

# **SYDNEY JUNIOR WINTER CRICKET ASSOCIATION INCORPORATED COMPETITION RULES**

CURRENT as at 1<sup>st</sup> January 2011

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## **1. GENERAL**

1.1 All competitions shall consist of preliminary rounds, Semi-Finals and Finals.

1.2 All matches are to be played as a one-innings, one-day, 20 overs-per-side match.

1.3 There are a maximum of 9 (nine) players per side on the field when fielding. However, 11 players can be written on the team list sheet. Only 9 players may bat (ie 8 wickets out is all out).

1.4 The Management Committee shall determine the Grades, dates and times of play and other appropriate conditions for the preliminary rounds of matches, and for the Semi-Finals and Finals.

1.5 Wherever shown, SJWCA Inc. means the Sydney Junior Winter Cricket Association Incorporated, and the Management Committee is the Executive of the the Sydney Junior Winter Cricket Association Incorporated and are used for brevity only.

1.6 There is no smoking permitted within 10 metres of any child, player or official and consumption of alcohol is prohibited at any SJWCA Inc match. Individual council rules may extend this distance to whatever is specified by each particular council. (eg Bankstown Council does not allow smoking at any ground.)

1.7 Where an official umpire is officiating in an under 10's or 12's semi final and final the fielding manger and/or coach shall umpire at the square leg. At under 14's and 16's Sydney Junior Winter Cricket Association Inc Semi finals and finals the batting coach is to umpire at square leg.

1.8 **Teams** have two weeks to notify the association of a need for a change to the draw after the association season schedule and draw is released at the season launch day. After this two week period the association will not re-schedule games or make changes to the draw. The management committee reserves the right to reschedule games and change the draw at its own discretion.

**1.9 One week after the Launch date(s) for the Season the Association will not form any team of less than nine players"**

## **2. FINES, MATCH & REGISTRATION FEES**

2.1 Prior to the commencement of each season, the Management Committee shall determine the maximum fines to be imposed for breaches of these rules and the Rules and By Laws of the Association, the affiliation fees and match fees to be charged to each team and the registration fee to be charged each player. The registration fee must be paid for any player who plays in one or more matches.

2.2 A Team shall be unfinancial unless all affiliation registration and match fees as well as any fines subscriptions and levies imposed by the Management Committee are paid by the last general meeting of the Association prior to the commencement of the Finals Series.

2.3 No team may participate in the Finals Series if a player in that team, is unfinancial.

## **3. GRADINGS AND REGISTRATIONS**

**3.1 All players/teams shall be graded by the SJWCA INC. Management Committee based on the original team &/or individual registration form submitted.**

3.2 A player's name shall not be entered on a Team Registration Form and a player shall not be accepted for registration unless:-

3.2.1 The player was registered with the SJWCA Inc. or any NSWDCA or Sydney Grade-affiliated club or Association during the immediately preceding season, or

3.2.2 In the case of all other players, proof of age in a form acceptable to the SJWCA Inc. Registrar is produced.

**3.2.3 All registration forms must be accompanied by the correct registration fee and a copy of the player's proof of age.**

3.3 Names of players to be registered before the commencement of Round 1 must be submitted on the team registration form supplied by the Management Committee, the original of which shall be retained by the Registrar and the duplicate retained by the Recorder for the Grade concerned. Except as provided in these Rules, no player is eligible to play unless their registration is approved by the Management Committee.

3.4 The Management Committee may reject the entry of any team and may also re-grade teams or players within teams at any time prior to the commencement of Round 4.

3.5 To be eligible to play in a particular Grade, a player must be under the age as set out below for each age group:-

**Under 16 Grade less than 16 years as at midnight 31<sup>st</sup> August 2010**

**Under 14 Grade less than 14 years as at midnight 31<sup>st</sup> August 2010**

**Under 12 Grade less than 12 years as at midnight 31<sup>st</sup> August 2010**

**Under 10 Grade less than 10 years as at midnight 31<sup>st</sup> August 2010**

**Under 8 Grade less than 8 years as at midnight 31<sup>st</sup> August 2010**

3.6 Proof of age must be presented for each registered player in the first year of registration and, except as provided in Rule 3.7, must be produced to the Registrar prior to the commencement of the Competition, otherwise the player will be deemed unregistered until such proof is presented.

3.7 All additional players must be registered with the Registrar before each round starts. The names and details of previous performances of such players must be submitted to the Registrar in writing, together with proof of age if not registered previously, otherwise the player may be deemed to be unregistered.

3.8 Following the grading of teams, a Grading Sub-Committee can be appointed to grade additional players. Such Sub-Committee shall consist of the President, Secretary and relevant Zone Registrar.

3.9 The SJWCA Inc. Management Committee may reject or cancel the registration of any player in any Grade at any time.

3.10 No team is allowed more than 14 registered players unless permission is granted by the SJWCA Inc. Management Committee.

## **4. PLAYER TRANSFERS AND REPLACEMENTS**

**4.1 Players registered in accordance with Rule 3, but who subsequently wish to transfer from one team to another team in the same Division(except in cases covered by Rule 4.2), must produce a clearance from the Team they are registered with and must obtain the approval of the Management Committee prior to playing with the other team concerned. Players violating this Rule will be deemed to be unregistered.**

**4.2 A player may be transferred without a clearance from the team with which he was originally registered to a team in a higher Grade If, however, such player wishes to transfer back to his original team after playing more than 2 matches in the higher Grade team, the approval of the Management Committee must be obtained for such transfer. Players violating this Rule will be deemed to be unregistered.**

**4.3 The SJWCA Inc. Management Committee may reject or cancel the transfer of any player in any Grade at any time.**

**4.4 The fact that a player is playing in a match in a higher grade other than that with which he was originally registered must be noted on the result sheet for each match in which he plays. Failure to do so may result in loss of competition points for the match concerned.**

## **5. DISQUALIFICATION OR SUSPENSION OF PLAYERS OR TEAMS**

5.1 Any team playing an unregistered or disqualified player or higher graded player shall lose all competition points for the match in which that player took part. Maximum points scored in that Grade in that round and in any previous round in which that player participated may be awarded to the team against whom such player played, but all individual player performances are to stand except those for the ineligible player.

5.2 The Management Committee may adopt and endorse any suspension or disqualification imposed by any recognised body controlling sport.

5.3 The Secretary or Treasurer **of the Association** or the Team Manager may declare a member of a Team in default provided the said member has been given at least 7 days written notice. All unfinancial teams and players must be declared not later than 30<sup>th</sup> July of each year.

5.4 Any team or player upon being proved to be in default shall be disqualified from taking any further part in the competition until the amount in default shall have been paid.

## **6. GROUND ALLOCATION, PITCHES AND BOUNDARIES**

6.1 All teams shall use grounds as allocated by the Management Committee.

6.2 All matches must be played and completed on the grounds allocated unless permission is granted by the Competition Secretary or Secretary for a change of ground.

6.3 If grounds permit, the boundaries shall be:-

Under 8 Grade - 35 metres

Under 10 Grade - 40 metres

Under 12 Grade - 45 metres

Under 14 Grade - 50 metres

Under 16 Grade - 55 metres

Under 19 Grade - 60 metres

Other than for the addition to the score of a sundry for the bowling of a "no ball", the maximum runs to be scored when a ball reaches (on the full) or pitches beyond the boundary, shall be 6.

6.5 Where a match is played on a synthetic pitch, it is the responsibility of both teams to sweep the pitch before and after each day's play.

## **7. CRICKET ATTIRE**

7.1 All players taking part in competition matches must wear a mainly white or cream shirt, mainly white or cream trousers or shorts, predominantly white shoes or boots and white socks.

7.2 No player will be allowed to bowl if wearing other than mainly white or cream attire.

7.3 Players shall not be permitted to participate in a match, except where it is played on a turf pitch, if using metal spikes or studs or leather studs on their boots.

7.4 Players may wear any existing junior summer competition (run under the auspices of Cricket NSW) uniform or if previously approved by SJWCA Inc. Management Committee.

7.5 The Sydney Junior Winter Cricket Association Inc. requires that every player wear their own correctly-fitting helmet with fitted faceguard whenever batting, or, whenever fielding in what is considered a close position to the batter. Close-in fielders are strongly recommended to also use other protective equipment such as a protector, shin guards and chest guard. As well, all 'standard' protective equipment must be worn when batting (in addition to a helmet): leg pads, protector, gloves along with optional arm, chest and hip guards and any other protection, if required.

## **8. DECLARED TEAM**

8.1 The names of the players of both teams must be declared and exchanged prior to the toss.

**8.2 A team may nominate up to 11 players, only nine of whom may bat. When fielding, only nine may be on the field at any time. One less player than the number nominated on the team sheet must bowl a minimum of two overs each in a match subject to Rule 19. Where a team has nominated 11 players on their team sheet, only 10 players can bowl two overs each and the wicket keeper commencing the fielding innings cannot bowl.**

8.3 The team must be nominated before the toss, and take the field 5 minutes prior to the start of the game.

8.4 During the Finals Series only, any replacement player approved under sub-rule 24.2 may participate in the match only as a substitute fieldsman, unless the team does not have 9 players registered for the team, who are available and able to play at the time of the toss.

**8.5 As at the commencement of season 2011, when a team has less than nine players on their team sheet there shall be no borrowing of players from the opposition or from a team of a higher age or grade for batting or bowling purposes. There is no obligation for an opposition team to lend fielders however if a request is made it is expected that no more than two players can be requested unless the opposition team is inclined to offer more. SJWCA Inc puts no team under obligation to lend players although it is encouraged within the Spirit of Cricket. In the finals series there can be no borrowing of players except where the player fits within Rule 24.2"**

## **9. FORFEITS and DELAYS**

**9.1 A team when fielding on any day of a match must have not less than 6 players, each registered to play with that team and eligible to participate in the match, otherwise it automatically forfeits the match.**

9.2 In the event of one team not being on the ground ready to play within 15 minutes after the scheduled starting time of play on any day of a match, the other team is automatically granted a forfeit. A game may be played, but only as a social game, with no result recorded other than the forfeit.

9.2.1 The team that causes delay has their own batting time reduced by 1 over for every 3 minutes delay or part thereof.

9.3 Any team forfeiting a match must give an explanation satisfactory to the Management Committee under penalty of possible disqualification and its Team may be debited the match or ground hire fee for that match. That Team may also be liable to reimburse the opposing Team the match or ground hire fee for that match unless 3 days notice in writing has been given to the Competition Secretary and the opposing Team prior to the day set down as the day of the match.

## **10. EQUIPMENT**

10.1 Each team must provide (if not provided by SJWCA Inc.), a suitable set of stumps and bails and not less than 10 boundary markers for each match.

10.2 All cricket balls used must be of a make supplied by the SJWCA Inc. Management Committee. **(142 gm ball for Under 10 & U12 matches and 156 gm ball for U14 & U16 matches).**

## **11. WET WEATHER, ETC**

11.1 Play on the day of a match can only be called off because of rain, bad light, or the wicket or ground being unfit for play, if both team managers agree or a decision is given in accordance with Rule 11.2 or if play in all matches on that day is cancelled by or on behalf of the Secretary. Please text the keyword "wintercricket" to 199BBSMS (19922767) for wet weather updates (cost is 55c (incGST) per send/receive). You can also check [www.sydneyjuniorwintercricket.org.au](http://www.sydneyjuniorwintercricket.org.au) for latest information.

11.2 If the team managers disagree on whether play can be called off because of rain, bad light, or the wicket or ground being unfit for play, the final decision on play shall be made by a SJWCA Inc. Executive member. Up to 3 games per grade will be re-scheduled if possible.

11.3 The 30/30 rule for lightning shall apply. If there is lightning followed by thunder within 30 seconds, then play shall cease immediately and all participants must leave the field. No play shall re-commence until after 30 minutes has passed since the last occurrence of this lightning and thunder being less than 30 seconds apart. If this occurs while the team batting first is batting, then the scheduled overs for the game will be reduced in accordance with Rules 16.1.4 to 16.2.1. If it occurs while the team batting second is batting, then the game will be decided on run rate if no result is achieved beforehand.

## **12. MINIMUM BATTING TIME**

12.1 The team batting first in all full time matches, unless dismissed beforehand, must bat for the full 20 overs to give both sides full opportunity to play.

12.2 In reduced time matches, the minimum time the team batting first must bat may be altered at the discretion of the Management Committee prior to the commencement of Round 1.

12.3 The team batting second, where the team batting first has been dismissed prior to receiving its 20 overs, will continue batting for its full 20 overs even if the opposition's total has been reached beforehand, to give both sides full opportunity to play. However, the team batting second does not receive any bonus overs if it dismissed the first batting team prior to the first batting team receiving its 20 overs.

**12.4 When a team has less than nine nominated players on the team sheet, once they have all been dismissed that team's innings is complete. If there are overs remaining the batsman (men) who have faced the least number of deliveries may come back to the crease to face the remaining overs until eight wickets have fallen. Having returned to the crease, runs scored will not contribute to the individual or team score; however dismissals will be attributed to the individuals**

*on the fielding team for the purpose of statistics and end of season awards.*

### **13. FOLLOW-ON**

13.1 In all SJWCA Inc. matches, there is no follow-on as all games are one innings only.<sup>4</sup>

## 14. MISCELLANEOUS LOCAL RULES

14.1 When the ball is hit into a drain, creek or canal, and appears to be lost, or is in a position that could cause unnecessary loss of time to the batting team, it shall be declared a lost ball and the fielding team shall produce a satisfactory substitute of similar wear or use as that of the one lost. A declared lost ball will result in the batting team being awarded a maximum of six runs if not already scored.

14.2 If a ball when bowled lands to the side or on the edge of the pitch it shall be called a "No Ball".

14.3 If a ball when bowled lands on the concrete or leather binding of either mat in the centre of the pitch, it shall be called a "Dead Ball". No penalties, runs, wickets or action can take place. The ball shall not count in the over and is re-bowled.

14.4 The interval between innings shall be 10 minutes in all matches.

14.5 Either umpire may call and signal "no ball" and the ball re-bowled, for:

a) any high, full pitched ball that passes or would have passed above the waist height of the striker standing upright when bowled by a medium or fast-paced bowler, OR

b) any high, full pitched ball that passes or would have passed above the shoulder height of the striker standing upright when bowled by a slow bowler, OR

c) any ball that after pitching passes or would have passed above the shoulders of the striker standing upright.

Under 14.5 a), b) and c) above, the warnings to bowler and captains under Law 42 of the Laws of Cricket shall apply.

14.6 Wides shall be those balls which pass the batter's crease outside the marked paint or chalk lines. Balls are not to be called wide if they pass on or within the line and subsequently 'become wide' after passing the batting crease. The position of the batsmen has no bearing on the calling of a wide. The bowler's end umpire shall call and signal 'wide' and the ball re-bowled. The lines shall be marked as follows: 30 cms (leg side for left or right hand) and 60cms (off side for left or right hand) from both sides of the outside edges (not centre) of the stumps at both ends, extending approximately 10cms both sides across the batting crease only. It is the responsibility of team officials to mark these lines correctly on each day's play if not already marked.

14.6.1 In ALL matches: No more than 3 wides or no balls per over shall be re-bowled. Any further wides or no balls in that over shall count as a 1-run wide sundry, but do not get re-bowled. This rule (14.6.1) does not apply in any final, but does apply to all games prior (including semi-finals).

14.7 Any ball, which in the opinion of the umpire, lands on or beyond the boundary, shall score six runs.

14.8 MCC Law 36 (LBW) is replaced with:

No batsmen may be given out LBW in any SJWCA Inc. match.

## 15. TWO DAY MATCH RULES

15.1 All SJWCA Inc. matches are one-day games, so please refer to Rule 16.

## 16. ONE DAY MATCH RULES

16.1.1 Full time one day matches shall be played according to the following:

All ages play 20 overs per side (in 70 minutes) with 10 minutes between innings. Incoming batsmen must be taking guard and ready to face the bowler within 90 seconds of a wicket falling. These must be adhered to – the simple way is to have 2 batsmen padded up at all times. No batsmen can be timed out.

16.1.1.2 If the weather is unseasonably hot, extra drinks breaks may be taken – up to 2 per innings provided play ceases and resumes within 2 minutes. The finishing times and scheduled overs remain unchanged.

16.1.2.1 No team can bat or bowl for more than 20 overs in a game.

16.1.2.2 If no time is lost, and the scheduled overs have not been bowled, the innings of the team batting first shall cease at the completion of the over in progress at 70 minutes, unless that team has been dismissed beforehand. If, at that time, the team batting first has not been dismissed and has not yet received its 20 overs (or

commenced the 20<sup>th</sup> over) in 70 minutes, the team batting second shall be restricted to receiving the same number of overs as its opponent had received in that time.

16.1.3 If no time is lost, the team scoring the higher number of runs at the completion of its specified overs, or at the finishing time for its innings, (whichever occurs first), shall be the winner of the match regardless of the number of wickets lost.

16.1.4 If time is lost before or during the innings of the team batting first, the scheduled overs for the match shall be reduced by deducting one over for each team for each full 6 minutes lost.

16.1.5 Subject to Rule 16.3, if time is lost during the innings of the team batting second preventing it receiving its reduced over quota by the scheduled finishing time, and no decision having been reached, the team with the higher run rate (calculated as set out in Rule 16.4), shall be the winner.

16.2.1 Reduced time one day matches shall have at least 10 overs bowled by both sides to constitute a game.

16.2.2 The result of a reduced time match shall be determined in accordance with Rules 16.1.3 - 16.2.1 after taking into account the lesser number of overs to be bowled.

16.3 If less than half the number of overs as specified in Rule 16.1.1 or Rule 16.2.1, as the case may be, is received by each team in its innings, the match shall be declared a draw unless a result has been achieved beforehand.

16.4 The run rate of each team shall be calculated by dividing the total number of runs scored by the total number of overs received. For the purpose of the run rate calculations, only each legitimate ball bowled shall count as one-sixth of an over. However, if the team batting first is dismissed before receiving its relevant specified or adjusted number of overs, its run rate shall be calculated by dividing the total number of runs scored by the relevant specified or adjusted number of overs it could have received.

## 17. SPECIAL RULES FOR JUNIOR GRADES

No special rules apply.

## 18. BATTING RESTRICTIONS - RETIREMENT

18.1 There is no compulsory retirement batting score, but players must be given opportunities to play. This is achieved by closely following **all elements of** rule 18. Failure to follow this rule can result in loss of competition points.

18.1.1 No batsmen may bat for more than 50% of the overs to be received in the game, unless they are the last remaining batsmen and all other players are out and not retired. This is considered a compulsory retirement.

18.1.2 Optional retirements can only occur after a batsman has been given the opportunity to play in at least 4 over, no more than 2 batsmen may be optionally retired in a game.

18.1.3 **A player cannot bat at positions 1-4 or be a nonbatter for two consecutive matches. This only applies throughout the preliminary rounds and not in the Finals series:**

18.2 A batsman may retire only once during an innings (other than through injury or illness) but may resume his innings in order of retirement at the dismissal of either of the team's last two batsmen. If either of the last 2 batsmen are due to be compulsorily retired, and there are 2 overs or less remaining, they do not have to be retired. This is the only exception to compulsory retirement. A batsman who retires other than through injury or illness shall be recorded as "Not Out" **If two batsmen have retired the one who has faced the least number of overs comes back in first. (If they have both faced the same number of overs then they come back in order of retirement. 5**

## 19. BOWLING RESTRICTIONS

19.1 The **maximum** number of overs to be bowled by a bowler on any day of a match shall be:

19.1.a Under 19 4 overs

19.1.b Under 16 4 overs

19.1.c Under 14 4 overs

19.1.d Under 12 4 overs

19.1.e Under 10 4 overs

19.1.f Under 8 4 overs

**19.1.2 The minimum number of bowlers is one less than the number of players listed on the team sheet, each of whom must bowl at least two overs. The remaining overs can be bowled (up to their spell or daily limits) by any other players on the team sheet once Rule 19.1.3 is complied with.**

19.1.3 All players as per 19.1.2 above MUST each bowl 2 overs BEFORE any other bowler may bowl again in the match.

19.2 Appropriate pro-rata reductions are to be made if a team's over limit is reduced under Rule 16.1.4.

19.3 No bowler may bowl more than 2 overs in a single spell and may not commence a subsequent spell until Rule 19.1.3 has been complied with.

19.4.1 No bowler may bowl more than their daily maximum overs in an innings.

## 20. MATCH RESULT SHEETS

20.1 At the conclusion of each day's match – whether played, forfeited or washed out – a Match Result Summary - with details as per 21.1, complete in every detail, must be emailed by each team to [sjwca@sydneyjuniorwintercricket.org.au](mailto:sjwca@sydneyjuniorwintercricket.org.au). If these are not received by 8pm on the Sunday of the match, points may be withheld by the SJWCA Inc. Management Committee from that team. Scoresheets need to be handed in at next meeting following the round.

## 21. PUBLICITY

21.1 Each team must provide a Summary Match Result of each day's play to the Publicity Officer by email – these are to include:

21.1.1 Details of match result, ground, division and age group.

21.1.2 Players who have taken 2 wickets or more in a game.

21.1.3 Players who have scored 20 runs or more in a game.

21.1.4 Players who have taken 2 or more catches in a game.

## 22. SCORE BOOKS

22.1 Scorers shall be required to keep their own as well as their opponents' batting and bowling analysis.

22.2 All score books must be signed by both team managers (or responsible Club officials), as well as the umpires officiating, at the conclusion of each day's play. 22.3 In all matches where a dispute on the result of a match exists and a discrepancy appears in the particulars in the score books, the books shall be forwarded to the SJWCA Inc. Management Committee for a decision. The SJWCA Inc. Management Committee shall decide the winner of such match on the bowling records of both books, and where they do not agree the decision shall be given on the batting records of both books. When these are not in agreement the result of the match shall be decided by the SJWCA Inc. Management Committee.

22.4 The SJWCA Inc. Management Committee shall have power to reject any score book or books in which it considers the averages or scores have been improperly kept and shall have the power to impose a fine, to be determined by the SJWCA Inc. Management Committee prior to the commencement of Round 1, and/or award competition points to either team in respect of any match under review.

22.5 Average sheets and score books including player analysis and statistics summaries, must be forwarded to the SJWCA Inc. Management Committee not later than 2 weeks after the end of the competition matches. Any team not complying with this Rule may forfeit all rights to team or individual player trophies and be fined. Such fine shall be determined by the Management Committee prior to the commencement of Round 1.

22.6 All score books shall be available for the A SJWCA Inc. Management Committee up to the Annual General Meeting in each year.

## 23. COMPETITION POINTS

23.1 Points shall be allotted as follows:-

Win on 1st innings 5 points

Loss on 1st innings 1 point

Tie on 1st innings 3 points

Abandoned 2 points\*

Forfeit 0 points.

\* Abandoned games may be replayed, and if there is a result in the subsequent game, then the resulting points awarded for the abandoned game that has subsequently been played, shall be added or subtracted from the teams so affected.

Bye - No points will be awarded for a bye, except where all teams in a Grade do not receive an equal number of byes. Any team receiving an additional bye shall be awarded the maximum points scored in the round in which that bye occurs.

A "tie" is defined as a 1st innings tie when the 1st innings totals of both teams are equal, irrespective of wickets lost by the team batting second.

23.2 If a team withdraws from a competition during the first half of the competition, all competition points scored by and against that team as well as the performances of all individual players in matches involving such team shall be deleted from the records.

23.3 If a team withdraws during the second half of the competition, only the competition points secured by and against that team and performances of all individual players in matches involving such team in the second half of the competition shall be deleted from the records.

## 24. FINALS SERIES

24.1 Prior to the end of the preliminary rounds, the SJWCA Inc. Management Committee shall determine the dates and times of play and other appropriate conditions for all Semi-Finals and Finals.

**24.2 To be eligible to play in the Finals series, a player must have played in a minimum of 3 matches for that team prior to the start of the semi-finals.**

24.3 The draw for Semi-Final shall be:

In 4 team divisions: 2 vs 3 with 1 immediately into the Final to play the winner of the Semi Final.

In divisions with more than 4 teams: 1 vs 4 and 2 vs 3 with the winners of both games to play in the Final.

24.4 The ranking of teams to contest the Semi-Finals shall be determined on points and then, if necessary, by the quotient system, i.e., the batting average (runs scored divided by wickets lost) divided by the bowling average (runs against divided by wickets taken). The team with the higher quotient (if points are equal) shall be ranked the higher in each case.

24.5 Minor Premiers who have been undefeated for the entire season shall not have the right to play a Challenge Final if defeated in the Final.

24.6 If 2 or more teams finish equal on points in 1st position at the end of the preliminary rounds there shall be no Minor Premiers in that Grade. 1<sup>st</sup> place, and subsequently, 2<sup>nd</sup> and 3<sup>rd</sup>, will be calculated on quotient for the purpose of Semi Finals and Finals.

24.7 In Grades with Minor Premiers:-

(a) if there is no play on the Final, or if the match cannot be completed because of weather conditions or other circumstances and a result has not been achieved, or if there is a draw or tie, then the team which 6

finished in the higher position at the end of the preliminary rounds shall be declared the winner of such match.

24.8 In Grades with no Minor Premiers:-

(a) If there is no play on a Semi-Final or if the match cannot be completed because of weather conditions or other circumstances, or if there is a draw or tie, then the team which finished in the higher position at the end of the preliminary rounds shall be declared the winner of such match.

(b) If more than 30 minutes playing time is lost in a Final because of weather conditions or other circumstances, the match shall where possible, be replayed, on the following weekend.

(c) If a Final is drawn or tied, the match shall be replayed on the following weekend, subject to (d).

(d) Where games are re-played as per sub-clauses (b) or (c), and there is still no result or the game cannot be re-played due to weather or other circumstances, the Premiers shall be the team with the most competition points at the end of the preliminary rounds, and if both teams finish on equal points then they shall be declared Joint Premiers (regardless of quotient).

24.9 Teams that fail to reach the Semi-Finals must, at or before the meeting held prior to the Semi-Finals, provide the name of at least one person suitable to umpire the Semi-Finals or Final in any Grade (if required).

24.10 Teams that are defeated in the Semi-Finals must, at or before the meeting held prior to the Finals, provide the name of at least one person suitable to umpire the Final in any Grade (if required).

Teams failing to provide by the meeting concerned the names of the required number of persons suitable to umpire the Semi-Finals or Finals must pay to the SJWCA Inc. Treasurer an amount of \$100 for each umpire's name not so provided.

Should a nominated umpire fail to attend for the whole of the match to which he or she is appointed, then the Club that nominated him or her, subject to the Management Committee finding to its satisfaction that there were no unavoidable circumstances, be fined an amount of \$250.

24.11 The Management Committee shall appoint persons nominated in accordance with this Rule or other qualified umpires for Semi-Finals and Finals.

### **Association Premiers**

24.12 In each and all singular age divisions where there is more than one zone, the Premiers of these zones shall play off for Association Premiership in their respective age group. In the instance where there are two zone premiers, they will play off in an association final against each other. Where the match is tied, they shall be declared joint association premiers. If there are three zone premiers in the particular age division across all zones, then the respective zone premiers shall play each other once, the team with the most points (awarded as per the preliminary rounds i.e. 5 points for victory, 1 point on first innings loss and 2 points for a tie) be declared the association premier for the particular age division. If 2 or more teams finish on equal points in 1st position at the end of this three way finals series, the winner shall be declared based on quotient. Games washed out due to bad weather, shall be replayed till the scheduled match takes place.

### **25. TROPHIES**

25.1 Trophies may be awarded to the registered players of the Premier team in each Grade provided each has played in at least 3 matches with that team in that Grade.

25.2 Individual player trophies may be awarded in each Grade for best batting aggregate, batting average, bowling aggregate, bowling average, all rounder, wicketkeeper and most catches by a fieldsman other than a wicketkeeper as well as the Coach's Award for The Spirit of Winter Cricket.

25.3 Prior to the commencement of the round half-way through the competition, the SJWCA Inc. Management Committee shall determine the qualifications, if any, needed to be considered for each of these trophies based on performances in the preliminary rounds.

25.4 If a team forfeits after commencement of play in a particular match, individual performances by players in both teams in that match up to the time of forfeit shall stand.

25.5 Any player may take as many trophies as he or she wins, or as approved by the SJWCA Inc. Management Committee, unless advice is received that he or she is in default to his or her team, Club or to the Association.

25.6 All players or teams disqualified shall be ineligible for any trophies.

25.7 All shields and trophies which are the property of the SJWCA Inc. must be returned to the Secretary no later than 14 days after that seasons presentation of the Trophy.

### **26. PROTESTS, CITINGS AND DISPUTES**

26.1 The SJWCA Inc. Management Committee shall hear and determine all protests and citings by teams, the Umpires' League or a member of the SJWCA Inc. Management Committee involving the results of matches or the behaviour of participants in the match, either as players or officials, and without limiting the generality of its powers shall have power to fine, suspend or disqualify any team, club or person.

26.2 All such protests and citings must be made in writing, in duplicate, and lodged with the Secretary prior to or at the General Meeting held following the completion of the match in question. Any protest or citing by a team or club must be accompanied by a fee of \$50.00 which will be forfeited if the protest or citing is deemed frivolous. The protest or citing must include the names and teams of all personnel involved in the incident as well as the names of both umpires (official or unofficial) standing in the game at the time of the incident. The SJWCA Inc. Management Committee will not consider any protest or citing until all civil legal action, if any, is completed.

26.3 The Management Committee shall give written notification to the team or person involved of the terms of such protest or citing and will give the team or person sufficient notice of the time, date and place when the matter will be heard. The umpire(s) shall attend the hearing if requested by the Management Committee.

26.4 Any team or person cited to appear before the SJWCA Inc. Management Committee (or any sub-committee formed for the purpose of investigating the matter) shall attend the appointed meeting. Should any team or its representative or any person the subject of the protest or citing fail to attend such meeting that team or person may be suspended from the Association and Competition until such time as they appear.

26.5 In such matters, SJWCA Inc. Management Committee (or sub-committee) shall inform itself in such manner as it sees fit on the protest or dispute and shall give all parties the opportunity to be heard on the matter before making its decision.

26.6 Any team or person the subject of an adverse finding by the Management Committee that is dissatisfied with the decision of the SJWCA Inc. Management Committee shall have the right of appeal against that decision to the next General Meeting of the Association or a specially-convened Meeting to expedite the matter. If a subsequent appeal is unsuccessful, that final decision shall stand and no further appeals are available. Any notice of appeal shall be accompanied by a fee of \$25.00 or such other fee as may from time to time be determined. A copy of the notice of appeal shall be lodged with the Secretary of the Association within 48 hours of the decision being appealed.

26.7 Breach of Spirit of Cricket Rules

26.7.1 Proven (by the SJWCA Executive or a sub-committee appointed by the Executive) conduct of a team or any individual that contravenes the association's Spirit of Cricket rule 29, and player conduct contract, shall receive a first and final written (by letter or email) warning. Where the conduct is deemed by the Executive or sub-committee serious in

nature, it may and can bypass this formal warning process and immediately apply subsequent rule 26.7.2.

26.7.2 Any proven (by the SJWCA Executive or a sub-committee appointed by the Executive) conduct after either, the initial or final warning, or conduct considered to be serious in nature and deemed to break the association's spirit of cricket rules – whether by an individual or team – will result in that team being automatically deducted 5 competition points.

26.7.3 After a 5 point deduction occurs, any subsequent contravention of rule 29 and its sub-rules or any other rule relating to on or off-field conduct by a team or individual, shall instigate an immediate review of the team's right to play and take part in the remainder of the current season's competition and all future seasons - this decision will be at the absolute discretion of the Executive.

26.8 Breaking an association rule other than the Spirit of Cricket

26.8.1 Where a breach of an association rule occurs that is deemed by the Executive or a sub-committee appointed by the Executive, to have brought the association into disrepute, whether by an individual or a team, shall result in that team being deducted 5 competition points.

26.8.2 Further, if the breach is deemed to have had a significant impact upon the result of the match, the match result shall be reversed, including the reversing of competition points applicable for the match.

## **27. REPRESENTATIVE MATCHES**

27.1 There are no representative matches under the SJWCA Inc.

## **28. GENERAL**

28.1 Any Playing Rule not covered by the foregoing Rules is covered by the N.S.W. Districts Cricket Association Rules, or where not so covered, by the M.C.C. Laws of Cricket.

28.2 The Management Committee shall have the power to deal with all matters not mentioned in these Rules.

28.3 All players, officials, families, spectators and friends attending, or involved with, all SJWCA Inc. fixtures, whether on the field of play or not, agree to abide by the Code of Conduct and the Spirit of Cricket as detailed below. These form part of the Rules of Play for the SJWCA Inc.

## **29. CODE OF CONDUCT**

The Code of Conduct forms part of SJWCA Rules, along with the player's declaration when registering, and as such, it is imperative that all players, parents and spectators make themselves aware of their express responsibilities with regard to on and off-field behaviour as a condition of participating in the SJWCA competition.

### **The Preamble – The Spirit of Cricket**

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

### **29.1 Responsibility of officials and captains**

The officials and captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

### **29.2 Player's conduct**

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

### **29.3 Fair and unfair play**

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

### **29.4 Action by Umpires**

The umpires are authorised to intervene in cases of:

29.4.1 Time wasting

29.4.2 Damaging the pitch

29.4.3 Dangerous or unfair bowling

29.4.4 Tampering with the ball

29.4.5 Any other action that they consider to be unfair.

### **29.5 Respect**

The Spirit of the Game involves RESPECT for:

29.5.1 Your opponents

29.5.2 Your own captain and team

29.5.3 The role of the umpires

29.5.4 The game's traditional values

29.5.5 It is against the Spirit of the Game:

29.5.5.1 To dispute an umpire's decision by word, action or gesture

29.5.5.2 To direct abusive language towards an opponent or umpire

29.5.5.3 To indulge in cheating or any sharp practice, for instance:

(a) to appeal knowing that the batter is not out

(b) to advance towards an umpire in an aggressive manner when appealing  
(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

### **29.6 Violence**

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

### **29.7 Players**

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

### **29.8 Spirit of Cricket Award**

The Coach's Award for The Spirit of Winter Cricket Award shall take into account the player's season-long attitude and performance based on the whole of Rule 29 and its sub-clauses. Player statistics shall have no bearing on this award.