemption in an age group for which they are ordinarily not eligible – refer by-law 3.5.1 paragraph 4

4. A person with intellectual and/or physical disability may play in an age-limited competition for which they are not eligible by age **provided that their Club first obtain written permission from the NWMCA Junior Committee.**

The club, when submitting the permit request, MUST tell the **full** story, including analysis of statistics and month and year of the date of birth of the player.

Use the following form to request permission

Intellectual and/or physical disability - Juniors - permit request form

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

Ability based exemptions – Junior competitions

The NWMCA will only consider granting exemptions for a player to play in an age group for which they are not eligible if the team does not have a full squad (if already have a full squad, permit likely to be denied).

A full squad is defined as:

Under 10s mixed – 8 players

Under 10s All Girls – 4 players

Under 12s mixed – 9 players

Under 12s All Girls – 5 players

Under 14s mixed - 11 players

Under 14s All girls – 6 players

Under 16s mixed – 11 players

Under 17s All girls – 6 players

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Generally, a permit will only be considered if less than 6 months older than age restriction for the grade in which permission is being requested – e.g. if permit is request to play under 16s, player should be no older than 16 years and 6 months at 1st of September 2025.

Girls wanting to play out of age group in mixed competition - a permit will only be considered if less than 12 months older than age restriction for the grade in which permission is being requested – e.g. if permit is requested to play under 14s mixed, player should be no older than 15 years old at 1st of September 2025.

A **permit will not be granted** to a player wanting to play down an age group in mixed competitions where that player has played:

- In a higher age group in All Girls competitions than the grade for which that player is eligible (eg – a 13 year old girl plays Under 16 All girls)
- Senior Women's cricket in any competition.

Player must be registered in PlayHQ before the permit or exemption is approved. Permits or exemptions will not be granted to Fill-in players.

A permit may be requested where the club and the player's parents/guardians are of the opinion that player's development would benefit from more time in that grade.

Consideration must be given to the playing stats of the player over last TWO seasons (if relevant).

Permit conditions

If a permit or exemption is granted, conditions may be applied by the NWMCA. The conditions MUST be followed. If conditions are determined to be manipulated, the player may be ruled to be ineligible under NWMCA rules.

If the club fields multiple teams in the age group for which the permit is granted, the player will generally be required to play in the higher graded team in that age group.

The NWMCA may grant a permit or exemption for a player to participate in a match as a **"Fielder Only"** player. A "Fielder Only" player cannot bat, bowl or wicketkeep.

The NWMCA will review the performances of permitted / exempted players during the season – if it is deemed that the performances of the player exceed what is considered to be fair, the permit may be revoked.

Permits / exemptions will **not** be granted just to allow a team to be fielded at the start of the season. Clubs must explore other options such as merged teams, recruiting players, moving the team to another time slot, so players can "double up".

A maximum of **TWO permits / exemptions** will be granted to any team.

A player who is **permitted / exempted** to play in a younger age group than which they qualify by age, is **NOT** eligible to win an association individual trophy.

Permit requests must be lodged using the following form:

Ability based Junior permit requests

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

OPEN AGE SATURDAY AND SUNDAY COMPETITION PERMITS

Permit requested to drop more than one grade in same section

Club must provide all relevant information – failure to provide all information may mean the permit is denied.

If player was promoted to fill in for injury and returns to the grade he has been playing in (more than one level down), the permit may be approved.

With these permits, it is about the club advising NWMCA why the player was promoted and then demoted more than one grade.

Replacement players – Two Day matches

Rule 1.9

B. Replacement Players

1. In general, the NWMCA does not allow replacement players during a game.
2. If a player is concussed on Day 1 of a two day game, or there are other exceptional circumstances (not including injury or illness) that means a player is not available for a two day game, application may be made to the NWMCA for permission for a replacement player to play on Day 2 of that two day game.

Permit requests under 1.9 must be lodged on the appropriate form.

Use the following form permit requests for Replacement Players:

REPLACEMENT PLAYER PERMIT REQUEST (2 Day matches only)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

JUNIOR PLAYER UNDER 12 – REQUEST TO PLAY SENIORS

NWMCA BY-LAWS

3.5 REQUIREMENTS FOR PLAYERS UNDER 18 YEARS OF AGE

3.5.1 ELIGIBILITY BY AGE

3. Junior players must be 12 years of age at 1st September in order to compete in any grade of senior cricket. Failure to comply will result in a $20 fine and loss of 6 points. Exemptions to

this rule may be granted in exceptional circumstances and will be dealt with, upon application to the Board, on a case by case basis.

To apply for exemption, use the following form:

JUNIOR PLAYER UNDER 12 – REQUEST TO PLAY SENIORS FORM

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

PROFESSIONAL PLAYERS

Rule 1.10 has been updated to clarify the permit process for Professional Players covered by Rule 1.10.2 paragraph 2.

(2) A player who has represented any country (or group of countries) at Test cricket or played first class or List A cricket in any country (or group of countries) must be nominated as a professional player if that player is under forty (40) years of age or who has played within the last five (5) years at that standard.

(3) Clubs must seek permission from the NWMCA for any player covered by Paragraph 2 above, to participate in any match in a season, before the player does play in a match. The form to be used to seek permission is found on the NWMCA website (Association / Forms menu) and at the following link

Professional Player Request form

WOMEN'S SOCIAL T20 COMPETITION PERMITS

NWMCA rule 2.9.5 para 8. MARQUEE PLAYERS

A marquee player is any player who has, or is currently, playing in the Cricket Victoria Premier Cricket competition, State, National or an International cricket competition.

- A Marquee player is a player that played one or more games in these competitions in the previous or current cricket season.
- The Women's Cricket Manager and NWMCA Administration must receive notification of any Marquee players prior to their first game.
- Marquee players are to only play in the top graded side of the home club.
    - Top team in NWMCA Tier 3 – Social Women's Competition has a limit of 2 Marquee players per game.
- The marquee player must be approved by the NWMCA & Women's Advisory Panel before they can commence playing.

A permit for a marquee player must be lodged on the appropriate form – form can be downloaded from the NWMCA website under the Association / Forms menu.

- If a side has multiple teams across tiers or in the same competition, Marquee players may play down in the next team/tier if approved via a dispensation request approved by the Women's Advisory Panel and NWMCA
- If a Marquee player plays 60% of games in CV Premier Cricket in the current season, they will be ineligible for selection in any future home and away game and becomes automatically ineligible for finals.
- No Marquee player can play Both Premier or VTCA/NWMCA women's competition matches in the same weekend.
- A current Open Age State Squad player cannot request a transfer or play for a club which only competes in the NWMCA
- The same Marquee rules apply for Geoff Law Shield and all other grades in the NWMCA.
-

MARQUEE PLAYER NOMINATION FORM

A permit for a marquee player must be lodged on the appropriate form – form can also be downloaded from the NWMCA website under the Association / Forms menu.

Finals qualification permit / exemption requests (known as an Override in PlayHQ)

The NWMCA has finals qualification rules in place to ensure that the players who have played in a team all year, getting that team to the finals, are the players that play in the finals games.

FORMS FOR FINALS QUALIFICATION will be provided to clubs in January / February 2027

NWMCA rules

3.2.2 (GENERAL) ELIGIBILITY TO PLAY IN FINALS

To be eligible to play in a finals match, a player must have played (or been named in the case of a walkover received) in the number of games in the relevant team/grade as outlined in the following table. The relevant number of games for finals eligibility is also shown in the grade in PlayHQ

1. Clubs must seek permission from the NWMCA to play ineligible players stating the reason for seeking the exemption.

2. **A permit / exemption will only be considered for a player who has not qualified for finals, if the team does not have a full team, caused by injury or illness, or exceptional circumstances only. When applying for a permit, the club MUST provide evidence of an injury or illness. It is the NWMCA's decision whether the permission will be granted. An example of exceptional circumstances is emergency services work, or defence forces service.**

3. A more detailed explanatory document in relation to finals eligibility permits and exemptions is published by the NWMCA prior to the season. This document can be viewed on the NWMCA website (nwmca.com.au) under the Rules / Forms menu.

4. The form to be used for Finals Eligibility exemption requests is also published by the NWMCA on our website under the Rules / Forms menu. Exemption requests NOT on the published form will not be considered.

5. Where a club has two teams in the same grade, permission to move between teams must be obtained from the NWMCA.

A permit will generally NOT be granted for a player who has mainly played in a higher age group, or a higher graded team in the relevant age group during the season.

Player must have played mainly for the club applying for the permit, and not some other club, during the season.

A like for like player should be put forward as the player who is seeking a permit. That is, the player should be of similar or lesser skills, and a batter should be replaced by a batter, bowler replaced by a bowler etc.

JUNIOR MIXED & JUNIOR ALL GIRLS COMPETITION PERMITS - FINALS

Full team definition - finals

Under 12s mixed – 9 players

Under 12s All Girls – 5 players

Under 14s mixed - 11 players

Under 14s All girls – 6 players

Under 16s mixed – 11 players

Under 16s All girls – 6 players

OPEN AGE SATURDAY AND SUNDAY COMPETITION PERMITS – FINALS
WOMEN'S SOCIAL T20 - FINALS

Full team definition - finals

Open Age Two Day competitions – 11 players

Open Age One Day competitions – 11 players

NWMCA

Women's Social T20 - 6 players

A permit will **NOT** be granted for a player who has played in a higher graded team during the season.

Clubs must consider the following rule for Grand Finals – permits must be applied for – Rule 3.2.4 para 7

7. However, if a player who had played in the higher graded side for the Semi-Final would have been covered by another player returning for the Grand Final (had the higher graded side won), then the first mentioned player may return to the lower graded side for the Grand Final provided he receives prior written permission from the Association.

NWMCA

Player Identification – open age competitions

Where a player has been granted a permit to play in a Finals game in an open age competition, the Captain of the team must provide the following to the opposition Captain BEFORE the start of the match:

- Evidence of the permit being granted
- Photo ID, such as passport or drivers licence

If the player is not identified, the player will be ruled to be an ineligible player under NWMCA rule 3.2.5.

No appeal

The NWMCA decision on a permit for finals matches, is not subject to an appeal by the club.

NWMCA

By-Laws

3.4 PERMITS and EXEMPTIONS

Players must obtain a permit or exemption where the rules or by-laws of the NWMCA or any other relevant association require a permit be obtained.

Exemptions are to be applied for where the player does not meet the age and gender requirements to be selected in a game. Clubs can make a request to the association to override the age and gender eligibility status in order for the player to be selected.

The following table sets out the type of permit to be applied for, in the relevant circumstances, and the process to be used applying for a permit or exemption.

The list is not exhaustive – there may be other situations or reasons for a permit or exemption application.

Permit reason	Type	Permit entered into PlayHQ	NWMCA Permit / Exemption Info form required
Player registered as a senior player in NWMCA – request to play senior competition at another club in different time slot	Season permit	Yes	No
Player registered as junior player – request to play senior competition at different club in NWMCA	Season permit	Yes	No
Player registered as junior player – request to play juniors in different time slot at different club in NWMCA	Season permit	Yes	No
Junior player wanting to play in younger age group than which qualified	Exemption	No	Yes
Person who identifies as non-binary wanting to play in All Girls competition	Exemption	No	Yes
Registered junior player wanting to play in a Junior mixed competition two age groups above their eligible age group	Exemption	No	Yes

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Registered player who wants to play at another club for a one off special event	Game permit	Yes	Yes
Junior player under 13 years of age wanting to play senior cricket	Exemption	No	Yes
A Junior or Senior player who has played less than 3 matches with a Premier or Sub District Club and is NOT selected in a team for that Premier or Sub District Club	Game permit	Yes	Yes
Registered person who has played with a Victorian Premier Cricket Club 1st, 2nd or 3rd team or a Victorian Sub-District Cricket Association 1st or 2nd team wanting to play in any Open Age team in this Association ***at a different club*** **in the same season**	Game permit	Yes	Yes
Player wanting to play in a merged team that is managed by another club	Season permit	No	No

NWMCA

UMPIRES' FEES

Refer Rule 1.13.1 – refer to rule 1.12 for PAYMENT OF UMPIRE FEES
The following daily umpire fees shall apply for Season 2026-2027:

Open Age / Senior Grades			**Grand Final**	
Grade	Single Umpire	Two Umpires	Single Umpire	Two Umpires
Luscombe Shield	$230	$200 each	$250	$220 each
All other Two Day Grades	$200	$170 each	$220	$190 each
One Day Saturday / Sunday Grades	$180	$150 each	$200	$170 each
NWMCA Women's Grades	$100	$90 each	$120	$110 each
Open Age T20 Comp	$100	$90 each	$120	$110 each
Junior panel umpire standing in Senior grade				
Central Umpire	Full amount for grade	Full amount for grade	Full amount for grade	Full amount for grade
Square leg only		$140		$160
Junior Grades			**Grand Final**	
Junior Mixed and All Girls Grades	$100	$80 each	$120	$100 each

NWMCA

FIXTURE CHANGES – CLUB REQUESTS

Fixture Change requests by clubs **must be requested by email** by the **HOME** club before the listed cut-off time – see the below table (Reference – By-Law 5.3 paragraph 2).

Fixture changes may include date change, ground change, or time change for reasons such as social events or ground unavailability.

Competing clubs should agree to the change before the home club requests the change.
All requests for fixture changes are to be:
made by the home club
in writing and addressed to the Administration Manager. Email to cricket@nwmca.com.au
cc'd to admin1@nwmca.com.au and admin2@nwmca.com.au
Keep in mind that we may not be able to accommodate change requests. We share grounds with other teams and associations. E.g. some grounds are used by juniors on a Sunday morning.

Fixture changes due to weather events (such as change of start time due to predicted extreme heat) will be managed by the NWMCA. If an early start is determined (for example) all matches in the time slot/section will start early. Having some games start early and some later causes issues.

Where a fixture change needs to be considered, in unforeseen circumstances, (such as damage to the ground/wicket) please contact the NWMCA administrators to see if a change to the fixture can be made. Please contact us as soon as you are aware of the issue.

	U12 Girls	U14 Girls	U16 Girls
Day of play	Wednesday	Monday	Wednesday
General Game start time	5.30pm	5.30pm	5.30pm
Fixture change cut off - club request	Saturday 6pm	Thursday 6pm	Saturday 6pm

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	U12 Mixed	U12 mixed	U12 Mixed
Day of play	Thursday	Friday	Saturday
General Game start time	5.00pm	5.00pm	8.20am
Fixture change cut off - club request	Sunday 6pm	Monday 5pm	Monday 5pm

	U14 mixed	U14 Mixed
Day of play	Friday	Saturday
General Game start time	5.00pm	8.20am
Fixture change cut off - club request	Monday 5pm	Monday 5pm

	U16 mixed	U16 Mixed
Day of play	Friday	Saturday
General Game start time	5.00pm	8.20am
Fixture change cut off - club request	Monday 5pm	Monday 5pm

	Saturday Open Age	Sunday Open Age	Sunday Women's T20
Day of play	Saturday	Sunday	Sunday
General Game start time	1.00pm	1.00pm	12.00noon
Fixture change cut off - club request	Tuesday 1.00pm	Wednesday 1.00pm	Wednesday 1.00pm

NWMCA

FORFEITS / WALKOVERS

If your club needs to forfeit any match, please follow the process below:
What do I need to do? Follow the process in rule 2.1.7 below:
Notify the opposition club and advise them you are forfeiting. All contact details for affiliated clubs are listed on our website, or can be found through PlayHQ. Do this as early as possible, and before the cut off time listed in rule 2.1.7.
Contact the NWMCA to advise that you are forfeiting.
As Under 10s mixed and Under 10 All Girls are not allocated umpires, you do not need to email the association.
The relevant rule is:

2.1.7 FORFEITING A MATCH – GIVING A WALKOVER

Any Open Age or Under Age team that is going to give a walkover or forfeit a match must notify *the Opposition team and the NWMCA* by the following times:

	U12 Girls	U14 Girls	U16 Girls
Day of play	Wednesday	Monday	Wednesday
General Game start time	5.30pm	5.30pm	5.30pm
Forfeit notification cut off	Tuesday 5.30pm	Sunday 5.30pm	Tuesday 5.30pm
	U12 Mixed	U12 mixed	U12 Mixed
Day of play	Thursday	Friday	Saturday
General Game start time	5.00pm	5.00pm	8.20am
Forfeit notification cut off	Wednesday 5pm	Thursday 5pm	Friday Midday
	U14 mixed / U16 mixed	U14 mixed / U16 mixed	
Day of play	Friday	Saturday	
General Game start time	5.00pm	8.20am	
Forfeit notification cut off	Thursday 5pm	Friday Midday	
	Saturday Open Age	SUNDAY Open Age	SUNDAY Women's T20
Day of play	Saturday	Sunday	Sunday
General Game start time	1.00pm	1.00pm	12.00noon
Forfeit notification cut off	Thursday 8pm	Friday 8pm	Friday 8pm

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Notification to opposing team - Contact details for clubs can be found on each club's PlayHQ page. Alternatively, NWMCA provides a list of club contact details on our website www.nwmca.com.au.
Notifications are to be made to the NWMCA in WRITING only. Notification can be by email to any of the administration addresses (cricket@nwmca.com.au, admin1@nwmca.com.au, admin2@nwmca.com.au), via text / SMS to administrators (0477 555 787 or 0477 555 992), or via WhatsApp message to NWMCA administrators.
Under 10s Mixed and Under 10 girls must contact the opposition team but are not required to notify the NWMCA.
The NWMCA will notify the umpire/s if allocated.
Should a club fail to comply with paragraph 1 above then they may also be responsible for the umpire's fee (if any).
The NWMCA will determine if the team receiving a walkover can enter a team line-up in PlayHQ of the players that would have played in the match. The team forfeiting a match CANNOT enter a team line-up into PlayHQ for the match. Any players selected for the relevant match should be removed from the line-up in PlayHQ.
A walkover may only be given by a Club's lowest graded team in a Section.
6 match points will be allocated to the team receiving the forfeit or walkover.
A fine may apply to the club giving the walkover or forfeit. Fines and Penalties are outlined in By-Law 2.3. FINES and PENALTIES.
Any team that gives three (3) walkovers in a season in a particular grade will be fined and penalised and must show cause to the Board to stay in the competition.

NWMCA

FINES AND PENALTIES FOR GIVING A WALKOVER TO THE OPPOSITION TEAM

By-Law 2.3

Section/Grade	1st Forfeit – notified by cut off time	1st Forfeit – notified after cut off time	2nd Forfeit – notified by cut off time	2nd Forfeit – notified after cut off time	3rd Forfeit notified by cut off time	3rd Forfeit – notified after cut off time
Open Age Mixed / Senior Women	$50	$100	$75 and loss of one match point	$125 and loss of one match point	$150 **and must show cause** to the Board to stay in the competition.	$200 **and must show cause** to the Board to stay in the competition.
Under 14 and Under 16 mixed and all girls teams	$25	$40	$30	$50	$40	$60
Under 10 and Under 12 mixed and all girls	NIL	NIL	NIL	NIL	NIL	NIL

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The FOLLOW-ON

Law 14, Laws of Cricket provides:

14.1 Lead on first innings
14.1.1 In a two-innings match of 5 days or more, the side which bats first and leads by at least 200 runs shall have the option of requiring the other side to follow their innings.
14.1.2 The same option shall be available in two-innings matches of shorter duration with the minimum leads as follows:
- 150 runs in a match of 3 or 4 days;
- 100 runs in a 2-day match;
- 75 runs in a 1-day match.

14.2 Notification
A captain shall notify the opposing captain and the umpires of his/her intention to take up this option. Once notified, the decision cannot be changed.

<u>The Follow-on Law is ONLY relevant to Two Day Matches in the NWMCA.</u>

All One Day and T20 matches are one innings per side only and Follow-on is not applicable.

NWMCA

“TEAM” OFFICIALS ROLES - JUNIORS

The Team Manager role is an important one in junior cricket to ensure the games run smoothly and in a welcoming and enjoyable environment.

Purpose

The purpose of this document is to provide assistance and key references for Team managers and Coaches in Junior Mixed and All Girls in NWMCA Competitions

Key references for a team manager are:

NWMCA Match Rules

- 1.1.4 NWMCA JUNIOR GRADES CODE OF CONDUCT
- 1.1.5 JUNIOR GRADES - COACH & MANAGER BIBS
  - Bibs – Team Manager and Coach to wear bibs whilst setting up game, during the game and for 15 minutes after game
  - BIBS must be worn so they are **clearly visible** – over the top of jumpers, hoodies, jackets etc (not underneath).
- NWMCA Match Rules for the relevant age group – Section 2.5 for mixed juniors, and 2.6 for All Girls junior grades
- Junior Guidelines & Rules 2026-27 Season document for the relevant age group.
- The team manager should ensure that they, and the coach, have access to the NWMCA rules at each match
  - Online – www.nwmca.com.au – rules menu item
  - Printed copies of rules obtained from the NWMCA.

Ground Setup

- Check ground – undertake risk assessment prior to game commencing – check for glass, holes, laying water, animal faeces, damage to pitch etc
- Mark sure wicket is swept, and crease lines, including wide ball lines are clearly marked (rule 1.3 para 11 for wide ball line – 90cm from middle stump for Juniors – BLUE paint/line)
- **Ensure SAFETY Area is clearly marked – refer to NWMCA rule 1.2.2 SAFETY RULES – UNDER AGE PLAYERS**
- Ensure boundary is correctly marked.
- Ensure stumps are available for umpire to set up wicket – if no umpire allocated, then the team manager for home side must ensure stumps
- Set up scorer’s table
- Mark out exclusion zone around scorer’s table (5 metres) **(NWMCA Match rule 1.1.6)**
- Set up scoreboard if possible

TEAM SETUP

- Ensure players are added to team in PlayHQ (makes e-scoring easier)
- Ensure scorebook is available for scorers
- Ensure team has a scorer/s to score the match
- OPPOSITION
- Team Managers from each team should introduce themselves prior to the match and prior to engaging with the Umpires.
- Discuss any potential issues or risks (ground conditions for example)

UMPIRES

- Engage with umpire prior to commencement of match – ensure Coach engages with umpires
- Ensure payment is made to umpire/s in line with rules (prior to match_ (rules 1.12 and 1.13)
- Provide central umpire and or square leg umpire as appropriate for the grade and match innings.
- Consult with the umpires in relation to ground and playing conditions before the match – only the Team Manager or Coach (Wearing a bib) are to discuss conditions with the independent umpire. Refer NWMCA Match rule **1.2.7 CANCELLATIONS DUE TO UNSUITABLE WEATHER or CONDITIONS**

DURING THE MATCH

- Ensure all players, officials, parents and other supporters are at least 10 metres behind the marked boundary or behind the ground fence (if there is a fence). 1.1.4 NWMCA JUNIOR GRADES CODE OF CONDUCT
- Ensure all players, officials, parents and other supporters are NOT standing or sitting directly behind the bowler's arm at either end of the ground. 1.1.4 NWMCA JUNIOR GRADES CODE OF CONDUCT
- Ensure players, officials, parents and other supporters do not question any call (or non-call) or decision made by an umpire (whether the umpire is an independent umpire or club umpire) 1.1.4 NWMCA JUNIOR GRADES CODE OF CONDUCT

- Ensure club officials (including scorers) are not smoking or consuming alcohol during the game (Rule 1.1.2 and 1.1.4)
    - *Smoking laws* - Smoking is banned within 10 metres of any outdoor sports venue during an under-age sporting event.
    - *Alcohol laws – ensure the club and spectators are complying with liquor licence conditions and consumption of alcohol in accordance with local by-laws*

- Understand the Extreme Weather Guidelines and work with the umpire, and opposition team manager as required.
    - ❖ 1.2.1 SAFETY RULES - THUNDERSTORMS (All grades)
    - ❖ 1.2.6 EXTREME HEAT GUIDELINES
    - ❖ 1.2.6.2 SMOKE POLUTION – AIR QUALITY

NWMCA

Rule Clarification

If there is a query over Rules, By Laws, Laws of Cricket or management of the game then

*If there is a query or question over NWMCA match rules, Laws of Cricket, NWMCA by-laws or anything else about the **running or management of the game**:*

- Check the rule book or laws of cricket.
- Check with the opposition Team Manager
- Check with the coach of both teams
- Confer with the Umpire at an appropriate time.

The match should continue whilst the query or question is being discussed, if possible.

If a ruling clarification is required then:

***Only the person wearing a bib can**:*

- *Enter the field of play*
- *Talk to the Umpire (whether an independent umpire or club umpire)*
- *Talk to opposition (coach or manager)*

*Contact the NWMCA and then only after working through talking to the umpire and the opposition (*1.1.5 JUNIOR GRADES - COACH & MANAGER BIBS)

Behaviour at the game

- If there is an issue outside of managing the match itself (unruly spectator behaviour for example), the Manager should look to manage those issues that relate to **only their own Club's supporters**. This is consistent with the NWMCA Rules, "Role of Clubs".

- However, in the event of unruly spectator behaviour, it is important that the Managers take a safety-first approach to ensure no harm to them or their team. If the Manager has safety concerns, then they are requested to immediately contact their own Club officials for directions. A written report should then be made by the Club President or Secretary and then *emailed to the NWMCA. (*1.1.5 JUNIOR GRADES - COACH & MANAGER BIBS)

After the Game

- Ensure scores are balance (scorebooks filled out completely with all match details).
- Ensure the result of the match is agreed with the umpire and opposition team. (if there is to be a dispute about the result, or protest about the match, refer to NWMCA Match rule 4.2.1 and 4.2.2)
- Ensure the match result and scores are finalised in PlayHQ. If no internet access at the ground, make sure your club is in position to upload the scores as soon as practical,
- If game was not e-scored, make sure your club is in a position to enter scores and players stats within 72 hours of the game starting.
- Whilst it is generally accepted that the home team will enter scores, both teams are able to enter scores and stats.
- Ensure match reports, including report on umpire/s are completed.

FINALS ELIGIBILTY

Reference – Rule 3.2.2 - (GENERAL) ELIGIBILITY TO PLAY IN FINALS

Finals eligibility is determined by the number of games a player has played in in that team.

There are exceptions / exclusions to be considered in rule 3.2.2.

If the name of a grade changes, or additional grades created, the NWMCA will advise clubs in relation to finals eligibility.

The following games do not count towards finals eligibility:
Bye
Match Cancelled (game does not start)
Abandoned match (game started but result not achieved) does count towards finals eligibility.

Walkovers received (opposition forfeits) may count towards finals eligibility -see rule 2.1.7 paragraph 7 (above)

Clubs must seek permission from the NWMCA to play ineligible players stating the reason for seeking the exemption.

A permit / exemption will only be considered for a player who has not qualified for finals, if the team does not have a full team, caused by injury or illness, or exceptional circumstances only. When applying for a permit, the club MUST provide evidence of an injury or illness. It is the NWMCA's decision whether the permission will be granted. An example of exceptional circumstances is emergency services work, or defence forces service.

Grade	# of games played to qualify for finals
Two Day Saturday section	Four (4)
One Day Saturday section	Five (5)

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One Day Sunday section	Four (4)
Women's Social T20	Five (5)
All Girls Junior competitions (all age groups)	Four (4)
Mixed Junior Competitions	
Under 16s	Three (3)
Under 14s	Three (3)
Under 12s	Four (4)

The NWMCA will make changes to finals eligibility during the season if deemed necessary, (byes in a grade, multiple abandoned matches for example) – changes will be made grade by grade and communicated to clubs as early as possible.

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PLAYING CONDITIONS

PREAMBLE

The NWMCA's main responsibility is to ensure all cricket played under its auspices is played within the spirit and traditions of the game. It considers sportsman-like behaviour of all involved in the game in relation to other players, officials, umpires and spectators as the most important element of the game.

NWMCA Code of Conduct

1.1 BEHAVIOUR

All cricket matches organised and conducted under the NWMCA auspices will be played within the spirit and traditions of the game, and in accordance with the Spirit of Cricket as stated in the MCC The Laws of Cricket 2017 3rd Edition 2022

The NWMCA considers sporting behaviour of all involved in the game in relation to other players, officials, umpires and spectators as the most important element of the game.

MCC The Laws of Cricket 2017 4th Edition 2026

Preamble

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the Captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

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Respect is central to the Spirit of Cricket.

- ***Respect your Captain, team-mates, opponents and the authority of the umpires.***
- ***Play hard and play fair.***
- ***Accept the umpire's decision.***
- ***Create a positive atmosphere by your own conduct, and encourage others to do likewise.***
- ***Show self-discipline, even when things go against you.***
- ***Congratulate the opposition on their successes, and enjoy those of your own team.***
- ***Thank the officials and your opposition at the end of the match, whatever the result.***
- ***Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.***

Role of Clubs

1. Clubs shall carefully and appropriately select the Captain of each team.
2. Clubs shall closely monitor and fully support the Captain of each team in regard to playing within the Code of Conduct guidelines
3. Clubs shall be responsible during matches for the conduct of their members and any other person with who a relationship of affinity exists.

Role of Captains

1. Captains are responsible for ensuring that all matches are conducted in accordance with the Laws of Cricket, the Laws and By-Laws of the NWMCA and especially the *Spirit of Cricket.*

Role of Players

1. Avoid making uncomplimentary or unnecessary remarks to opponents.
2. Opposition players are guests and should be treated as such.

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3. Avoid becoming involved in discussions between an umpire and your opponents.
4. Praise for good play of an opponent is a sign of good sporting behaviour.
5. Out-going and in-coming Batter should cross on the field.
6. Bowlers should return to the start of their run-up without delay and should be ready to bowl without wasting time.
7. Players should assist Captains and umpires in the smooth running of the game.
8. Fielders should move quickly between overs and when required to change their fielding positions.
9. The setting and changing of the field should be undertaken without delay.
10. Alcohol or other illegal substances must not be utilised by players or officials whilst the game is in progress. (see rule 1.1.2). Contravention of this regulation will result in severe penalties for both player and club.
11. Use social media with discretion and whilst using social media, do not abuse others or expose others to content that is offensive, inappropriate or for an illegal purpose.
12. Adhere to Member Protection Policy & Child Safety Policy as adopted by Cricket Victoria.

Attitude towards Umpires

1. Recognise that the umpire is in charge and has the final say.
2. Courtesy and respect should be shown to umpires at all times.
3. If, in anyone's opinion, an umpire misinterprets a rule, avoid heckling or arguing with them or opposition players.
4. Any registered player or club official disputing an umpire's decision, using abusive, threatening or language, during or after a match, within or outside the playing field, will be reported.
5. If clubs are unhappy with an umpire's performance, the correct procedure is to make a constructive report utilising the Captains Report.

1.1.1 Registered players, club officials and supporters MUST NOT:

1. Dispute the decision of an umpire.

2. Use any abusive, threatening, indecent or insulting language or gestures, to any person involved in or at the match including umpires, spectators and players.

3. Assault or threaten to assault any person.

4. Misconduct themselves on the day of the match within or outside the ground enclosure.

5. Behave in a manner which might bring the game into disrepute.

6. Penalties will apply for breaches to these conditions of play.

1.1.2 ALCOHOL, DRUGS AND SMOKING

1. No alcohol or non-prescription drugs as outlined in the ACB's Drug Policy shall be consumed by players or match officials at any time during any match. Contravention of this regulation will result in severe penalties of up to $200 for both Player and/or officials and the club.

Scorers, trainers, first aid officers, Coaches, Team Managers are all classified as Match Day Club Officials (See rule 1.8)

2. Smoking (including use of e-cigarettes and/or vaping) on the field of play, by players and/or umpires at any time, during the progress of a match, even at a drinks break, is strictly prohibited. Contravention of this regulation will result in severe penalties of up to $200 for both player and/or officials and the club.

1.1.3 RACIAL AND RELIGIOUS HARASSMENT POLICY

Full details of this and all other policies relating to behavioural matters and procedures are all outlined in the "Cricket Victoria Community Cricket Member Protection By-Law. These policies and procedures have been adopted in full by NWMCA and form part of this version of Rules & By-Laws.

1.1.4 NWMCA JUNIOR GRADES CODE OF CONDUCT

The NWMCA junior grades (Mixed and All Girls) Code of conduct applies to players, coaches, team managers, scorers, other club officials, spectators, parents/guradians and all persons associated with the competing clubs, and all persons attending any match arranged by the NWMCA.

NWMCA is committed to ensuring that Safeguarding Children and Young People is central to the development of our game

To access Australian Cricket's Policy for Safeguarding Children and Young People, and read how you can endorse and adopt this policy, please click HERE.

Everyone involved in cricket has a shared responsibility to support this by promoting the welfare of all children and young people.

Our junior grades are the formative years for young people entering and progressing through our great sport of cricket, and also for youths who have taken on the responsibility of umpiring.

It is vital that the experiences of all people in junior cricket are positive and encouraging, and that they are supported by clubs, coaches, club officials and spectators.

This Code of Conduct sets out the expectations of the North West Metropolitan Cricket Association to ensure that our sport is played in a respectful and encouraging atmosphere at all times.

Coaches, match officials, players, spectators and all other people involved in or attending the game must:

- Respect the rights and dignity of all involved in the game, and encouragement and positive feedback should be a priority at all times.
- Treat everyone with equal respect regardless of gender, disability, ethnic origin, religion or their level of ability and experience.
- Treat each player as an individual, and respect their talent, developmental stage and goals.
- Help and encourage each player reach their full potential.
- Be professional and accept responsibility for their actions, displaying appropriate standards in language, manner, preparation and presentation.
- Encourage all players to demonstrate the same qualities and help make each game of cricket a positive experience regardless of the result.
- Provide an environment that encourages players to participate and test themselves both at training and on match day.
- Parents, officials, players or any other persons are NOT sitting or standing behind the bowlers arm
- Parents, officials, players or any other persons are NOT sitting or standing within 10 metres of the boundary in any under age match.

Coaches, match officials, players, spectators and all other people involved in or attending the game must NOT:

- Sit or stand behind the bowler's arm in any under-age match.

NWMCA

- sit or stand within 10 metres of the boundary in any under-age match.

Coaches should:

- Ensure a safe and welcoming atmosphere for all young people while in their care and responsibility.
- Ensure that parents/guardians and spectators also understand the minimum standards expected at junior cricket matches and are positive and encouraging at all times regardless of the state of a game.
- Be a positive role model for our sport and the players. Coaches need to be aware that they play a most significant role in the lives and development of their young players.
- Be aware of all relevant policies relating to sexual and racial harassment, racial vilification and harassment on the grounds of disability.
- Remember that the game is being played for the enjoyment and development of the young players – not for coaches and parents. The opportunities for the players to participate and enjoy the game should be maximised.
- Ensure equipment, rules, training and the environment are appropriate for the age and ability of the players at both training and on game day.
- Have completed at a minimum the Cricket Victoria Level 1 coaching accreditation course.

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- Understand and endorse the Laws of Cricket and the Spirit of Cricket, and strongly encourage players, match officials and spectators to do the same.

Clubs and coaches must ensure:

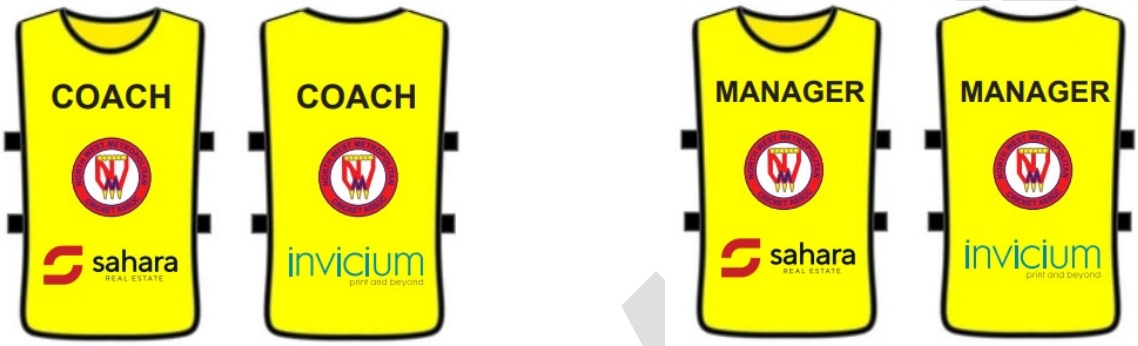
- That on game day, the only people who approach the umpire are the Captain, coach and where appropriate the Team Manager. Scorers can communicate with the umpire to advise when player over limits, batting retirement levels, etc are reached.
- That any disagreement or dispute between teams is addressed respectfully, and preferably not in front of the players.
- That play is not unduly delayed when the coach is recommending fielding changes, etc.
- That players are ready to take the field at the appropriate time, and that the game proceeds smoothly and without delays.
- That match officials and spectators are aware of and observe Association rules and bylaws, particularly those relating to alcohol and tobacco use.
- That spectators are also aware of the expectations on clubs, and that breaches of acceptable behaviour will lead to action and penalties from the Association.

NWMCA

1.1.5 JUNIOR GRADES - COACH & MANAGER BIBS

Each team is required to purchase TWO bibs from the NWMCA that are to be worn by:

COACH
and
MANAGER



BIBS must be worn so they are clearly visible – over the top of jumpers, hoodies, jackets etc (not underneath).

We have listed below some **FAQ's** that is designed to help the implementation of the bibs.

1. **I already have a "generic" bib / safety vest – can I use this bib instead of the one from the NWMCA?**

   Response: No, teams must wear the authorised NWMCA bib that will be supplied by the NWMCA.

2. **When are the bibs to be worn?**

   Response:

   - *Bibs are to be worn whilst setting up the game, during the game, and for 15 minutes after the conclusion of the game.*
   - *Bibs are to be worn in ALL junior matches (Mixed and All Girls competitions, Under 10s through Under 17s)*

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3. How does it work?

If there is a query or question over NWMCA match rules, Laws of Cricket, NWMCA by-laws or anything else about the ***running or management of the game****:*

- Check the rule book or laws of cricket.
- Check with the opposition Team Manager
- Check with the coach of both teams
- Confer with the Umpire at an appropriate time.

The match should continue whilst the query or question is being discussed, if possible.

If a ruling clarification is required then:

Only the person wearing a bib can*:*

- *Enter the field of play*
- *Talk to the Umpire (whether an independent umpire or club umpire)*
- *Talk to opposition (coach or manager)*
- *Contact the NWMCA and then only after working through talking to the umpire and the opposition*

Other Key Points:

- *If a scorer requires clarification of an Umpires call or similar, the scorer should ask their Manager or Coach to seek the clarification.*
- *Umpire will ignore other club officials, parents, committee etc during the game.*
- *In* ***Under 16s mixed and Under 17 All Girls, the team Captain*** *can also approach the umpire. This recognises the development of Captains, in line with the Spirit of Cricket*
- *If a player is injured on the field, either the Manager or Coach should enter the field of play to assess the player first. Parents of the player or*

other club officials should be called onto the field as soon as possible if required.

- *NWMCA will also ignore others if contacted – ONLY the coach or manager can contact the NWMCA and only after working and discussing the issue with the umpire and the opposition first.*

- *Wearing of bibs is compulsory –*

    - *Umpires will note and report to the NWMCA whether Coach and Team manager bibs are not worn*

    - *reported non-compliance will be addressed as following :*

    - *Education phase – first 3 rounds of season – NWMCA to issued advice to club – advice to be passed on to members by club*

    - *Warning phase - First occurrence outside Education phase for a club – warning issued to club*

    - *Consequence Phase - Second and further occurrence for a club outside Education phase – $100 fine for each bib and loss of one match point for offending team.*

- *Managers must also ensure that all persons at the junior match are adhering to :*

    - *Smoking laws* - Smoking is banned within 10 metres of any outdoor sports venue during an under-age sporting event.

    - *Alcohol laws – ensure the club and spectators are complying with liquor licence conditions and consumption of alcohol in accordance with local by-laws*

- *If there is an issue outside of managing the match itself (unruly spectator behaviour for example), the Manager should look to manage those issues that relate to **only their own Club's supporters**. This is consistent with the NWMCA Rules, "Role of Clubs".*

- *However, in the event of unruly spectator behaviour, it is important that the Managers take a safety-first approach to ensure no harm to them or their team. If the Manager has safety concerns, then they are requested to immediately contact their own Club officials for directions. A written report should then be made by the Club President or Secretary and then emailed to the NWMCA.*

1.1.6 Scorers exclusion zone

In all Under age matches, a 5-metre exclusion zone should be marked around the scorer's table/s.

Only the Team Manager or Coach, wearing the appropriate bib, or a person who is updating the scoreboard, should enter the scorer's exclusion zone, to check the scores or have other discussions with the scorers.

1.2 SAFETY

1.2.1 SAFETY RULES - THUNDERSTORMS (All grades)

1. In the event of an active thunderstorm or an electrical storm in the immediate vicinity of the ground, play is to cease **IMMEDIATELY** and all players and umpires are to find safe shelter without delay.

2. Safe shelters include a car or large substantial buildings with electric or telephone wiring and / or plumbing to provide a safe current to the ground.

3. To determine if the thunderstorm or electrical storm is 'in the immediate vicinity, players and umpires should follow the "30/30" protocol rule:

    a) Play must stop when the time between a lightning flash and thunder bang is 30 seconds or less – this indicates the lightning

is close enough to be a significant risk that the next lightning strike could be at the observer's location.

b) Play cannot commence until 30 minutes have elapsed after both the last lightning flash and the last thunder bang, unless it is clear and agreed by both Captains and umpires that the storm has moved on and there is no threat of lightning.

1.2.2 SAFETY RULES – UNDER AGE PLAYERS

1. The **"restricted area"** is defined as a 10 metre circle around the batter's wicket except for the 90° arc between wicket keeper and point.

2. The **"restricted area"** must be **CLEARLY** marked with a continuous or broken line or flat markers on the ground. Failure to do so will incur a fine.

3. Players who have not turned 14 years of age before the first day of September of the current season, irrespective of the age group they are playing in, are not permitted to field within the **"restricted area".**

4. A fielder may enter the **"restricted area"** after the batter has hit the ball or the ball has struck or passed the batter.

5. If an ineligible fielder is in the **"restricted area"** the umpire will not allow the ball to be bowled.

6. If an ineligible fielder enters the **"restricted area"** while a ball is being bowled it will be called a No Ball.

7. All Under Age players are required to wear a set of pads, a set of gloves and a protector (where appropriate), when batting or wicket keeping. On instruction from the NWMCA this requirement may be varied where a soft ball is used.

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8. Players who have not turned 16 years of age before the first of day of September in the current season, irrespective of the age group they are playing in, must wear a cricket helmet with a face guard when batting, fielding within the "**restricted area" (where permitted)**, or when wicket keeping up to the stumps. **This includes all players in the Under 10 competition and also all Under Age players who participate in any NWMCA representative team.** On instruction from the NWMCA this requirement may be varied where a soft ball is used.

9. Players who have not turned 12 years of age before the first day of September in the current season must wear protective helmets with **face guard** whilst wicket keeping, whether standing back or keeping up to the stumps. **This includes all players in the Under 10, and Under 12 competitions and also all players who participate in any NWMCA representative team.**

10. Clubs must have protective helmets available for wicket keepers in all other under age grades. The use of mouthguards by fielders and wicket keepers in all Under Age grades is strongly recommended.

11. A player who is permitted to play in a younger age grade, must follow the rules for the grade in which they are playing. E.g. a 14 year old player who is permitted to play in Under 14 team, is not permitted to field in the restricted area.

12. A player who is approved to play in a higher age grade, including open age / senior competitions, must follow the rules for the age group for which they qualify by age.

    Examples

    a. a 13 year old player (qualifies for Under 14s) playing in Under 16 mixed is not permitted to field in the restricted area.

b. a 15 year old player (qualifies for Under 16s) playing in a senior/open age team must wear a helmet when keeping up to the stumps

13. Rule 1.2.6, which relates to bowling safety limits for all players aged Under 19 on the 31st August in the current season, is to be strictly observed and is applicable in any age group in which they are competing.

1.2.3 SAFETY RULES – PLAYERS UNDER 18

1. It is MANDATORY for all players Under 18 years of age, whether playing junior or open age cricket, to wear protective helmets with face guard whilst batting, wicket keeping up to the stumps, or fielding within 7 metres of the bat, but except behind square on the off side.

2. Rule 1.2.2 overrides this rule for players where applicable.

3. The following table summarises the intention of rules 1.2.2 and 1.2.3. The intention shown in the table overrides the written narrative in rules 1.2.2 and 1.2.3 where the rule is unclear or contradictory.

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	REQUIREMENT TO WEAR HELMET WHEN FIELDING		
	Fielding in close	**Wicket Keeping**	**Wicket keeping**
Age group	Within restricted area (rule 1.2.2) - **10 metres** from bat except behind square on offside	Keeping **up** to stumps	Keeping **back** from stumps
Under 10 mixed	Not permitted to field in restricted area	Mandatory	Mandatory
Under 10 All Girls	Not permitted to field in restricted area	Mandatory	Mandatory
Under 12 mixed	Not permitted to field in restricted area	Mandatory	Mandatory
Under 12 All Girls	Not permitted to field in restricted area	Mandatory	Mandatory
Under 12 representative teams	Not permitted to field in restricted area	Mandatory	Mandatory
Under 14 mixed	Not permitted to field in restricted area	Mandatory	Strongly recommended
Under 14 All Girls	Not permitted to field in restricted area	Mandatory	Strongly recommended
Under 14 representative team	Not permitted to field in restricted area	Mandatory	Strongly recommended
Under 16 mixed	Mandatory	Mandatory	Strongly recommended
Under 16 All Girls	Mandatory	Mandatory	Strongly recommended
Under 16 / Under 17 representative team	Mandatory	Mandatory	Strongly recommended

Rule 1.2.3	Within 7 metres of bat except on offside behind square	Keeping up to stumps	Keeping back from stumps
Player under 18 in senior team	Mandatory	Mandatory	Strongly recommended
Player under 18 in representative team	Mandatory	Mandatory	Strongly recommended

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41.2.4 SAFETY RULES – PLAYERS OVER 18

1. **Batting**

   A batter must wear a helmet with faceguard at all times when batting.

2. **Wicket keeping**

   A wicketkeeper must wear a helmet with faceguard at all times when keeping up to the stumps.

3. **Fielding**

   a) A fielder must wear a helmet with faceguard at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

   b) The seven metre zone should be clearly marked in all open age games

4. **Helmets**

   a) It is strongly recommended that a helmet worn is compliant with British Standard 7928:2013.

   b) The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

   c) In a match with association appointed umpires, the umpires shall not allow the match to continue during

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any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

d) In a match without association appointed umpires, the Captains of both batting and bowling teams are responsible for compliance of these clauses. The Captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

e) Where this rule is not followed, the match shall be deemed to have **NO RESULT**, and **no points** will be allocated to either team

f) Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

1.2.5 INJURY CODE (BLOOD RULE)

1. Each team shall have in their possession a properly stocked first aid kit. Emergency telephone numbers for each player should also be prominently displayed.

2. Where a player during the course of a game suffers any injury which causes bleeding, the Umpire or, in their absence, the Captain or Team Manager, must retire the player **IMMEDIATELY** from the game until such time as First Aid has been administered to prevent further bleeding.

3. The player cannot resume playing unless the bleeding has stopped or the wound has been securely covered.

4. Any clothing excessively stained with blood should be replaced before the player can resume play.

5. A batter who is injured and has temporarily retired as above and who is unable to return after the fall of the ninth wicket, shall be deemed “Retired Hurt” and the innings of the batting side shall be deemed closed.

6. A maximum of 10 minutes will be allowed for the batter to receive First Aid and resume playing.

7. Where an injury occurs to a batter involved in the tenth wicket partnership, a maximum of 10 minutes will be allowed in order to receive First Aid and resume playing. If the batter is unable to continue within the 10 minutes he shall be deemed “Retired Hurt” and the innings shall be deemed closed.

8. Where the injury occurs within 10 minutes of the scheduled tea break, tea will be taken immediately with no extra time being added. If the batter is unable to continue after the tea interval he shall be deemed “Retired Hurt”

9. There shall be no reduction in the number of overs to be bowled when time is lost because of an injury.

10. Where an umpire is injured, Clauses 2, 3, & 4 of this section will apply. If the umpire cannot resume his duties, the batting side will supply a competent replacement until such time as the umpire is able to resume.

1.2.6 EXTREME HEAT GUIDELINES

1. Whilst accepting that Cricket is a summer sport, all Captains, officials, Team Managers and coaches must acknowledge they have a fundamental duty of care to all players and officials. It is essential

to be aware of the importance of wearing long sleeved shirts, wide brimmed hats and sunglasses and the application of a suitable sunscreen lotion. Drinking plenty of fluids (preferably water) at regular intervals and seeking shade when not on the field is recommended.

2. Be aware that junior and older players are more susceptible to heat and also be particularly aware of Under Age players competing in Open Age matches on the same day that they have competed in Under Age matches.

3. Players should be encouraged to have their own drink bottles. This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and the transfer of viruses.

4. Where cups and a large container are used, cups **MUST NOT** be dipped into the container. Used cups should either be washed or disposed of after use. PLAYERS MUST NOT SHARE CUPS. Failure to comply with this rule will result in heavy fines.

5. On days of extreme heat, coaches, players, umpires and officials would be well advised to carefully observe any player and/or umpire who is distressed by the extreme heat and take appropriate and swift action to alleviate the problem.

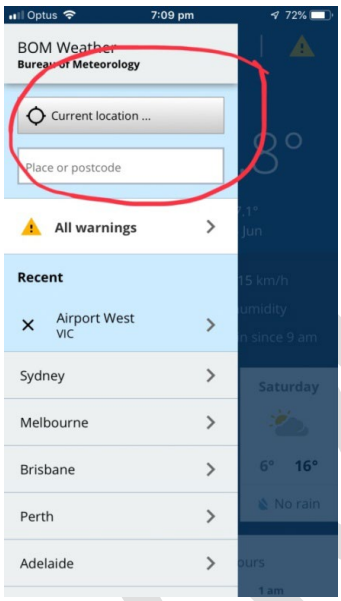
6. Play must not commence, and if commenced, should cease immediately if the temperature at **MELBOURNE AIRPORT** reaches the relevant threshold outlined below. The match cannot re-commence until the temperature drops below the relevant threshold:

    a) **Under age games 36 degrees Celsius**

    b) **Open age games 38 degrees Celsius**

7. The temperature at MELBOURNE AIRPORT is to be determined using the Bureau of Meteorology (BOM) App on a smart phone or tablet, accessing the BOM website (www.bom.gov.au) **(no other app or website is to be used)** or by ringing the BOM weather line on 1196.

8. If using the BOM App, enter "MELBOURNE AIRPORT" in the Place or Postcode field under the menu



9. The data in the BoM app is updated every 10 minutes – close the app and re-open to refresh the data.

10. The temperature is to be checked by the umpire/s (if present) or Team Managers/scorers at regular intervals

11. In Open Age Grades, all players and officials must remain at the ground until at least 5 pm (3pm if both Captains and the umpire/s agree) before play may cease for the day. For juniors, relevant times are 10.15am for morning games and 7pm for evening games (9.15am/6pm if both Captains and the umpires agree).

12. North West Metropolitan Cricket Association reserves the right to cancel a day's play where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA telephone number for

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unsuitable weather to determine if the Association has abandoned play.

13. North West Metropolitan Cricket Association reserves the right to re-fixture traditional-format junior two-day games as split innings games where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA weather line, Facebook page and website for advice on any re-fixturing.

14. For open age two day games, when an extreme temperature day is forecast on Day 1, the North West Metropolitan Cricket Association reserves the right to play the fixture as two one-day games for half-points each match. Clubs are permitted to re-select their teams for the second game.

15. On days of extreme heat, umpires and clubs are encouraged to arrange extra drinks breaks (every 4-5 overs if necessary) and unrestricted drinks around the boundary for bowlers and at the fall of a wicket for fielders to assist with hydration. Where possible, unrestricted interchange of substitute fielders shall be permitted. Umpires will be lenient in relation to the Law on fielders leaving the field not being permitted to bowl immediately.

1.2.6.2 SMOKE POLLUTION – AIR QUALITY

Cricket Australia's policy guidelines in relation to Smoke pollution and poor air quality can be viewed at the following link:

Smoke-Pollution-Guidelines-for-Community-Cricket-v2.pdf

For all NWMCA fixtured matches, where the Air Quality Index (AQI) for Melbourne CBD is 150 or higher, the game is to be cancelled.

The AQI can be viewed here:

Melbourne CBD Air Pollution: Real-time Air Quality Index

If smoke pollution is in the vicinity of a ground, yet the AQI is below 150, the captains and umpires should consider the well-being of players and consider cancelling the game or suspending the game until conditions improve.

1.2.7 CANCELLATIONS DUE TO UNSUITABLE WEATHER or CONDITIONS

ADJUDICATION ON SUITABILITY OF CONDITIONS

1. In determining fitness of the ground, weather and light for play, teams are to observe the requirements of **Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions.**

2. **TWO INDEPENDENT UMPIRES IN ATTENDANCE**
   In all matches with two independent umpires in attendance, it is solely for the umpires to decide the fitness of the ground, weather or light for play. See **Laws of Cricket (2017) Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions.**

3. **ONE INDEPENDENT UMPIRE IN ATTENDANCE**
   Prior to the start of each day's play, the two Captains (Team Manager or coach in Under-Age matches) shall determine the fitness of the ground, weather, air quality, and light for play. If both Captains cannot agree, then the Independent Umpire will thereafter determine the fitness of the ground, weather air quality and light for play to start, resume or be suspended.

4. **NO INDEPENDENT UMPIRE(S) IN ATTENDANCE**
   Prior to the start of each day's play, the two Captains (Team Manager or Coach in Under-Age matches) shall determine the

fitness of the ground, weather, air quality and light for play. If agreement cannot be reached then play cannot commence.

Every effort must be made to ensure that any decision to abandon play is not made for a frivolous reason. A breach of this could result in the match being forfeited.

During the day's play the batting team's wishes will be complied with regarding the fitness of the weather, air quality and light.

During the day's play the fielding team's wishes will be complied with should the fitness of the ground deteriorate.

5. **Two-Day games:**
   The fitness of the ground and pitch for play is entirely in the hands of the umpires, except that at the request of either Captain, the umpires shall not draw stumps or abandon play until 5pm if no play has been possible for the day; or 7pm if play commenced.

6. **Junior Games**
   Junior matches games cannot be abandoned until:
   - Evening games 6.30pm if game has not started or 7.15pm if game had started.
   - Saturday/Sunday morning games 10.15am if game has not started or 11.15am if game had started.

7. **One-Day games:**
   Every attempt should be made to enable play to commence. If accumulated time lost means that less than the number of overs listed below would be allocated to each team's innings, then the match shall be declared a draw.

Section	Minimum overs for a valid match
Open Age One Day games	20 overs per team
Open Age Women's T20	10 overs per team

Under 16 mixed	10 overs per team
Under 14 mixed	10 overs per team
Under 12 mixed	10 overs per team
Under 17 All girls	10 overs per team
Under 14 All girls	10 overs per team
Under 12 All Girls	10 overs per team
Under 10 mixed	6 overs per team
Under 10 All Girls	6 overs per team

For Open Age games, where there is a refusal to play by one of the Captains, **both** Captains must provide a written report to the NWMCA Executive **within 48 hours** of the day's play.

For Junior games, where there is refusal to play by one of the teams, the team manager of coach of **both** teams must provide a written report to the NWMCA Executive **within 48 hours of the day's play.**

8. Information regarding cancellation of play because of unsuitable weather may be obtained by telephoning NWMCA headquarters **on 9539-4844 where a recorded message will advise of the Association's decision and directions.**

9. Clubs, players, officials and umpires must arrange to listen to these announcements whenever it appears the need may arise.

10. In the event that there is no message regarding unsuitable weather, then players, officials and umpires should proceed to the grounds and make their own decision in accordance with Rule 2.1.8.

11. Players, officials and umpires are **NOT** to telephone, SMS or send a message any NWMCA official on this matter.

12. Times to ring concerning Unsuitable Weather

    After 7.00 am for morning matches.

After 11.00 am for afternoon matches.
After 3.00pm for any match commencing
5:00pm or later

13. Association reserves the right to cancel, relocate, reschedule or complete matches at the Board's discretion.

1.2.8 SAFETY RULES AND UNDER AGE BOWLING INJURY PREVENTION

This rule applies to every Under Age player in any match in any grade – Open Age or Under Age.

Note This section refers to the number of overs a player is allowed to bowl **in a day**. A limit is also applicable to the number of overs a player is allowed to bowl **in an innings** (refer Rule 2.5.1.9)

Any contravention of this rule will result in a loss of match points. Refer Rule 3.1.3.

Depending on the age of the bowler, each bowler is limited to a maximum of consecutive overs in one spell, and to a **daily** maximum quota. See i and v below.

1. **Bowling spell**

a) Age Under 19: 8 overs in a bowling spell
b) Age Under 18: 7 overs in a bowling spell
c) Age Under 17: 6 overs in a bowling spell
d) Age Under 16: 6 overs in a bowling spell
e) Age Under 15: 5 overs in a bowling spell
f) Age Under 14: 4 overs in a bowling spell
g) Age Under 13: 4 overs in a bowling spell
h) Age under 12: 4 overs in a bowling spell

2. **Break between bowling spells**

a) Before starting a new bowling spell, a bowler must have a break for of at least twice as many overs as they bowled in the previous bowling spell.

b) **When a bowler changes ends** it will be counted as an extension of the same bowling spell. An over started on a new day shall be considered the first over of a new spell.

3. **Daily overs limits:**

a) Age under 19: 20 overs per day

b) Age under 18: 20 overs per day

c) Age under 17: 16 overs per day

d) Age under 16: 16 overs per day

e) Age under 15: 12 overs per day

f) Age under 14: 12 overs per day

g) Age under 13: 8 overs per day

h) Age under 12: 8 overs per day

i) An over started on a new day shall be considered the first over of a new spell.

1.3 PITCHES

1.3.1 SURFACE TYPE AND MAINTENACE (Open Age and Under Age Grades)

1. NWMCA **Junior** Competitions are normally played on hard wickets. Matches may be played on turf when both sides are in agreement (if either side objects to play on turf the match may be rescheduled or relocated at the board's discretion).

2. Any match commenced on a particular surface must be continued on the same type of surface.

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3. All finals matches are to be played on synthetic surfaces unless varied by the Board.

4. All matches shall be played on a wicket made of either turf, a synthetic surface stuck down, on synthetic mats or other synthetic surfaces approved by the Board.

5. If the surface is not to the Board's satisfaction, matches may be cancelled, moved to a suitable location or rescheduled.

6. The area of the pitch is defined as the area between the bowling creases (wickets/stumps) and width of the synthetic surface - this rule overrides Law 6.5

7. In the event of an independent umpire or a participating team considering that the condition of the pitch is unsafe, no play is to be attempted and the matter is to be reported to NWMCA immediately. The match may then be re-scheduled or re-located.

8. It is the responsibility of the home team to ensure that the pitch surface is in good condition, well maintained and is swept regularly to ensure that all loose grit is removed. The edges must be regularly maintained and grass must be kept clear of playing surface. Clubs would be well advised to consider high pressure hose cleaning or an alternative at regular intervals during the season to remove the loose grit as this will both lengthen the life of the synthetic covering and the ball.

9. If the Association finds that a team is not maintaining the pitch, the Club may be fined and the match may be re-scheduled or re-located.

   In all games the home side must make every effort to properly prepare the ground and mark the pitch for play. They must have on hand throughout the match, equipment such as saw dust, broom, squeegee, sand, line marking paint, spare wickets and bails and any other materials as may be necessary to maintain the condition of the ground.

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In finals matches both sides shall supply any labour required to maintain or improve the condition of the ground.

10.Pitch Markings

a) If an independent umpire considers that the pitch is not correctly marked and the popping creases not clearly defined they **MUST** include this on the ***Umpires Match Report form.*** The team/s responsible for failing to mark the pitch will be subject firstly to a warning by the umpire prior to the start of the day's play. Should the markings not be attended to in accordance with the umpires request then a fine will apply.

11.Wide Ball Crease Markings

i. In all Open Age Men's/Mixed competitions, including the Open Age T20 tournament, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a distance of **2 feet/61cm** either side of the imaginary line joining the centres of the two middle stumps.

ii. In all Open Age Women's Social T20 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

iii. In all Junior Mixed Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps. **BLUE** paint must be used for 90cm markings

iv. In all All Girls Under12, Under 14 and Under 17matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps. **BLUE** paint must be used for 90cm markings

1.4 BOUNDARY MARKING AND GROUND SIZE

1. In all Open Age and Under 16 grades, if a ground is fenced, the boundary will be marked at least 2.74 metres (3 yards) from the fence or any other solid object (for example a training net fence or goalpost). If the fence is greater than 67.4 metres from the wicket, then the boundary shall be marked to an oval of radius 65 metres. If a ground is not fenced, the boundary will be an oval of radius 65 metres wherever possible. **ALL MEASUREMENTS SHOULD BE MADE FROM THE CENTRE STUMP AT EACH END.**

2. On grounds where there are two or more pitches, under no circumstances are the two boundaries permitted to overlap. A common boundary however is acceptable.

3. For Under 14 grades the boundary will normally be an oval of radius 55 metres **MEASURED FROM THE CENTRE STUMP AT EACH END.**

4. For Under 12 grades the boundary will normally be an oval of radius 45 metres **MEASURED FROM THE CENTRE STUMP AT EACH END.**

5. Where Under 14 or Under 12 matches are played on fenced grounds of appropriate size, the boundary will be marked at least 2.74 meters (3 yards) from the fence or any other solid object (for example a training net fence or goalpost).

6. For Under 10 grades the boundary will be a circle of radius 40 metres **MEASURED FROM THE CENTRE OF THE PITCH.**

7. When a fence does not form the boundary, the boundary must be clearly marked by flags or other markers, which are not liable to cause injury to players.

8. The markers must be conspicuous from the centre of the ground and not more than 15 metres apart.

9. The home team, or team responsible in a final, will be fined per day on which the boundary is not adequately marked. If an Independent Umpire considers that the boundary is not correctly marked they **MUST** include this on their ***Umpires Match Report form.*** The team/s responsible for failing to mark the boundary will be subject firstly to a warning by the umpire prior to the start of the day's play. Should the markings not be attended to in accordance with the umpires request then a fine will apply.

10. It is very important that such boundaries are permanently marked with a line on the ground, then the flags can just be placed on the line each day.

11. If a line is not used, a straight line between adjacent flags will define the boundary.

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12. For two-day games, the position of each boundary marker must be marked on the ground surface to the satisfaction of the opposing team.
13. If in the event of an independent umpire or a participating team considering that the boundary is not satisfactorily marked, the match must still take place as scheduled and the matter is to be reported to the Association's Administration Manager.

14. If an independent umpire considers the boundary is not satisfactorily marked- or if the Association accepts such a complaint from a club- the home team, or team responsible in a final, will be fined per day on which the boundary is not satisfactorily marked and the result of the match will be subject to Rule 3.1.3.

1.5 SCOREBOARDS

1. For all **George Luscombe, Vic Kyte, Keith Stringer and Athol Attwater** Shield matches, the home team is to provide a scoreboard which will display at least the current number of runs, wickets lost and over number as well as **one completed innings total**, the scores displayed being able to be read from the opposite side of the ground.

2. In all other grades and competitions, including junior matches, it is strongly recommended that a scoreboard be used.

3. Where a scoreboard is used, the target score, as agreed prior to the start of the second innings, should be shown on the scoreboard.

4. During play it is the batting team's responsibility to ensure that the scoreboard is kept up to date at least once every two overs.

5. Failure to comply may incur a fine.

1.6 SELECTION OF APPROVED MATCH BALLS

1. All Clubs are required to purchase all match cricket balls from the NWMCA and failure to use an NWMCA ball may result in a fine and may cause a loss of points. A new ball may only be taken at the start of each side's innings. No new ball is to be taken during the innings

2. Before the start of each innings, the ball to be used must be approved by the independent umpire or if no independent umpire is in attendance, then by the batting team's Team Manager or Captain.

3. Each Open Age Two-Day team must start each first bowling innings with a new NWMCA stamped 156 gram leather ball as approved by the association.

4. Each Open Age One-Day team including Veterans team must start each first bowling innings with a new NWMCA stamped 156 gram leather ball as approved by the association.

5. Each Open Age 20/20 team must start each first bowling innings with a new NWMCA stamped 156 gram leather ball as approved by the association.

6. Each Under 16 must start each first bowling innings with a new NWMCA stamped 156 gram leather ball as approved by the association.

7. Each Under 14 must start each first bowling innings with a new NWMCA stamped 142 gram leather ball as approved by the association.

8. A good quality used ball may be used for the start of a second bowling innings. However, if a new ball is used for the start of the second innings then it must be a new NWMCA ball as specified as above.

9. Each Under 12 team must start each first bowling innings with a new NWMCA stamped 142-gram leather ball as approved by the association.

10. Under 10 teams are to use a soft synthetic ball of a type approved by the Association.

11. Each team should always have on hand at least one sound used ball approved by the umpire/s or Captains.
12. In all **TWO-DAY FINALS MATCHES**, each team is to present to the official Umpire(s) a new NWMCA stamped ball prior to the start of play.

1.7 PLAYERS' DRESS

1. All players in ALL grades must be properly dressed in cricket attire. Cricket attire is defined as trousers and shirt, which must be predominantly cream or white in colour, unless otherwise approved; white hat or coloured cricket cap in club colours; white or cream sweater with club logos.

2. Jumpers with coloured bands at the neck, cuffs or waist and shoes with coloured stripes are permitted.

3. Player's names and/or numbers on back of shirts are permitted providing written permission has been obtained from the board. Players nicknames are NOT permitted,

4. **LOGOS** - Club logos and sponsor logos can be worn on caps, hats, shirts (pockets, collars, cuffs and sleeves) or sweaters (at the V of a V-neck sweater). Logo size and position must be approved by the NWMCA board. Logos that are too large or distracting to opposition or umpires may not be approved. Sponsor logos that relate to gambling, smoking or alcohol will not be approved for uniforms worn by Junior players.

5. For **NWMCA Affiliated clubs, Luscombe Shield** players are required to have the **NWMCA logo** sewn or embroidered above the right breast on their playing shirt. Failure to comply will incur a fine per player per day.

6. Shorts, short trousers and sleeveless shirts are **not** permitted. Shirts must have a collar.

7. Should an alteration to the standard dress code be approved, it is then essential that **all the team members either wear the same varied design or else the standard all white uniform.**

8. Batters have the right to request the removal of distractingly coloured clothing worn by bowlers or fielders in any grade.

9. **OPEN AGE TWO DAY GRADES –** players may wear colored shirts, or colored shirts and colored pants in **one day games only** where the NWMCA Board has approved the design of the coloured clothing.

10. Clubs that have been given permission to wear coloured clothing **in two-day games** may continue to wear that coloured uniform.

11. **OPEN AGE ONE DAY GRADES, INCLUDING VETERANS** - players may wear coloured shirts, or coloured shirts and pants where the NWMCA Board has approved the design of the coloured clothing.

12. **BOYS & MIXED JUNIOR GRADES** - players may wear coloured shirts, or colored shirts and pants where the NWMCA Board has approved the design of the coloured clothing.

13. **OPEN AGE WOMENS GRADES** – refer to rule 2.9.5 Paragraph 7

14. **UNDERAGE ALL GIRL GRADES**
    a) Under 10 All Girls – refer to rule 2.9.1 Paragraph 8
    b) Under 12 All Girls – refer to rule 2.9.2 Paragraph 8

c) Under 14 All Girls – refer to rule 2.9.3 Paragraph 8
d) Under 16 All Girls – refer to rule 2.9.4 Paragraph 8

15. **APPROVAL** – new designs must be submitted to the Board prior to being worn by any player.. If there has been no change to the design of coloured uniforms, it is not necessary to seek re-approval from the Board.

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1.8 CLUB AND MATCH DAY OFFICIALS

1. Any person who meets such conditions as are set down from time to time by the Association and whose name is given to the Association for such purpose by a Member Club is a Club Official.

2. Scorers, trainers, first aid officers, Coaches, Team Managers are all classified as Match Day Club Officials.

3. Registration of Officials, Coaches, Team Managers, Scorers and other volunteers in PlayHQ is mandatory each season, with all required details relevant for that person recorded in PlayHQ. (By-Law 3.3.5)

1.9 SUBSTITUTE FIELDERS, REPLACEMENT PLAYERS, PLAYER ABSENCE

A. Substitute Fielders

1. If a player has been injured or becomes ill after the start of the game a substitute fielder is allowed. This is in accordance with Law 24.1, Laws of Cricket.
2. The decision as to whether a Substitute fielder is allowed rests with the Independent umpire and the Opposing Captain in Open age matches. If no independent umpire is allocated to a match, the decision rests with the team Captains. In Under age matches, the decision to allow a Substitute fielder rests with Independent umpires where allocated, team captains, and team coach/manager as relevant.

3. Law 24.1 Substitute fielders

24.1 Substitute fielders
24.1.1 The umpires shall allow a substitute fielder
24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or
24.1.1.2 for any other wholly acceptable reason.
In all other circumstances, a substitute is not allowed.

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24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, Law 42.7.1 (Additional points relating to Level 3 and Level 4 offences).
24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him/her, subject to 24.2, 24.3 and Law 42.4 (Level 3 offences and action by umpires)

4. Substitute fielders must be nominated to the opposing Captain or Team Manager and any Independent Umpire prior to taking the field and may not subsequently be added to the team list for that game.

5. Any substitute fielder who would not be eligible to play in that match requires the explicit approval of the opposing Captain or Team Manager/Coach before taking the field.

6. Player's *ineligible* to act as a *substitute fielder*:

a) Suspended players

b) **In Open Age matches**, a player playing in another match in the same time slot is ineligible to act as a substitute for any other game;

c) **In under age matches,** a player is ineligible to act as a substitute fielder by normal age restrictions. For example, a 13 year old may not play in an U12 game.

7. If 12 players are named on the team sheet in any Two Day Saturday Grade, the 12th player will act as the sub-fielder for the purposes of this rule, unless exceptional circumstances apply and explicit approval is granted by the opposing Captain or Team Manager/Coach, and any independent umpires, before taking the field.

8. Infringements of this rule will be subject to Rule 3.1.3.

B. Replacement Players

4. In general, the NWMCA does not allow replacement players during a game.
5. If a player is concussed on Day 1 of a two day game, or there are other exceptional circumstances (not including injury or illness) that means a player is not available for a two day game, application may be made to the NWMCA for permission for a replacement player to play on Day 2 of that two day game.

C. Player absences from field

The provisions on Law 24 and Law 25 in relation to player absences and penalty time only apply in the Open Age Saturday Two Day competitions.

1.10 PROFESSIONAL PLAYERS

1. All Clubs playing in NWMCA shall be entitled to play **not more** than two (2x) professional cricketers in any one season across all sections/grades.

2. A professional player is defined as:

   (1) one who directly or indirectly receives any monetary consideration, or any form of financial advantage, in any manner connected with coaching and/or playing cricket for any club in NWMCA. (This does not include any incentive payments made to individual players for performances in individual matches throughout the season.)

   (2) A player who has represented any country (or group of countries) at Test cricket or played first class or List A cricket in any country (or group of countries) must be nominated as a professional player if that player is under forty (40) years of age or who has played within the last five (5) years at that standard.

   (3) Clubs must seek permission from the NWMCA for any player covered by Paragraph 2 above, to participate in any match in a

season, before the player does play in a match. The form to be used to seek permission is found on the NWMCA website (Association / Forms menu) and at the following link

Professional Player Request form

(4) Test cricket means 5 day matches played between countries or groups of countries that have been granted Test status by the ICC. There are currently twelve men's teams that have been granted test status:

Australia, England, South Africa, West Indies, New Zealand, India, Pakistan, Sri Lanka, Zimbabwe, Bangladesh, Ireland, Afghanistan.

(5) First class cricket means a match of three or more days' duration between two sides of eleven players officially adjudged first-class, shall be regarded as a first-class fixture.

(6) List A cricket is a classification of the limited-overs (one-day) form of the sport of cricket, with games lasting up to eight hours. List A cricket includes One Day International (ODI) matches and various domestic competitions in which the number of overs in an innings per team ranges from forty to sixty, most commonly fifty overs, as well as some international matches involving nations who have not achieved official ODI status.

3. NWMCA shall be entitled to request from a Club the details of the monetary consideration or any other form of financial advantage of any professional cricketer, which that club intends to play, or has played.

4. Refer also to By-Law 3.3.3 PROFESSIONAL PLAYERS AND PLAYERS FROM PREMIER AND SUB DISTRICT CLUBS. This By-Law sets out when and how to request permission from the NWMCA.

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5. If a player who is not eligible (has not been granted permission) to play in a match does play in such a match then the club will be fined and the result of the match determined in accordance with Rule 3.1.3.

1.11 STRIKER'S END (SQUARE LEG) UMPIRE

1. In all matches (with exception of Under 12 matches) if only one neutral umpire is present, the batting side will provide the umpire at the striker's end (Square Leg).

2. In Under 12 matches the bowling/fielding side will provide the striker's end Umpire.

3. In Under 12 matches **ONLY**, a reasonable amount of advice may be given by a Coach acting as an umpire.

4. When required to act as either a striker's end umpire and/or a bowler's end umpire in an Open Age Match, a player must be dressed neatly and **wear a coloured vest**. Covered footwear is to be worn and chest must be covered. Bare feet or bare chests are not permitted. Failure to observe the correct dress code will incur a fine.

1.11.1 DUTIES OF THE STRIKER'S END (SQUARE LEG) UMPIRE

1. Count the balls bowled in each over and confer with the other umpire by way of a pre-arranged signal to ensure that the counting is accurate.

2. Watch for, then call and signal any short runs at the striker's end.

3. Give decisions on appeals for:
   a) Hit wicket.
   b) Stumped.

c) Run out.

4. Call and signal No Ball **ONLY** when:

a) The umpire considers that the bowler has not delivered the ball fairly, i.e., the ball has been deliberately thrown. If the bowler has a suspect action, then a no ball is not to be called but a written report is to be submitted to NWMCA board so remedial action if required can be instigated.

b) The wicket keeper does not remain wholly behind the wicket until the ball delivered by the bowler touches the bat or person of the striker or passes the wicket or the striker attempts a run.

c) There are more than two fielders behind the line of the popping crease on the leg side at the time of the delivery.

5. Observe batters with regard to their having crossed when a catch, overthrow, illegal fielding or lost ball seems likely.

6. Call and signal, “dead ball” when applicable.

7. Be ready to give assistance to the umpire at the bowler’s end when he may have a better (less obstructed) view.

8. The umpires are responsible for the game being conducted in a fair and orderly manner. **The person acting as the striker’s end (Square Leg) umpire is not on the ground to converse with or give advice to players**.

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1.12 PAYMENT OF UMPIRE FEES

1. Umpire(s) fees must be paid prior to the commencement of play each day. Clubs participating in the match will bear equal share of the cost.

   If a club does not pay an umpire as required, the club will be charged the relevant fee by the NWMCA plus an additional $50 fine for non-compliance with rules.

2. Fee payment - full fee payable

   a) If required to be in attendance two hours **(one hour Under Age matches)** after the scheduled start time, whether or not play commenced, then umpires shall be paid **the full fee**.

   b) Umpires shall be paid the full fee unless varied because of ground and/or weather conditions, or other exceptional circumstances. See Fee Payment "variations" immediately below.

3. Fee payment - variations to full fee:

   a) OPEN AGE UMPIRES
   50% OF NORMAL FEE - when umpire is required to attend the ground, but play is abandoned before any play occurs. However, an umpire is only eligible for the 50% fee if they are present on the ground **at least 45 minutes before the scheduled start of the day's play.**

   b) UNDER AGE UMPIRES
   50% OF NORMAL FEE - when the umpire is required to attend the ground, but play is abandoned before any play occurs.

4. Fees are not applicable (no fee is due) when the Association cancels play for the round, match or day.

1.13 UMPIRES

1. Any person who meets such standards as are set down from time to time by the Association and who makes themselves available to the Association to officiate at its matches as it sees fit is an independent umpire.

2. Any person who is engaged in umpiring in a match organized by the NWMCA is an Umpire.

3. The recruitment of Senior grade umpires shall be the responsibility of the NWMCA with referrals from the North West Metropolitan Cricket Umpires Association (NWMCUA) managed as required.

4. Senior umpire appointments are to be the responsibility of the NWMCA Match Day operations manager, with input from the Senior Umpire's Advisor, taking particular note of any special NWMCA Board requirements that may be given from time to time.

5. Junior umpire appointments are to be managed by the NWMCA Administration team.

6. All Senior and Junior Umpires shall have in their possession, at each match, a copy of the latest issue of the Laws of Cricket (the Laws of Cricket App on a device is acceptable) and a current copy of the NWMCA Rules & By-Laws (access to rules online is acceptable).

7. Senior Umpires must be attired in the approved white jacket (if required), the approved NWMCA shirt, black trousers, the approved hat or cap, and predominantly white footwear.

8. Junior Umpires must be attired in a long sleeve white jumper or jacket (if required), the approved NWMCA shirt, black trousers or NWMCA approved cap or hat, and predominantly white footwear.

9. Umpire Qualification - Under-Age Grade Umpires. Umpires appointed to Under-Age matches must have completed Cricket Australia's Umpiring Junior Cricket digital learning module.

Completion of the ICC Foundation Umpire Course is also recommended.

10. Umpire Qualification Open-Age Grade Umpires. Umpires seeking appointment to Open-Age matches must undertake to obtain an approved umpiring qualification. The minimum qualification shall be Cricket Australia's Community Officiating Accreditation Program. An umpire without the minimum qualification shall normally be appointed to umpire matches in lower grades.

11. All umpires over the age of 18 years must provide to NWMCA proof of holding a Working with Children (WWC) Check Card issued by the Department of Justice

1.13.1 UMPIRES' FEES

The following daily umpire fees shall apply for Season 2026-2027:

Open Age / Senior Grades			**Grand Final**	
Grade	Single Umpire	Two Umpires	Single Umpire	Two Umpires
Luscombe Shield	$230	$200 each	$250	$220 each
All other Two Day Grades	$200	$170 each	$220	$190 each
One Day Saturday / Sunday Grades	$180	$150 each	$200	$170 each
NWMCA Women's Grades	$100	$90 each	$120	$110 each
Open Age T20 Comp	$100	$90 each	$120	$110 each
Junior panel umpire standing in Senior grade				
Central Umpire	Full amount for grade	Full amount for grade	Full amount for grade	Full amount for grade

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Square leg only		$140		$160
Junior Grades			**Grand Final**	
Junior Mixed and All Girls Grades	$100	$80 each	$120	$100 each

1.14 SCOREBOOKS AND SCORING

1. The use of the hardcopy NWMCA supplied scorebook is compulsory, even if electronic scoring is used (refer section 3 and c below).

2. Each club must provide a person or persons to score for them, as required in the Laws of Cricket.

3. **Electronic scoring (E-Score)**

   The NWMCA strongly encourages electronic scoring as we see the following benefits:

   - Overall time saving
   - User friendly and so scoring is more interactive
   - Easier to reconcile scores
   - Enable accurate player statistics that will help end of year awards and,
   - As software integrations further develop, you will see less double handling with electronic scoreboards.

   a) The use of E-Scoring is encouraged in all matches in the NWMCA

   b) In all NWMCA rules and by-laws that refer to a "scorebook" that reference applies to the scorecard in E-score where applicable.

   c) At least one physical scorebook must be used in all matches. If both teams are using E-Score, the home team (first named on

the fixture) must provide a physical scorebook, which must also be used to score the match.

d) From season 2025-26, it is mandatory for the home team to e-score in all games in the following shields:

i. Luscombe Shield
ii. Kyte Shield
iii. Stringer Shield
iv. Attwater Shield

4. The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than drinks intervals, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

5. At the end of each day's play, as well as being balanced, both sets of scorebooks must be fully totalled within 10 minutes of the close of play, and both signed by team Captains.

6. If the scorebooks cannot be balanced, Captains must agree on the scores for both teams and notate the book with the agreed scores. Scorebooks must signed by both team Captains.

7. Failure to comply may result in a fine. An independent umpire is only responsible to check and verify that the scorebooks are correct - not to balance them.

8. In all Open Age and Under Age matches where an official umpire is in attendance the umpire **MUST** sign the scorebook at the end of each day's play.

1.15 BOWLING RESTRICTIONS

1.15.1 NO BALL

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1. ***No Balls*** shall be as defined in the Laws of Cricket (2017) **Law 21 NO BALL**.

   a) Note especially: **Law 21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch.**
   b) The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,
   c) bounces more than once or rolls along the pitch before it reaches the popping crease,
   d) or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket.
   e) **In the following grades**, **Law 21.7** (see above) shall be varied to call No ball if a **ball bounces more than twice**, before it reaches the popping crease:
      – Under 10 mixed
      – Under 12 mixed
      – Under 10 All Girls
      - Under 12 All Girls
      - Under 14 All Girls

2. In Under 10, Under 12 and Under 14 age groups, if a fielder enters the restricted fielding area whilst a ball is being bowled it will be called a ***No Ball*** - Refer Rule 1.2.2.6.

3. In Under 16 Age group if an under 12 or under 14 fielder enters the restricted area whilst a ball is being bowled it will be called a ***No Ball***. Refer Rule 1.2.2.6.

4. In the following age groups, any ball which is called 'Wide' will be treated as a ***No Ball***:
   - Under 10 mixed
   – Under 12 mixed
   – Under 10 All Girls
   - Under 12 All Girls
   - Under 14 All Girls

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5. The following will apply in the relevant Under age grades in relation to re-bowling of wides and no-balls:

Age group	Maximum balls to be bowled per over	
Under 10 All Girls	SIX (6)	Wides and no balls are not re-bowled in any over.
Under 10 mixed	SIX (6)	Wides and no balls are not re-bowled in any over.
Under 12 All Girls	SIX (6)	Wides and no balls are not re-bowled in any over.
Under 12 Mixed	SIX (6)	Wides and no balls are not re-bowled in any over.
Under 14 All Girls	SIX (6)	Wides and no balls are not re-bowled in any over.
Under 14 mixed	EIGHT (8)	Maximum of two wides or no-balls are re-bowled in any over.
Under 17 Girls	EIGHT (8)	Maximum of two wides or no-balls are re-bowled in any over.
Under 16 Mixed	No maximum	All wides and no-balls are re-bowled in all overs of a match.

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1.15.2 SHORT PITCHED DELIVERIES LIMIT PER OVER

1.15.2.1 Bowling of dangerous and unfair short pitched deliveries – limit per over

The following limits and procedures shall apply on any short-pitched ball which, **after pitching, passes or would have passed clearly over shoulder height of the striker standing upright at the crease**.

In all Open-Age Grades a bowler shall be limited to **TWO (2)** short-pitched deliveries per over, as defined above. It is unfair if the limit is exceeded and **the umpire at the bowlers-end** shall call and signal No ball on each such occasion and adopt the procedures of **Law 41.6**.

In Under 16 Grades, a bowler shall be limited to **ONE (1)** short-pitched delivery per over, as defined above. It is unfair if the limit is exceeded and **the umpire at the bowlers-end** shall call and signal **No Ball** on each such occasion and adopt the procedures of **Law 41.6**.

In Under 10, Under 12 & Under 14 Grades, any short-pitched delivery, as defined above, is unfair and **the umpire at the bowlers-end** shall call and signal No ball. The bowler suspension procedures of **Law 41.6.4** shall **not** be adopted.

1.15.2.2 Bowling of dangerous and unfair non-pitching deliveries

Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair.

In all **Open-Age Grades,** the calling of No ball and bowler suspension procedures shall apply to all dangerous and unfair non-pitching deliveries - **see Law 41.7.1, Law 41.7.2 and Law 41.7.4.**

In all **Under-Age Grades,** the calling of No ball shall apply to all dangerous and unfair non-pitching deliveries - **see Law 41.7.1** The **bowler** suspension procedures of **Law 41.7.2** shall **not** apply.

1.15.3 WIDE BALL - LEG SIDE

The provisions of **Law 22 Wide ball** still applies in all matches.

In addition to **Law 22 Wide ball** the following will apply in all **Open Age Grades:**

In One-Day Matches in the George Luscombe, Vic Kyte, Keith Stringer and Athol Attwater Shields, and any **Open Age T20 competition**, if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, *without any contact with the striker's bat or person*, **passes outside of the leg stump**. **Wide ball shall not be called if the ball passes between the striker and the stumps.**

In all other matches, if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.** *Refer to NWMCA Rule 1.3 Paragraph 11 for definitions of Wide ball crease markings.*

1.15.4 Dealing with Unfair or Suspect Bowling Actions

Introduction - This procedure was introduced for the first time in season 2020-21 and only applies in the Open Age sections.

The laws of cricket state (law 21.2) "for a delivery to be fair in respect of the arm the ball must not be thrown".
The law defines a fair delivery in respect of the arm. It states that, once the arm has reached the level of the shoulder in the delivery

action, the arm must not be straightened at the elbow joint until the ball has left the hand.

1. **Unfair delivery**

Open Age Two Day grades and Open Age One Day Grades (Saturday or Sunday)

If it is clear to an independent umpire, beyond reasonable doubt, that a delivery does not conform to the laws then they shall apply the provisions of Law 21, by calling No Ball and applying the following procedures:

a) On the first occurrence the bowler is to be cautioned and his Captain, the Batter at the wicket and the other umpire (if two independent umpires are in attendance) must be informed.
b) On a second occurrence **(in the same match)** the bowler is to be given a final warning and his Captain, the Batter at the wicket and the other umpire informed.
c) If there is a third occurrence **(in the same match)** the umpires shall instruct the Captain to suspend the bowler; the Batter at the wicket shall be informed and the Captain of the batting side as soon as possible. The bowler is to be referred to the Association as per 3.4 below.
d) If an over is partly complete it shall be completed by another player.

<u>Only an independent umpire can call a no-ball for an unfair delivery.</u>

2. **Suspect bowling action**

Open Age Two Day grades and Open Age One Day Grades (Saturday or Sunday)

a) If there are **two independent umpires** in attendance the following shall apply:

If **both** umpires consider that a bowler's bowling action is suspect, i.e. something in the delivery action raises doubts about whether the arm has been bent and then straightened, the following procedure is to be followed:

i. The umpires shall discuss the bowler's action with the Captain of the fielding side and establish whether the action has been questioned in any previous match.

ii. .If there has been a previous occurrence of the action being questioned and the matter has been referred to the Association then, unless the club is able to confirm that the bowling action has been checked and cleared, the umpires shall instruct the Captain to suspend the bowler and not allow them to bowl again in the match. If an over is partly complete it shall be completed by another player.

iii. .If there has not been a previous occurrence or the matter has not been referred to the Association, then the umpires shall inform the Captain that the bowler will be referred to the Association. The bowler shall be permitted to continue to bowl in that match.

iv. In the case of (ii) or (iii) above the umpires shall submit a report to the Association after the match in accordance with the Association's By-Laws

b) If there is **only one independent** umpires in attendance the following shall apply:

i. The umpire shall discuss the bowler's action with the Captain of the fielding side and establish whether the action has been questioned in any previous match.

ii. If there has been a previous occurrence of the action being questioned and the matter has been referred to the

Association then, unless the club is able to confirm that the bowling action has been checked and cleared, the umpire shall instruct the Captain to suspend the bowler and not allow them to bowl again in the match. If an over is partly complete it shall be completed by another player.

iii. If there has not been a previous occurrence or the matter has not been referred to the Association, then the umpire shall inform the Captain that the bowler will be reported to the Association. The bowler shall be permitted to continue to bowl in that match.

iv. In the case of (ii) or (iii) above the umpire shall submit a report to the Association after the match in accordance with the Association's By-Laws

c) If there are no independent umpires the following shall apply:

In the event of a concern by a member of the batting side concerning the bowler's bowling action he shall:

i. inform his/her Captain at a specified break. **Specified break** is defined as a drinks break, tea break or the end of the match.

ii. If the Captain agrees that the action is suspect, then he/she shall approach the Captain of the fielding side during. Any such approach should be made only at a specified break and be **"non-confrontational and confidential**".

iii. The two Captains shall discuss the matter and if the Captain of the batting side considers that the bowling action is suspect, he / she shall inform the Captain of the bowling side that he/she will be submitting a referral to the association.

iv. No further action shall be taken during the match and, unless the Captain of the fielding side agrees otherwise, the bowler shall be permitted to continue to bowl.

Both sides are expected to meet the standards of behaviour set out in the Spirit of Cricket and apply the standards set out in 4 below.

d) When a bowler has been referred to the Association under the guidelines in 3.2 or 3.3 he shall be permitted to continue to bowl in NWMCA matches. However, if the Association receives a further referral concerning the same bowler then until the Association has approved the bowling action or interim consent has been given to continue to bowl, he / she shall not be permitted to bowl in NWMCA matches.

3. **Duty of Care – Young players playing in Open Age competitions**

If the player concerned is Under 18 the umpires and both Captains are reminded of the guidelines concerning child welfare. In particular, both Captains are to ensure that an appropriate environment is maintained that avoids any threats, accusations, emotional or other pressure on or off the field of play for the duration of the match. Failure to meet these standards is reportable and will result in disciplinary action against the Captain of the team concerned.

4. Duty to inform

If any player in a team has been referred under clause 3 the Captain shall inform the umpires and the opposing Captain of the relevant details prior to the start of the match.

5. **Referral process**

a) Independent umpires will refer the player to the NWMCA by completing relevant questions on the Umpires Match Report

b) Captains will refer the player to the NWMCA by completing relevant questions on the Captains Match report.

c) If there is any photographic or video evidence available, it should be sent to the NWMCA by email (Cricket@nwmca.com.au) within 48 hours of completion of the match.

1.16. SPIKES

Spikes must **NOT** be worn in any game being played on a synthetic surface.

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SECTION 2 MATCH RULES – OPEN AGE AND UNDER AGE COMPETITIONS

2.1 GENERAL RULES AND DEFINITIONS

1. The Match Rules for each section of the Association are issued separately on a section basis, subject to the following general definitions and rules.

2. Rule 1.2.6, which relates to bowling safety limits for all Under Age players, is to be strictly observed and is applicable in any age group in which they are competing.

2.1.1 LAWS OF CRICKET

1. For rulings other than those covered by this Association's rules, the Laws of Cricket 2017 3rd Edition 2022 will apply.

2. Explicit reference is made to the Laws of Cricket 2017 3rd Edition 2022 by citing **'Law'** and the relevant law number.

3. The parts of **Law 12.6, Law 12.7 and Law 12.8** in respect to 20 overs in the last hour of a match will not apply in any Association matches.

4. **ONLY** officially appointed umpires may award Penalty runs for offences defined in paras 5, 6 and 7 below.

5. **In all Open Age and Under Age matches**, Penalty runs may be awarded as provided in:

Law 28.2 (Fielding the ball),
Law 28.3 (Protective helmets belonging to the fielding side),
Law 41.2 (Unfair actions).

6. **In all Open Age Grades**, Penalty runs may be awarded as provided in **Law 42 Player conduct:**

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Law 42.2 Level 1 offences and action by umpires,
Law 42.3 Level 2 offences and action by umpires,
Law 42.4 Level 3 offences and action by umpires,
Law 42.5 Level 4 offences and action by umpires.

7. Penalty runs as provided in other Laws of Cricket, (see below), shall **ONLY** be awarded in **Open Age Grades** matches played in the **George Luscombe, Vic Kyte, Keith Stringer and Athol Attwater grades**.

Law 18.5 (Deliberate short runs),

Law 24.4 (Player returning without permission),

Law 26 (Practice on the field),

Law 41.3 (The match ball - changing its condition),

Law 41.4 (Deliberate attempt to distract striker),

Law 41.5 (Deliberate distraction, deception or obstruction of batter),

Law 41.9 (Time wasting by the fielding side),

Law 41.10 (Batter wasting time),

Law 41.12 (Fielder damaging the pitch),

Law 41.14 (Batter damaging the pitch),

Law 41.15 (Striker in protected area),

Law 41.17 (Batter stealing a run).

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2.1.2 LATE STARTS, WALKOVERS AND MINIMUM PLAYERS

1. Any team who causes the start or resumption of play to be delayed, may be fined.

2. If a team is unable to start play within 30 minutes of the scheduled starting time on any day of a match, their opponents may claim a walkover.

3. A minimum of seven players is required to start a match each day except in Under 10 grade and girls.

2.1.3 COMPLETION OF INNINGS

1. For the purposes of these Match Rules a team's innings is considered to be "completed" if:-
   a) The side is all out **OR**
   b) At the fall of a wicket, further balls remain to be bowled, but no further batters are available to come in **OR**
   c) The Captain declares the innings closed **OR**
   d) The Captain forfeits the innings **OR**
   e) The prescribed number of overs has been bowled **OR**
   f) The prescribed time has expired.

2.1.4 INTERRUPTIONS AND LOST TIME

1. **This rule does not apply in finals matches. Refer to rule 2.2.3; Open Age Two Day Grade Finals.**

2. Lost time

   Lost time counts for delays and interruptions that are:

   a) because of adverse conditions of ground, weather or light;

   b) by prior agreement between the Captains and the umpires; or,

   c) at the direction of the Association.

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3. Time lost **excludes** delays and interruptions that are:

a) intervals for tea (whether taken at an interruption or not);

b) intervals for drinks;

c) intervals between innings;

d) delays due to a side not being ready.

4. **Two-day matches - play interrupted at or after 6.15 pm**

Except for the last day of a match, if for any reason play is not in progress at 6.15 pm, or the players leave the field after 6.15 pm, then there shall be no resumption of play.

5. **Two-day matches - interval between innings**

The maximum number of overs to be bowled in a full day's play shall not be reduced for a changeover between innings.

6. **Time Lost – two-day matches - reduction of overs for compulsory closure.**

a) If the side batting first has not received its quota of overs at the completion of the first day's play, then the number of overs for compulsory closure of each side's first innings shall be reduced.

The reduced quota of overs applicable for compulsory closure shall be one half the sum of:

(i) overs bowled on the first day, and

(ii) expected overs to be bowled on the second day. See (c) below.

(c) Fractions of an over are to be rounded down.

a) If the number of overs already received by the first side is equal to, or exceeds the reduced quota of overs, then the innings shall thereupon be compulsorily closed.

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b) For the purposes of the calculation in (a) above, the expected number of overs to be bowled on the second day is:

- George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Shields: 80 overs
- Graham Muir Shield and Lower Two day grades: 70 overs
- Under 16 and Under 14 Friday : 40 overs
- Under 16 and Under 14 Saturday : 50 overs

7. **Conversion from Two-Day match to One-Day match**

If no play is possible on the first day of a scheduled two-day match, then the match will revert to a one-day match on the second day.

In Open Age Grades Only, if less than 10 overs are completed on the first day of a scheduled two-day match, then all scores shall be declared null and void and the match will revert to a one-day match on the second day.

Teams may be re-selected for the one-day match on the second day.

2.1.5 INCOMPLETE OVERS

1. In all matches, if a side is all out, or the Captain declares the innings closed, then an over in progress shall count as a completed over.

2. In all two-day matches, an over commenced on the first day of the match, and completed on the second day, shall count as an over bowled on the first day.

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2.1.6 RESULT OF MATCHES - first innings of second side not completed

1. If at the end of a match, the first innings of the side batting second has not been completed, then the result shall count as a First Innings Win for the side scoring the most runs, unless (2) below applies.

2. If the side batting second has not had the opportunity to receive at least the same number of overs which applied to the first side's compulsory closure, then the match shall count as a **Draw** unless the runs scored by the side batting second exceeds the runs scored by the first side.

2.1.7 FORFEITING A MATCH – GIVING A WALKOVER

1. Any Open Age or Under Age team that is going to give a walkover or forfeit a match must notify *the Opposition team and the NWMCA* by the following times:

	U12 Girls	**U14 Girls**	**U16 Girls**
Day of play	**Wednesday**	**Monday**	**Wednesday**
General Game start time	**5.30pm**	**5.30pm**	**5.30pm**
Forfeit notification cut off	**Tuesday 5.30pm**	**Sunday 5.30pm**	**Tuesday 5.30pm**
	U12 Mixed	**U12 mixed**	**U12 Mixed**
Day of play	**Thursday**	**Friday**	**Saturday**
General Game start time	**5.00pm**	**5.00pm**	**8.20am**
Forfeit notification cut off	**Wednesday 5pm**	**Thursday 5pm**	**Friday Midday**
	U14 mixed / U16 mixed	**U14 mixed / U16 mixed**	

Day of play	**Friday**	**Saturday**	
General Game start time	**5.00pm**	**8.20am**	
Forfeit notification cut off	**Thursday 5pm**	**Friday Midday**	
	Saturday Open Age	**SUNDAY Open Age**	**SUNDAY Women's T20**
Day of play	**Saturday**	**Sunday**	**Sunday**
General Game start time	**1.00pm**	**1.00pm**	**12.00noon**
Forfeit notification cut off	**Thursday 8pm**	**Friday 8pm**	**Friday 8pm**

2. Notification to opposing team - Contact details for clubs can be found on each club's PlayHQ page. Alternatively, NWMCA provides a list of club contact details on our website www.nwmca.com.au.
3. Notifications are to be made to the NWMCA in WRITING only. Notification can be by email to any of the administration addresses (cricket@nwmca.com.au, admin1@nwmca.com.au, admin2@nwmca.com.au), via text / SMS to administrators (0477 555 787 or 0477 555 992), or via WhatsApp message to NWMCA administrators.
4. Under 10s Mixed and Under 10 girls must contact the opposition team but are not required to notify the NWMCA.
5. The NWMCA will notify the umpire/s if allocated.
6. Should a club fail to comply with paragraph 1 above then they may also be responsible for the umpire's fee (if any).
7. The NWMCA will determine if the team receiving a walkover can enter a team line-up in PlayHQ of the players that would have played in the match.

8. The team forfeiting a match CANNOT enter a team line-up into PlayHQ for the match. Any players selected for the relevant match should be removed from the line-up in PlayHQ.
9. A walkover may only be given by a Club's lowest graded team in a Section.
10. 6 match points will be allocated to the team receiving the forfeit or walkover.
11. A fine may apply to the club giving the walkover or forfeit. Fines and Penalties are outlined in By-Law 2.3. FINES and PENALTIES.
12. Any team that gives three (3) walkovers in a season in a particular grade will be fined and penalised and must show cause to the Board to stay in the competition.

2.1.8 ADJUDICATION ON SUITABILITY OF CONDITIONS

1. In determining fitness of the ground, weather and light for play, teams are to observe the requirements of **Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions.**

TWO INDEPENDENT UMPIRES IN ATTENDANCE

In all matches with two independent umpires in attendance, it is solely for the umpires to decide the fitness of the ground, weather or light for play. See Laws of Cricket (2017) **Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions**.

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ONE INDEPENDENT UMPIRE IN ATTENDANCE

Prior to the start of each day's play, the two Captains (Team Manager or Coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If both Captains cannot agree, then the Independent Umpire will thereafter determine the fitness of the ground, weather or light for play to start, resume or be suspended.

NO INDEPENDENT UMPIRE(S) IN ATTENDANCE

Prior to the start of each day's play, the two Captains (Team Manager or Coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If agreement cannot be reached then play cannot commence. Every effort must be made to ensure that any decision to abandon play is not made for a frivolous reason. A breach of this could result in the match being forfeited.

During the day's play the batting team's wishes will be complied with regarding the fitness of the weather or light.

During the day's play the fielding team's wishes will be complied with should the fitness of the ground deteriorate.

2.1.9 OVER RATE – Open Age and Under Age Grades

1. During each innings an average of 17 overs per hour should be bowled. Should a fielding side waste time or persist in bowling slow over rates, the umpire shall warn the Captain. If there is any further waste of time the umpire shall follow the procedures of **The Laws of Cricket 41.9 Time wasting by the fielding side.**

2. If the Independent Umpire/s considers that either side is responsible for the slow over rate, they **MUST** include this on the Umpires Match Report form. In Open Age grades, the team responsible for failing to meet the required over rate will be subject to a fine if the day's play continues after 6.30 pm in 80 over matches, or 6.00pm in 70 over matches The team responsible will be nominated by the umpire.

2.1.10 PARTICIPATION (DEFINITION)

1. Participation in a match is defined as the act of batting, bowling, fielding or wicket keeping by the nominated players.
2. Allowed substitute/s may only participate in a match by fielding or keeping wickets as defined by Law 24 Fielder's absence: Substitutes.

2.1.11 Ladder points

Match Result	Points
Win First innings	6 points
Win on Forfeit (Walkover Received)	6 points
Tie (scores equal at end of match)	3 points each team
Match Drawn (started but not completed	3 points each team
Match Abandoned (match NOT started)	3 points each team
Disqualified win (opposition breaches rule)	6 points
Bye	6 points
Two Day matches	
Win First Innings and Outright	10 points
Win Outright after Tie 1st Innings	7 points
Win Outright after loss on 1st Innings	6 points
Outright tie (scores level at end of match)	5 points
Outright tie and won first innings	5 points
Outright tie and lost first innings	5 points
Outright Loss after first innings lead	4 points
Outright loss after tie first innings	3 points

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2.2 OPEN AGE MATCH RULES

E-Scoring

Rule 1.14 para d

It is mandatory for the home team to e-score in all games in the following shields:

i. Luscombe Shield
ii. Kyte Shield
iii. Stringer Shield
iv. Attwater Shield

E-Scoring is strongly encouraged in all other grades.- refer rule 1.14

2.2.1 OPEN AGE TWO DAY GRADES TWO-DAY MATCHES

1. Start of play

Matches commence each day at 12.30pm in 80 over grades (Luscombe, Kyte, Stringer, Attwater) or as fixtured

Matches commence each day at 12.30 pm in 70 over grades (Muir and below) or as fixtured

2. Tea interval

A 20 minute tea interval will start at 3.15 pm subject to **Law 11.4 11.6 11.7 11.9.**

3. Teams may list up to 12 players on the team sheet:
   a. If 12 players are listed, the 11 players who are to bat must be named on the team sheet
   b. If 12 players are listed, the 12th named player can bowl, wicket keep and or field only (cannot bat)
   c. If 12 players in a team, players can be rotated on an off the field with no penalty time applicable.
   d. If 12 players are listed, generally an additional sub-fielder will not be allowed (see rule 1.9 paragraph 7)

4. Cessation of play

Play will continue each day until 70 overs have been bowled, ***(George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Shields 80 overs)***, except as outlined below. See Rule 2.1.4.

If total time lost during a day's play exceeds 30 minutes, then play will not continue beyond 6.30 pm.

The Captains may agree to end the match at any time after a first innings result has been obtained. Any decision to agree to end the match must be made within half an hour of the first innings result being achieved. If that is on the first day of play, the score book must be signed and umpires advised within 30 minutes of the end of play. See also requirements as outlined in by-law 4.2

Where a two-day match is completed on Day 1 as above (first innings result), players listed on the team sheets CANNOT play in any other match on Day 2. See by-law 4.1 paragraph 6 which says "No player can be listed on two different team sheets in the same time slot on the same day."

5. Compulsory closure - maximum overs

The innings of the side batting first shall be limited to 70 overs (***George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Shields 80 overs)***, unless 6 below is applicable.

6. Compulsory closure - reduced overs - first innings not completed on first day

If the first side has not received its maximum number of overs, then a reduced number of overs applicable for compulsory closure of both side's innings shall be calculated as specified in Rule 2.1.4

(paragraph 6).

If the calculated reduced number of overs **exceeds** the number of overs already bowled to the first side, then the innings may continue on the second day, until the calculated reduced number of overs has been received, otherwise, compulsory closure shall apply immediately.

7. Second side - compulsory closure

First side compulsorily closed
The second side shall be entitled to bat only for the same number of overs, including any part-over, bowled to the first side. The match shall then finish.

First side not compulsorily closed
The second side shall be entitled to bat for the number of overs remaining to be bowled for the match.

8. Continuation of match for second innings

Unless the first innings of **both** sides was compulsorily closed, the match may continue until completion of any overs remaining to be bowled in the match.

9. Conversion From Two-Day To One-Day Match

If no play is possible on the first day of a scheduled two-day match, then the match will revert to a one-day match on the second day.

In Open Age Grades Only, if less than 10 overs are completed on the first day of a scheduled two day match, then all scores shall be declared null and void and the match will revert to a one-day match on the second day.

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2.2.2 OPEN AGE TWO-DAY GRADES ONE-DAY MATCHES

E-Scoring

Rule 1.14 para d

It is mandatory for the home team to e-score in all games in the following shields:

- Luscombe Shield
- Kyte Shield
- Stringer Shield
- Attwater Shield

E-Scoring is strongly encouraged in all other grades.- refer rule 1.14

1. Start of play

Matches commence each day at 12.30pm in 80 over grades (Luscombe, Kyte, Stringer, Attwater) or as fixtured

Matches commence each day at 12.30pm in 70 over grades (Muir and below) or as fixtured

Captains, umpires and all players and officials must work together to keep the game moving and ensure as many overs as possible are bowled.

1. **Innings - Number of innings**

A match shall be one innings for each side.

2. **Interval between innings**

There shall be a 20 minute interval between innings.

3. Teams may list up to 12 players on the team sheet:
    - If 12 players are listed, the 11 players who are to bat must be named on the team sheet
    - If 12 players are listed, the 12th named player can bowl, wicket keep and or field (cannot bat)
    - If 12 players in a team, players can be rotated on an off the

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field with no penalty time applicable.

- If 12 players are listed, generally an additional sub-fielder will not be allowed (see rule 1.9 paragraph 7)
- Paper team sheet must be completed in Two Day Saturday competitions for all matches, and handed to an independent umpire, or the opposition captain if no independent umpire in attendance, before the start of the game.

4. Maximum overs per innings

The maximum number of overs in each side's innings is:
40 overs - George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Grades
35 overs – in all other grades

In these rules the applicable variation for the grades specified above shall be shown as 40 overs/35 overs.

5. First innings cut-off time

6.1 No time lost before 3.15 pm

If there is no delay or interruption to playing time during the first side's innings, the innings, if not completed sooner, shall be compulsorily closed at 3.15 pm.

6.2 Lost time – adjustment to first innings cut-off time

If the conditions of ground, weather or light, or any exceptional circumstances delay, or, interrupt play between 12.30pm and 3.15 pm during the first side's innings, the first innings cut-off time shall be delayed and adjusted from 3.15 pm by one half of the total playing time lost before 3.15 pm.

No further adjustment to the first innings cut-off time will be made for playing time lost after 3.15 pm.

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RESULT

7.1 A Win

The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match.

A first innings result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, 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.

7.2 A Draw

7.2.1 If both teams have not had an opportunity of batting for a minimum of 25 overs, the result shall be a Draw.

7.2.2 If the innings of the side batting second has not been completed and the full entitlement of overs have not been received, the result shall be a Draw. See paragraph 8 (No lost time during first side's innings),and paragraph 9 (Lost Time during first side's innings).

8.Conclusion of match

The match is concluded

8.1 if no play is possible before 3.00 pm.
8.2if the second side's innings has not started before 5.00 pm.
8.3 as soon as a result is reached.
8.4 as soon as the prescribed number of overs have been completed.
8.5 BOTH captains agree a result is not possible in the overs or time remaining.
8.6 if, without a conclusion having been reached

8.6.1the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further

play is possible.
8.6.2 play is not in progress at 6.20 pm, or, the players leave the field after 6.20 pm.

9. Matches played without delay or interruption during the innings of the side batting first

9.1 Side batting first - Compulsory closure

In Luscombe, Kyte, Stringer and Attwater Shields, the innings of the first batting side will be compulsorily closed when 40 overs have been completed, or at 3.15 pm whichever is sooner.

In Muir Shield and lower grades, the innings of the first batting side will be compulsorily closed when 35 overs overs have been completed, or at 3.30 pm whichever is sooner.

The side batting second shall be entitled to receive the same number of overs as received by the side batting first.

9.2 Side batting first dismissed

If the first batting side is dismissed then the side batting second shall be entitled to receive 40 overs/35 overs.

9.3 Extension of playing time

Play may continue beyond 6.20 pm until the second side has received its full entitlement of overs. However, if the innings of the side batting second has been delayed or interrupted, extension time beyond 6.20 pm shall be a maximum of 20 minutes.

10. Matches delayed or interrupted during the innings of the side batting first

10.1 The first innings cut-off time will be adjusted as in paragraph 5.2

10.2 Side batting first - Compulsory closure

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10.2.1 If the first batting side receives 40 overs/35 overs before the adjusted first innings cut-off time, then the side batting second shall be entitled to receive 40 overs/35 overs.

10.2.2 The innings of the first batting side will compulsorily closed at the revised first innings cut-off time provided at least 25 overs have been completed.

If 25 overs have not been completed at the revised first innings-cut off time the cut-off time will be disregarded and the first side's innings may continue until 25 overs have been bowled.

The side batting second shall be entitled to the number of overs received by the first side, or, 25 overs whichever is greater.

10.3 Side batting first dismissed

10.3.1 If the first batting side is dismissed the side batting second shall be entitled to receive 40 overs/35 overs.

10.3.2 The innings of the first batting side will be compulsorily closed when 40 overs/35 overs have been completed, or, at the adjusted first innings cut-off time, whichever is sooner. The side batting second shall be entitled to receive the same number of overs as received by the side batting first, plus any further overs possible before 6.20 pm, to a maximum of 40 overs/35 overs.

10.4 Extension of playing time

Play may continue beyond 6.20 pm until the second side has received its full entitlement of overs. However, if the innings of the side batting second has been delayed or interrupted, extension time beyond 6.20 pm shall be a maximum of 20 minutes.

11. Over limits for bowlers

Each bowler is limited to 7 overs ***(George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Shields 8 overs)***.

2.2.3 OPEN AGE TWO-DAY GRADES - FINALS

1. Two-day Semi-Finals (with a reserve day if available) will be played between the top four teams in each grade: 1 v 4 and 2 v 3, the winners of those games going into the Grand Final played over two days (with a reserve day if available).

2. Start of play

Matches commence each day at 12.30pm in 80 over grades (Luscombe, Kyte, Stringer, Attwater) or as fixtured

Matches commence each day at 12.30 pm in 70 over grades (Muir and below) or as fixtured

3. Tea interval

In 80 over grades (Luscombe, Kyte, Stringer, Attwater), a 20 minute tea interval will start at 3.20 pm subject to **Law 11.4, 11.6, 11.7, 11.9.**

In 70 over grades (Muir and below), a 20 minute tea interval will start at 3.20 pm subject to **Law 11.4, 11.6, 11.7, 11.9.**

4. Cessation of play

Play may continue each day until 70 overs have been bowled, ***(George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Shields 80 overs)***.

Play may only be further extended to recoup lost overs on previous days.

Notwithstanding the above, play may not continue beyond 7.00 pm on any day.

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The Captains may agree to end the match at any time after a first innings result has been obtained.

5. Reserve days
   Play will only continue into the reserve days to achieve **a first innings result.** If a first innings result has not been achieved by 7.00 pm on the reserve day, then the result shall count as a Draw. Rule 3.1.4 shall then apply.

2.2.4 OPEN AGE TWO-DAY GRADES - SEMI FINALS AND GRAND FINALS

1. First side - compulsory closure
   If the first innings of the side batting first, is not previously completed, then it shall be compulsorily closed on completion of 70 overs, ***(George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Shields 80 overs)***.

2. Second side - compulsory closure

   First side compulsorily closed
   The second side shall be entitled to bat for 70 overs, ***(George Luscombe, Vic Kyte, Keith Stringer & Athol Attwater Shields 80 overs)***.

   First side not compulsorily closed
   The second side shall be entitled to bat for the number of overs remaining to be bowled for the match. No new ball is to be taken.

3. Continuation of match for second innings
   Unless the first innings of **both** sides was compulsorily closed, the match may continue until completion of any overs remaining to be bowled in the match.

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2.3 OPEN AGE ONE-DAY GRADES MATCH RULES (INCLUDING VETERANS)

The provisions on Law 24 and Law 25 in relation to player absences and penalty time do not apply in this section (see rule 1.9 Part C)

E-Scoring is strongly encouraged in all grades - refer rule 1.14

2.3.1 PARTICIPATION RULES

1. A maximum 13 players per side are allowed to participate in a match and only these 13 players shall be named on the "***Team Sheet***."

2. Any of the 13 players may bowl or act as wicket keeper.

3. A maximum of 11 players may field at any time.

4. A maximum of 11 players may bat in a match.

5. A side's innings is completed when 10 batters are either out or compulsorily retired.

6. Batting and bowling limits

When a batter reaches the compulsory retirement score, the batter will retire before another ball is bowled. The batter will **not** be eligible to resume their innings. Any batter who is either voluntarily or compulsorily retired will be listed in competition management system as retired **NOT OUT.**

<u>One-day grades:</u>
Each batter will retire on reaching 100 runs.
Each bowler is limited to 7 overs per innings.

<u>Veteran's grades - batting and bowling limits</u>
Each batter will retire on reaching 50 runs.

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Each bowler is limited to 5 overs per innings.

7. Age qualification – Veterans

The Veterans competition is **ONLY** open to persons who turn 37 years of age prior to the 1st September of the current season.

8. Players' Dress Code

Rule 1.7 applies in all One-Day & Veterans Grades.

9. Bowling and facing ends

Nine (9) overs will be bowled from the wicket at one end of the pitch, the next nine will be bowled from the other end, and so on.
Batter will change ends on completion of each over, except at the end of the over when the bowlers change ends (9th over, 18th over, 27th over).

Bowling from one end

All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end
- All overs, in all innings, must be bowled from the same end.

2.3.2 FIXTURE MATCHES and FINALS MATCHES

1. Start of play

Matches commence at 1.00 pm

Captains, umpires and all players and officials must work together to keep the game moving and ensure as many overs as possible are bowled.

2.Innings - Number of innings
A match shall be one innings for each side.

3. **Interval between innings**
There shall be a 20 minute interval between innings.

4. Maximum overs per innings
The maximum number of overs in each side's innings is **35 overs**

5. First innings cut-off time

5.1 No time lost before 3.30 pm

If there is no delay or interruption to playing time during the first side's innings, the innings, if not completed sooner, shall be compulsorily closed at 3.30 pm.

5.2 Lost time – adjustment to first innings cut-off time

If the conditions of ground, weather or light, or any exceptional circumstances delay, or, interrupt play between 1.00 pm and 3.30 pm during the first side's innings, the first innings cut-off time shall be delayed and adjusted from 3.30 pm by one half of the total playing time lost before 3.30 pm.

No further adjustment to the first innings cut-off time will be made for playing time lost after 3.30 pm.

6. RESULT

6.1 A Win

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The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match.

A first innings result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, 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.

6.2 A Draw

6.2.1 If both teams have not had an opportunity of batting for a minimum of 25 overs, the result shall be a Draw.

6.2.2 If the innings of the side batting second has not been completed and the full entitlement of overs have not been received, the result shall be a Draw. See paragraph 8 (No lost time during first side's innings), and paragraph 9 (Lost Time during first side's innings).

7. Conclusion of match

The match is concluded

7.1 if no play is possible before 3.00 pm.

7.2 if the second side's innings has not started before 5.00 pm.

7.3 as soon as a result is reached.

7.4 as soon as the prescribed number of overs have been completed.

7.5 BOTH captains agree a result is not possible in the overs or time remaining.

7.6 if, without a conclusion having been reached

7.6.1.1 the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

7.6.1.2 play is not in progress at 6.20 pm, or, the players leave the field after 6.20 pm.

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8. Matches played without delay or interruption during the innings of the side batting first

8.1 Side batting first - Compulsory closure

The innings of the first batting side will be compulsorily closed when 35 overs have been completed, or at 3.30 pm whichever is sooner.

The side batting second shall be entitled to receive the same number of overs as received by the side batting first.

8.2 Side batting first dismissed

If the first batting side is dismissed then the side batting second shall be entitled to receive 40 overs/35 overs.

8.3 Extension of playing time

Play may continue beyond 6.20 pm until the second side has received its full entitlement of overs. However, if the innings of the side batting second has been delayed or interrupted, extension time beyond 6.20 pm shall be a maximum of 20 minutes.

9. Matches delayed or interrupted during the innings of the side batting first

9.1 The first innings cut-off time will be adjusted as in **paragraph 5.2**.

9.2 Side batting first - Compulsory closure

9.2.1 If the first batting side receives 40 overs/35 overs before the adjusted first innings cut-off time, then the side batting second shall be entitled to receive 40 overs/35 overs.

9.2.2 The innings of the first batting side will compulsorily closed at the revised first innings cut-off time provided at least 25 overs have been completed.

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If 25 overs have not been completed at the revised first innings-cut off time the cut-off time will be disregarded and the first side's innings may continue until 25 overs have been bowled.

The side batting second shall be entitled to the number of overs received by the first side, or, 25 overs whichever is greater.

9.3 **Side batting first dismissed**

9.3.1 If the first batting side is dismissed the side batting second shall be entitled to receive 40 overs/35 overs.
9.3.2 The innings of the first batting side will be compulsorily closed when 40 overs/35 overs have been completed, or, at the adjusted first innings cut-off time, whichever is sooner. The side batting second shall be entitled to receive the same number of overs as received by the side batting first, plus any further overs possible before 6.20 pm, to a maximum of 40 overs/35 overs.

9.4 Extension of playing time

Play may continue beyond 6.20 pm until the second side has received its full entitlement of overs. However, if the innings of the side batting second has been delayed or interrupted, extension time beyond 6.20 pm shall be a maximum of 20 minutes.

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2.3.3 OPEN AGE ONE-DAY GRADES - FINALS

1. Quarter-Finals

1.1 Quarter / Qualifying finals will be played between the top eight teams in each grade: 1v 8, 2 v 7, 3 v 6, and 4 v 5.

1.2 If a grade comprises six (6) teams, One-Day Quarter-Finals will be played 1 v 6, 2 v 5, 3 v 4 with the three winning teams and the highest ranked losing team playing in the Semi-Finals. The teams will be ranked in the order they were on the ladder at the end of the season.

1.3 If a grade comprises an odd number of teams, then the first placed team will receive a bye for the quarter final.

2. Semi-Finals

2.1 The winning teams will then be ranked in the order they were on the ladder at the end of the season and play Semi Finals: 1 v 4 and 2 v 3. The winners of Semi Finals shall play in the Grand Final.

2.2 Reserve Day

Play will only continue into the second day to achieve a result. If a result has not been achieved by 7.00 pm on the second day, then the result shall count as a Draw. Rule 3.1.4 shall then apply.

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2.4 OPEN AGE T20 COMPETITION MATCH RULES

The provisions on Law 24 and Law 25 in relation to player absences and penalty time do not apply in this section (see rule 1.9 Part C)

Rule 2.4 is documented in a separate handbook that will be provided to competing clubs, and is available on the NWMCA website (www.nwmca.com.au).

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2.5 MATCH RULES: UNDER AGE GRADES

Conditions

In all evening games, if the light deteriorates to an extent that it is unsafe to continue, and if there are lights available, the lights **must** be turned on to allow the game to continue, and the safety of players to be maintained.

This is the case even if the game is in progress, and the lights were not on from the start of the game.

E-Scoring is strongly encouraged in all grades - refer rule 1.14

The provisions on Law 24 and Law 25 in relation to player absences and penalty time do not apply in this section (see rule 1.9 Part C)

2.5.1 UNDER AGE GRADES – ACCREDITED COACHES

1. Every club must provide an accredited Level 1 Community Coach for each and every junior mixed team entered into NWMCA competition.

   Unless there are unusual circumstances, it is expected that the accredited Coach will be primarily responsible for one team, and therefore present on game day.

2. Clubs will be allowed to start each season with an unaccredited Coach (if necessary) however that person must satisfactorily complete the Level 1 Community Coaching course by 31st December in that year, or provide the NWMCA with evidence of a booking to attend the course before the end of the season.

3. Failure to comply will result in a financial penalty **per non-accredited position.**

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2.5.2 PARTICIPATION RULES (One day, Two day)

1. Eligibility to play in an Under Age Grade is determined by the player's age **prior to 1st September** in the current season.

2. A maximum of 13 players per side in U/14 and U/16 are allowed to participate in a match.

3. A maximum of 11 players may field at any time (except in Twenty/20 Modified, All Girls and Under 10 mixed competitions).

4. All players named on a team sheet or listed in a team in the competition management system must be registered and eligible or permitted by the NWMCA to play in that team and grade / competition..

5. In all matches if a team nominates more than 11 players in their squad for a match, then all registered / permitted players from the nominated squad **may** bat, bowl or wicket keep in an innings in accordance with the restrictions in rule 2.5.1.7 (batting limit) and rule 2.5.1.8 (bowling limit).

6. **"DOUBLING-UP" (playing a second match in the same round in the same time slot or section)**

This rule enables a team to make up numbers by allowing players to play a second game in the same round during the regular season, provided it does not unduly disadvantage the opposing team.
A player's first game in a round will be considered to be with the team in which he/she regularly plays (i.e. the team in which he/she has played the greatest number of games).
A club may select a player to play a second game on a different day in the same round when the second team has less than 11 players, but a minimum of 7 'regular' players.

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A player selected to play a second game in the same round may play in the same or higher age group in a higher grade without restriction other than the general participation and injury prevention rules.
A player selected to play a second game in the same round may play in the clubs next lowest grade in the same age group or, if eligible, in the next lowest age group in the club's highest grade but with the following restrictions:
-the player may bat no higher than position 8
-the player may bowl a maximum of 4 overs (2 overs in under 12) after the 2/3 point of the innings (24 overs in one day and 34 overs in two day games).
Players may only play a second game in the same round during the regular season but not in finals games.
Any 'second games' played under this rule will NOT count towards a player's finals qualification.

Players who play regularly in a separate, designated Friday night competition and a designated Saturday competition are not considered to be 'doubling up'.

7. BATTING - Run Limits

On reaching a run limit, a batter will be compulsorily retired before another ball is bowled.

In Under 14 and Under 16, a batter who is compulsorily retired will **not** be eligible to resume their innings.
In summary:

Batting run limits per innings:
One-day matches, including T20s and One-day Finals:
U/16: 50 runs
U/14: 40 runs
Two-day matches, including Two-day finals
U/16: 100 runs
U/14: 75 runs

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BATTING - Voluntary Retirement (U14, U16)

A batter may be voluntarily retired at any time in Under 14s and Under 16s.

For each voluntarily retired batter, the batting side **may** bat an additional batter beyond the 11 otherwise allowed. It is not mandatory for all players beyond the 11 otherwise allowed in a team, to bat.

Any batters who were voluntarily retired shall be allowed to resume the innings (in the order they were retired), until they are either out or reach the compulsory retirement score.
Players may only be voluntarily retired once.

A side's innings is completed when 10 batters are out or there are no more eligible batters. (A compulsory retired batter does not count as a wicket). An eligible batter is one who is listed on the team sheet, has not batted previously in the innings, or has been voluntarily retired in the innings.

8. BOWLING

Before starting a new bowling spell on the same day, a bowler must not bowl for at least twice the number of overs as was bowled in the previous bowling spell.
When a bowler changes ends, it will be counted as a continuation of the same bowling spell.
An interruption to play does **NOT** constitute the beginning of a new bowling spell.
An over started on a new day shall be considered the first over of a new spell.

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Under 16 bowling limits per innings

One-day matches 25 overs: - each bowler is limited to 5 overs.
One-day matches 20 overs: - each bowler is limited to 4 overs.

Two-day matches:
50 overs : each bowler is limited to 6 overs only, in the first 24 overs and a total of 10 overs in an innings.
40 overs : each bowler is limited to 5 overs only, in the first 20 overs and a total of 8 overs in an innings.

Under 14 bowling limits per innings

One-day matches 25 overs: - each bowler is limited to 5 overs.
One-day matches 20 overs: - each bowler is limited to 4 overs.

Two-day matches: each bowler is limited to 8 overs in an innings. Furthermore, in two-day matches, each bowler is limited to 4 overs only in the first 16 overs of each innings.

Under 12 bowling limits per innings

One-day matches & all finals: each bowler is limited to 4 overs.

Under 12 - additional bowling limits

Except for a wicket-keeper who keeps for half an innings or more, all players must bowl a minimum of two overs.

No bowler may bowl a third over until all eligible players have completed two overs.

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9. Bowling End

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over, 20th over, 30th over).

Bowling from one end

All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

In U14 mixed and U12 mixed grades, all overs may be bowled from one end, irrespective of conditions.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end

All overs, in all innings, must be bowled from the same end.

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2.5.4 UNDER 14 and UNDER 16 TWO DAY SPLIT INNINGS MATCH RULES

All two day matches in Under 14s and Under 16s, including finals, will be played as a split innings format.

1. Start of play

Friday - matches commence at **5:00 pm SHARP each day.**
Saturday - Matches commence at **8:20 am SHARP each day.**

2. Interval for changeover

Friday - After 20 overs, or if the side batting first is bowled out, whichever occurs first, there will be a short interval to allow for a team changeover. The interval should not exceed 10 minutes.
Saturday - After 25 overs, or if the side batting first is bowled out, whichever occurs first, there will be a short interval to allow for a team changeover. The interval should not exceed 10 minutes.

3. Cessation of play

Friday - Play will continue each day until 40 overs have been bowled or until 7.45 pm, **whichever is earlier**.

Saturday - Play will continue each day until 50 overs have been bowled or until 11.30 am, **whichever is earlier**.

4. Split innings format

a) Friday – The first innings of each side shall be limited to 40 overs.
b) Saturday - The first innings of each side shall be limited to 50 overs.
c) Friday - On day 1 the side batting first shall bat for the first 20 overs of their first innings or until their innings is completed, whichever occurs first.
d) Saturday - On day 1 the side batting first shall bat for the first 25 overs of their first innings or until their innings is completed, whichever occurs first.

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e) Friday - The side batting second shall then commence their innings and bat for the remainder of the *daily* tally of 40 overs - normally 20 overs. If the side batting first is bowled out in less than 20 overs, for example, in 15 overs, the team batting second will face 25 overs before play ceases on the first day.

f) Saturday - The side batting second shall then commence their innings and bat for the remainder of the *daily* tally of 50 overs - normally 25 overs. If the side batting first is bowled out in less than 25 overs, for example, in 20 overs, the team batting second will face 30 overs before play ceases on the first day.

g) Friday - On day 2, the side that batted second shall now complete their first *innings* tally of 40 overs. The side that batted first, will then face their remaining overs.

h) Saturday - On day 2, the side that batted second shall now complete their first *innings* tally of 50 overs. The side that batted first, will then face their remaining overs.

i) After the first innings of both sides is complete or a first innings result has been obtained, then the match may be completed according to normal two-day rules.

5. Lost Time

If no play has been possible on Day 1 due to adverse weather, unsafe pitch or outfield the match shall be played as a standard one-day match on Day 2.

a) <u>Time Lost Due to Late Start on Day One</u>

Day 1

If the side batting first receives less than 25 overs (20 overs for evening games), then all scores shall be declared null and void and the match shall revert to a one day match on day Two.

Side batting first, (Team A), shall receive 25 overs (20 overs for evening games) (unless all out.) Then the team batting

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second, (Team B), shall then commence their innings and bat until they receive 25 overs (20 overs for evening games) or 11.45am (evening games 8.15pm), whichever is earlier. (Time may be extended till 11.45am on day one (evening games 8.15pm) to make up for lost time due to adverse conditions.)

Day 2

Reduction of overs:

1. The number of overs remaining to be bowled for the match shall be added to the number of overs already bowled and divided by two (rounded down). This will calculate the number of overs Team B receives.
2. Team B continues their innings until all out or they receive their reduced quota of overs. Their innings shall then be compulsorily closed.
3. Team A will continue their innings until all out or receives the new quota at which time their innings will be compulsorily closed.

b) Time Lost During Play on Day 2

If an interruption occurs after the normal start of play on Day 2 there should be no further adjustment to over requirements. If a result is not achieved, then the match is called a draw.

6. No Balls and Wides

No balls and wides are re-bowled, up to a maximum of EIGHT (8) balls per over in all overs of an Under 14 mixed match – refer to match rule 1.15.1 paragraph 5.

All No balls and wides are re-bowled in all overs of an Under 16 mixed match – refer to match rule 1.15.1 paragraph 5

Pitch Markings

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Refer to Rule 1.3

In all Junior Mixed Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

BLUE paint must be used for 90cm markings

Leg Side Wides
Refer to Rule 1.15.3

… if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

7. Batting
See rule 2.5.2 paragraph 7 for full details
Batting run limits per innings:
Two-day matches, including Two-day finals
U/16: 100 runs
U/14: 75 runs

8. Bowling
See rule 2.5.2 paragraph 8
Under 16 bowling limits per innings
Two-day matches:
50 overs: each bowler is limited to 6 overs only, in the first 24 overs and a total of 10 overs in an innings.
40 overs: each bowler is limited to 5 overs only, in the first 20 overs and a total of 8 overs in an innings.

Under 14 bowling limits per innings
Two-day matches: each bowler is limited to 8 overs in an innings.

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Furthermore, in two-day matches, each bowler is limited to 4 overs only in the first 16 overs of each innings.

Match rule 1.2.8 in relation to safety rules and under age bowling injury prevention applies in all Under 14 and Under 16 mixed games. This rule sets out how many overs can be bowled in a spell and in a day.

1. Bowling spell

a) Age Under 19: 8 overs in a bowling spell
b) Age Under 18: 7 overs in a bowling spell
c) Age Under 17: 6 overs in a bowling spell
d) Age Under 16: 6 overs in a bowling spell
e) Age Under 15: 5 overs in a bowling spell
f) Age Under 14: 4 overs in a bowling spell
g) Age Under 13: 4 overs in a bowling spell
h) Age under 12: 4 overs in a bowling spell

4. Break between bowling spells

c) Before starting a new bowling spell, a bowler must have a break for of at least twice as many overs as they bowled in the previous bowling spell.

d) When a bowler changes ends it will be counted as an extension of the same bowling spell. An over started on a new day shall be considered the first over of a new spell.

5. Daily overs limits:

j) Age under 19: 20 overs per day
k) Age under 18: 20 overs per day
l) Age under 17: 16 overs per day
m) Age under 16: 16 overs per day
n) Age under 15: 12 overs per day
o) Age under 14: 12 overs per day
p) Age under 13: 8 overs per day

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q) Age under 12: 8 overs per day

r) An over started on a new day shall be considered the first over of a new spell.

9. Bowling ends

See rule 2.5.2 paragraph 9

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over, 20th over, 30th over).

Bowling from one end

All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

In U14 mixed mixed grades, all overs may be bowled from one end, irrespective of conditions.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end
- All overs, in all innings, must be bowled from the same end.

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2.5.5 UNDER 16 and UNDER 14 ONE DAY MATCH RULES

The match is completed when the teams have had one innings each. An outright result cannot be achieved in a one-day match

1. **Start of play**

   Friday matches commence at **5.00pm** SHARP

   Saturday matches commence **at 8.20am SHARP**

   (With mutual agreement between Coaches, the game may start earlier).

Day of match	Match start time	Compulsory End of 1st Innings (10 minutes break)	2nd innings start time	Match completed by (approx.)
Friday evening	5.00pm	6.15pm	6.25pm	7.45pm
Saturday	8.20am	9.50am	10.00am	11.30am

2. **Innings length**

   Friday evening – 20 overs maximum

   Saturday morning – 25 overs maximum

3. **Interval between Innings**

   A maximum 10-minute interval shall be taken between innings.

4. **Cessation of play**

   Friday matches shall conclude at 7.45pm

   Saturday Matches shall conclude at 11.30 am

   An over in progress at the cessation time shall be completed unless an innings ends, a result is reached, or the players leave the field for adverse conditions.

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Once a result has been achieved, the match shall continue until 7.45pm for Friday games or 11.30 am for Saturday games, or until the prescribed number of overs have been bowled whichever is earliest or an early termination is agreed to by both Coaches.

The cessation time may be extended until 8.00pm for Friday games and 11.45 am for Saturday games if either side considers it is possible to achieve a result.

5. **First innings - compulsory closure**

If the first side's innings is not previously completed, then **PROVIDING THERE HAS BEEN NO LOSS OF PLAYING TIME,** the innings will be compulsorily closed as follows:
Friday evening games – 20 overs or 6.15pm, **whichever is earlier**.
Saturday morning games – 25 overs or 9.50am, **whichever is earlier**.
If the required overs have not been completed before the time, **or the advanced time**, for compulsory closure, then the innings will be compulsorily closed when the applicable time has been reached.

6. **Side batting second - compulsory closure**

Innings of first side compulsorily closed
The second side shall be entitled to bat only for the same number of overs, including any part-over, bowled to the first side.
Innings of first side not compulsorily closed
The side batting second shall be entitled to bat for 20 overs (Friday games) or 25 overs (Saturday games).

Interruptions and time lost due to weather

If the first innings is delayed or interrupted, then the time for compulsory closure will be advanced from 6.15pm (Friday games) or 9.50 am (Saturday games) by one half of the aggregate time lost to enable each team to have an equal number of overs.

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If the amount of time lost would reduce the innings of the teams to fewer than 10 overs, the match shall be abandoned and declared a draw.

If the innings of the team batting second is further interrupted play may continue until 8.00pm (Friday games) or 11.45 am (Saturday games) to achieve a result. If no result is achieved with this extra time, then the match will be declared a draw.

7. No Balls and Wides

No balls and wides are re-bowled, up to a maximum of EIGHT (8) balls per over in all overs of an Under 14 mixed match – refer to match rule 1.15.1 paragraph 5

All No balls and wides are re-bowled in all overs of an Under 16 mixed match – refer to match rule 1.15.1 paragraph 5

Pitch Markings
Refer to Rule 1.3
In all Junior Mixed Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

BLUE paint must be used for 90cm markings

Leg Side Wides
Refer to Rule 1.15.3

… if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

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8.Batting

See rule 2.5.2 paragraph 7 for full details

Batting run limits per innings:
One-day matches, including T20s and One-day Finals:
U/16: 50 runs
U/14: 40 runs

9.Bowling

See rule 2.5.2 paragraph 8 for full details:

Under 16 **bowling limits per innings**
One-day matches 25 overs: - each bowler is limited to 5 overs.
One-day matches 20 overs: - each bowler is limited to 4 overs.

Under 14 **bowling limits per innings**
One-day matches 25 overs: - each bowler is limited to 5 overs.
One-day matches 20 overs: - each bowler is limited to 4 overs.

Match rule 1.2.8 in relation to safety rules and under age bowling injury prevention applies in all Under 14 and Under 16 mixed games. This rule sets out how many overs can be bowled in a spell and in a day.

1. Bowling spell
a) Age Under 19: 8 overs in a bowling spell
b) Age Under 18: 7 overs in a bowling spell
c) Age Under 17: 6 overs in a bowling spell
d) Age Under 16: 6 overs in a bowling spell
e) Age Under 15: 5 overs in a bowling spell
f) Age Under 14: 4 overs in a bowling spell
g) Age Under 13: 4 overs in a bowling spell
h) Age under 12: 4 overs in a bowling spell

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4. **Break between bowling spells**

c) Before starting a new bowling spell, a bowler must have a break for of at least twice as many overs as they bowled in the previous bowling spell.

d) **When a bowler changes ends** it will be counted as an extension of the same bowling spell. An over started on a new day shall be considered the first over of a new spell.

5. **Daily overs limits:**

j) Age under 19: 20 overs per day

k) Age under 18: 20 overs per day

l) Age under 17: 16 overs per day

m) Age under 16: 16 overs per day

n) Age under 15: 12 overs per day

o) Age under 14: 12 overs per day

p) Age under 13: 8 overs per day

q) Age under 12: 8 overs per day

r) An over started on a new day shall be considered the first over of a new spell.

10.Bowling ends

See also rule 2.5.2 paragraph 9

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.
Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over and 20th over).

Bowling from one end

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All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

In U14 mixed grades, all overs may be bowled from one end, irrespective of conditions.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end
- All overs, in all innings, must be bowled from the same end.

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2.5.6 UNDER 14 One Day Finals

1. Under 14 finals matches may be fixtured as either one day matches or two day matches.

2. Semi-Finals (with a reserve day if available) will be played between the top four teams in each grade: 1v 4 and 2 v 3.

3. Grand Finals (with reserve days if available) will be played between the two winning Semi Finals teams.

4. All relevant rules for Under 14 matches apply in Under 14 finals.

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2.5.7 UNDER 16 & UNDER 14 Two day FINALS

SPLIT INNINGS Format

1. All Two Day Under 16 and Under 14 finals will be played as a split innings format.

2. Two-day Semi-Finals (with a reserve day if available) will be played between the top four teams in each grade: 1v 4 and 2 v 3.

3. Grand Finals (with reserve days if available) will be played between the two winning Semi Finals teams.

4. All relevant rules for Under 14 and Under 16 two day matches apply in finals, including 2.5.2 (Participation), 2.5.4. paragraph 4 (Split Innings format) and rule 1.2.6 (Safe Bowling limits) apply.

5. **Start of play**

   Friday matches commence at 5.00pm SHARP each day.
   Saturday matches commence at 8.20am SHARP each day.

6. **Cessation of play**

   a) Play will continue each day until 50 overs have been bowled (40 overs in evening games), or until 11.30 am (evening games 7.45pm), **whichever is earlier**, unless the following applies:

   b) Play may be extended beyond 50 overs (40 overs in evening games), until 11.45 am (evening games 8.00pm), to recoup overs lost on previous days.

   c) On day two, the cessation time may be extended until 11.45 am (evening games 8.00pm), if either side considers it is possible to achieve a first innings result.

   d) The captains may agree to end the match at any time after a first innings result has been obtained.

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e) An over in progress at the cessation time shall be completed unless an innings ends, a result is reached, or the players leave the field for adverse conditions.

f) In a semi-final, if a first innings result has not been achieved by 11.45 am (evening games 8.00pm) on the second day, then the result shall count as a Draw. (Rule 3.1.4 shall then apply).

5. Reserve day (Grand Final) (if available)

Play will only continue into the reserve day (if available) to achieve a first innings result.
If a first innings result has not been achieved by 11.45 am on the reserve day (8.00pm for evening games), then the result shall count as a Draw. (Rule 3.1.4 shall then apply).

6. Continuation of match for second innings

Unless the first innings of **both** sides was compulsorily closed, the match may continue until completion of any overs remaining to be bowled in the match.

E-Scoring is strongly encouraged in all grades- refer rule 1.14

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2.5.8 UNDER 12 MIXED MATCH RULES

Based on Australian Cricket Junior Formats Stage 2
The match is completed when the teams have had one innings each.
An outright result cannot be achieved in a one-day match

(a)Game Times

Match Start time (as set in fixtures)

Thursday evening – 5.00pm
Friday evening – 5.00pm
Saturday morning – 8.20am

(b) (i) Inning's length

<u>One Day Games</u>

Thursday or Friday evening – **maximum** 24 overs each innings. 1st Innings must be concluded by 6.20pm ("cut off time") (if an over is commenced before 6.20pm, then it shall be a completed).
Saturday morning – **maximum** 24 overs each innings. 1st Innings must be concluded by 9.50am ("cut off time") (if an over is commenced before 9.50am, then it shall be a completed).

If the team batting first is dismissed in less than the maximum overs, the team batting second is entitled to bat for the maximum overs. The second innings will commence after the standard break.

(ii) Innings break

Innings break is taken immediately after the maximum overs have been bowled, the team batting first is all out, or when the "cut-off" time has been reached.

Thursday or Friday evening – 5 minutes
Saturday morning – 10 minutes

(iii) **Drinks breaks** are not scheduled in Under 12s One Day games. If conditions require that drinks break be taken (usually extreme heat), the drinks are to be taken on the ground

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(c) Interruptions due to adverse weather.

If time is lost before the start of play, the overs to be faced in each innings will be adjusted.

For each 3 minutes lost, the number of overs is reduced by one.

Example 1 in a One-day game on a Friday evening (total 48 overs for match), the game does not start until 5.30pm due to extreme heat. 30 minutes has been lost = 10 overs reduction. 38 overs remain for the game. Each team bats for 19 overs. Prescribed balls to be faced is calculated on 19 overs

Example 2 in a One-day game on a Saturday morning (total 48 overs for match), the game does not start until 9.05am due to wet weather. 45 minutes has been lost = 15 overs reduction. This becomes 16 overs (rounded up). 32 overs remain for the game. Each team bats for 16 overs. Prescribed balls to be faced is calculated on 16 overs.

No over reduction if time is lost during the match

(d) Match ball

142gm two piece leather ball purchased through the NWMCA.
A new ball is to be used for each match and each innings. Each team is to supply one new ball.
See also Match rule 1.6 paragraph 8.

(e) Pitch and stumps

Pitch shall be 18m length - for simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).
Matches must be played on synthetic (hard) wickets – see match rule 1.3
Portable wooden stumps should be used at the bowlers end if only using one set of portable stumps. Wooden stumps should be used at batting end.
Use of portable stumps at both ends is permitted

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(f) Pitch Markings
Refer to Rule 1.3

In all Junior Mixed Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

BLUE paint must be used for 90cm markings

6. No Balls and Wides

No balls and wides are NOT re-bowled in any over of an Under 12 Mixed match – refer to match rule 1.15.1 paragraph 5.

Leg Side Wides
Refer to Rule 15.3

… if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

(i) Ground Set up

Boundary 45m **maximum** measured from the centre of the pitch. Cones or flags or a painted white line to be used to mark the boundary. Cones or flags to be no more than 10m apart. At least 30 cones or flags will be required.

As **per match rule 1.2.2**, the **"restricted area"** is defined as a 10 metre circle around the batter's wicket except for the 90° arc between wicket keeper and point.

The **"restricted area"** must be **CLEARLY** marked with a continuous or broken line or flat markers on the ground.

(j) Teams

Minimum **6 players**

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There is no limit to the number of players in an Under 12s team, however, it is **strongly recommended** that there are no more than **12 players** in a team.

(k) Batting

It is strongly recommended that the team batting order is rotated each week/match during the season to allow players to experience batting in different positions as part of their development.

A team is all out when all players less one are dismissed, to a maximum of 10 wickets. For example, if a team has nine players, when 8 players are dismissed, the team is all out and the innings is complete. If a team has 11 players, when 10 players are dismissed, the team is all out and the innings is complete.

If a batter is not dismissed, they are retired after facing the prescribed number of balls.

All balls faced, including wides and no balls, are counted in the prescribed number of balls,

24 overs (144 balls)

6 players	7 Players	8 Players	9 Players	10 Players	11 Players	12 Players
24 balls	20 balls	18 balls	16 balls	14 balls	13 balls	12 balls
144	140	144	144	140	143	144

Batters are **Interim Retired** after facing the prescribed number of balls as listed in the table above.

Interim retirement does NOT count as a wicket.

Batters are **compulsory retired** immediately they reach 50 runs in a One Day match. Compulsory retired counts as a wicket in a match, however it is to be shown in PlayHQ as “retired not out”.

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Compulsory retired batters cannot return to the crease. Compulsory retired batters count as a wicket lost.

A batter CANNOT be **voluntarily retired** before facing the prescribed number of balls.

A player can only be **voluntarily retired** at the end of an over.

All players must bat and face the prescribed number of balls before any **interim retired** batter is permitted to return to the crease.

If the innings is not compulsory closed (all wickets are not lost and there are balls still to be bowled), a batter who has been **interim retired**, may return to the wicket to continue his/her innings, in the same order as which they were retired.

Batters who return to the crease are not restricted by the number of balls faced. They bat on until they are either dismissed or compulsorily retired.

Any batter who returns to the crease can only bat on until they have scored 50 runs and then must be **compulsory retired.**

(L) Bowling
Bowlers change ends after half the overs have been bowled

Bowling from one end

All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

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In U12 mixed grades, all overs may be bowled from one end, irrespective of conditions.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end
- All overs, in all innings, must be bowled from the same end.

One-day matches & all finals: each bowler is limited to 4 overs.

Except for a wicket-keeper who keeps for the whole innings, all players must bowl a minimum of two overs.

No bowler may bowl a third over until all eligible players have bowled two overs.

No Ball – NWMCA rule 1.15.1 – Under 12 mixed
No ball if will be called if a ball bounces more than twice, before it reaches the popping crease;

- or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket.
- any ball which is called 'Wide' will be treated as a ***No Ball***.

Match rule 1.2.8 in relation to safety rules and under age bowling injury prevention applies in all Under 12 games. This rule sets out how many overs can be bowled in a spell and in a day.

1. Bowling spell

h) Age under 12: 4 overs in a bowling spell

2. Break between bowling spells

a) Before starting a new bowling spell, a bowler must have a break for of at least twice as many overs as they bowled in the previous bowling spell.

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b) When a bowler changes ends it will be counted as an extension of the same bowling spell. An over started on a new day shall be considered the first over of a new spell.

3. Daily overs limits:

a) Age under 19: 20 overs per day
b) Age under 18: 20 overs per day
c) Age under 17: 16 overs per day
d) Age under 16: 16 overs per day
e) Age under 15: 12 overs per day
f) Age under 14: 12 overs per day
g) Age under 13: 8 overs per day
h) Age under 12: 8 overs per day
i) An over started on a new day shall be considered the first over of a new spell.

Any short pitched ball will be called a No Ball. Refer Match rule 1.15.2.1

Any dangerous and unfair non-pitching deliveries will be called a No Ball. Refer match rule 1.15.1.2.

Pitch Markings

Refer to Rule 1.3

In all Junior Mixed Under 12 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

BLUE paint must be used for 90cm markings

Leg Side Wides

Refer to Rule 15.3

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… if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

(m) Fielding

To ensure players experience all fielding positions, fielding rotation may be implemented at the discretion of the Coach.

Fbowling f

The wicket keeper who has kept for the first part of the innings, must bowl 2 overs in the second part of the innings.

The wicket keeper who is to keep for the second part of the innings must bowl 2 overs in the first part of the innings.

No fielders inside the restricted area – refer match rule 1.2.2
If a fielder enters the restricted area whilst a ball is being bowled, a No Ball will be called – refer match rule 1.15.1 paragraph 2.

Maximum of 9 fielders, including wicket keeper and bowler on the ground during the innings. Fielders may be rotated on and off the ground at the end of each over.

(n) Umpires

If only one neutral umpire is present, the bowling/fielding side will provide the umpire at the striker's end (Square Leg).
The umpire at the striker's end may Coach players on the ground, provided the game is not delayed or slowed down.
See also Match rule 1.11

(o) Finals

All Under 12 finals will be played as One Day games.

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There are no changes to any rules for Under 12s in Finals, including the Grand Final, of any grade.

Eligibility for players to play in Under 12 finals is set out in match rule 3.2.2

Six team grades

Finals round 1

If a grade comprises six (6) teams, One-Day Quarter-Finals will be played 1 v 6, 2 v 5, 3 v 4 with the three winning teams and the highest ranked losing team playing in the Semi-Finals.

If a grade comprises five teams, then the first placed team will receive a bye for the quarter final.

Finals Round 2

For semi-finals, teams will again be ranked in the order they were on the ladder at the end of the season, irrespective of the results in the qualifying finals.

Finals Round 3

The two semi-final winners will play off in the Grand Final, with the highest ranked team hosting the final, subject to ground availability.

Eight team grades

Finals round 1

One-Day Quarter-Finals (with a reserve day if available) will be played between the top eight teams in each grade: 1 v 8, 2 v 7, 3 v 6, 4 v 5.

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If a grade comprises seven teams, then the first placed team will receive a bye for the quarter final.

Finals Round 2

The winning sides will then be ranked in the order they were on the ladder at the end of the season and play One-Day Semi-Finals (with reserve day if available) : 1 v 4 and 2 v 3, the winners of those games going into the Grand Final to be played over One Day (with reserve day if available).

Finals Round 3

The two semi-final winners will play off in the Grand Final, with the highest ranked team hosting the final, subject to ground availability.

Ten team grades

The last round of the home and away season will be replaced with the first week of Finals

Finals round 1

One-Day Elimination Finals (with a reserve day if available) will be played between the ten teams in each grade: 1 v 10, 2 v 9, 3 v 8, 4 v 7, 5 v 6.

If a grade comprises nine teams, then the first placed team will receive a bye for the quarter final.

Finals Round 2

Five winners and the three highest ranked losers will proceed to Quarter finals in week 2.

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The winning sides will then be ranked in the order they were on the ladder at the end of the season and play One-Day Quarter-Finals (with a reserve day if available) will be played the eight teams in each grade: 1 v 8, 2 v 7, 3 v 6, 4 v 5

Finals Round 3

The winning sides will then be ranked in the order they were on the ladder at the end of the season and play One-Day Semi-Finals (with reserve day if available) : 1 v 4 and 2 v 3, the winners of those games going into the Grand Final to be played over One Day (with reserve day if available).

Finals Round 4

The two semi-final winners will play off in the Grand Final, with the highest ranked team hosting the final, subject to ground availability.

Twelve team grades

The last round of the home and away season will be replaced with the first week of Finals

Finals round 1

One-Day Elimination Finals (with a reserve day if available) will be played between the ten teams in each grade: 1 v 12, 2 v 11, 3 v 10, 4 v 9, 5 v 8, 6 v 7.

If a grade comprises eleven teams, then the first placed team will receive a bye for the first round of finals.

Finals Round 2

Six winners and the two highest ranked losers will proceed to

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Quarter finals in week 2.

The winning sides will then be ranked in the order they were on the ladder at the end of the season and play One-Day Quarter-Finals (with a reserve day if available) will be played the eight teams in each grade: 1 v 8, 2 v 7, 3 v 6, 4 v 5

Finals Round 3

The winning sides will then be ranked in the order they were on the ladder at the end of the season and play One-Day Semi-Finals (with reserve day if available) : 1 v 4 and 2 v 3, the winners of those games going into the Grand Final to be played over One Day (with reserve day if available).

Finals Round 4

The two semi-final winners will play off in the Grand Final, with the highest ranked team hosting the final, subject to ground availability.

If a grade comprises an odd number of teams, then the first placed team will receive a bye in the first week of finals.

Rules 2.5.2 (Participation Rules) and 1.2.8 (Under Age Safety Bowling Limits) apply in all finals

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

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2.5.9 UNDER 10 MIXED MATCH RULES

Based on Australian Cricket Junior Formats Stage 1

(a) GAME

- Maximum 25 overs per innings. Minimum 20 overs per innings.
- 5 minute change of innings
- Start time: Friday 5:15 pm or as fixtured.

(b) BALL

110g/120g Softaball as supplied by the NWMCA. (it is not necessary to use a new ball for each match)

(c) EQUIPMENT

- Helmet while batting and wicket keeping. It is strongly recommended that the helmet be BS7928:2013 compliant
- Pads
- Gloves
- Other approved protective equipment
- 2 sets of stumps - minimum of 1 set to be portable
- Measure tape for boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases.

(d) BOUNDARY

Boundary is to be clearly marked 40m (maximum) measured from batter's end stumps. Cones or flags are to be no more than 15 metres apart, requiring 25 to 30 cones or flags to be used to mark the boundary.

See also Match Rule 1.4

(e) PITCH TYPE AND LENGTH

- Outfield wicket (mown), flexi pitch or synthetic hard wicket
- 16m length stump to stump. See also Match Rule 1.4

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(f) TEAM

- Maximum of 11 players in a team
- Maximum of 9 players on the field
- Minimum of 6 players

(g) BATTING

- All batters retire after facing the prescribed number of balls
- Divide the total number of balls (e.g. 25 overs = 150 balls) by the number of batters (150 divided by 9 = 16 balls) to determine the prescribed number of balls to be faced
- All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- Batter to swap end following a dismissal. If there is a run out, the not out batter should face the next delivery.
- If there are extra balls to be faced (i.e. 16 * 9 = 144) the batter facing at the time will face the extra ball.
- No dismissals in this grade
- Bowling team has 4 runs added to their team batting total for each wicket taken.

(h) BOWLING

- 6 balls per over maximum (wides/no balls are NOT re-bowled)
- All players must bowl (each wicketkeeper must bowl at least one over)
- Bowlers are to bowl from one end for the entire game
- Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match

See also Match Rule 1.2.8 Safety rule and Under Age Bowling prevention, particularly Para 5 Bowling Spells and Para 6 Daily Over Limits

No Ball – NWMCA rule 1.15.1 – Under 10 mixed

- No ball if will be called if a ball bounces more than twice, before it reaches the popping crease;

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- or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket.

- any ball which is called 'Wide' will be treated as a No Ball.

(i) FIELDING

- Rotation of fielders is recommended to ensure all players experience all positions
- No fielder within 10 metres of batter or each other (except wicketkeeper) to encourage singles and safety
- Each team is required to use two (2) wicket keepers changing wicketkeepers after half the overs have been bowled.

  One change of wicketkeepers only in an innings.

  Further changes of a wicket keeper will be permitted if the second wicket keeper is injured and cannot continue as wicket keeper for the remainder of the innings.

- If more than 9 players in a team they should rotate on and off the field at end of each over

(j) UMPIRES

The Coach/Team Manager or a representative of the team fielding will act as central umpire.

The Coach/Team Manager or a representative of the team batting will act as square leg umpire.

(k) FINALS

There are no finals in Under 10s grade.

(L) Scores/Scorebooks

Teams shall use Association approved scorebooks. E-scoring is permitted in Under 10s.

Clubs are strongly encouraged to (but it is not mandatory):

- Select the team in PlayHQ for each match – this means the games played by each player are counted, which ensures that the

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Cricket Australia objective of compiling and providing. electronically, a full career history of every cricketer is achieved

- Enter the match scores and the result of the game.
- It is recommended that clubs do NOT enter player statistics (batting, bowling or fielding) although clubs which use PlayHQ to develop player histories or record data for internal club awards can enter individual information for these purposes.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

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2.5.10 CLUB SUPPLIED UMPIRES (STRIKERS-END UMPIRE (SQUARE LEG))

In all Under Age matches with an officially appointed umpire, the Clubs shall supply an umpire to umpire at the striker's end (square leg).

If a Club-supplied umpire questions or disputes a decision given by the appointed umpire, or engages in any other misconduct towards the umpire or the opposite Club, the officially appointed umpire may consider the actions as being unfair and invoke **Law 41.2 Unfair actions**.(bowling)

Law 41.2 requires the umpire, in the first instance, to issue a first and final warning. Any subsequent offence during the match by any person(s) from that Club shall result in 5 Penalty runs being awarded to the opposite side as in **Law 41.2 Unfair actions**.

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2.9 FEMALE CRICKET MATCH RULES

Conditions

In all evening games, if the light deteriorates to an extent that it is unsafe to continue, and if there are lights available, the lights must be turned on to allow the game to continue, and the safety of players to be maintained. This is the case even if the game is in progress, and the lights were not on from the start of the game.

The provisions on Law 24 and Law 25 in relation to player absences and penalty time do not apply in this section (see rule 1.9 Part C)

NWMCA

2.9.1 U10 ALL GIRLS

Based on CA STAGE 1 Format

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is recommended for coaches in Under 10 All Girls competition

1. GAME

T12 (12 over game) – 12 over per innings, one innings each team
Length: 120 minutes
5 minute break between innings
Start time: Monday 5:45pm or as fixtured

2. BALL

Softaball to be purchased from the NWMCA Association

2. PROTECTIVE EQUIPMENT

Protective equipment is optional.

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps AND when keeping back from the stumps, and fielding in close. (Note Under 10 Girls cannot field in the 10m safety area – see rule 1.2.2).
All helmets must be compliant with British Standard BS7928:2103
Players will not be able to use non-compliant helmets.

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Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with standards.

4. MATCH EQUIPMENT

- sets of stumps with bails - minimum of 1 set to be portable (each team to carry a portable set on game day)
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases

5. BOUNDARY

Boundary is to be clearly marked at 25m measured from the centre of the wicket

6. PITCH TYPE AND LENGTH

Mown Outfield - 14m length stump to stump

7. TEAM

6 players a side (maximum 6 players on the field at any time)
Minimum of 4 players.

8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.
Cricket attire for players and substitutes is defined as:
Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.

All players in a team must wear the same coloured clothing.
Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).

Shorts need to be a 7.5cm length minimum

No white pants allowed.

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9. BATTING

- Bat size 4 is recommended (if the bat is too heavy, they can use a plastic blasters bat)
- All batters retire after facing 12 balls
- All balls (incl. wides and no balls) will be included in count of balls received.
- A batter receives a free hit off the cone for no balls and wides. Only two free hits per over.
- No LBW
- No dismissals. Where a wicket is taken, five runs is added to the fielding teams batting score

Runner

A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.

The runner occupies the injured batter's crease when they are on strike, but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.

When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

The runner should have already batted in the innings, if possible.

The runner must wear all the external protective equipment worn by the batter and must carry a bat.

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If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

10. BOWLING

- 6 balls per over maximum - wides and no-balls are NOT re-bowled)
- All players to bowl at least 2 overs, including wicketkeepers
- 6 player team – all players bowl 2 overs each
- player team - 3 players bowl 2 overs each, 2 players bowl 3 overs each
- player team - all players bowl 3 overs
- No Ball – NWMCA rule 1.15.1

  No ball if will be called if a ball bounces more than twice, before it reaches the popping crease;
- or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket.
- any ball which is called 'Wide' will be treated as a ***No Ball***.

11. FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions.

No fielders within 10 m of bat (except slips, gully and wicket keeper) each team is required to use two wicketkeepers, keeping for six overs each.

12. UMPIRE

The coach of the team fielding will umpire at the bowlers end. If the umpire is unsighted, then the batter gets the benefit of doubt and is not out.

13. SQUARE LEG UMPIRE

No square leg umpire required.

14. FINALS

There are no finals in this competition.

15. SCOREBOOKS / SCORES

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It is not compulsory to enter scores in PlayHQ for U10's however clubs are encouraged to do so.

Each Club shall use Association approved and provided scorebooks. Scorers in all grades must be sixteen (16) years of age or over. Each Clubs score books shall be signed by the team coach at the conclusion of each match.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

16. COMPETITION AWARDS

The NWMCA will provide "Spirit of Cricket" awards to players and clubs at the end of the season as is deemed appropriate.

NWMCA

2.9.2 U12 ALL GIRLS

Based on CA STAGE 1 Format

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is required for coaches in Under 12 All Girls competition

1. GAME

T20 (20 over game) – 20 overs per innings, one innings each team
Length: 120 minutes

5 minute break between innings

Start time: Wednesday 5:45pm (as fixtured)

2. BALL

Softaball to be purchased from the NWMCA

3. PROTECTIVE EQUIPMENT

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to always wear helmets with face guard when batting, wicket keeping up to the stumps AND when keeping back from the stumps, and fielding in close. (Note Under 12 Girls cannot field in the 10m safety area – see rule 1.2.2).

All helmets must be compliant with British Standard BS7928:2103
Players will not be able to use non-compliant helmets.

NWMCA

Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

4. MATCH EQUIPMENT

- sets of stumps with bails - minimum of 1 set to be portable (each team to provide 1 portable)
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases

5. BOUNDARY

Boundary is to be clearly marked at 40m measured from the centre of the wicket

6. PITCH TYPE AND LENGTH

Mown Outfield, synthetic centre wicket, or roll out synthetic wicket.
16m length stump to stump

7. TEAM

7 players a side (maximum 7 players on the field at any time)
Minimum of 5 players

8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:
Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.

All players in a team must wear the same coloured clothing.
Recognised cricket cap or wide brim hat (Baseball style caps lor wide brim hats must be in Club colours and carry club logo).
Shorts need to be a 7.5cm length minimum
No white pants allowed

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9. BATTING

- Bat size 4 is recommended
- All batters are to retire after facing the nominated number of balls. (see below)
  - There are no early retirements unless a batter is injured. If the batter is ill or injured, they are considered retired not out and are permitted to return to batting if they recover before the end of the innings.
  - All balls (incl. wides and no balls) will be included in count of balls received.
  - Unlimited dismissals (each player will face the nominated number of balls).
  - Each dismissal will add 4 runs to the opposition total at the end of the innings.
  - The following dismissals apply in this format:

Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

LBW DOES NOT APPLY

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Runner

A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

The batter stands in position at the batting crease and plays shots as normal but does not attempt to run between the wickets: the runner runs for them.

The runner occupies the injured batter's crease when they are on strike but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.

When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end the runner stands next to the bowler's wicket as in the normal course of play.

The runner should have already batted in the innings, if possible.

The runner must wear all the external protective equipment worn by the batter and must carry a bat.

If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

TEAM SIZE BALLS TO FACE

5 players (minimum)	24
6 players	20
7 players	17
8 players	15
9 players (maximum)	13

**If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing)

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10. BOWLING

6 balls per over – wides and no balls are NOT re-bowled

All players are to bowl a minimum of two overs except the two wicketkeepers who are to bowl a minimum of 1 over

5 player team – 5 players bowl 4 overs including the 2 wicket keepers

6 player team – 4 players bowl 4 overs, 2 wicketkeepers are to bowl minimum 2 overs each

7 player team- 3 players bowl 4 overs, 2 players bowl 3 overs; 2 wicket keeper are to bowl minimum of 1 over each

8 player team – 6 players bowl 3 overs, 2 wicketkeepers are to bowl minimum of 1 over each

9 player team - 4 players bowl 3 overs, 3 players bowl 2 overs; 2 wicketkeepers are to bowl minimum of 1 over each

No Ball – NWMCA rule 1.15.1 – Under 12 Girls

No ball if will be called if a ball bounces more than twice, before it reaches the popping crease;
- or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket.

- any ball which is called 'Wide' will be treated as a ***No Ball***.

Pitch Markings

Refer to Rule 1.3

11. Wide Ball Crease Markings

iv. In all All Girls Under12, Under 14 and Under 17 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and

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bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

BLUE paint must be used for 90cm markings

Leg Side Wides
Refer to Rule 15.3
… if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

Bowlers change ends after half the overs have been bowled

Bowling from one end

All overs in a match may be bowled from one end if conditions require. For example, pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

In U12 All Girls grades, all overs may be bowled from one end, irrespective of conditions.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end
- All overs, in all innings, must be bowled from the same end.

11. FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions.
No fielders within 10 m of bat (except slips, gully and wicket keeper)

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Each team is required to use 2 wicketkeepers, changing wicket keepers after 10 overs (halfway through the innings).

12. CENTRAL UMPIRE

The coach of the team batting will umpire at the bowler's end.

13. SQUARE LEG UMPIRE

The coach or team manager of the team fielding will square leg umpire.
The Square Leg umpire decides run outs and stumpings.
Only one person may stand as Square Leg umpire at any one time

14. FINALS

a. Finals Eligibility
Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.
If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

b. Qualifying Finals

All teams play finals.

In an eight team competition:
First (1st) shall play eighth (8th), second (2nd) shall play seventh (7th), third (3rd) shall play sixth (6th) and fourth (4th) shall play fifth (5th).
The four (4) winning teams from the qualifying finals will compete in a semi-final round of matches.

In a six team competition,
1st shall play 6th, second shall play 5th, 3rd shall play 4th
The three (3) winning teams plus the highest ranked loser (based on ladder position at end of home and away series), shall proceed to the semi-finals.

c. Semi Finals

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First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series
Semi-finals will be played on the best available grounds to be allocated by the Association.

d. Grand Final
The Grand Final will be played between the two semi-finals winners on the best available grounds to be allocated by the Association

15. SCOREBOOKS / SCORES

Each Club shall use Association approved scorebooks.
Scorers in all grades must be sixteen (16) years of age or over.
Each Clubs score books shall be signed by the Coaches/Team Managers at the end of the match
Teams must enter the final results of all matches, in PlayHQ
Refer to NWMCA By-Law 4.2

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

16. ELIGIBILITY FOR COMPETITION AWARDS

All players must have played a minimum of five matches in the All Girls Under 12s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).
Note: Competition averages do not include performances in finals.

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2.9.3 U14 ALL GIRLS

Based on CA STAGE 2 format

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is mandatory for coaches in Under 14 All Girls competition

1. GAME

T20 (20 over game) – 20 overs per innings, one innings each team

Length: 120 minutes

5 minute break between innings

Start time: Monday 5:30pm

2. BALL

142g hard ball to be purchased from the NWMCA

3. PROTECTIVE EQUIPMENT

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps, and fielding in close. (Note Under 14 Girls cannot field in the 10m safety area – see rule 1.2.2). It is strongly recommended that players wear a helmet when keeping back from the stumps.

All helmets must be compliant with British Standard BS7928:2103
Players will not be able to use non-compliant helmets.

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Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

4. MATCH EQUIPMENT

- sets of stumps with bails - minimum of 1 set to be portable
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases

5. BOUNDARY

Boundary is to be clearly marked at 40m measured from centre of the wicket

6. PITCH TYPE AND LENGTH

Hard wicket - 18m length stump to stump

7. TEAM

9 players a side (maximum of 9 on field at any one time)
Minimum of 6 players
Maximum of 11 players per team
If teams have 10-11 players they are encouraged to rotate player on and off the field after every over.
If a team has less than nine players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.

Players who return to the field, can bowl immediately if required
The opposition team may offer the team with less players "substitute fielders" and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes.

If these substitute fielders are not accepted by the team with less than 9 players, the team with 9 players is permitted to field with the full 9 players

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8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).
- Shorts need to be a 7.5cm length minimum
- No white pants allowed

9. BATTING

Bat size 5 or 6 recommended

There are no dismissals. All batters are to retire after facing prescribed number of balls.(see below).

Batters cannot be retired before facing the nominated number balls unless the batter is injured. If the batter is ill or injured, they are considered retired not out and are permitted to return to batting if they recover before the end of the innings.

Retired batters can resume batting when all others have retired.

All balls (incl. wides and no balls) will be counted in the allocation of balls received.

Unlimited dismissals (each batter will face the nominated number of balls each)

Each dismissal will add 4 runs to the opposition total at the end of the innings

The following dismissals apply in this format:

Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

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LBW DOES NOT APPLY

Runner

- A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.
- The batter stands in position at the batting crease and plays shots as normal but does not attempt to run between the wickets: the runner runs for them.
- The runner occupies the injured batter's crease when they are on strike but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.
- When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.
- The runner should have already batted in the innings, if possible.
- The runner must wear all the external protective equipment worn by the batter and must carry a bat.
- If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

TEAM SIZE	BALLS TO FACE
6 players (minimum)	20
7 players	17
8 players	15
9 players	13
10 players	12
11 players (maximum)	11

**If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing)

10. BOWLING

6 balls per over – wides and no balls are not re-bowled (rule 1.15.1 para 5)

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All players are to bowl a minimum of two overs, except the two wicketkeepers (except in teams of 7 or more players) who are to bowl at least 1 over each

- 6 player team- 4 players bowl 4 overs, 2 wicket keepers bowl 2 over each
- 7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each
- players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each
- player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each
- player team – All players bowl 2 overs each including the two wicketkeepers
- player team -9 players bowl 2 overs each ; 2 wicket keepers bowl 1 over each

No Ball – NWMCA rule 1.15.1
No ball if will be called if a ball bounces more than twice, before it reaches the popping crease;
- or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket.
- any ball which is called 'Wide' will be treated as a No Ball.

Pitch Markings

Refer to Rule 1.3
11.Wide Ball Crease Markings

iv. In all All Girls Under12, Under 14 and Under 17 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

BLUE paint must be used for 90cm markings

NWMCA

Leg Side Wides

Refer to Rule 15.3

… if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

Bowlers change ends after half the overs have been bowled

Bowling from one end

All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

In U14 All Girls grades, all overs may be bowled from one end, irrespective of conditions.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end
- All overs, in all innings, must be bowled from the same end.

11.FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions

No fielders within 10 m of bat (except slips, gully and wicket keeper).
Each team is required to use two wicketkeepers during an innings

NWMCA

Wicket keepers can only be changed once per innings, with the change permitted at any time during an innings.

Further changes of a wicket keeper will be permitted if the second wicket keeper is injured and cannot continue as wicket keeper for the remainder of the innings.

12. CENTRAL UMPIRE

The NWMCA will appoint an umpire to as many matches as possible. Should an independent umpire not be available then the coach of the team batting will umpire at the bowler's end.

13. SQUARE LEG UMPIRE

The coach or team manager of the team fielding will square leg umpire.
The Square Leg umpire decides run outs and stumpings.
Only one person may stand as Square Leg umpire at any one time

14. FINALS

a. Finals Eligibility

Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.
If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

b. Qualifying Finals

All teams play finals

In an eight team competition,
First (1st) shall play eighth (8th), second (2nd) shall play seventh (7th), third (3rd) shall play sixth (6th) and fourth (4th) shall play fifth (5th).

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The four (4) winning teams from the qualifying finals will compete in a semi-final round of matches.

In a six team competition,

1st shall play 6th, 2nd shall play 5th, 3rd shall play 4th

The three (3) winning teams plus the highest ranked loser (based on ladder position at end of home and away series), shall proceed to the semi-finals.

c. Semi Finals

First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

Semi-finals will be played on the best available grounds to be allocated by the Association.

d. Grand Final

The Grand Final will be played between the two semi-finals winners on the best available grounds to be allocated by the Association.

15. SCOREBOOKS / SCORES

Each Club shall use Association approved scorebooks.

Scorers in all grades must be sixteen (16) years of age or over.
Each Clubs score books shall be signed by the Coaches/Team Managers and independent umpire at the end of the match

Teams must enter the results of all matches, on PlayHQ. Refer to NWMCA By-Law 4.2

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

NWMCA

16. ELIGIBILITY FOR COMPETITION AWARDS

All players must have played a minimum of five matches in the All Girls Under 14s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

Note: Competition averages do not include performances in finals.

NWMCA

2.9.4 U17 ALL GIRLS

Based on CA STAGE 2 & 3 RULES

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is required for coaches in Under 17 All Girls competition

1. GAME

T20 (20 over game) – 20 overs per innings, one innings each team, with some two-day games in the fixture.

Length: T20 - 120 minutes, 5 minute break between innings

Start time: Evening games 5.15pm or as fixtured
Morning games 8.30am or as fixtured.

2. BALL

142g hard ball to be purchased from the NWMCA.

3. PROTECTIVE EQUIPMENT

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps, and fielding in close. It is strongly recommended that players wear a helmet when keeping back from the stumps.

NWMCA

All helmets must be compliant with British Standard BS7928:2103
Players will not be able to use non-compliant helmets.

Many currently used helmets (including many still available through retail outlets) do not meet standards, and club members **s**hould ensure when purchasing new helmets that they comply with the standards.

4. MATCH EQUIPMENT

- sets of stumps with bails
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases.

5. BOUNDARY

Boundary is to be clearly marked at 45m measured from centre of the wicket.

6. PITCH TYPE AND LENGTH

Hard wicket – full length.

7. TEAM

- players a side (maximum of 9 on field at any one time)
- Minimum of 6 players
- Maximum of 11 players per team
- If teams have 10-11 players they are encouraged to rotate player on and off the field after every over.

8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire. Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same-coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).

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- Shorts need to be a 7.5cm length minimum
- No white pants allowed

9. BATTING

Bat size 5 or 6 recommended

All dismissals count.

Batters are retired when they have faced the nominated count of balls, unless dismissed.

All balls (incl. wides and no balls) are to be counted allocation of balls faced.

There are no early retirements allowed unless a batter is injured.

If the batter is ill or injured, they are considered retired not out and are permitted to return to batting if they recover before the end of the innings. Retired batters can resume batting when all others retired. The loss of 9 wickets closes the innings (9 players in team – see Last Girl Stands rule below).

Runner

A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

The batter stands in position at the batting crease and plays shots as normal but does not attempt to run between the wickets: the runner runs for them.

The runner occupies the injured batter's crease when they are on strike but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.

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When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

The runner should have already batted in the innings, if possible.
The runner must wear all the external protective equipment worn by the batter and must carry a bat.

If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

TEAM SIZE	BALLS TO FACE
6 players (minimum)	20
7 players	17
8 players	15
9 players	13
10 players	12
11 players (maximum)	11

**If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing).

Last Girl Standing Rule

All 9 wickets are needed to bowl a team out. The loss of 9 wickets closes the innings. When the eighth wicket falls, the LAST GIRL stands (on her own) , in a team of 6 players it will be fifth wicket etc.

The LAST GIRL can score 1, 2, 3, 4 or 6 off any ball. If the Last Girl makes 1 run, she must return to the striker end once the ball is returned to the bowler hence the ball is dead.

If a batter is run out under this rule she will not get any runs for completing the first run.

The Last Girl Stands rule only comes into play once 8 wickets have been taken. The Last Girl Standing must play on her own as all other batters are out.

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Last Girl standing rule doesn't apply to teams with 10 or 11 players.

10. BOWLING

- Maximum 8 balls per over – wides and no balls are re-bowled up to a maximum of 8 balls per over
- All players are to bowl a minimum of two overs, except the wicketkeeper if keeping for the whole match.
- If a wicket keeper is changed, the two wicketkeepers are to bowl at least 1 over each (See paragraph 11, Fielding)
- 6 player team - 1 player bowls 4 overs, 4 players bowl 3 overs, 2 wicket keepers bowl 2 overs each (if wicketkeeper is changed).
- 7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each (if wicketkeeper is changed)
- players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each (if wicketkeeper is changed)
- player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each (if wicketkeeper is changed)
- player team – All players bowl 2 overs each including the two wicketkeepers (if wicketkeeper is changed)
- player team -9 players bowl 2 overs each; 2 wicket keepers bowl 1 over each (if wicketkeeper is changed)

Pitch Markings

Refer to Rule 1.3
11.Wide Ball Crease Markings
iv. In all All Girls Under 17 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

BLUE paint must be used for 90cm markings

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Leg Side Wides

Refer to Rule 15.3
… if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

Bowlers change ends after half the overs have been bowled

Bowling from one end

All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only.

Agreement must be reached BEFORE the match commences:

- Both team managers and independent umpires must agree to bowl from one end
- All overs, in all innings, must be bowled from the same end.

11. FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions

When fielding inside the 10m safety area, players must wear a helmet (see rule 1.2.2).

It is not mandatory for wicket keepers to be changed in Under 17 All Girls matches.

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Wicket keepers can only be changed once per innings, with the change permitted at any time during an innings.

Further changes of a wicket keeper will be permitted if the second wicket keeper is injured and cannot continue as wicket keeper for the remainder of the innings.

If a team has less than nine players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.

Players who return to the field, can bowl immediately if required.

The opposition team may offer the team with less players "substitute fielders" and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes.

If these substitute fielders are not accepted by the team with less than nine players, the team with nine players is permitted to field with the full nine players.

12. TWO DAY MATCHES

The NWMCA may fixture a small number of Two-Day matches (played across two weeks) in the U17 All Girls competition. Two-Day matches will be played as a Split Innings format, aligned to the Under 14 mixed competition.

Generally, rules for U17 girls T20 matches, are to be applied in two-day matches, with changes outlined below.

Innings – maximum 40 overs for each team

40 overs should be bowled on each day of play, subject to lost time (see below).

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(i) Split innings format

a) The first innings of each side shall be limited to 40 overs.

b) On day 1 the side batting first shall bat for the first 20 overs of their first innings or until their innings is completed, whichever occurs first.

c) The side batting second shall then commence their innings and bat for the remainder of the daily tally of 40 overs - normally 20 overs. If the side batting first is bowled out in less than 20 overs, for example, in 15 overs, the team batting second will face 25 overs before play ceases on the first day.

d) On day 2, the side that batted second shall now complete their first innings tally of 40 overs. The side that batted first, will then face their remaining overs.

e) After the first innings of both sides is complete or a first innings result has been obtained, then the match may be completed according to normal two-day rules. Captains/Coaches may agree to finish the match once a first innings result has been reached.

(ii) Lost Time

If no play has been possible on Day 1 due to adverse weather, unsafe pitch or outfield the match shall be played as a standard one-day match on Day 2.

a) Time Lost Due to Late Start on Day One

Day 1

If the side batting first receives less than 20 overs, then all scores shall be declared null and void and the match shall revert to a one-day match on day Two.

Side batting first, (Team A), shall receive 20 overs (unless all out.) Then the team batting second, (Team B), shall then commence their innings and bat until they receive 20 overs or 7.45pm, whichever is earlier. (Time may be extended till 8.00pm on day one to make up for lost time due to adverse conditions.)

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Day 2
Reduction of overs:
1. The number of overs remaining to be bowled for the match shall be added to the number of overs already bowled and divided by two (rounded down). This will calculate the number of overs Team B receives.
2. Team B continues their innings until all out or they receive their reduced quota of overs. Their innings shall then be compulsorily closed.
3. Team A will continue their innings until all out or receives the new quota at which time their innings will be compulsorily closed.

b) Time Lost During Play on Day 2
If an interruption occurs after the normal start of play on Day 2 there should be no further adjustment to over requirements. If a result is not achieved, then the match is called a draw.

(ii) Batting in two-day matches

Prescribed balls do NOT apply in U17 Girls two-day matches

Batters are to be compulsorily retired immediately on reaching 50 runs.

A batter who is compulsorily retired will not be eligible to resume their innings.

A batter may be voluntarily retired at any time in Under 17 Girls two-day matches.

For each voluntarily retired batter, the batting side may bat an additional batter beyond the 11 otherwise allowed. It is not mandatory for all players beyond the 11 otherwise allowed in a team, to bat.

Any batters who were voluntarily retired shall be allowed to resume the innings (in the order they were retired), until they are either out or reach the compulsory retirement score.
Players may only be voluntarily retired once.

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A side's innings is completed when 10 batters are out or there are no more eligible batters. (A compulsory retired batter does not count as a wicket). An eligible batter is one who is listed on the team sheet, has not batted previously in the innings, or has been voluntarily retired in the innings.

(iii) Bowling in two-day matches

All bowlers, including wicketkeepers where more than one wicketkeeper is used, must bowl a minimum of 2 overs in an innings.

40 overs: each bowler is limited to 5 overs only, in the first 20 overs and a maximum total of 8 overs in an innings.
Furthermore, in two-day matches, each bowler is limited to 4 overs only in the first 16 overs of each innings.

13. CENTRAL UMPIRE

The NWMCA will appoint an umpire to as many matches as possible.
Should an independent umpire not be available then the coach of the team batting will umpire at the bowler's end.

14. SQUARE LEG UMPIRE

The coach or team manager of the team fielding will square leg umpire.
The Square Leg umpire decides run outs and stumpings.
Only one person may stand as Square Leg umpire at any one time

15. FINALS

a. Finals Eligibility

Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.
If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

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b. Semi Finals

First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

Semi-finals will be played on the best available grounds to be allocated by the Association.

c. Grand Final

The Grand Final will be played between the two semi-finals winners on the best available grounds to be allocated by the Association.

16. SCOREBOOKS / SCORES

Each Club shall use Association approved scorebooks.

Scorers in all grades must be sixteen (16) years of age or over.

Each Clubs score books shall be signed by the Coaches/Team Managers and independent umpire at the end of the match

Home teams must enter the final results of all matches, on PlayHQ. Refer to NWMCA By-Law 4.2

Both teams must enter individual player statistics by Sunday 7:00pm.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

17. ELIGIBILITY FOR COMPETITION AWARDS

Note: Competition awards do not include performances in finals.

All players must have played a minimum of five matches in the All Girls Under 17s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

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2.9.5 WOMENS SOCIAL T20 RULES

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is required for Captains and / or Coaches in the Women's Social T20 competition.

1. GAME

T20 (20 over game, each team to bowl 20 overs.)

Day & Time: Sunday 12:00 pm or as fixtured.

INNINGS LENGTH AND TIMIMG

First innings to be completed by 1:30pm (90 minutes)

10 minute break between innings
11
Second Innings to be completed by 3:15pm (95 minutes)

If the innings of the team batting first has not been previously completed, it shall be compulsorily closed at the end of the scheduled overs (20), at which time a 10-minute break shall be taken.

Cessation of Play: -

Play shall continue until the side batting second has batted 20 overs for the same number of overs as the side batting first or are all out.

Play shall cease before this if any of the following apply: Play is abandoned due to bad weather.

Play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second and the entitled overs have not been bowled by 3.15 pm, then play shall cease at the completion of the over in progress at 3.15 pm.

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The HOST CLUB of any match are encouraged to provide a relaxed environment with music.

AFTERNOON TEA will be taken at the end of the match –the host team are to provide afternoon tea e.g. BBQ, sandwiches, fruit and cake platter.

NO SHOW – Should any team be unable to commence play *within 15 minutes after the scheduled starting time*, that team shall forfeit the match.

See also NWMCA match rule 2.1.7 FORFEITING A MATCH – GIVING A WALKOVER

3. **BALL**

Each innings shall commence with new 142g, purchased from the NWMCA.

The captains must produce the new balls and an appropriate spare ball that meet with the umpire's approval at the toss of the coin.

Clubs not providing or refusing to supply the match ball and spare ball to the umpires as required, shall be penalised as per the Penalties/Fines Schedule.

4. **PROTECTIVE EQUIPMENT**

Helmet with face guard while batting, wicket keeping up to the stumps, and fielding in close

- Pads
- Gloves
- Other approved protective equipment

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps and fielding in close.

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It is strongly recommended that players wear a helmet when keeping back from the stumps.

All helmets must be compliant with British Standard BS7928:2103

Players will not be able to use non-compliant helmets.
Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

4. BOUNDARY

Boundary is to be clearly marked at 45m measured from centre of the wicket.

5. PITCH TYPE AND LENGTH

Hard wicket or turf wicket – standard full length

Wide Ball Crease Markings
Refer rule 1.3.1 para 11 ii

In all Open Age Women's Social T20 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

6. TEAM

- players a side (maximum of 8 players on the field at any one time)
- Minimum of 6 players, each team must have a minimum of 6 players before the match can commence.
- Maximum of 8 players may be on the field at any time.
- Teams are permitted to list up to 10 players on their Team Sheet.

If a team has less than eight players on the field, then the other team can provide "substitute fielders" or be restricted to use the same number of

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fielders. If this occurs, players can be rotated on and off the field at the end of any over at the fall of a wicket. No side will play with less players on the field than their opposition.

Players who are substituted on and off the field, can bowl immediately if required

7. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).
- Shorts need to be a 7.5cm length minimum
- No white pants allowed

8. MARQUEE PLAYERS

A marquee player is any player who has, or is currently, playing in the Cricket Victoria Premier Cricket competition, State, National or an International cricket competition.

A Marquee player is a player that played one or more games in these competitions in the previous or current cricket season.

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The Women's Cricket Manager and NWMCA Administration must receive notification of any Marquee players prior to their first game.

Marquee players are to only play in the top graded side of their NWMCA home club.

Top team in NWMCA Tier 3 – Social Women's Competition has a limit of **2 Marquee players per** game.

The marquee player must be approved by the NWMCA & Women's Advisory Panel before they can commence playing.

A permit for a marquee player must be lodged on the appropriate form – form can be downloaded from the NWMCA website under the Association / Forms menu.

If a side has multiple teams across tiers or in the same competition, Marquee players may play down in the next team/tier if approved via a dispensation request approved by the Women's Advisory Panel and NWMCA.

If a Marquee player plays 60% of games in CV Premier Cricket in the current season, they will be ineligible for selection in any future home and away game and becomes automatically ineligible for finals.

No Marquee player can play Both Premier or VTCA/NWMCA women's competition matches in the same weekend.

A current Open Age State Squad player cannot request a transfer or play for a club which only competes in the NWMCA.

The same Marquee rules apply for Geoff Law Shield and all other grades in the NWMCA.

MARQUEE PLAYER NOMINATION FORM

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A permit for a marquee player must be lodged on the appropriate form (click on link above) – form can also be downloaded from the NWMCA website under the Association / Forms menu.

9. BATTING

All dismissals count.

a. Retiring

A batter must retire immediately when they reach 30 runs

A batter may be retired by their captain at any stage as long as they have faced a minimum of 12 deliveries.

A retired batter may return to the crease when all other batters listed on the team sheet have batted.

Batters do not have to retire a second time round but can continue to bat until out or end of the match.

Should more than one batter retire, the retired batters must return in order of retirement.

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b. Free Hit

ALL NO BALLS will result in a FREE HIT to the batter for the next delivery.

If a No Ball is bowled at the end of the over, the 1st ball of the very next over is a FREE HIT.

A batter can only be out 'run out' off a No Ball.

If a run has been taken during a 'No Ball', the field may be changed for the FREE HIT.

Runner

A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

The batter stands in position at the batting crease and plays shots as normal but does not attempt to run between the wickets: the runner runs for them.

The runner occupies the injured batter's crease when they are on strike but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.

When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

The runner should have already batted in the innings, if possible.
The runner must wear all the external protective equipment worn by the batter and must carry a bat.
If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

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10. BOWLING

a. General

- A bowler shall be restricted to a maximum four overs or 1/5 of the number of overs available in the innings.
- All listed players can bowl if they want to and there is no requirement that every player must bowl.
- Players are Expected to bowl over as best as their ability allows.

b. No Balls and Wides

- No over shall be longer than 8 balls, including no balls and wides. That is, only the first two no-balls or wides in each over will be re-bowled, except for the last over in an innings.
- In the LAST OVER of an innings all wides and no-balls will be re-bowled until 6 legal balls have been bowled.
- A ball that lands to the side of the pitch shall be called a "No Ball".
- A ball that veers off the pitch and the batter does not have reasonable opportunity to hit the ball shall be called a "Wide".

Rule 1.15.3 Wide ball – Leg Side

…if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

Refer to NWMCA Rule 1.3 Paragraph 11 for definitions of Wide ball crease markings.

- A full toss above the waist of a batter (in normal batting stance) shall be called a "No Ball" by either umpire.
- A ball that bounces over the batter's shoulders (in normal batting stance) shall be called a "Wide" by either umpire.
- A ball that bounces more than twice before the popping crease is a "No Ball".

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

- From a no ball, batter can be out Hit the Ball Twice, Run Out, Handled the Ball or Obstructing the Field.
- From a wide, batter can be out by a Hit Wicket, Stumped, Run Out, Handled the Ball or Obstructing the Field.

Overs are to be bowled from one end in 5 over blocks

11. FIELDING

a. General

A fielding team shall have no more than 3 fielders on the leg side and no more than 2 fielders behind the popping crease on the leg side at any time.

Any breach of this rule shall result in the call of "No Ball".

b. Wicket keepers

Teams can have 2 wicketkeepers during an innings and can swap at any time. No other swapping of keepers is allowed unless a wicketkeeper is injured.

Wicketkeepers are allowed to bowl if they choose to, but this is not compulsory.

12. CENTRAL UMPIRE

The NWMCA will appoint an umpire to as many matches as possible. Should an independent umpire not be available then the coach of the team batting will umpire at the bowler's end.

13. SQUARE LEG UMPIRE

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The coach or team manager of the team fielding will square leg umpire. This allows for assistance in field placements and bowling changes.
Only one person may stand as Square Leg umpire at any one time.

14. MATCH RESULTS & CAPTAINS REPORT

Either team may enter the results of all match
Refer to NWMCA By-Law 4.2

Captains reports are mandatory, whether an independent umpire is allocated or not.

15. SCOREBOOKS / SCORERS

Each Club shall use Association approved scorebooks.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14
Scorers in all grades must be sixteen (16) years of age or over.
Each Clubs score books shall be signed by the Captains and Independent umpire at the end of the match.
Home Clubs shall supply and operate a score board which shall be updated at the end of every over by the batting side.

16. FINALS

a. Eligibility

Players must have played five of the teams contested home and away matches during the home and away season to qualify for the semi-final and final matches.
Players must have played a minimum of 5 matches in the NWMCA Senior Women's T20 competition, to be eligible to play in finals matches.

Where the number of contested matches played is impacted by byes, walkovers received and completely abandoned matches (where no play has commenced), the Board, at its discretion, may make adjustments to the number of matches played to be eligible for finals.

Effected Clubs will be informed by the NWMCA as early as possible to assist Clubs with player qualifications.
Teams that give walkovers will not have any adjustments to their qualification quotient nor can they submit a team sheet for the match forfeited.

If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

b. Finals Matches

All Finals shall be played at the best available ground as allocated by the Association.

All ground allocations will be subject to approval of the Administrator.

If any ground is deemed unsuitable by the NWMCA Administration Manager, a suitable, neutral ground shall be allocated.

c. Semi Finals

The top four (4) teams on the ladder in each grade / division at the end of the home and away matches shall compete in a semi-final round of matches.

First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd).

Should either of the semi-final matches not reach a first innings result within the provisions of these by-laws, or a tie has resulted, the winner shall be deemed to be the team finishing higher on the ladder at the end of the home and away season.
Semi-finals will be played at the home ground of the first and second placed teams on the ladder at the completion of the programmed series of matches, where that ground is available.

d. Grand Finals

The two winners of the semi-finals shall play off in the Grand Final.
In the event of a “tie” both teams are declared premier winners.

19. ELIGIBILITY FOR COMPETITION AWARDS

Competition awards do not include performances in finals.
All players must have played a minimum of five matches in the NWMCA Senior Women’s T20 competition, to be eligible to receive an award.

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SECTION 3 COMPETITION RULES

3.1 FORFEIT OF THE MATCH AFTER COMMENCEMENT OF PLAY

1. In two-day matches, if an independent umpire is not in attendance, a Member Club may appeal to the Board if it considers that a forfeit has been conceded, at any time after play has commenced, so as to prevent a potential outright result.

2. If the Board upholds the appeal, outright points will be allocated to the winning side. The side conceding defeat or refusing to play shall not receive any points.

3. If an independent umpire is in attendance and the circumstances as outlined in 1 above occur, then **Law 16.3 Umpires Awarding a match** will apply. When umpires have awarded a match because a side either (i) concedes defeat or (ii) refuses to play, then the winning side shall be allocated points for an outright win.

4. Full details of any such appeal (which will be a once only appeal) should be submitted within 24 hours of the conclusion of the match to The Administration Manager **in writing** with a $400 fee.

5. If the appeal is successful, the fee may be refunded to the Member Club.

3.1.1 CONTRIVED RESULTS

1. The Board shall investigate a match or the actions of the Captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any person or club have conspired to contrive the result of a match.

   If the Board decides to conduct an investigation it will carry out such inquiries as it sees fit and may invite submissions about the match

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or the conduct of either Captain or any player and will give any person the opportunity to be heard.

2. If the Board finds that the clubs, Captains or players have conspired to contrive the outcome of a match the Board may at its absolute discretion do one or more of the following:
   a) Fine a club, Captain or player;
   b) Suspend a Captain or player from playing in any match or matches;
   c) Disallow any points earned by a club in respect of the match;
   d) Amend any points earned by a club in the match;
   e) Take any such action as is deemed appropriate by the Board.

3.1.2 ADJUSTMENTS TO POINTS DUE TO ADVERSE WEATHER

1. In the event of less than half of the scheduled matches in any round for any grade being completed because of adverse weather, then the results and scores of all matches in that round for that grade will be cancelled.

2. When determining “less than half of the scheduled matches”, byes are NOT to be taken into account.

3. A forfeit/walkover is considered to be a completed match

4. Example 1: In a 7 team competition, there are 3 scheduled matches and one team has a bye each round. If 2 matches are completed, one is not completed due to adverse weather, and one team has a bye, there is no adjustment to be made. 2 out of 3 games is NOT “less than half of the scheduled matches”.

5. Example 2: in an 8 team competition, if one team forfeits before the start of the game, one match is completed, and two matches are drawn due to adverse weather, there is no adjustment to be made.

Two matches are considered to be “completed” – the rule of “less than half of the scheduled matches” has not been met (2 of 4 is half).

6. When a team has a bye or receives a walkover, they will receive 6 match points, irrespective of the number of games completed in the round for that grade. Adjustments are not made to points allocated for byes in the event of adverse weather.

3.1.3 ADJUSTMENT DUE TO BREACH OF RULES

1. When a breach of rules is proven, at the absolute discretion of the Board, the offending teams will be deemed to have lost and further points will be deducted regardless of the result.

2. Any fine applying to such a breach of Rules will be applied irrespective of any decision regarding the result of the match.

3. In fixture matches (including grading and confirmation rounds), the points for such a match would be determined as for a forfeit (Rule 3.1.2) and the runs made and wickets taken by the offending team annulled for the purpose of determining the quotient of both teams.

4. In addition, the performances of players in the non-offending team may be excluded in the determination of individual trophies.

3.1.4 TIES AND INCOMPLETE FINALS

1. In the event of a tie, draw or abandoned match in an Elimination Final, Qualifying Final, Quarter Final, Semi-Final or Preliminary Final the team finishing higher on the ladder will be deemed the winner.

2. If the ground for a final is rendered unfit or unavailable for play at any stage through circumstances other than prevailing weather conditions, the Association will endeavour to transfer the game to the nearest equivalent available ground.

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3. In the case of a tie in a Grand Final, a joint premiership will be awarded.

4. (a) If a Grand Final has achieved no result, a premiership will be awarded to the side that finished higher at the end of the home and away season, except as provided in paragraph (b)

(b) If a Grand Final in Under 12 All Girls, or Under 12 mixed competition has achieved no result, then a joint premiership will be awarded.

5. The application of any such rulings to determine a premiership would be subject to the normal provisions for disputation (Rule 4.2.2).

3.2 PLAYER ELIGIBILITY TO MOVE BETWEEN TEAMS

3.2.1 GENERAL ELIGIBILITY TO PLAY IN MATCHES

PRIOR TO FINALS

1. After a player has been named in any Club XI of any Competition during the current season that player will only be permitted to play in that Club's next lower grade XI ***in the same section*** in the next match in which that player competes without prior permission from the Association.

2. Sections are defined in By-Law 1.1 and are listed as follows:

Open Age two-day Saturday
Open Age One Day Saturday
Open Age One Day Sunday
Veterans
Open Age 20/20 limited over competition
Womens Open Age 20/20 limited over competition
Under 16 mixed two day Friday evenings
Under 16 mixed two day Saturday morning
Under 14 mixed two day Thursday evening

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Under 14 mixed two day Friday evenings
Under 14 mixed two day Saturday morning
Under 12 mixed one day Thursday evening
Under 12 mixed one day Friday evening
Under 12 mixed one day Saturday morning
Under 10 mixed one day Friday evening
Under 10 mixed one day Sunday evening
Under 10 All girls one day Monday evening
Under 12 All girls one day Wednesday evening
Under 14 All girls one day Monday evening
Under 17 All girls one day Wednesday evening
Under 17 All girls one day Saturday Morning

3. Where a player is playing their first match in any season, their previous game grade will be taken to be the grade in which they played their last home and away match during the previous season, regardless of the Association in which it was played

4. Any player who has not played for any club during the previous season will be free to play their first match of the current season in any Club XI in which they are qualified to play.

5. See also By-Law 5.2, EQUIVALENT SECTIONS OF OTHER COMPETITIONS

3.2.2 (GENERAL) ELIGIBILITY TO PLAY IN FINALS

1. To be eligible to play in a finals match, a player must have played (or been named in the case of a walkover received) in the number of games in the relevant team/grade as outlined in the following table. The relevant number of games for finals eligibility is also shown in the grade in PlayHQ

2. Clubs must seek permission from the NWMCA to play ineligible players stating the reason for seeking the exemption.

3. A permit / exemption will only be considered for a player who has not qualified for finals, if the team does not have a full team, caused by injury or illness, or exceptional circumstances only. When applying for a permit, the club MUST provide evidence of an injury or illness. It is the NWMCA's decision whether the permission will be granted. An example of exceptional circumstances is emergency services work, or defence forces service.

4. A more detailed explanatory document in relation to finals eligibility permits and exemptions is published by the NWMCA prior to the season. This document can be viewed on the NWMCA website (nwmca.com.au) under the Rules / Forms menu.

5. The form to be used for Finals Eligibility exemption requests is also published by the NWMCA on our website under the Rules / Forms menu. Exemption requests NOT on the published form will not be considered.

6. Where a club has two teams in the same grade, permission to move between teams must be obtained from the NWMCA.

7. If the name of a grade changes, or additional grades created, the NWMCA will advise clubs in relation to finals eligibility.

Grade	**# of games played to qualify for finals**
Two Day Saturday section	Four (4)
One Day Saturday section	Five (5)
One Day Sunday section	Four (4)
Women's Social T20	Five (5)
All Girls Junior competitions (all age groups)	Four (4)
Mixed Junior Competitions	
Under 16s	Three (3)
Under 14s	Three (3)

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Under 12s	Four (4)

8. A player who has been named in **seven or more matches** of the Saturday Open Age Two-day competition during the season will **not** be eligible to play in Saturday Open Age One Day or Veteran's competition finals matches without board approval.

9. A player who has been named in **eight or more matches** of the Saturday Open Age One-Day competition during the season will **not** be eligible to play in the Saturday Open Age Two Day or the Veteran's competition finals matches without board approval.

10. A player who has been named in **seven or more matches** of the Veteran's competition during the season will not be eligible to play in the Open Age Two Day or the Saturday One Day competition finals matches without board approval.

11. In assessing the number of days played only those players entered in ***PlayHQ as registered*** players will be counted as played. Up to the specified number of players for the grade will be counted, as well as any others who are listed as batting, bowling or wicket keeping, where that is allowed under the Section's Match Rules.

12. Where a player is listed as a fill-in player, the match **does not** count towards finals eligibility.

13. The following games **<u>do not</u>** count towards finals eligibility:
    - Bye.
    - Match Cancelled by the Association.

14. Abandoned match (teams are required to report to grounds, however a result is not achieved; match starts but is abandoned before a result is achieved) **<u>does</u>** count towards finals eligibility.

15. Walkovers received (opposition forfeits) may count towards finals eligibility -see rule 2.1.7 paragraph 7.

16. Female Cricket finals eligibility – the following rules set out the finals eligibility:

- Senior Women's T20 - 2.9.5 para 16
- Under 16 All Girls – 2.9.4 para 14
- Under 14 All Girls – 2.9.3 para 14
- Under 12 All Girls – 2.9.2 para 14

3.2.3 ELIGIBILITY TO PLAY IN QUALIFYING, ELIMINATION, QUARTER, SEMI-FINALS OR PRELIMINARY FINALS

1. To be eligible to play in a Qualifying, Elimination, Quarter, Semi-Finals or Preliminary Finals match a player must have played at least the number of games to be played in a particular team as listed in rule 3.2.2. Exclusions in rule 3.2.2 need to be considered. Rule 3.2.1 also needs to be considered.

    a. Example – Player has played 4 games in 1st X1, 5 games in 2nd X1, 6 games in 3rd X1, all in the two day section. Outcome – Player is generally eligible to play in Semi-Final in 1st X1, 2nd X1, or 3rd X1.

2. Where a Club has consecutive teams in the finals, a player may play in their Club's next lowest grade to that for which they would otherwise be eligible. However, where one of the consecutive teams receives a notified walkover it will be deemed not to be consecutive and the provisions of this rule do not apply.

3. Player / Club must apply to the NWMCA for permission / exemption to be granted and override processed in PlayHQ.

4. The form to be used for Finals Eligibility exemption requests is also published by the NWMCA on our website under the Rules / Forms menu. Exemption requests NOT on the published form will not be considered.

5. Consecutive teams can be across associations. For example, a club's 1st and 2nd X1 play in another association on Saturday afternoons and the 3rd and 4th X1 play in any section in the NWMCA on Saturday afternoons. If the 2nd X1 are playing in a final and the 3rd X1 are playing in a final, a player who qualifies to play in the 2nd X1 in that other association, may play in the 3rd X1 final team.

3.2.4 ELIGIBILITY TO PLAY GRAND FINALS

1. To be eligible to play in a Grand Final match, a player who has not participated in a Semi-Final, must have played more matches during the season with the team that is playing, or any lower graded team in the same section, than they were named with the higher team in that section or age group.

2. Where a Club has consecutive teams **in the finals**, a player may play in their Club's next lowest graded team to that for which they would otherwise be eligible.

3. Consecutive teams can be across associations. For example, a club's 1st and 2nd X1 play in another association on Saturday afternoons and the 3rd and 4th X1 play in any section in the NWMCA on Saturday afternoons. If the 2nd X1 are playing in a final and the 3rd X1 are playing in a final, a player who qualifies to play in the 2nd X1 in that other association, may play in the 3rd X1 final team.

4. Any player who plays for a lower team in the Semi-Finals may be promoted to a higher team in that Section for the Grand Final.

5. If a club's next highest graded team in the same section wins a Semi-Final, a player who played in the higher team in the Semi-Final may be dropped to the lower graded team for the Grand Final.

6. If a club's next highest graded team in the same section loses a Semi-Final, a player who plays in that higher graded team will not be eligible to play in the lower graded team in the Grand Final.

7. However, if a player who had played in the higher graded side for the Semi-Final would have been covered by another player returning for the Grand Final (had the higher graded side won), then the first mentioned player may return to the lower graded side for the Grand Final provided he receives prior **written** permission from the Association.

8. Irrespective of where a player has played during the season, a player who plays in a winning Semi-Final team may continue to play with that team in the Grand Final.

3.2.5 INELIGIBLE PLAYERS

If a player who is not eligible to play in a match does play in such a match then the club will be fined and the result of the match determined in accordance with Rule 3.1.3.

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SECTION 4 CHARGES AND DISPUTES

4.1 CHARGES

4.1.1 FORMAL CHARGES LAID BY UMPIRES IN OPEN AGE MATCHES

1. An Independent Umpire may lay formal charges against Clubs, players, officials or teams for breaches of the Laws of Cricket and/or the Associations Rules & By-Laws in an Association match at which the umpire is officiating.

2. Such charges are to be notified to the concerned parties and each captain at the end of the day's play.

3. The ***Charge Sheet***, can be a printed form provided by the NWMCA, or any other form or template approved by the NWMCA.

4. The charges are to be entered on the Charge Sheet which is to be signed by the umpire and **the captains of the participating teams. If the Charge sheet is an electronic format, the captains of the participating teams must acknowledge receipt of a copy of the charge sheet.**

5. If any offended party is involved, that party should be named on the ***Charge Sheet*** to ensure their attendance as a witness at the tribunal.

6. Where the captain or a Club official does not attend the Umpire at the end of each day's play, as required by these rules, the Umpire shall be deemed to have fulfilled their responsibility with the lodgement of the ***Charge Sheet*** to the Association.

   The Umpire should give full details of this occurrence on the ***Charge Sheet*** and the Association will advise the offending Club directly.

At the conclusion of the match, a copy of the ***Charge Sheet*** (printed or electronic) is to be provided to each captain.

7. A copy of the ***Charge Sheet*** is to be delivered by the Umpire to reach the Association's office no later than 12 noon on the Monday following the completion of the match.

8. The ***Charge Sheet*** is the official notice for all persons named thereon, representatives of teams named thereon and the Umpire to attend the Association Tribunal, at a time and place as specified by the Board. The Tribunal Secretary will notify the relevant Club Secretary and the Umpire's Association of the time and date of the Tribunal hearing.

9. The umpire must notify the Association's Administration Manager of the charge by 12 noon on the Sunday following a Saturday match or by 8.00 pm on the day of any other match.

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4.1.2 FORMAL CHARGES LAID BY UMPIRES IN UNDER AGE MATCHES

1. An Independent Umpire in an Under Age match may lay formal charges against Clubs, players, officials or teams for breaches of the Laws of Cricket and/or the Associations Rules & By-Laws in an Association match at which the umpire is officiating.

2. Such charges are to be discussed first with the Under Age Umpires' Co-ordinator. The Under Age Umpires' Co-ordinator will complete the investigation of the charge within 3-4 days of the scheduled completion of the match.

3. If warranted the umpire will be instructed to lay formal charges. The charges are to be entered on the prescribed ***Charge Sheet***, which is to be signed by the umpire. NWMCA will advise the offending Club(s) immediately upon receipt of the charge.

4. If any offended party is involved, that party should be named on the ***Charge Sheet*** to ensure their attendance as a witness at the tribunal.

5. The ***Charge Sheet*** is the official notice for all persons named thereon, representatives of teams named thereon and the Umpire to attend the Association Tribunal, at a time and place as specified by the Board. The Tribunal Secretary will notify the relevant Club Secretary and the Umpire of the time and date of the Tribunal hearing.

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4.1.3 COMPLAINTS BY CLUBS

1. Any club may complain or protest about the conduct of umpires, players, spectators or officials.

2. Details of any complaint by a club should be forwarded to the Association's Administration Manager within 48 hours of the event together with the fee of $500.

3. The Association's Administration Manager will allocate the matter to an Investigation Officer.

4. The Investigation Officer may conduct the investigation by:
   - Requesting further information or a "please explain" by written correspondence, including email. Requests by email will also be notified to the relevant persons via text or WhatsApp message, and/or
   - Interviewing relevant persons (in person or online), and/or
   - Any other process the Investigation Officer deems necessary or appropriate.

5. In all cases, the Investigation Officer will determine the process to be followed and the timeframes for response, taking into account that persons required to provide information to the Investigation Officer are generally volunteers at a club.

6. The Investigation Officer shall determine an appropriate action and that decision is final. That action can be:

   - Referral to the NWMCA Board for decision
   - Referral to the NWMCA Board for interview and decision
   - Issue of fine, bond or other penalty or sanction
   - Referral to an independent tribunal (the Investigation Officer will recommend the charges to be laid and heard)
   - Any other action the Investigation Officer deems appropriate

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7. Wherever possible complaints or protests will be determined by the Investigation Officer within 7 days of the receipt by NWMCA of the complaint or protest.

8. All parties identified by the Investigation Officer to the complaint or dispute must:
   - respond to requests for information within time frames stipulated, and/or
   - make themselves available for a hearing

9. Failure by any parties to comply, the Investigation Officer can complete the investigation, make recommendations, apply penalties, sanctions or conduct the hearing in that party's absence.

10. A decision may then be made and issued immediately.

11. All decisions will be conveyed in writing to relevant parties.

4.1.4 INVESTIGATIONS INITIATED BY THE ASSOCIATION

1. The Association, on receipt of information via any source, may conduct an investigation into conduct of clubs, teams, coaches, players, officials or spectators participating in an Association match or other activity including official functions and use of social media.

2. On receipt of such information, the Association's Administration Manager shall either:

   - allocate the matter to an Investigation Officer
   - Refer the matter to the NWMCA Board for decision
   - Refer the matter to the NWMCA Board for interview and decision

3. If the matter is referred to the NWMCA Board, a panel of at least 3 Board members shall be formed to hear charges referred to the Board.

4. If the matter is referred to an Investigations Officer, the Investigation Officer may conduct the investigation by:
    - Requesting further information or a "please explain" by written correspondence, including email. Requests by email will also be notified to the relevant persons via text or WhatsApp message, and/or
    - Interviewing relevant persons (in person or online) and/or
    - Any other process the Investigation Officer deems necessary or appropriate.

5. In all cases, the Investigation Officer will determine the process to be followed and the timeframes for response, taking into account that persons required to provide information to the Investigation Officer are generally volunteers at a club.

6. After completion of the investigation, the Investigations Officer shall determine an appropriate action and recommendation. That decision is final. That action can be:
    - Referral to the NWMCA Board for decision
    - Referral to the NWMCA Board for interview and decision
    - Issue of fine, bond or other penalty or sanction
    - Referral to an independent tribunal (the Investigation Officer will recommend the charges to be laid and heard). If a charge is to be laid, then the Investigations Officer will be required to prosecute such charges before the Tribunal
    - Any other action the Investigation Officer deems appropriate

7. All parties identified by the Investigation Officer to the complaint or dispute must:
    - respond to requests for information within time frames stipulated, and/or
    - make themselves available for a hearing

8. Failure by any parties to comply, the Investigation Officer can complete the investigation, make recommendations, apply penalties, sanctions or conduct the hearing in that party's absence.

9. A decision may then be made and issued immediately.

10. Such decisions will be conveyed in writing to relevant parties.

11. An Investigation Officer is empowered to obtain evidence from any umpire, player, parent/guardian of a junior player, official, or any other relevant persons, before deciding to lay charges.

12. The Investigations Officer has the authority to request that a player/s, coach, club official, any member of any club or any umpire assist them to the extent reasonably required when an investigation is being conducted.

13. If the Investigations Officer is of the opinion that any person or club has failed to co-operate with the investigation then the matter will be referred to the Tribunal for consideration.

14. The NWMCA will NOT investigate any allegation of playing an unregistered player, ineligible player or player playing under a false name if a VALID team sheet cannot be provided to the Board or Investigation Officer (refer By-Law 4.1)

15. All parties required at a tribunal hearing of the charges will be notified of the charges and hearing date at least 48 hours before the hearing, unless the matter must be determined earlier in which case the maximum possible notice will be given.

16. The Board may, as a result of any interview / hearing, set penalties as it sees fit.

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17. Appeals against a Board decision **may** be referred to an independent tribunal. See also rule 4.2.3 APPEAL AGAINST ASSOCIATION DECISION or RULING

4.1.5 PLAYERS' CONDUCT REPORT

4.1.5.1 UNACCEPTABLE CONDUCT

The umpires shall act upon any unacceptable conduct strictly as specified in **Law 42 Players Conduct**.

If the umpires decide misconduct has occurred, they shall lay a formal charge as specified in Rule 4.1.1 above. **The Captain of the offending team shall be included in the formal charge**, being charged with a Level 1 offence of failing to control players.

The four Levels of offence are identified as Level 1, Level 2, Level 3 and Level 4.

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

- wilfully mistreating any part of the cricket ground (or surrounding areas, including fixtures and fittings), equipment or implements used in the match
- showing dissent at an umpire's decision by word or action
- disobeying an umpire's instructions
- expressing an audible obscenity
- expressing personal abuse
- using language that, in the circumstances, is obscene, offensive or insulting
- making an obscene gesture
- appealing excessively

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- advancing towards an umpire in an aggressive manner when appealing
- smoking on the field
- attempting to gain an unfair advantage
- engaging in conduct which is unbecoming, or likely to prejudice the interests or reputation of the NWMCA, or to bring the game of cricket into disrepute
- team captain failing to control players in a match.
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

Level 2 offences

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

- showing serious dissent at an umpire's decision by word or action
- making inappropriate and deliberate physical contact with another player
- throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

Level 3 offences and action by umpires

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

- intimidating an umpire by language or gesture
- threatening to assault a player or any other person, except an umpire.

Level 4 offences

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

- using language or gestures that offend, humiliate, intimidate, threaten, disparage, or vilify another person, on the basis of that person's race, religion, gender identity, disability, colour, descent, sexuality or national or ethnic origin
- 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
- drinking of alcohol during the game.
- any attempts to manipulate a match for inappropriate strategic or tactical reasons
- any other misconduct, the nature of which is equivalent to a Level 4 offence.

4.1.5.2 PRESCRIBED PENALTIES

1. For a single Level 1 or Level 2 charge against players, there is a provision for the player to accept a standard penalty and thereby eliminate the need to attend a Tribunal hearing. If a player is reported for more than one Level 1 and/or Level 2 charge, the matters must be heard by a Tribunal.

2. The acceptance or otherwise of the prescribed penalty (as set out below) must be indicated on the umpire's Charge Sheet

3. Immediately after the close of the match, when a prescribed penalty is accepted by the reported player, the report of the side's captain shall not proceed.

4. Should a player and/or the umpire decide that they wish to have the charges heard by a Tribunal, then this will take precedence

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over the prescribed penalty and the procedure as outlined in Rule 4.1. 5.3 will apply.

5. For Level 1 offences a **two playing day** penalty is prescribed.

6. For Level 2 offences **a four playing day** penalty is prescribed.

7. For Level 3 and Level 4 offences there is **no prescribed penalty** and a Tribunal hearing is automatic.

8. Any penalty prescribed is to be served in the competition in which the offence occurred. The suspended person cannot compete in any match in any competition until the penalty has expired. For example, if a person is suspended for a Level 1 offence in the Sunday One Day competition, and is suspended for two playing days, he/she cannot play in a Saturday competition, or any other competition, until the prescribed penalty period has expired.

9. The NWMCA will follow policy issued by the VMCU in relation to relevant suspensions which cross summer and winter seasons. The most recent VMCU policy (October 2023) is available on the NWMCA website.

4.1.5.3 TRIBUNAL CONSIDERATION OF MISCONDUCT REPORTS

1 After hearing all evidence, the Tribunal, at its discretion, may amend the charge, including adjusting the level of the charge.

2 Where a player who has been reported by an umpire under rule 4.1.1 or 4.1.2, and is found guilty by the Tribunal, that player must be suspended. Suspended sentences and reprimands cannot be imposed for a person found guilty of the charge. The Tribunal may however add a period of probation to a sentence if deemed appropriate.

3 Any person who appears before the Tribunal who has already refused to accept a prescribed penalty, and is subsequently found guilty of the charge, shall automatically incur a penalty of two playing days in addition to that of the prescribed penalty, plus any additional penalty imposed by the Tribunal.

4 Where a player has been charged following an investigation or Board hearing, any reference to “opinion of the umpire” in the four levels of offences described in rule 4.1.5.1 shall be read as “opinion of the association” where relevant.

5 Where a player has been charged following an investigation or Board hearing, and is found guilty, that player must be suspended. However, the Tribunal, at it’s discretion, may suspend part of the penalty. For example, a player found guilty of a Level 2 charge could be suspended for 2 playing days, with a further two playing days suspended for a relevant period.

6 The Tribunal shall decide the penalty to be imposed for a player found guilty of a Level 3 or Level 4 offence.

7 Where a person has been found guilty of a code of conduct charge in the last **three years**, a loading will be applied to the penalty imposed:

- 2nd offence, 100% loading
- 3rd offence, 200% loading
- 4th offence, 400% loading

8 The NWMCA will maintain and publish a Code of Conduct Register.

TRIBUNALS

4.1.5.4 OFFICIALS

Investigation Officers, Tribunals and Tribunal Secretaries are appointed as required by the Association, with consideration to the charges and disputes on which they will be required to act.

4.1.5.5 TRIBUNAL PROCEEDINGS

1. The Tribunal will adjudicate on any charges laid against clubs, players, officials or teams for breaches of NWMCA Match Rules & By-Laws, Laws of Cricket and matters referred by the Board, including through an investigation.

2. Where an Independent Umpire has laid a charge under Match Rule 4.1.1 (Open Age) or 4.1.2 (Under Age), the Umpires Advisor or his nominee shall present the charge and all evidence in support of the charge at the Tribunal hearing.

3. Where a charge has been laid by a person appointed by the Board pursuant to Match Rule 4.1.4 or 4.1.5, the Administration Manager of the Association or his nominee shall present the charge and all evidence in support of the charge at the Tribunal hearing.

4. Where a charge has been laid by a Club pursuant to Match Rule 4.1.4, an office bearer of the Club shall present the charge and all evidence in support of the charge at the Tribunal hearing.

5. Where a charge has been laid by the Association pursuant to Match Rule 4.1.5, the Administration Manager of the Association or his nominee shall present the charge and all evidence in support of the charge at the Tribunal hearing.

6. Where a Club wishes to appeal any ruling made by or behalf of the Association to the Tribunal pursuant to Match rule 4.1.5.6 paragraph 6, the Administration Manager of the Association or his nominee shall represent the Association before the Tribunal and an office bearer of the Club shall represent the Club before the Tribunal.

7. The Tribunal shall consist of three people, all of whom have no direct interest in any case with which they deal.

8. Every person, player, official club or umpire charged shall be afforded the opportunity to be present and hear all evidence given.

9. The Tribunal Secretary or the Tribunal Chairman shall then read the charge/s. The reported person/s shall then be asked if they plead guilty or not guilty to each charge

10. The following procedure shall be adopted:

a) The person presenting a charge, or the appellant, will give details of their case and may call, and question, any relevant witnesses.

b) An umpire who made the report should be the first witness to give evidence

c) The charged person or respondent, and/or his, her or their advocate may then question any witnesses who give evidence against the charged person or respondent.

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d) When the examination of an umpire's evidence is completed, the umpire(s) are excused from any further part in the hearing, unless, for good reason, the Tribunal or any of the advocates request an umpire remains available to be recalled.

e) The next witness for the Association (usually the offended person) should then give their evidence

f) Once the person presenting the charge or the appellant has completed their case, the charged person or appellant may give their version of the events.

g) The person presenting the charge or the appellant and/or his, her or their advocate may then question the charged person or the respondent.

h) The charged person's advocate may call and question any witnesses to give evidence. The evidence of each witness may be cross examined by the Tribunal and the person presenting the charge.

i) Once each witness has completed their evidence, they are excused from any further part in the hearing unless, for good reason, the Tribunal or any of the advocates request a witness remains available to be recalled.

j) After all evidence has been presented the advocates for each party shall have the opportunity to sum up the case. At the conclusion, all persons shall retire from the room and the Tribunal will then arrive at a decision based on the facts and evidence presented.

k) If a person or Club is found guilty by the Tribunal, such person or Club may submit further evidence concerning the character and playing history of the person charged and/or the appellant and any mitigating circumstances.

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11. A witness after having given evidence may not leave the room until the conclusion of the hearing of all evidence. A witness may not ask questions or interrupt proceedings at any time.
12. The Tribunal may accept written statements from witnesses who cannot attend the tribunal. All written statements must be dated and signed.

13. Should the Tribunal, whilst considering evidence, wish to recall any witness, all questioning of the witness shall be conducted in the presence of all of the parties to the hearing.

14. The Tribunal may grant leave for advocates to assist both the informant and the defendant as it sees fit, and may at its absolute discretion refuse the grant of this leave. A legal practitioner only in exceptional circumstances can act as an advocate before the Tribunal for any party. Notwithstanding the above restriction, the Tribunal shall have absolute discretion to grant or refuse leave in circumstances where a Club official, who would normally be expected to assist a party before the Tribunal, is a legal practitioner.

15. Any person under the age of 18 years of age, who is charged or required to attend as a witness, must have a parent, guardian or independent person in attendance at all times. This person must not give evidence or interfere with the proceedings.

16. The Tribunal's decision shall be announced in the presence of all of the parties to the hearing. Such decisions shall be notified in writing to the relevant Club/s.

4.1.5.6 PENALTIES AND DETERMINATIONS

1. The Tribunal may suspend, fine or reprimand clubs, and deregister, suspend or reprimand players and officials, however the Tribunal must adhere to the Prescribed penalties following a

Players' Conduct Report by an umpire, as set down in Match Rule 4.1.5.2.

2. The Tribunal may suspend teams on such terms and conditions or restrictions as the Tribunal thinks fit, in which case all members of the team in the match to which the charge relates will be suspended and be subject to the same terms and conditions or restrictions as the Tribunal thinks fit for the same period unless individually exonerated, and the team will cease to take part in their current competition for the period of the suspension.

3. Any penalty imposed by the Tribunal may be subject to a good behaviour bond for a specified period and on such terms and conditions or restrictions as the Tribunal thinks fit.

4. A suspension must be for a specified period and will not count any match that is part completed at the time of the hearing unless the player was already under suspension for non-attendance at the Tribunal.

5. To comply with VMCU procedures and PlayHQ processes, the Tribunal must nominate the date on which any suspension ends.

6. If the Tribunal finds that an incorrect ruling has been made by or on behalf of the Association then it will correct the ruling in accordance with the Constitution and Rules of the Association.

7. Should any player, official Club or team fail to attend a Tribunal hearing, having been properly advised of the hearing date, time and place, they will automatically be suspended until they appear before the Tribunal.

8. If a reported player is unable to attend the Tribunal hearing on the designated date or time they must make a written application for a stay of proceedings. Such an application may be

granted only if the player agrees to attend a Tribunal hearing before the commencement of the next round of matches. If an alternative date cannot be arranged prior to the start of the next round of matches then the player is automatically suspended.

9. Further, if any player, official, Club or team fails to attend a second Tribunal hearing which has been specially convened for the purpose, or any other specially convened Tribunal hearing then, unless they have a reason acceptable to the Tribunal for not attending, the Tribunal will deliberate at that time, and hand down its decision immediately. Such decisions will be conveyed in writing to those concerned.

10. All penalties are entered into PlayHQ against the players registration.

11. Penalties of 4 playing days or greater are notified automatically to the VMCU and all VMCU affiliated Associations, as well as the VCA and the VCCL, are bound to observe these suspensions.

4.1.5.7 RECORDING OF TRIBUNAL HEARINGS

1. The Tribunal will be assisted by a Tribunal Secretary who will not participate in its decision, but who will be allowed to advise it on Association rules.

2. That Secretary will record the charges or disputes, a summary of the evidence, and advise all other interested parties of the decisions and ensure the record of the hearing is available for any subsequent appeal. Details will be recorded in PlayHQ.

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4.1.5.8 APPEALS AGAINST TRIBUNAL DECISIONS

1. Any club, on behalf of its players or officials, or an NWMCA official may appeal to the Board for a review of a decision of the Tribunal.

2. Their appeal must be made to The Administration Manager within 48 hours of the Tribunal decision and must be in writing or submitted electronically, stating the full grounds for appeal in accordance with paragraph 6 of this rule below, and accompanied by a $500 bond.

3. The bond will be forfeited if the case is deemed frivolous by the Appeal Panel.

4. If the club or player is successful in the appeal, by having the original tribunal decision overturned, some or all of the bond may be returned, at the discretion of the Board, as soon as possible following the hearing or else held to offset current and/or future financial obligations.

5. It should be noted that whilst an appeal is being formulated and heard, the player and/or official will comply with whatever penalty that has been awarded by the original Tribunal.

6. The grounds for appeal against a Tribunal decision are:-
   i. Evidence not originally presented is available which may have reasonably affected the decision of the original ruling body; or
   ii. The appellant can demonstrate that a ruling was made contrary to the Rules & By-Laws and/or the Constitution of Association; or
   iii. The appellant is appealing against the severity of the penalty imposed by the tribunal.

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7. The Board will constitute an independent three person Appeals Panel to hear the appeal.

8. At the hearing of an appeal, the Appeals Panel shall be assisted by the Tribunal Secretary and, where applicable, the umpire/s involved shall be in attendance, to ensure evidence from the original hearing is consistent.

9. The outcome of the appeal will be that the penalty is:
   i. Confirmed
   ii. Overturned
   iii. Decreased or,
   iv. Increased

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4.1.5.9 APPEALS TO THE VICTORIAN METROPOLITAN CRICKET UNION

1. Any club or interested person may consider appealing a decision to the Victorian Metropolitan Cricket Union in accordance with the rules of the VMCU.

2. Information about the VMCU appeal process can be found at the following link.

vmcu-appeals-as-part-of-by-laws-part-3.pdf

NWMCA

4.2 MATCH DISPUTES and PROTESTS

4.2.1 DISPUTE OVER RESULT OF MATCH

DO NOT DISPUTE THE RESULT IF THE SCORES INCLUDING EXTRAS, HAVE BEEN ENTERED INCORRECTLY OR ARE MISSING.

CONTACT THE OPPOSITION TEAM TO HAVE THE DATA CORRECTED WITHIN 72 HOURS OF THE MATCH COMMENCING

IF THE GAME IS LOCKED - See By Law 2.3 paragraph 3

1. If the **participating teams fail to agree on the scores and/or the result of a match** then the process outlined in rule 1.14 must be followed.

2. If scorebooks are not notated and signed as required under rule 1.14, the NWMCA reserves the right to dismiss the dispute.

3. Both teams are to complete the DISPUTED MATCH Form and lodge with the NWMCA within 24 hours of the completion of the match.

4. **All** details must be forwarded to the Association Administration Manager in writing (email to cricket@nwmca.com.au) within 24 hours of the completion of the match.

5. **A fee of $50 must be paid to the association before the dispute is considered. This fee is NOT refundable.**

6. Details to be provided are:
   - copies of BOTH scorebooks where a physical scorebook was used. (photos taken with a phone or other electronic device are suitable).
   - copies of team sheets for both team sheets (if paper team sheet has been used)
   - any other information the clubs believe may be relevant.

7. The result of the match will be determined by the Association and notified to both teams.

4.2.2 PROTEST AGAINST MATCH RESULT

1. A club may **protest** against a match result where they believe there has been a breach of NWMCA rules.
2. The Club making the protest must complete the MATCH PROTEST Form and lodge with the NWMCA within 24 hours of the completion of the match.
3. **A fee of $100 must be paid by the club protesting, to the association before the protest is considered. This fee may be refunded, if the protest is successful, at the discretion of the association.**
4. The Club against whom the protest has been lodged shall be furnished with sufficient details of the protest by the protesting club **within 24 hours of the completion of the match.**
5. The Club protested against, must provide the NWMCA Administration Manager with a written response (email) **within 24 hours of being given the details of the protest.**
6. Once the written submissions have been received, the NWMCA Board will determine the protest.
7. The NWMCA Board may conduct a hearing if it is deemed necessary.

4.2.3 APPEAL AGAINST ASSOCIATION DECISION or RULING

1. Any Club wishing to appeal a decision or ruling made by or on behalf of the Association, **(other than Tribunal and appeal rulings – see rule 4.1.5.8)**, may do so.

2. No appeal shall be heard unless:

- New evidence has become available that was NOT considered when the original decision was made.
- The club lodging the appeal can demonstrate that an error in law or a ruling contrary to the Rules and/or By-Laws/Constitution of the NWMCA was made by a decision;
- In the opinion of the Board, the appeal ought to, in fairness, be heard.

3. The appeal must be lodged by sending full details of the grounds for appeal in writing together with a $500 bond to the Administration Manager within 48 hours of the ruling being notified.

4. Any such appeal is limited to a once only appeal.

5. The right of appeal does not extend to decisions or determinations of the Association which are the sole prerogative of the Association in relation to:
   - The raising of finance.
   - Administration of Association
   - Arranging the competition and matches.

6. The Club will be given at least 48 hours notice before the appeal hearing, unless the matter must be determined earlier in which case the maximum possible notice will be given.

The Board shall always be the sole arbitrator of the By-Laws and Rules of the Association and of their intent.

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Appendix A.

Example –

The loss of overs in Split Innings

Day One:
Team A 25 overs
Team B 5 overs

Day Two:
Expected 50 overs plus 30 overs bowled on Day One = 80 overs for the match

CC: Compulsory closure for both sides is 40 overs.

Therefore, Team B bats for another 35 overs then Team A resumes for 15 overs.

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NWMCA
BY-LAWS
2026-27

NWMCA

SECTION 1 ADMINISTRATION

1.1 COMPETITION SECTIONS and TIME SLOTS

1. The Association offers a number of competition sections to provide opportunities for participation and competition to suit players of various ages and aspirations.

2. Activities of the Association are generally organised within these sections with appropriate co-ordination between sections.

3. The sections are:

Open age Two day competition played Saturday afternoons with finals for the top four sides in each grade. The fixture for the Open age two-day competition will include one-day games

Open Age One Day competition played Saturday afternoons with all teams in each grade playing in finals (A final eight system applies with eight team grades as far as possible);

Open Age One Day competition played Sunday afternoons with all teams in each grade playing in finals (A final eight system applies with eight team grades as far as possible);

Veterans' competition played Saturday afternoons or by negotiation between competing clubs with top eight teams playing in finals (A final eight system applies with eight team grades as far as possible);

Open age 20/20 limited over competition usually played Tuesday evenings or by negotiation between competing clubs;

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Open Age Women's 20/20 limited over competition played Sunday afternoons, with finals for the top four sides in each grade

Under 16 mixed two day competition played Friday evenings with finals for the top four sides in each grade. This competition may include some one day games and/or T20 games within the fixture;

Under 16 mixed two day competition played Saturday mornings with finals for the top four sides in each grade. This competition may include some one day games and/or T20 games within the fixture;

Under 14 mixed two day competition played Thursday evenings with finals for the top four sides in each grade. This competition may include some one day games and/or T20 games within the fixture;

Under 14 mixed two day competition played Friday evenings with finals for the top four sides in each grade. This competition may include some one day games and/or T20 games within the fixture;

Under 14 mixed two day competition played Saturday mornings with finals for the top four sides in each grade. This competition may include some one day games and/or T20 games within the fixture;

Under 12 mixed one day competition played Thursday evenings with all teams in each grade playing in finals. This competition may include some two day games within the fixture. A final eight system applies with eight team grades as far as possible;

Under 12 mixed one day competition played Friday evenings with all teams in each grade playing in finals. This competition may include some two day games within the fixture. A final eight system applies with eight team grades as far as possible;

Under 12 mixed one day competition played Saturday mornings with all teams in each grade playing in finals. This competition may include some

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two day games within the fixture. A final eight system applies with eight team grades as far as possible;

Under 10 mixed one day competition - usually played Friday evenings with no finals.

Under 10 mixed one day competition - usually played Sunday mornings with no finals.

Under 10 All girls one day competition – usually played Monday evenings with no finals

Under 12 All girls one day competition - usually played Wednesday evenings with all teams playing in finals. A final eight system applies with eight team grades as far as possible;

Under 14 All girls one day competition - usually played Monday evenings with all teams playing in finals. A final eight system applies with eight team grades as far as possible;

Under 17 All girls one day competition - usually played Wednesday evenings with finals for the top four sides in each grade (A final four system applies with eight team grades as far as possible). This competition may include some two day games;

Under 17 All girls one day competition - usually played Saturday morning with finals for the top four sides in each grade (A final four system applies with eight team grades as far as possible). This competition may include some two day games;

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1.2 MEETINGS

1.2.1 CLUB REPRESENTATIVES

1. **The Annual General Meeting** will be held generally during July in accordance with the Constitution Clause 9.1. All Clubs are encouraged to hold their own Annual General Meetings before this date.

2. **Section Meetings** may be held for:
   - Open Age Sections,
   - Under 16 & Under 14,
   - Under 12 and Under 10.
   - Female Cricket

3. **Special General Meetings,** required under the Constitution Clause 10.3, attendance at which is compulsory, will be held:

(i) On the Monday following the fourth Saturday in October; and

(ii) On the first Monday in March. This meeting is primarily to discuss quarter and semi-final match arrangements and fixtures. Eligibility of teams to proceed into the finals series of matches will be determined at this meeting.

4. **Special General Meetings**, attendance at which is compulsory, may be convened at other times in accordance with Clauses 10 & 11 of the Constitution.

1.2.2 PROCEEDINGS AT CLUB REPRESENTATIVE MEETINGS

1. All meetings with Club representatives will commence at 7.30 pm and shall terminate not later than 10.00 pm unless a resolution granting an extension of time is supported by at least two-thirds of those members present.

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2. At all Annual General Meetings, Special General Meetings and Section Meetings debate shall be conducted in accordance with the following rules:

   (a) All motions shall be formally moved and seconded in the course of which the mover and seconder may speak for the motion.

   (b) Except that the mover shall have the right of reply, no person shall speak twice on the one motion.

   (c) When a motion has been seconded debate may ensue but, apart from the mover and seconder, no two persons may speak in succession on the same side of the question. If the mover and seconder have spoken, and no speaker rises to take the opposite view, the question shall be put to the members to vote upon.

   (d) Section (c) above shall apply also to amendments.

3. A delegate from each Club must attend each meeting that is called in accordance with these rules and the Constitution. A fine will be levied on any Club that is not represented by a delegate at such a meeting.

4. The President or, in whose absence one of the Vice-Presidents, or some other suitably acceptable person, shall preside as Chairman at each meeting of the Association.

5. Upon any question arising at a meeting of the Association, one delegate from each Club and each member of the Board have voting rights as defined in the Constitution.

6. The Chairman of the meeting, in the case of equality of voting, shall exercise a second or casting vote.

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1.2.3 PROCEEDINGS AT BOARD MEETINGS

1. Meetings of the Board of Management will normally be held each month on the third Monday in the month. Other special meetings of the Board of Management may be convened at any other time and date, as business shall demand.

2. All meetings of the Board of Management shall normally be held at NWMCA Headquarters and will commence at 7.00 pm and shall terminate not later than 10.00 pm unless a resolution granting an extension of time is supported by at least two-thirds of those members present. Such extension of time shall not exceed 30 minutes and shall only be used to finalise the matter under the discussion.

3. The President, or in his absence one of the Vice-Presidents, or some other suitably acceptable person, shall preside as Chairman at each meeting of the Board of Management

4. Any five members of the Board of Management shall constitute a quorum for the transaction of business of a meeting of the Board of Management. (Constitution clause 21.4).

5. Voting shall normally be on a show of hands or, if demanded by a member, a poll taken in such a manner as the presiding officer shall determine. Each person present shall be entitled to one vote and the Chairman of the meeting, in the case of equality of voting, shall exercise a second or casting vote.

6. Proceedings shall be conducted in accordance with By-law 1.2.2 paragraphs (a)-(d) as above.

7. The order of the meeting shall be as follows:

    - Apologies

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- Ratification of previous meeting's minutes
- Business arising from minutes
- Correspondence
- Reports (to be submitted in writing, if possible, prior to the meeting)
    (a) President
    (b) Operations Manager
    (c) Administration Manager
    (d) Finance Manager
    (e) Vice President-Senior Cricket
    (f) Vice President-Female Cricket
    (g) Vice President-Junior Cricket
    (h) Other Reports
    (i) VMCU
- General Business

1.3 APPOINTED POSITIONS

1. In accordance with **Constitution Clause 22 and Clause 23** the Board will appoint suitable persons to undertake the duties specified under this Rule.

2. The Board may allow the various duties nominated under this Rule to be combined in different ways and the titles of the positions to be varied to suit available personnel and changing needs. The Board, as amendments to this Rule, must then formally adopt these revised duties and titles.

1.3.1 PRESIDENT

1. The President will chair all meetings of the Association, its Board and other committees as required.

2. As soon as practicable after the Annual General Meeting, advise all Board members of their duties, responsibilities and legal

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implications. Ensure that all Board members and appointed officers are issued a copy of the applicable Duty Statement and NWMCA Code of Behaviour. Issue a copy of the latest NWMCA Constitution to any new appointees and newly elected members;

3. Ensure that, through the Operations Manager and the Administration Manager, all duties of appointed office bearers are known, understood and carried out in accordance with the Duty Statements applicable to each;

4. Represent the Association at Functions considered to warrant senior representation from the Association;

1.3.2 ADMINISTRATION MANAGER

The Administration Manager will have responsibility for the day to day administrative matters of the Association.

1.3.3 MATCH DAY OPERATIONS MANAGER

The Operations Manager will have responsibility to the Board for the executive functions in development of policies and procedures.

1.3.4 FINANCE MANAGER

The Finance Manager will have responsibility for all financial matters including the receipt and disbursement of all funds.

1.3.5 VICE PRESIDENT IN CHARGE OF SENIOR CRICKET

Responsible for the conduct and arrangement of all NWMCA Senior Cricket including representative matches.

1.3.6 VICE PRESIDENT IN CHARGE OF JUNIOR CRICKET

Responsible for the conduct and arrangement of all NWMCA Junior Cricket including representative matches.

1.3.7 VICE PRESIDENT IN CHARGE OF FEMALE CRICKET

Responsible for the conduct and arrangement of all NWMCA Female Cricket, both senior and junior, including representative matches.

1.3.8 UMPIRES ADVISOR

Initiating and conducting a programme of skilling, professional development and training to ensure that umpiring standards and knowledge are maintained at a high level.

1.3.9 MATCH DAY OPERATIONS

Ensure that Clubs have correctly entered all scores data in the relevant competition management system by the required time. Follow up with any club whose score details are missing.

1.3.10 SENIOR COMMITTEE

Required to manage and oversee the activities of the Senior competition under the overall management of the NWMCA Board.

Membership of the sub-committee, (which must be approved by the Board) may include Club Representatives, the elected Senior Vice-President, Operations Manager, Administration Manager, Director of Umpiring, Fixturing and Match Arrangements, a Minute Secretary and other interested parties.

The Vice–President will be empowered to co-opt other persons to become committee members as the need may arise.

It will be a mandatory requirement for each sub-committee member to pass a WWC check to protect the interests of the Association.

1.3.11 JUNIOR COMMITTEE

Required to manage and oversee the activities of the junior boys/mixed teams' competition under the overall management of the NWMCA Board.

The sub-committee has the most important responsibility to guide the under-age players in the most appropriate directions in their early and formative stages of participating in competition Cricket.

Membership of the sub-committee, (which also must be approved by the Board) will include the elected Vice-President, preferably one other Board member, interested club representatives and other persons.

The Vice–President will be empowered to co-opt persons to become committee members as the need may arise.

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1.3.12 FEMALE CRICKET COMMITTEE

Required to manage and oversee the activities of all senior and junior female cricket competitions under the overall management of the NWMCA Board.

The sub-committee has the most important responsibility to guide the under-age players in the most appropriate directions in their early and formative stages of participating in competition Cricket.

Membership of the sub-committee, (which also must be approved by the Board) will include the elected Board member, preferably one other Board member, interested club representatives and other persons.

The Board member responsible for Female Cricket will be empowered to co-opt persons to become committee members as the need may arise.

It will be a mandatory requirement for each sub-committee member to pass a WWC check to protect the interests of the Association.

1.3.13 UMPIRES

1. Any person who meets such standards as are set down from time to time by the Association and who makes himself available to the Association to officiate at its matches as it sees fit, is an Independent Umpire.

2. Any person who is engaged in umpiring in a match organised by the Association is an Umpire.

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3. The recruitment of professional Umpires shall be the responsibility of the Umpires Advisor and the NWMCA Administration team and other persons appointed by them.

4 Senior umpire appointments are to be the responsibility of the NWMCA Match Day operations manager, with input from the Senior Umpire's Advisor, taking particular note of any special NWMCA Board requirements that may be given from time to time.

Junior umpire appointments are to be managed by the NWMCA Administration team.

5 All Senior and Junior Umpires shall have in their possession, at each match, a copy of the latest issue of the Laws of Cricket (the Laws of Cricket App on a device is acceptable) and a current copy of the NWMCA Rules & By-Laws (access to rules online is acceptable).

6 Junior Umpires must be attired in a long sleeve white jumper (if required), the approved NWMCA shirt, black trousers or NWMCA black shorts, black socks, the approved cap and white shoes or boots.

7 Umpire Qualification - Under-Age Grade Umpires. Umpires appointed to Under-Age matches must have completed Cricket Australia's Umpiring Junior Cricket digital learning module.

Completion of the ICC Foundation Umpire Course is also recommended.

8 Umpire Qualification Open-Age Grade Umpires. Umpires seeking appointment to Open-Age matches must undertake to obtain an approved umpiring qualification. The minimum qualification shall be Cricket Australia's Community Officiating Accreditation

Program. An umpire without the minimum qualification shall normally be appointed to umpire matches in lower grades.

9 All umpires over the age of 18 must have completed a working with children check.

1.4 MATCH ARRANGEMENTS

1. All matches including elimination finals, quarter finals, semi-finals, preliminary finals and grand finals shall be under the management and control of the Senior or Junior Committees.

2. The composition of these Committees may vary from time to time dependent on the availability of personnel and the prevailing circumstances.

3. The Senior or Junior Committees shall arrange all fixtures for the Senior, Junior and All Girls Grades, being aware of ground allocations provided by the Local Councils and school authorities, and paying particular attention to the requirements of grading and confirmation matches.

4. They shall also prepare all elimination finals, quarter final, semi-final, preliminary final and grand final fixtures with the necessary ground allocations after discussions with the Administration Manager.

1.5 GROUND MANAGEMENT ISSUES

1. It is the sole responsibility of all Clubs to obtain all their necessary ground allocations from their appropriate Local Council and / or school authorities.

2. The Association, through the Senior or Junior Committees, may assist with an alternative ground on a temporary basis should it become necessary during the Season.

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3. Clubs must make every endeavour to attend any pre-season ground allocation meetings that may be held by their Local Council. Such meetings are useful forums in which to establish valuable contacts.

4. Clubs usually enter into a seasonal arrangement with Councils regarding the use of grounds on a partnership basis with Council maintaining facilities to a reasonable standard. Clubs and their officials still have the ultimate and final responsibility as to the use of facilities. **Clubs must try to ensure that all ground allocation arrangements extend to cover the possibility of use of the ground/s for the finals series of matches.**

5. During the finals series if Councils levy additional charges on the Association for the use of grounds, then it will be the responsibility of the relevant nominated home club to reimburse the Association for these costs.

6. Those Clubs utilising school facilities must establish the correct procedures with the School Council or other responsible body to ensure that grounds are mowed on a regular basis, and that the playing surface is protected from damage and that if possible, toilet facilities are available.

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SECTION 2 FINANCE

2.1 CLUB AND TEAM ENTRIES

1. Any incorporated club may apply to the Administration Manager in writing to become a member Club.

2. A member Club must apply **annually** to have its membership renewed by completing and returning the ***Club Entry Form*** to NWMCA by the due dates set by the Board

3. A member club must apply **annually** to ***enter teams*** in relevant competitions via the relevant competition management system, and pay the required entry deposit prior to the commencement of that season.

4. The Board of Management has the right to reject applications for membership from any Club if it believes that such rejection is in the best interests of the Association.

5. The Association will endeavour to meet all Club's requirements in relation to team entries each season. Additional teams will be accepted up to and after the commencement of the season. No further teams have to be accepted after Under age grading matches have been completed (first 4 weeks for Under 12s and first 5 weeks for Under 14s and 16s). No further open age teams have to be accepted into any section after 31st October each season.

6. Clubs must update contacts for the NWMCA each season when requested by the NWCMA, listing President, Secretary, Treasurer, Junior Co-Ordinator, Female Co-Ordinator as soon as possible after the club's AGM and before teams are entered into the relevant competitions management system.

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2.2 ENTRY FEES

1. The Board, at the commencement of each Financial Year, will determine the team entry fee for each team, and any affiliation fee for each club.

2. Club's will be invoiced for a deposit for each team entered into PlayHQ from the 1st of September. The deposit will be 2/3rds of the full team entry team. No deposit is required for Under 10s mixed, Under 10s All Girls teams or Open Age T20 teams.

3. The deposit for each team will be due and payable within 28 days from the date of issue of the invoice. The deposit will not be refunded, even if the team is withdrawn or merged.

4. Invoices for the remainder of the team entry, scorebooks and presentation tickets, will be issued in December, and are due and payable by 31st of January.

5. At the discretion of the Board, the full team entry fee shall be paid should any club withdraw any of their teams once final team nominations have been accepted by the Association.

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2.3. FINES and PENALTIES

The Board has determined that the following fines shall apply for breaches to Rules & By-Laws

1. Playing unregistered player(s) per match.
Loss of maximum points for round plus fine of $100 per player

2. Playing ineligible player(s per match (Refer Rules 3.1.4 & 3.3.6)
Loss of maximum points for round plus fine of $100 per player

3. Entering scores, match result, teams and player statistics into relevant competition management system.

Clubs have 72 hours after any match starts to enter scores, match results, teams and player statistics into PlayHQ. For a two day match 72 hours after the start of day 2.

After that time clubs access to enter details will be locked out.

Club administrators will need to seek permission from the Association administrators for a specific match to make amendments.

Clubs will be required to pay a $50 administration fee per match to have access unlocked.

4. Non-attendance at Annual General Meeting $50

5. Non-attendance at President & Secretaries Special / Section / Delegates / Finals Meetings $25

6. Non-attendance at Captains & Umpires & Coaches Meetings

Fine per team $25

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7. Walkover / Forfeit of match. (Club at fault is also liable for full umpiring fee if applicable)

Section/Grade	1st Forfeit – notified by cut off time	1st Forfeit – notified after cut off time	2nd Forfeit – notified by cut off time	2nd Forfeit – notified after cut off time	3rd Forfeit notified by cut off time	3rd Forfeit – notified after cut off time
Open Age Mixed / Senior Women	$50	$100	$75 and loss of one match point	$125 and loss of one match point	$150 **and must show cause** to the Board to stay in the competition.	$200 **and must show cause** to the Board to stay in the competition.
Under 14 and Under 16 mixed and all girls teams	$25	$40	$30	$50	$40	$60
Under 10 and Under 12 mixed and all girls	NIL	NIL	NIL	NIL	NIL	NIL

8. Non-accredited junior Coach (per age group) $125

9. Other fines as imposed by the NWMCA Board

The following fines are also applicable based on information and reports from the match umpire/s and Board inspections.

10. Non-payment of Umpiring Fees by prescribed time $40
(both teams are still responsible for the umpiring fee)

11. Late start per 30 minutes or part, Club in default $50

12. Scoreboard not provided George Luscombe, Vic Kyte, Keith Stringer Athol Attwater & Graham Muir Shield matches $50

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13. Scoreboard not updated every two overs in George Luscombe, Vic Kyte, Keith Stringer, Athol Attwater & Graham Muir Shield matches **(Fine per day)** $50

14. Inadequate pitch cleaning and/or cleaning equipment Rule5.3.1.7 **(Fine per day)** $20

15. Inadequate filling in stump slots **(Fine per day)** $10

16. Poor quality stumps **(Fine per day)** $20

17. Inadequate or no boundary markings **Rule 5.4.9 (Fine per day)** $50

18. Popping Creases not painted white **Rule 5.3.1.10** $20

19. Restricted area (juniors) not marked $20

20. Any item of incorrect attire, per player $20

21. Non-use of specified junior safety equipment item per player $10

22. Incorrect attire whilst square leg umpiring $20

23. Non-use of NWMCA ball. $100

24. Slow over rate (matches finishing after scheduled finish time) $50

2.4 CLUB STATEMENTS

1. Where possible, a statement of account will be forwarded electronically to clubs on a monthly basis.

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2. In addition to the above an ***Invoice for fines*** will be sent either electronically or posted to the Clubs during the season, as necessary, and will detail the infringement, date of infringement, grade of team incurring infringement and the amount of the fine.

3. Fines must be paid within 28 days of the date of the offence. See also Rule 2.5 2 below.

2.5 NON-PAYMENT OF FINES AND OTHER ACCOUNTS

1. Any fine levied under these procedures or for the breach of any Association rule must be paid to the Association within thirty days of the date of the invoice to the member Club. Accounts and fines not paid by the due date will result in the Club being declared unfinancial.

2. Unfinancial Clubs (i.e. those whose account is more than 30 days overdue) will not be permitted to vote at Association meetings or nominate or second any person for Board positions. Further the Club, at the Board's discretion, may not be eligible to receive any premiership points in any grade matches or to play in any finals matches in any grade until the all the outstanding account has been paid in full.

3. The Board has the power to make special arrangements regarding payment of Club accounts should there be any extenuating circumstances. Applications for consideration must be submitted in writing to the Administration Manager.

4. A Club may make a once only appeal against the content of any account/fine by notifying the **Administration Manager** in writing within 14 days of the penalty. **However, payment of the account must be made in full before any appeal is heard** and normal penalties for late payment will still apply. Should the appeal be found in favour of the Club then the amount paid will be held and offset against any outstanding liabilities, otherwise the amount will be refunded. The Board's decision shall be final and binding in these matters.

2.6 ADMINISTRATION COSTS

1. In accordance with Constitution clause 19.4 the Board will determine if an honorarium is applicable to any of the appointed positions

2. The Board shall pay all out of pocket expenses as necessary to ensure the satisfactory performance of all the required duties.

3. The Board will deal with any exceptions on a case-by-case basis. Payment of honorariums will generally be paid in two portions, the first to be in December and the second in April.

4. The Board of Management must approve all expenditure incurred by the Association.

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2.7 AWARDS AND PRESENTATIONS

1. The Association will provide, at no additional cost to the Clubs, individual trophies for batting, bowling and wicket keeping as outlined in By-law 2.8.

2. The Board, at its absolute discretion, may vary the qualification standards for individual awards.

3. The awarding of these trophies will initially be made at the Senior and Junior Presentation Nights and thereafter at the Annual General Meeting.

4. The Presentation Night for all open age teams will be at a time and place to be notified by the Board but generally as close as possible to the end of the season. Whilst attendance is not mandatory it is expected that all Clubs with open age teams make strenuous efforts to attend.

5. Each Club with Senior open age teams will be allocated two (2x) tickets per open age team for which a charge is levied. Clubs will be required to pay for allocated tickets, even if the tickets are not utilised. Clubs are encouraged to purchase more than the minimum number of tickets.

6. The Presentation of Junior awards and trophies will also be held as close as possible to the end of the season. Whilst attendance is not mandatory it is requested that all Clubs with junior teams are in attendance. There is no cost to the Clubs for the junior presentation night.

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2.8 INDIVIDUAL TROPHIES

2.8.1 GENERAL ELIGIBILITY

1. To be eligible to win an individual trophy in any grade or section a player must have played in ***at least half the matches played for the grade***, including confirmation and grading rounds. Finals matches are not included when determining individual trophy winners.

2. Trophies will not be awarded to any player whose complete statistics are not fully entered on PlayHQ for every match in which the player has competed.

2.8.1.1 INDIVIDUAL PERFORMANCES

1. The Association shall determine the winners of the various trophies based on the information entered by the clubs on to the ***PlayHQ*** scores recording system. All such information must be entered by 10 pm on the Sunday before the semi-finals.

2.8.2 BATTING AVERAGES or AGGREGATES

1. One trophy to be awarded in each grade**, plus a runner up in the top grade of each age group,** provided that the batter scores at least the prescribed number of runs for the grade:

Open Age	300 runs;
Under Age	200 runs.

2. In Under age sections, if no player qualifies, then the award will be given to the player with the highest **aggregate**

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3. Compulsory retirement in One Day Grades, Under 14 and Under 12 and voluntary retirement in **all under age grades count as 'not out'** for the purpose of calculating averages.

4. In open age sections, if no player qualifies, the Board will determine if the trophy will be awarded and how the winner will be determined each season.

5. In All Girls Under age grades, the batting award will be given to the player with the highest aggregate (most runs). A runner-up award will be presented in each All Girls Under age grade. There is no qualification limit in All Girls Under age grades.

2.8.3 BOWLING AVERAGES or AGGREGATES

1. One trophy to be awarded in each grade, **plus a runner up in the top grade of each age group**, provided that the bowler meets the eligibility criterion for that grade:

Open-Age Two-Day	25 wickets;
Open-Age One-Day Grades	15 wickets;
Under-Age	15 wickets;

2. In Under age sections, if no player qualifies, then the award will be given to the player with the best average provided they have taken a minimum of 10 wickets.

3. In open age sections, if no player qualifies, the Board will determine if the trophy will be awarded and how the winner will be determined each season.

4. In All Girls Under age grades, the bowling award will be given to the player with the highest aggregate (most wickets). A runner-up award will be presented in each All Girls Under age grade. There is no qualification limit in All Girls Under age grades.

2.8.4 WICKET KEEPING

1. Trophies will be awarded as follows:

Open Age Two-Day Grades	All grades X1
Open Age One-Day Grades Saturday (includes Veterans)	All grades X1
Open Age One-Day Grades Sunday	All grades X1
Under 16 Saturday	All grades X1
Under 16 Friday	All grades X1
Under 14 Saturday	All grades X1
Under 14 Friday	All grades X1
Under 12 Saturday	All grades X1
Under 12 Friday	All grades X1
Under 12 Thursday	All grades X1
All Girls Under 12	All grades X1
All Girls Under 14	All grades X1
All Girls Under 16	All Grades X1

2. In every case, it is required that a wicket keeper takes at least the prescribed total number of catches and stumpings for the section or grade:

   Open Age – 15 dismissals.
   Under Age – 10 dismissals.

3. In Under Age sections, if no player qualifies, then the award will become **the fielding award** and be awarded to the player, either a wicketkeeper or a general fielder with the greatest number of catches.

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4. The award for the Open Age Two-Day George Luscombe Shield Grade in wicket keeping shall be named in perpetuity the ***"John (Doc) Thomas Shield"***.

5. In All Girls Under age grades, this award will be given to the player, either a wicketkeeper or a general fielder with the greatest number of catches. A runner-up award will be presented in each All Girls Under age grade. There is no qualification limit in All Girls Under age grades.

2.8.5 VOTED AWARDS

1. In the George Luscombe, Vic Kyte, Keith Stringer, Athol Attwater, Don McCabe, EBKCA and Rob Kurle Shields, the officiating Independent umpires will allocate (on the Umpire's Match Report see By-Law 4.4) 3, 2 and 1 votes respectively to the players whom, in their opinion makes the most valuable contributions to the game.

2. Those votes will be tallied at the end of the season to choose a "Best Player" in each of those grades**.** If a player is suspended at any time during the season, then that player is not eligible to receive the voted award

3. The award in the George Luscombe Shield shall be named in perpetuity the ***"Vince McCambridge Medal"***.

4. The award in the Vic Kyte Shield shall be named in perpetuity the ***"Matt Cervetto Medal"***.

5. The award in the Keith Stringer Shield shall be named in perpetuity the ***"Don Hudson Medal"***.

6. The award in the Athol Attwater Shield shall be named in perpetuity the ***"Brett Pallini Medal"***.

7. The award in the Under 16 Don McCabe Shield shall be named in perpetuity the ***"Marlene Tate Medal"***.

8. The award in the Under 14 EBKCA Shield shall be named in perpetuity the ***"Bob Byron Medal"***.

9. The award in the Under 12 Rob Kurle Shield shall be named in perpetuity the ***"Jack Davies Medal"***.

10. At the George Luscombe Shield, Vic Kyte Shield, Keith Stringer Shield, Athol Attwater Shield, Graham Muir Shield, Noel Seipolt Shield, Clint McKay Shield, Brian Moss Shield, and Musgrove Shield (all groups) Grand Finals the umpires shall determine whom, in their opinion, made the most valuable contributions to the game.

    a) The award in the George Luscombe Shield Grand Final shall be named in perpetuity the ***"Ian McCann Medal"***,

    b) the award in the Vic Kyte Shield Grand Final shall be named the ***"Ross Symons Medal"***

    c) the award in the Keith Stringer Shield Grand Final shall be named the ***"President's Medal"***

    d) the award in the Athol Attwater Shield Grand Final shall be named the ***"Paul Steward Medal."***

    e) the award in the Graham Muir Shield Grand Final shall be named the ***"Ray Finn Medal"***

    f) the award in the Noel Seipolt Shield Grand Final shall be named the ***"Gerard Laffan Medal"***

g) the award in the Clint McKay Shield Grand Final shall be named the ***"Paul McCann Medal"***

h) the award in the Brian Moss Shield Grand Final shall be named the ***"Brian Fielding Medal"***

i) the award in the Musgrove Shield Grand Finals (all groups) shall be named the ***"Rod Ebbage Medal"***

j) The award in the Geoff Law Shield, Women's Social T20 Section shall be named the ***"Sonja Viehl Medal"***

11. The best Junior Umpire shall receive an award based on the ***Captain's Report on Umpire*** form and other determined criteria. This award shall be named in perpetuity the ***"Terry Scott Medal"***.

2.8.6 GRAND FINAL MEDALLIONS

1. All winning Grand Final participants to a maximum of 13 players will receive a medallion from the Association.

2. The awarding of these medallions will be awarded at the ground on the day of the Grand Final wherever possible.

2.8.7 VMCU REPRESENTATIVE CARNIVAL AWARDS

For each team entered in the VMCU Representative Carnival, the following trophies will be awarded at Junior presentation at the end of the season:

Batting award – player who scored the most runs over the carnival
Bowling award – player who took the most wickets over the carnival
Fielding award - player who made the most dismissals, including catches, assisted run outs, unassisted run outs

2.9 SPONSORSHIP AND GRANTS

1. The Board has the authority to take whatever steps they deem necessary to seek sponsorship and apply for grants to fund the cost of administering the Association and for providing new programmes.

2. The Board whilst seeking sponsorship will make every effort to avoid prejudicing individual clubs own fund raising efforts.

SECTION 3 REGISTRATION – Players, Officials, Coaches, Team Managers, Scorers and other volunteers

3.1 PLAYER REGISTRATION

1. A Player registers to a single "HOME" club (primary affiliated club) for each season

2. All players must be registered in PlayHQ **before** being eligible to play in a match. This includes a one-off "fill-in" registration.

3. Players may then seek a season permit, via PlayHQ, to play in other competitions and at other clubs, within the rules and by-laws of the NWMCA.

4. Each club is responsible to ensure that all their players are correctly registered and for keeping an up-to-date record of all their registered players in ***PlayHQ***

5. The entering of player registration details on ***PlayHQ*** automatically confirms that the player concerned agrees to abide by NWMCA's Rules & By-Laws.

6. The registration of an eligible player with a club of the Association becomes effective for the current season when the player's name is first listed on a ***Team List*** (or equivalent thereof) for a

team of that club, **provided** that the player is registered in accordance with By-Laws 3.3.3, 3.3.4 and 3.3.5.

3.1.1 INCORRECTLY REGISTERED PLAYERS

1. The Association will randomly check match results as entered on PlayHQ to ensure that all players are correctly registered. Failure to comply will result in a $50 fine and loss of maximum match points for the round. (Match Rule 3.1.3)

2. Only registered players can play in matches arranged under the auspices of the Association. Any Club, which fails to register any player in accordance with NWMCA rules and by-laws, and allows that player to play in an NWMCA match will cause the result of the match to be subject to Match Rule 3.1.3 and the Club will therefore be fined and lose maximum match points for the round.

3. For the purposes of this By-Law play shall mean active participation in the game by batting, bowling or fielding (substitutes excepted).

3.1.2 RESTRICTED PLAYERS

1. The Association may, at its absolute discretion, rule that a person will not be accepted as a registered player in the Association or of a nominated club in the Association. Any such rulings will be notified in writing to the player and any club concerned.

3.1.3 INELIGIBLE PLAYERS

1. Only eligible players can play in matches arranged under the auspices of the Association. If any person who is ineligible, participates in an Association match, the result of the match will be subject to Match Rule 3.1.3 and the club will be fined.

2. For the purposes of this By-Law play shall mean active participation in the game by batting, bowling or fielding (substitutes excepted).
3. The player may also be called to appear before the Tribunal.

3.2 TRANSFERS

1. A transfer is required when the when the players "home" club is to be changed.
2. A transfer is required if a player has participated with their former club in the past 12 months.
3. Where a player has NOT previously been registered in PlayHQ, the transfer application MUST be made via the NWMCA Transfer Form.
4. A Junior or Senior player who has played less than 3 matches with a Premier or Sub District Club and is NOT selected in a team for that Premier or Sub District Club may play for their most recent NWMCA club without a transfer in the current season. A match day permit must, however, be obtained from the Association.
5. If the player's previous club does not respond to a ***Transfer Application*** within 5 days of the date it was sent to them, that club shall be deemed to have granted the transfer to the player. The transfer will be auto approved in PlayHQ.
6. Players/Clubs may not make application for transfers after 31st December of each season.
7. Clubs may seek permission from the NWMCA to apply for a clearance after 31 December in a season. That permission request must outline exceptional circumstances for the clearance application. As an example, a player has moved to Melbourne from interstate and wants to play cricket in Melbourne.

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3.2.1 TRANSFER REFUSED

1. Transfers may only be refused due to:
    i. Player owes money to the “old” club
    ii. Player owes gear or equipment to the “old” club
    iii. A valid, active and signed playing contract is in place which ties the player to the “old” club.

2. A player who has been refused a clearance by an NWMCA club may appeal in writing, with a $50 fee, to NWMCA who will hear the appeal at the earliest opportunity. Where possible 48 hours notice of the hearing date will be given to the club and the player. NWMCA may either grant or refuse the clearance as it sees fit.

3. Should the player dispute the NWMCA decision, the player shall have the right of an appeal to the Victorian Metropolitan Cricket Union (VMCU). One member from the NWMCA who was on the original appeals panel, the player and one member from the club from which the player wishes to leave will be required to attend the VMCU hearing. Such decision will be deemed final.

3.3 RECORDING AND EFFECT OF PLAYER REGISTRATIONS

3.3.1 SEPARATE REGISTRATION FOR DIFFERENT TIME SLOTS

1. A person may be registered with different clubs with respect to different time slots. This is done via a season permit in PlayHQ.

2. Players cannot be registered to play either junior competitions or senior competitions with different clubs in the same time slots in two Associations in the same season without first receiving a season permit.

3. The time slots recognised by the Association are:

Saturday afternoon (Open Age Two Day, One-Day and Veterans grades),

Sunday afternoon (Open age One Day, Women's T20)

Saturday morning (Under 12, 14 and 16, All Girls UI17),

Thursday evening (Under 12 and 14)

Friday evening (Under 12, 14 and 16),

Friday evening (Under 10),

Monday evenings (All Girls Under 10 and Under 14)

Wednesday evenings (All Girls Under 12 and Under 17)

These time slots may be varied by the NWMCA Board.

4. For the purposes of registration and eligibility, matches played at times other than the normal times for a specific grade will count as though they were played at the normal time for that grade.

3.3.2 SUSPENDED PLAYERS

1. Should a person be currently suspended by Cricket Victoria (VCA), the Victorian Sub-District Association (VSDA), the Victorian Metropolitan Cricket Union (VMCU), the Victorian Country Cricket League, (VCCL), this Association or a club of this Association then that person is **NOT** eligible to play until the period of that suspension is served.

2. The Association will notify all clubs of any suspensions from the above as well as suspensions of NWMCA players including

acceptance of standard penalties. These will be advised by email and /or by posting of details on the NWMCA website.

3.3.3 PROFESSIONAL PLAYERS AND PLAYERS FROM PREMIER AND SUB DISTRICT CLUBS

1. A player who has represented any country (or group of countries) at Test cricket or played first class or List A cricket in any country (or group of countries) must be nominated as a professional player if that player is under forty (40) years of age or who has played within the last five (5) years at that standard. See rule 1.10 for further information about the process to nominate and seek permission to play.

   Professional Player Permit Request form

2. Any person who has played with a Victorian Premier Cricket Club 1st, 2nd or 3rd team or a Victorian Sub-District Cricket Association 1st or 2nd team may not subsequently play in any Open Age team in this Association ***at a different club*** **in the same season** without first obtaining permission from the Association.

   This request must be made via the following form (also available on the NWMCA website under the Association / Forms Menu

   Premier and Sub-District Player request form

3. Any person who has played at any other level in the Victorian Premier Cricket competition or Victorian Sub-District Cricket Association may not subsequently play in an Open Age team in this Association **in the same season** without prior permission from the NWMCA. **Permission is NOT required if the player is remaining at the same club.**

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This request must be made via the following form (also available on the NWMCA website under the Association / Forms Menu

Premier and Sub-District Player request form

3.3.4 DEEMED REGISTRATION (HIGHER GRADE) PLAYERS IN TWO ASSOCIATIONS

1. This clause applies to Clubs, who field Saturday afternoon teams in NWMCA and in other Associations.

2. A person whose name is listed on a ***Team Sheet*** (or equivalent thereof) for a team of that club playing in a Saturday afternoon competition of the other Association, will also be deemed to be a registered player of that club in this Association for the current season for the Saturday afternoon time spot, provided that he is not otherwise ineligible to play in that match.

3. Any such player **must** be registered in PlayHQ and must comply with all NWMCA by-Laws

3.3.5 REGISTRATION of Officials, Coaches, Team Managers, Scorers and other volunteers

1. Registration of Officials, Coaches, Team Managers, Scorers and other volunteers in PlayHQ is mandatory each season, with all required details relevant for that person recorded in PlayHQ.

2. Senior Officials, Coaches, Team Managers, Scorers and other volunteers are **not** to be registered under a PlayHQ account managed by another person.

3. Where any Officials, Coach, Team Manager, Scorer or other volunteer is incorrectly registered, or is not registered, the club will be fined $50 per person.

3.4 PERMITS and EXEMPTIONS

Players must obtain a permit or exemption where the rules or by-laws of the NWMCA or any other relevant association require a permit be obtained.

Exemptions are to be applied for where the player does not meet the age and gender requirements to be selected in a game. Clubs can make a request to the association to override the age and gender eligibility status in order for the player to be selected.

The following table sets out the type of permit to be applied for, in the relevant circumstances, and the process to be used applying for a permit or exemption.

The list is not exhaustive – there may be other situations or reasons for a permit or exemption application.

Permit reason	Type	Permit entered into PlayHQ	NWMCA Permit / Exemption Info form required
Player registered as a senior player in NWMCA – request to play senior competition at another club in different time slot	Season permit	Yes	No
Player registered as junior player – request to play senior competition at different club in NWMCA	Season permit	Yes	No
Player registered as junior player – request to play juniors in different time slot at different club in NWMCA	Season permit	Yes	No
Junior player wanting to play in younger age group than which qualified	Exemption	No	Yes

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Person who identifies as non-binary wanting to play in All Girls competition	Exemption	No	Yes
Registered junior player wanting to play in a Junior mixed competition two age groups above their eligible age group	Exemption	No	Yes
Registered player who wants to play at another club for a one off special event	Game permit	Yes	Yes
Junior player under 13 years of age wanting to play senior cricket	Exemption	No	Yes
A Junior or Senior player who has played less than 3 matches with a Premier or Sub District Club and is NOT selected in a team for that Premier or Sub District Club	Game permit	Yes	Yes
Registered person who has played with a Victorian Premier Cricket Club 1st, 2nd or 3rd team or a Victorian Sub-District Cricket Association 1st or 2nd team wanting to play in any Open Age team in this Association ***at a different club*** **in the same season**	Game permit	Yes	Yes
Player wanting to play in a merged team that is managed by another club	Season permit	Yes	Yes

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3.5 REQUIREMENTS FOR PLAYERS UNDER 18 YEARS OF AGE

3.5.1 ELIGIBILITY BY AGE

1. For a person to be eligible to play in a grade which is nominated as 'Under' a certain age, they must not turn that age prior to the first day of September in the current season.

2. Junior players are **not** allowed to play or substitute in a Junior mixed competition two age groups above their eligible age group. Clubs may apply for a Permit from the Association for individual players. These permit applications will be considered on a case-by-case basis.

3. Junior players must be Twelve (12) years of age at 1st September in order to compete in any grade of senior cricket. Failure to comply will result in a $100 fine and loss of 6 points. Exemptions to this rule may be granted in exceptional circumstances and will be dealt with, upon application to the Board, on a case by case basis.

4. A person with intellectual and/or physical disability may play in an age-limited competition for which they are not eligible by age **provided that their Club first obtain written permission from the NWMCA Junior Committee.**

5. Any such permission granted by the NWMCA Junior Committee is only valid for the specified period and may be revoked at any time.

6. If a person plays in any match for which they are not eligible by age so as to gain unfair advantage for themself or the team, then the result of the match will be subject to Match Rule 3.1.3 and the club will be fined.

3.5.2 PERMISSION TO PLAY IN A HIGHER AGE GROUP

1. For each player who does not turn 16 years of age before the first day of September in the current season and who wishes to play in an older age group (including Open Age) than the youngest age group that they are eligible to play in, the ***Club Higher Age Group Form*** must be completed prior to them playing in any such match.

2. The form requires the player's parent or guardian to sign certifying agreement to the player playing in the higher age group and **this form is only applicable for the duration of the season in which they are signed.**

3. The responsibility is with the player's club to ensure that such a form has been signed before the player first competes in a match in a higher age group. ***The Club Higher Age Group Form*** is to be retained by the club concerned for possible subsequent examination by the Association.

3.5.3 PROOF OF AGE or IDENTITY

1. For every player who plays in any underage team of a club, the Club must ensure that it has sighted documentary proof of the player's age. The following are acceptable documents for this purpose:

   - Original of birth certificate
   - An original Extract of Birth Certificate
   - Relevant section of passport
   - Original statutory declaration by parent or guardian.
   - Original statement from school.

2. Subsequent to the sighting of such a document, the onus of the player being eligible by age will still rest with the player and his Club if the document is altered in any way or is misleading or is known to be incorrect.

3. The responsibility is with the player's Club to ensure that such proof of age has been sighted before the player first plays in any underage match.

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4. Proof of Identity – only a document that contains a photograph of the person is acceptable as proof of identity. The following are acceptable documents for this purpose:
    - Drivers Licence
    - Passport
    - Student Card with photo
    - Proof of age card with photo

3.5.4 ASSOCIATION CHECK OF DOCUMENTS

1. At any time, an Association official may require any player to submit their proof of age document. The Club will, where possible, be given 7 days notice and must submit the required documents at the notified time and place.

2. If any of the documents are not presented or out of order, the club may be given up to 14 days to rectify them. Failure to then produce the correct documents required will incur a fine per player concerned and may result in such players being ruled ineligible to play in some age group(s).

3. At any time, an Association official may require any player to submit their proof of identity to the NWMCA.

3.6 PRIVACY POLICY

1. The Association undertakes not to disclose player or Club information to any outside body or sponsor without the express permission of the individual or Club.

2. The Association undertakes to store the player/Club information in a secure and correct manner

3. The Association shall collect only names, addresses, age and Date of Birth (where applicable), telephone numbers and Club details of its players,

4. Clubs must take care that the player information is accurate, correct and up to date at all times.

5. The Association reserves the right to advise player details to the appropriate parties in the process of assisting the player's development. These parties include but are not limited to Cricket Victoria, for the purposes of "Path-Way" or equivalent approved development programme.

6. Individuals have the right to access their personal details held by the Association by arrangement with the Administration Manager.

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SECTION 4 COMPETITION REPORTING

4.1 TEAM SHEETS

1. In ALL matches, with the exception of Under 10s mixed and Under 10s All Girls, including all finals, the names of the **participating** players of the respective teams are to be entered into the competition management system (PlayHQ).

2. In ALL matches in TWO DAY SATURDAY Grades (Luscombe, Kyte, Stringer, Attwater, Muir, Seipolt, Barron Shields), a custom paper team sheet must be prepared, nominating the 11 (maximum) players who are to bat. The custom paper team sheets will be supplied to the teams entered into the NWMCA TWO DAY Saturday grades at the start of the season.

3. The following methods of completing a Team Sheet are generally acceptable in the NWMCA (see also para 2 above):
   a) Paper team sheet in the back of the team scorebook.

   a) Team selected in PlayHQ and published to PlayCricket so that the opposition and umpire/s can view the team list.
   b) Team selected in PlayHQ and Team Sheet then printed by the club before the game. Handwritten changes may be made to the list if required, and initialled by the team Captain, as long as the changes are made before the team sheet is handed to the umpire or the opposition Captain (see para 7 and 8 of this by-law)

4. Each paper Team Sheet must be certified as correct by the respective Captain or Team Manager by signing the bottom of the form.

5. The Team Sheet is to ONLY include players who **participate** in the match. **Participation** is defined in Match rule 2.1.10 as follows:

Participation in a match is defined as the act of batting, bowling, fielding or wicket keeping by the nominated players.

6. No player can be listed on two different team sheets in the same time slot on the same day. Refer to By-Law 3.3.1.3 for defined time slots. This by-law applies to players listed on team sheets in any other competition in the same time slot.

7. Teams must have at least the minimum number of players for the particular grade present for the commencement of each day's play. The Team Sheet must list at least the minimum number of player's names;
    - Players' names may be added until the end of the tea adjournment on the first day of a match (for juniors the end of the first day's play); however, no players' names may be removed at any time after the toss of the coin.
    - Failure to have the minimum number of players listed on a team sheet at the toss of the coin will result in a walkover or forfeit by that team.
    - Any player taking part in a match, but not named on the Team Sheet, shall be deemed ineligible and the appropriate penalty will apply. Refer Match Rule 3.1.3

8. **In all TWO DAY SATURDAY Grades** the ***original copy of the*** Team Sheet shall be handed to the umpire at the toss of the coin for validation and then given to the opposition scorers. Where no independent umpire is present, the Team Sheets shall be exchanged between Team Captains.

    Team Sheets are then to be retained by the opposition Club for the duration of the current season

9. Any player who was selected to play in a match which is abandoned or where the opposition team gives a walkover, may play in another team for their Club in the same time slot in any grade for which that player is qualified.

10. Where a team is involved in a match being abandoned (washout or ground unfit for play for example) or a forfeit by the opposition in any other competition any player selected for the team in question, may play in another team for their Club in the same time slot a in any grade for which that player is qualified.

4.2 SCORES ENTRY PROCEDURES

a. It is the responsibility of both teams competing in the match to enter the scores, result, team sheets and full scorecard (player statistics) into PlayHQ.

b. All details must be entered into the competition management system within 72 hours of the start of a match. This does not apply to Under 10s mixed or Under 10s All girls matches.

Clubs have 72 hours after any match starts to enter scores, match results, teams and player statistics into PlayHQ. For a two day match 72 hours after the start of day 2.

After that time clubs access to enter details will be locked out.

Club administrators will need to seek permission from the Association administrators for a specific match to make amendments.

Clubs will be required to pay a $50 administration fee per match to have access unlocked. (see also By-Law 2.3 Fines and Penalties, paragraph 3)

c. Either club enters the scores and result, each club enters their own player statistics

d. Refer also to Match rule 1.14 which relates to scoring and scorebooks.

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e. If the scorebooks did not balance, the adjusted score as notated in the scorebook by the team Captains is to be entered into PlayHQ.

f. If the team first entering the result into PlayHQ has made an error, contact that club, by email, with a copy to the Association, asking for the error to be corrected. Provide full details of the correct information that should be entered or changed. DO NOT DISPUTE THE RESULT.

g. If the match result has been entered incorrectly, or there is some dispute over the result, the dispute must be notified to the Association, within 48 hours of the result. This includes where you believe the opposition played an ineligible player. Provide full details when disputing a result, including copies of scorebooks and team sheets.

h. The Association may decide to NOT review any disputed results if scorebooks have not been completed and signed by Captains. Nor will the association review any disputed result where a valid team sheet cannot be provided. (Refer to By-Law 4.1)

4.3 RISK MANAGEMENT

Prior to the commencement of play in all Senior & Junior matches on each match day, the Captains or Team Managers of the competing teams shall inspect the ground and certify on the approved ***"Insurance Fitness of Ground Form"*** the fitness of the ground and the playing surface for play. The home team is responsible for supplying this form and it shall also be the responsibility of the home club to ensure that these forms are securely stored for a period of 7 years as required by the Insurer.

4.4 UMPIRES' REPORTS & NOTICE OF FINES INCURRED AT MATCHES

1. For each match in which he or she officiates, an independent umpire will complete the ***Umpire's Match Report form***.

2. Each independent umpire is to advise the Captain/Team Manager concerned if he has noted an inadequately marked ground, late start, incorrectly attired player or any other similar inadequacies and for which a club is liable to be fined. This Captain/Team Manager is to be advised as soon as possible after the match has been completed, and before the independent umpire leaves the ground.

3. The ***Umpire's Match Report form*** is to be posted on ***PlayHQ*** **no later than** 8.00pm on the Tuesday following completion of the match.

4.5 CAPTAINS' REPORT ON UMPIRE

1. Whenever an Independent Umpire officiates, **BOTH CAPTAINS** must complete the ***Captains' Report on Umpire form*** **in PlayHQ**.

2. The ***Captains' Report on Umpire form*** is to be completed not later than **8pm on the Tuesday following completion of the match**

3. The Captains and / or Team Managers are to attend any Independent Umpire who was officiating to check whether any ***Charge Sheets*** (refer Match Rule 4.1) are required to be signed and collected.

SECTION 5 GRADES AND SECTIONS

5.1 FORMATION OF GRADES AND SECTIONS

1. Within each Section the Association will divide the teams entered into grades at its discretion depending on the ranking of the team within its club, anticipated performance and ground location, provided that

wherever possible, and except in Under 10 and All Girls grades, no club is to be compelled to have more than one team in any one grade.

2. If the Association cannot form a complete grade, matches may be arranged between teams in comparable grades, but each will revert to its nominal grade for any finals.

5.2 EQUIVALENT SECTIONS OF OTHER COMPETITIONS

1. Where NWMCA clubs have teams playing in the Victorian Turf Cricket Association, or the Gisborne and District Cricket Association those teams are deemed to play in the equivalent of the Open Age Two-day section.

5.3 ALTERNATE PLAYING DAYS

1. At the discretion of the Board matches may also be played on Sundays and or on public holidays.

2. Clubs **must apply in writing** to The Administration Manager to change their fixtured matches at least seven (7x) days prior to that match being scheduled.

5.4 NAMED GRADES

1. The first Open Age Two-day grade is known as the **George Luscombe Shield**.

2. The second Open Age Two-day grade is known as the **Vic Kyte Shield**.

3. The third Open Age Two-day grade is known as the **Keith Stringer Shield**.

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4. The fourth Open Age Two-day grade is known as the **Athol Attwater Shield**.

5. The fifth Open Age Two-day grade is known as the **Graham Muir Shield**.

6. The sixth Open Age Two-day grade is known as the **Seipolt Shield**.

7. The Seventh Open Age Two Day grade is known as the **Ralph Barron Shield**

8. The eighth Open Age Two Day grade is known as the **Barrie Clissold Shield**

9. The first Open Age One-day grade is known as the **Clint McKay Shield**.

10. The second Open Age One-day grade is known as the **Brian Moss Shield**.

11. The third Open Age One-day grade is known the **Andrew Knight Shield**.

12. The fourth Open Age One-day grade is known as the **Ern Girolami Shield**.

13. The fifth Open Age One-day grade is known as the **NWMCA Shield**

14. The sixth Open Age One-day grade is known as the **Russell Allen Shield**

15. The seventh Open Age One-day grade is known as the **Cathy Moloney Shield**

16. The Open Age Veterans grade is known as the **Aub Giddings Shield**.

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17. The Open Age Sunday One Day grade is known as the **Ray Musgrove Shield**

18. The first Women's T20 Shield is known as the **Geoff Law Shield**

19. The Second Women's T20 Shield is known as the **Georgie McElligott Shield**

20. The first Under 16 Saturday grade is known in perpetuity as the **Don McCabe Shield**.

21. The first Under 14 Saturday grade is known in perpetuity as the **EBKCA Shield**.

22. The first Under 12 Saturday grade is known in perpetuity as the **Rob Kurle Shield**.

23. The first Under 12 All Girls grade is known in perpetuity as the **David Woodgate Shield.**

24. The Under 10 All Girls grade is known in perpetuity as the **Jillian Boundy competition**

5.5 SENIOR PROMOTION AND RELEGATION

1. The Board will determine entry to George Luscombe, Vic Kyte, Keith Stringer, Athol Attwater, Graham Muir, and Seipolt Shields competitions. Generally, the winners of Grand Finals in the Vic Kyte Shield, Keith Stringer Shield, Athol Attwater, and Graham Muir Shield will be promoted to the next highest grade and the team finishing last in the George Luscombe Shield, Vic Kyte, Keith Stringer Shield, Athol Attwater Shield and Graham Muir Shield will be relegated to the next lowest grade at the discretion of the Board.

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5.6 CONFIRMATION OF GRADINGS

1. At the start of the season in those sections where there is significant uncertainty with respect to grading, matches may initially be drawn on a week-by-week basis.

2. Even when fixtures for the season have been completed and entered on ***PlayHQ***, the responsibility will still rest with the Match Arrangements Committee/s to correct any anomalies and issue new fixtures accordingly.

3. However, the Match Arrangements Committee/s will endeavor to make the minimum number of changes and make them early.

4. Whenever a team is moved to another grade after the start of the season, it will retain all results and individual performances achieved in the other grade.

5.7 UNDER 12, UNDER 14 AND UNDER 16 GRADING ROUNDS

1. In Under 12 grades (Friday evening and Saturday morning), the first four or five rounds will be considered grading rounds. In Under 14 and Under 16 grades (Friday evening and Saturday morning) the first five days of the season will be considered grading matches.

2. In the event of any of those rounds being cancelled by the Association or discounted because there were not results in enough games, such rounds will be rescheduled until sufficient reasonably complete rounds have been played.

3. Based on an analysis of the results of those matches, teams will be re-graded if necessary for the remainder of the season so as to achieve reasonably even competition.

4. Performance in grading matches will be counted to determine ladders and individual trophies.

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5.8 RESCHEDULING CANCELLED ROUNDS

1. When a round of Open Age Two-day competition is cancelled by the Association or is eligible to have its points cancelled under Match Rule 3.1.2, if it is practical to do so, the Association will reschedule a later two-day round to be played as two one day games, these being the originally scheduled round and the cancelled round.

2. Should any fixtured match not take place on the scheduled dates at least 14 days notice will be given to the competing clubs of the later date for those matches to be played and the following conditions shall apply for **ALL** rescheduled matches: -

   a) Any player who competed in another team on the originally scheduled date shall be ineligible to participate in the rescheduled match

   b) Any player not registered on the originally scheduled match shall be ineligible to participate in the rescheduled match

   c) Player eligibility will be taken as if the rescheduled match had taken place on the original date

   d) If the Association reschedules a complete round or grade because of inclement weather then the 14 days notice will not apply.

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