

# **Playing Rules, Playing Conditions & Code of Conduct Season 2024 - 25**



**“STRIVE IN HARMONY”**

## **Bunbury & Districts Cricket Association**

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# BDCA Playing Rules

## 1. General

- 1.1. All matches under the control of the Bunbury & Districts Cricket Association (BDCA) shall be played in accordance with the current MCC Laws of Cricket, except where they are modified or negated by the BDCA Playing Conditions policy (Section 2 Playing Conditions) or those of the Australian Cricket Board.
- 1.2. Fixtures shall be agreed to by the BDCA Committee and administered thereafter by the BDCA Competitions Coordinator.
- 1.3. Any Club being dissatisfied with an umpire's performance may complain in writing to the BDCA Executive Committee and the Committee may take such action as it considers appropriate.
- 1.4. In any Grade in any game, once there is a result, the game concludes.
- 1.5. Clubs are to register teams as per the BDCA constitution and through guidelines set out in BDCA Policy D-1: Club Membership.
- 1.6. Playing uniforms are defined in the BDCA Policy No.D-3: Playing Attire.
- 1.7. MCC Law 1.4: The captains are always responsible for ensuring that play is conducted within The Spirit of Cricket as well as within the Laws of Cricket. See *The Preamble – The Spirit of Cricket* and *Law 41.1: Fair and unfair play – responsibility of captains*.
- 1.8. Player Safety:

The BDCA requires that all players act in a responsible manner to ensure all matches are played in a safe environment. This includes the wearing of all appropriate safety equipment.

The BDCA advises all players that failure to wear appropriate safety equipment – including helmets when batting – may impact an injured players ability to receive insurance compensation from an associated injury.
- 1.9. Junior Fast Bowling guidelines: Fast Bowling conditions for players Under 17 years of age are to follow Cricket Australia guidelines (appendix 1).
- 1.10. Slow Over Rates:
  - 1.10.1. The team bowling first must commence the last over of the innings before the scheduled time for completion of the first inning. If the last over is not commenced before the scheduled time for completion of the first inning, the required number of overs must be bowled, however, the first innings bowling team will only receive the number of overs they had bowled at the scheduled time for completion of the first inning. Penalties may apply (see 1.10.3).
  - 1.10.2. If the team bowling second does not commence the last over of the second innings by the scheduled time for completion they will continue to bowl until the overs have been completed. Penalties may apply (see 1.10.3).
  - 1.10.3. Failure to bowl the minimum number of overs will render the bowling team liable to a penalty of 0.2 competition points deduction for each over not bowled.
  - 1.10.4. If the umpires determine that the reason for the slow over rate(s) was not because of the bowling team(s) actions there will be no penalty. For example, the batting side stalling or slowing down the play or any other acceptable reason.

- 1.10.5. The match umpire(s) shall determine the penalties in accordance with the above-mentioned playing conditions and advise the scorers at the completion of each innings what penalties apply.
- 1.10.6. The appointed umpires shall report the slow over rate in their match report that a penalty shall apply, and advise the captain on that day, of that penalty or reduction.
- 1.10.7. The BDCA does not have the authority to review any penalty applied by the umpire under this playing condition.

## 2. Competitions and Format

### 2.1. Nomination Fees

The BDCA Executive shall determine a nomination fee each year and each member club must nominate teams in writing including the nominated grade. A non-refundable nomination fee of \$50 per team must be paid a minimum 14 days prior to the 1<sup>st</sup> match of the season.

A club **CANNOT** earn any match points in any Grade until their total club nomination fee is fully paid.

### 2.2. Annual Subscription or Affiliation Fees

The BDCA Executive shall determine an annual subscription or affiliation amount each year for each club. The BDCA Executive shall advise each club of their total fees due.

The Club has two (2) payment options:

- (i) Full and complete payment on or before 30<sup>th</sup> November; or
- (ii) Three (3) **equal** instalments to be paid on or before 30<sup>th</sup> November, 31<sup>st</sup> December, and 28<sup>th</sup> February. A club **CANNOT** earn any match points in any Grade should any amount of the subscription or affiliation fee be overdue at any time.

Each club shall nominate teams to their preferred grade. The BDCA Executive will endeavour to meet the nomination of each club but retains absolute discretion in determining the final allocation of teams to grades acting in the best interests of promoting and developing the overall BDCA competition.

### 2.3. Competitions

The BDCA provides competition cricket for,

#### **Senior Men's Cricket**

Primarily a Saturday competition with 20 overs per innings and one-day matches with overs from 40 to 50 per innings.

#### **Senior Women's Cricket**

A competition for females played primarily on Sundays consisting of 20 and 30 over innings only.

#### **Masters Cricket**

A competition for people over the age of 40 as at 1<sup>st</sup> September preceding that season commencing. Refer Section 15 for match Conditions and Playing Formats.

#### **Representative Cricket**

A Senior Men's Country Cup representative team selected from all players from within the BDCA competition pursuant to BDCA Policies B-2 & B-3 available on the [BDCA website](#).

Senior Men's and Senior Women's Country Week representative teams selected from players with consideration of all Senior Clubs playing in the BDCA competition according to Country Cricket Board

policy. At the conclusion of Country Week, the BDCA will advise all clubs and players of any outstanding money owed to the BDCA. Players are ineligible to play in the BDCA until all money is paid in full.

#### 2.4. Teams

- 2.4.1. For a Junior player to play in either the Senior Men's or Women's competition they must be 13 years of age or older on the day of the game.
- 2.4.2. If a club is found to have played an underage player, the team at fault will lose five (5) premiership points and the Club will be fined \$200.
- 2.4.3. Where a Club team needs to forfeit a Grade fixture, they must forfeit their lowest Grade team.
- 2.4.4. Every player taking the field shall wear proper cricketing attire. In Senior Men's 1<sup>st</sup> and 2<sup>nd</sup> Grade competition the wearing of spikes on turf pitches is mandatory.
- 2.4.5. All coloured clothing must be approved by the BDCA as defined in the BDCA Policy D-3: Playing Attire available on the [BDCA website](#).
- 2.4.6. Clubs must make all reasonable endeavours to ensure all players are clothed in the correct club attire.

#### 2.5. Umpires

- 2.5.1. Umpires will be appointed to all scheduled BDCA games by the Umpire's coordinator, where numbers permit. If there are insufficient Umpires to fill all Grades with at least one (1) Umpire, the order of game coverage will be one (1) appointed Umpire per game for Senior Men's 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grades. Umpires are to stand in the game that they are appointed to, teams or Clubs are not to move an appointed Umpire to another game without the Umpire coordinators approval; penalties will apply at the BDCA's discretion.
- 2.5.2. The BDCA will pay the Umpire fees monthly through the season.
- 2.5.3. The BDCA will invoice the Clubs that have had an officially appointed Umpire to any of their games, twice per season. The first invoice will be sent on the Monday immediately after the last game before the Christmas break. The second invoice will be sent on the Monday immediately following the last home and away game.  
  
For these two (2) invoices to be completed the invoiced Club must make payment to the BDCA Treasurer in full by close of business on the Friday of the invoiced week.  
  
If a Club is late in paying the pre-Christmas invoice, the Club will be penalised two (2) competition points for the teams of that club that had an appointed Umpire. If a club is late in paying the end of season invoice and they are to play finals their position in the finals series will be forfeited.  
  
For Clubs making the second payment late and not taking part in the finals series the Club will be penalised two (2) competition points at the start of the next season for the teams of that Club that had an appointed Umpire in the previous season.
- 2.5.4. The schedule of umpire payments will be set by the BDCA Executive at the meeting prior to the commencement of the season.
- 2.5.5. In the event of Association umpires being unavailable, each team must provide its own umpires and the onus is on the captains to ensure that these umpires are conversant with the Laws of Cricket and the BDCA Playing Rules, Playing Conditions and Code of Conduct.
- 2.5.6. Where players perform the function of an umpire in Senior Men's, they must be over the age of 18 years (16 years for square leg). Where players perform the function of an umpire in Senior Women's, they must be over the age of 13 years. Players acting as umpires must wear

clear identification (such as a vest), closed in shoes, a sleeved shirt and must not carry a bat. The player/person carrying out these duties is on the field as an umpire, not as a member of their team. They are not to confer with persons batting.

- 2.5.7. When there is an official umpire appointed to a match, the player performing the duties as an umpire at the striker's end will only adjudicate on run outs, stumpings and counting balls.

When no umpire is appointed to a match the player performing the duties as an umpire at the striker's end will assist the other player/umpire by performing the duties of an umpire at the non-striker's end.

- 2.5.8. The square leg umpire is permitted to hold a drink for the batsmen. A drink can be provided between overs based on no delay to the game. Should the officially appointed umpire believe the on-field drinks are delaying the match they may instruct the drinks to be removed.

- 2.5.9. If a Club forfeits a game on the day that the game is scheduled and has not advised BDCA Competitions Coordinator, Umpires Coordinator and the Captain of the opposition Club prior to 9 am on the day of the match, the forfeiting team will be responsible for the payment to the officiating umpire of both teams normal match fees. (That is, the non-forfeiting club does not have to pay any fee to the umpire).

- 2.5.10. Suspect Bowling Actions:

If in the view of the officially appointed umpire a bowling action is **definitely** illegal (in accordance with Law 21.2 of MCC Laws of Cricket) the umpire will signal No ball and advise the captain and the bowler the reason why.

The bowler will then receive a first and final warning that will apply throughout the innings. If the umpire determines another ball is illegal, he will signal No Ball and suspend that bowler immediately for the remainder of the innings and inform both the bowling captain and the batting captain.

The incident must be reported to the BDCA executive as part of the Match report.

If in the view of either umpire a bowling action is regarded as suspect – **but not definitely illegal** – it is preferred No Ball is not called during that match.

The procedure to be followed is:

- (i) If the umpire is unsure of the legitimacy of the action – no action should be taken during the match. The umpire will then refer the matter to the BDCA Umpires coordinator as part of the Match Report.
- (ii) The BDCA Umpires coordinator will send the report of the suspect bowling action on to the BDCA Executive for further investigation.
- (iii) Should a player be deemed to have an illegal action their Club will be advised in writing that until the player is deemed by the BDCA Executive Committee to have rectified their action they are not permitted to bowl in a BDCA match.
- (iv) During the investigation and review process the bowler, until the BDCA Executive Committee decides, is permitted to bowl in BDCA matches.

## 2.6. Match Day Requirements

- 2.6.1. The BDCA requires all clubs and teams to utilise *PlayHQ* for team management and scoring.

- 2.6.2. The Home or Host team must have an electronic scoring device (i-Pad, android Tablet or phone) and a scorebook ready for use at each match. The electronic device must be logged

in to <https://ca.score.playhq.com/auth/login> and ready prior to the toss. Should a club or team not meet this requirement the BDCA will determine an appropriate penalty.

- 2.6.3. The Away team must provide a scorebook to be used in conjunction with the electronic device. Should a Club or team not meet this requirement the BDCA will determine an appropriate penalty.
- 2.6.4. Captains are to inspect the wicket and oval with a Marsh - JLT Risk Assessment to be completed and be satisfied that play can commence on time, or the rescheduled start time in accordance with Rule 6.11 Adverse Conditions.

NB: if the risk assessment is not completed it may impact any insurance claims.

## 2.7. Records and Scoresheet

- 2.7.1. The home team is required to ensure all match results and player details are uploaded into *PlayHQ* by no later than 7 pm on the Wednesday following completion of that round of fixtures. A two (2) point fine is applicable to the home team if not complied with.
- 2.7.2. In the event of an abandoned match, all teams must still enter a team list into *PlayHQ*. A match cannot be abandoned until the scheduled start time of the game.
- 2.7.3. In the event of match being abandoned at the ground all players must be present at the ground when the match was called 'abandoned' to be a registered player for that match. These named players CANNOT take part in any other fixture for that round.
- 2.7.4. Once a match has been abandoned it WILL NOT be replayed.

## 2.8. Electronic Scoring

- 2.8.1. Clubs must ensure their teams have a *PlayHQ* admin login that they can use. You can only access *PlayHQ e-score* site with a *PlayHQ* admin login. If you don't have one, contact your Club administrator and have a designated team person added as a user.
- 2.8.2. Club and team administrators should log in to the *PlayHQ* site to select teams prior to the match: <https://ca.playhq.com> NB: not the *PlayHQ e-score* site.
- 2.8.3. On match day whilst in a Wi-Fi area you will need to log into the *PlayHQ e-score* site and download the match. If you have sim card this can be done at the ground. Bluetooth connection via a mobile phone is also another option. Once you have all players entered it is ready to commence scoring in for the match.
- 2.8.4. If you have a device (phone, iPad etc.) that has internet connectivity then you can sync the match at regular intervals. This allows live scoring that can be monitored via the *PlayCricket* app.
- 2.8.5. Once the match has finished ensuring everything is correct, then sync the match so all information is uploaded to *PlayHQ*.
- 2.8.6. After the match is uploaded enter the *PlayHQ* website and enter data as outlined in the procedures.
- 2.8.7. Non-compliance of these scoring procedures will incur a penalty as determined by the BDCA Executive under the Local Rules.
- 2.8.8. It is expected that all matches should be live scored on *PlayHQ*. The BDCA reserves the right to impose a penalty on any club that regularly does not live score their matches in any grade.

## 2.9. Post-Match Results and Scoresheets

- 2.9.1. At the completion of the match it is the HOME/HOST team's responsibility to ensure the match is uploaded to *PlayHQ* from the e-score site.

2.9.2. Enter the *PlayHQ* website through the Club or Team admin login and enter the required data as outlined below. If this is not possible at the end of the match the home team is to ensure it manually enters the match data before the allotted time as instructed in the Playing Rules 2.7.1.

2.9.3. The data required to be entered into *PlayHQ* by the home team is as follows:

- (i) Match result;
- (ii) Player's scores;
- (iii) All persons involved in all the dismissals; and
- (iv) All relevant data to complete the match.

If there is no appointed umpire to the game, the captains are to discuss and agree to the following:

- (i) Player votes for Cricketer of the Year; five (5) votes of one (1) through to five (5) for five (5) players only;
- (ii) Player votes for Fielding Awards; three (3) votes of one (1) through to three (3) for three (3) players only;
- (iii) Player votes for Wicketkeeper Awards in 1st, 2nd & 3rd Grades only; one (1) vote of up to five (5) for one (1) wicket keeper; and
- (iv) Umpires votes out of 10 (through the Captains Reports in *PlayHQ e-score*). Refer to criteria and as per Rule 2.9.6.

2.9.4. For 1<sup>st</sup> Grade teams it is necessary for the match data to be entered by SUNDAY 7 pm so the print media can provide a report on the fixtures.

2.9.5. The umpires are to provide their votes to the Umpires Coordinator who will enter them into *PlayHQ*. The umpires are required to provide their votes for:

- (i) Cricketer of the year (5,4,3,2,1);
- (ii) Fielding Award (3,2,1); and
- (iii) Wicketkeeper (score out of 5 for each keeper).

2.9.6. Umpire Ratings and Scores:

Where an umpire is appointed, the captains must complete voting on umpire performance as per following:

- (i) Appearance 1 to 5 points;
- (ii) Match Management 1 to 5 points;
- (iii) Communication 1 to 5 points;
- (iv) Maintaining Concentration 1 to 5 points;
- (v) Level of attitude to game 1 to 5 points;
- (vi) Accuracy of Decision making 1 to 5 points;
- (vii) Demonstrated knowledge of the Laws of Cricket and Local Rules (Yes or No);
- (viii) Could the Umpire advance to the next level (Yes or No);
- (ix) Captains must lodge the votes on *PlayHQ* by 8 pm the Monday night immediately following the match;

- (x) The votes are to be considered carefully without post game emotions affecting the voting. Look for consistency of decision making over both innings of the game;
  - (xi) Constructive comments that could be helpful for umpire management and improving performance. Abusive comments will not be tolerated and will be deemed a reportable offence. Positive comments are also welcomed.
- 2.9.7. The umpires shall check the correctness of the scores at the interval break and at the end of the match. If a discrepancy exists but cannot be found after checking batting and bowling figures, then a result will be determined by BOWLING figures as per the *PlayHQ* score.
- Requirements of Captains and Umpires with regard to each match report or scoresheet are as per BDCA POLICY D-4 Match Reports & Scoring Procedures
- 2.9.8. It is the responsibility of the batting team to complete the scorebooks in full at the completion of each innings. It is not the umpire's responsibility to complete scorebooks.
- 2.9.9. Manual Scorebook Data Requirements:
- 2.9.9.1. The match report shall show the complete results of the fixture and be signed by both captains (or deputised persons) and umpires as a true record of that game.
  - 2.9.9.2. An official umpire (or both captains if no official umpire is present at the game) shall indicate the finishing time of the game on the match report.
  - 2.9.9.3. The scoresheet must be completed in full with runs, wickets, catches, and stumpings etc. statistics recorded in full.
  - 2.9.9.4. Man of the Match and Team Points must also be recorded before the sheets are handed in.
  - 2.9.10. The BDCA Executive reserves the right to enforce penalties if a club or team does not comply with **Rule 2.7 requirements**.

### 3. Player Administration

#### 3.1. PlayHQ

- 3.1.1. The BDCA uses *PlayHQ* to administer player registrations and movements. All Clubs must use *PlayHQ* and abide by the Local rules contained in this Section.
- 3.1.2. A Club commits an offence if it allows a player to play for their Club in a match that is not in accordance with the Rules contained in this Section 3.
- 3.1.3. Fines may be issued if the rules in this section are not followed correctly.

#### 3.2. Registration

- 3.2.1. For the purpose of clarity, the term Registration of Players also includes Clearances and Transfers.
- 3.2.2. For each cricket season, a Club must register all players, including clearances and transfers using the *PlayHQ* website.
- 3.2.3. For Senior Men's 1<sup>st</sup> Grade and 2<sup>nd</sup> Grade matches, the BDCA does NOT provide for any player to register on the DAY of the Match. For players to be eligible to play in the 1<sup>st</sup> and 2<sup>nd</sup> grade fixtures they must be registered by the THURSDAY prior to playing.
- 3.2.4. For 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and Senior Women's 1<sup>st</sup> and 2<sup>nd</sup> Grade matches ONLY, the BDCA allows for an unregistered player to be registered on the day of the match if the player:
  - (i) Is not registered at or does not require a clearance from another club;

- (ii) The opposition captain agrees to that player playing prior to the commencement of that match; and
- (iii) Prior to match commencing, the players' details (name, address and date of birth) are entered and signed by the player on the rear of the match scoresheet; and
- (iv) The umpire(s) in charge of the match will verify the registration by signing their approval on the match scoresheet before the game commences;
- (v) In the absence of an umpire, both captains will verify the registration by signing their approval on the match scoresheet before the game commences;
- (vi) The club must register the player using *PlayHQ* within 72 hours of the match; and
- (vii) These transfer and clearance rules apply to all clubs both in and out of BDCA.

### 3.3. Clearances

- 3.3.1. The Clearance system provides for the Registration of Players and applies to players who are moving between registered clubs in the BDCA or moving from a club in another Association to a club in the BDCA.
- 3.3.2. The Clearance system is intended for those players who have left their club on a permanent basis and wish to continue their careers with a club in the BDCA. The BDCA will look unfavourably where clubs attempt to clear players in and out of Associations to work around rule 3.3. Accordingly, players can only be cleared into the BDCA once in a season unless with the prior written consent of the BDCA Executive.
- 3.3.3. A player who has played for one Club shall not be eligible to play for another Club without first obtaining a clearance from the owner Club using the processes in *PlayHQ*.
- 3.3.4. The BDCA does NOT provide for Clubs to transfer or seek clearance into the BDCA after 31 January.
- 3.3.5. The BDCA Administrator shall ensure Clubs are using the *PlayHQ* website process for clearing players.
- 3.3.6. Where a Clearance application has been denied or withheld by a Club, the BDCA Executive, upon the application of a player or Club affected, shall review such a decision, or grant a Clearance, if it is satisfied that the Clearance has been withheld unreasonably.
- 3.3.7. The Clearance application must be actioned within seven (7) days of receipt and resolution finalised between affected clubs with 14 days of lodgement.
- 3.3.8. Where a player is cleared from one Club to another Club during the cricket season, local playing rules for eligibility for matches and qualifications for finals (6.4; 6.5; 7.7.; 7.8; 8.5; and 8.7) apply to that player.
- 3.3.9. A BDCA registered player who plays cricket in another association without the prior written approval of the BDCA Executive will be deemed to have been cleared out of the BDCA by his club and no longer a registered player in the BDCA.

### 3.4. Transfers

- 3.4.1. The Transfer system is used for junior players moving between Clubs within the BDCA or for administration reasons such as Country XI, Country Cup or Country Week duties.
- 3.4.2. The BDCA Administrator shall ensure that Clubs are using the *PlayHQ* website process for Transferring players.



### 3.5. Dual Registered Players

- 3.5.1. The intent of the BDCA is that all players are only registered in one cricket association at all times.
- 3.5.2. If a player seeks to play in the BDCA whilst registered or playing in another Cricket Association that player's BDCA club must in writing request and obtain the approval of the BDCA Executive prior to playing. The written request shall include an explanation of why the player is playing in two Associations.
- 3.5.3. For the purpose of registration any Dual Registered players will be classed as an Imported Player for that Club. They therefore will be included in the allowance of two (2) Imported Players per team.
- 3.5.4. Any dual registered player must only represent BDCA Associations in any association fixtures unless prior written permission is obtained from the BDCA Executive. Non-compliance will mean that player is ineligible to participate in any BDCA competition for the remainder of that season.
- 3.5.5. The BDCA Administrator prior to the commencement of the season shall advise all clubs which players have been classified by the BDCA Executive as a dual registered player. Any players reclassified during the season will be advised immediately to all clubs.
- 3.5.6. Any locally based players will be exempt from the Dual registered rules 3.5.1-3.5.5 when playing outside the BDCA. When lodging the dual registered and imported players with the BDCA the host club will need to apply for consideration of the player(s) as a local player. The status of this player as a local player will be determined by the BDCA executive and will include (but not limited to):
  - (a) Players who have played Junior cricket in the BDJCA;
  - (b) Players who have played Senior cricket in the BDCA without playing in any other competition regularly; and
  - (c) Any other players deemed reasonable by the BDCA Executive.

A player may lose their local player status if they play more than half their games outside the BDCA in a season.

Any player moving into the BDCA, whilst playing in another competition, will be automatically classed as a Dual Registered player.

### 3.6. Imported Players

- 3.6.1. This local law is about clubs increasing their skill base by registering players onto their list who have a higher skill level relative to their Clubs current skill level. These players are defined as IMPORTED PLAYERS for the purpose of the local rules. Clubs must advise the BDCA the names of their imported players.
- 3.6.2. An imported player is defined as a person who just prior to registering with the BDCA:
  - (i) Has played cricket in another country in the past six (6) months AND is also a non-resident of Australia as per their visa; or
  - (ii) Is a non-resident of Australia as per their visa; or
  - (iii) Is registered with another club outside of the BDCA i.e., a dual registered player
- 3.6.3. There is provision to remove an IMPORTED PLAYER to local player status, on request from a Club, for a player that has played a minimum of 3 seasons in the BDCA competition and is applying for permanent residency in Australia. Formal Documentation will need to be provided by the Club to the BDCA Committee prior to consideration and approval.

- 3.6.4. Clubs are allowed two (2) Imported or Dual Registered players per team.
- 3.6.5. Players can only be cleared into the BDCA once in a cricket season deemed 1 October to 31 March unless they have obtained the prior written approval of the BDCA executive.
- 3.6.6. The number of imported players allowed to play in any grade fixture is 2.

#### 4. Fines and Penalties

- 4.1. The Secretary shall forward a written notice or via email providing notification to a Club or person of a fine or penalty as soon as practicable after the fine has been imposed.
- 4.2. The following fines relate to offences committed under these Playing Rules:
  - (i) A Club not represented at a BDCA meeting or where no valid apology is received prior to that scheduled meeting, the penalty is a loss of two (2) premierships points for each grade. A Club is entitled to one (1) valid apology prior to this penalty being imposed.
  - (ii) For any breaches under Section 3 - Registration, Clearance, Transfer (including Imported Players) of Players, the penalty is the loss of all accumulated premierships points for that match.
  - (iii) For any breaches under Section 6.4- Eligibility for Home and Away Matches, the penalty is four (4) premierships points
  - (iv) The BDCA Executive may determine that the team impacted by teams found guilty of breaching Section 3 or Rule 6.4 may be awarded four (4) points.
- 4.3. The following penalties may be enforced by the BDCA as a penalty for a club forfeiting a fixtured match. The BDCA may impose said penalties after considering any extenuating circumstances:
  - (i) If a club forfeits a match after 12pm on the Friday before a match that club will pay a fine of \$200 to the BDCA; and
  - (ii) If a club forfeits a match before 12pm on the Friday before a match that club will pay a fine of \$100 to the BDCA.

#### 5. Cricket Grounds and Wickets

- 5.1. The BDCA Administrator will allocate grounds to fixtures in consultation with Clubs.
- 5.2. The BDCA Committee will approve ground allocations to fixtures at next available BDCA Committee meeting.
- 5.3. Cricket Ovals must measure 65 metres from the centre of the wicket to the boundary or as near as possible, subject to impediments.
- 5.4. Cricket Clubs: For home ground fixtures, clubs are responsible for Turf wicket preparation and ground markings. Crease markings and inner circle to be correctly and clearly marked as per Appendix 3 of Local Rules.
- 5.5. Cricket Clubs are to make every effort to ensure that their Turf Wickets are available for play on the fixture date.
- 5.6. Covers may be used by Clubs to assist with the preparation of turf pitches.
- 5.7. 1<sup>st</sup> Grade matches MUST be played on turf. Regular season matches may be transferred to another ground after consultation with the Home Club, Away Club and BDCA Administrator.
- 5.8. For all other Grades, if prior to commencement of play, the turf wickets are found to be unsuitable for play due to rain or any other cause, play may be transferred to synthetic wickets allocated by the BDCA Administrator in consultation with Clubs.

5.9. The wearing of spikes is prohibited on synthetic wickets.

## 6. Senior Men's Competition

### 6.1. Match Results

The following match results are:

#### 6.1.1. Win:

The team with the highest number of runs accumulated in their batting innings; subject to 6.1.7.

#### 6.1.2. Forfeit:

If a team has seven (7) or less players present after 30 minutes from the scheduled start of play, this team will be deemed to have forfeited the match.

#### 6.1.3. Draw:

If a game cannot be completed for any reason or declared a wash out.

#### 6.1.4. Tie:

A tie occurs where the aggregate number of runs for both competing teams at the conclusion of the match is equal.

#### 6.1.5. Loss:

The team with the aggregate least number of runs scored at the conclusion of the match.

#### 6.1.6. No Result – Abandoned:

The requirement for a completed match in the BDCA is that each team must have the opportunity to bat for at least 50% of the scheduled overs.

The match shall be abandoned when there is no longer enough time for each side to receive at least 50% of the scheduled overs.

In the case of an odd number of scheduled overs the number of overs 50% is deemed as 50% then rounded higher, i.e., for 45 overs, 50% is deemed as 23 overs.

A "No result" will be the match outcome. Both teams will receive points as per rule 6.2.1.

#### 6.1.7. Interrupted Matches - Calculation of the Target Score:

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 50% of overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie.

#### 6.1.8. Prematurely Terminated Matches:

If the innings of the side batting second is suspended (with at least 50% overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth-Lewis-Stern method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

### 6.2. Match Points

6.2.1. Win 4 points

Forfeit	5 points
Tie	2 points each
Draw	2 points each
No result (Abandoned matches)	2 points each

Bonus Points (see Appendix 1) – maximum 1 point.

- 6.2.2. Match Points include Bonus points for ALL grades. A team receives one (1) bonus point when they achieve victory with a run rate of 1.25 times that of the opposition. A maximum of one (1) bonus point can be achieved. See Appendix 1 for a summary. Note only one (1) bonus point can be awarded.
- 6.2.3. If due to fixturing, there is a difference in the number of games played by teams within their grade, the total team aggregate match points will be adjusted by the required ratio so that such teams will not be disadvantaged by the unequal draw.
- 6.2.4. The BDCA Administrator is responsible for the confirmation of correct points. Points will be updated by Wednesday midnight – if a Club feels the points allocated are incorrect they must advise the BDCA before the beginning of the next scheduled fixture. After this time all points will stand and NO further correspondence will be entered into.

### 6.3. Awards

- 6.3.1. A batter to qualify must have recorded a score in at least six innings played in the grade and to have made minimum of 300 runs.
- 6.3.2. A bowler to qualify must have recorded bowling figures in at least six innings in the grade and obtained a minimum of 15 wickets.
- 6.3.3. The individual points for all grades are as follows:
- (i) Runs scored 1 point
  - (ii) Wickets taken 20 points
  - (iii) Catches taken 10 points
  - (iv) Stumpings 10 points
- 6.3.4. If due to fixturing, there is a difference in the number of games played by teams within their grade, then the number of runs made, wickets, catches and stumpings taken will be adjusted by the required ratio so that such players will not be disadvantaged by the unequal draw.
- 6.3.5. If due to fixturing, there is a difference in the number of games played by teams within their grade, then the aggregate points for batting, bowling and fielding will be adjusted by the required ratio so that such players will not be disadvantaged by the unequal draw.

### 6.4. Eligibility for Home and Away Matches

- 6.4.1. With the exception of Junior and Senior Women's players who also play in the BDCA Senior Men's, no player can participate in two games of cricket in a BDCA fixtured round as published in *PlayHQ*.
- 6.4.2. In the case of a Grade playing a different number of rounds to other Grades a round is deemed as the matches fixtured for that weekend.
- 6.4.3. Where a grade of cricket has a fixtured bye, the Club that has the bye may:
- (i) Demote a maximum of two (2) players to a lower grade from that Grade that has the bye or from any higher Grade;

- (ii) Where a Club has two or more grades with a bye in the same round a maximum of two (2) players can be demoted from those grades having the bye to lower grade teams;
  - (iii) Those same player(s) must play in that same lower grade for one (1) additional match before returning to a higher grade.
- 6.4.4. Where a Club has drawn the 'bye', in a particular Round, any player who plays in a lower grade for that club in the same round cannot play in the team of the higher grade which had the "bye" in its following round unless written permission has been obtained from the BDCA Executive.
- 6.4.5. If for any reason a club needs to go against rule 6.4.1-6.4.4 then application must be made to the BDCA Executive via email no later than Thursday before the match.
- 6.4.6. A team that breaches the Eligibility for Matches rules will lose all points accrued in that match.
- 6.4.7. Where the BDCA Executive has granted approval for a club to have more than one team in an individual grade - players are only permitted to represent one of those teams in a season. Any player who is in breach this rule is deemed ineligible and that team will lose all points accrued in that match.
- Any player eligible to play BDJCA junior cricket can play for either club side until 31 January each year. From that date any junior player is only eligible to play for 1 side only as per above.

## 6.5. Finals Qualification

This rule describes which grade(s) a player is eligible to play in throughout the finals series.

- 6.5.1. In order for a player to be eligible to play Finals:
- (i) The Club in which they are registered must have qualified to play Finals as published in the BDCA Ladder in *PlayHQ*; and
  - (ii) The player must have played at least six (6) matches in the applicable season for that club. Refer Rule 2.7 to clarify what constitutes a match played by a player.
- 6.5.2. The lowest grade in which a player is eligible to play finals for that club, is based on playing a minimum of six (6) home and away matches for that grade and that club.
- 6.5.3. Where a player has not played a minimum of six (6) home and away matches for any INDIVIDUAL grade, then the LOWEST grade a player is eligible to play finals for, is calculated by adding the number of matches played in their lowest grade to the number of matches they have played in their higher grade(s), until the minimum of six (6) has been met. Refer to 6.5.4 for examples.
- 6.5.4. Individual Qualification Examples:
- Example 1:
- Club 'X' has qualified for finals and has player 'P' who has played 8 home and away matches  
Player 'P' has played:
- (i) 1 match in 3<sup>rd</sup> Grade
  - (ii) 2 matches in 2<sup>nd</sup> Grade
  - (iii) 4 matches in 1<sup>st</sup> Grade
- Player 'P' is eligible to play finals for Club 'X' for 1<sup>st</sup> Grade subject to rule 6.5.3.

Example 2:

Club 'X' has qualified for finals and has player 'P' who has played 8 home and away matches  
Player 'P' has played:

- (i) 3 matches in 4<sup>th</sup> Grade
- (ii) 2 matches in 3<sup>rd</sup> Grade
- (iii) 2 matches in 2<sup>nd</sup> Grade

Player 'P' is eligible to play finals for Club 'X' for 3<sup>rd</sup> Grade and higher subject to rule 6.5.3.

6.5.5. If a Club has consecutive teams playing finals on the same weekend then the Club can select players in any grade they wish providing a player only plays a maximum of ONE grade lower than which they qualify in 6.5.2 and 6.5.3. Should consecutive teams not be playing on the same weekend then, rule 6.5.2 and 6.5.3 comes into effect. Refer to Rule 6.6 for examples.

## 6.6. Team Qualification Examples

6.6.1. Consecutive teams is based on the nominated team's of that particular Club, e.g.:

- (i) Club "X" has teams in 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Grade, so the consecutive teams would be 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, 3<sup>rd</sup> and 4<sup>th</sup>, 4<sup>th</sup> and 5<sup>th</sup>;
- (ii) Club "Y" has teams in 1<sup>st</sup>, 3<sup>rd</sup> and 4<sup>th</sup>, so the consecutive teams would be 1<sup>st</sup> and 3<sup>rd</sup>, 3<sup>rd</sup> and 4<sup>th</sup>;
- (iii) Club "Z" has teams in 2<sup>nd</sup> and 4<sup>th</sup>, so the consecutive teams would be 2<sup>nd</sup> and 4<sup>th</sup>;

6.6.2. Junior players:

In the event a club does not have sufficient players qualified to fill their lowest graded side in finals they can use junior players from their club on the basis:

- (i) Must have written permission from BDCA executive;
- (ii) The junior player must have played at least five (5) Junior games for that club's Junior sides in that season;
- (iii) The junior must not have played Junior or Senior cricket for any other club in that season – subject to exception and approval by BDCA Executive based on that club's available junior sides;
- (iv) If the junior has played Senior cricket at any time they only qualify for finals in a grade equal to or higher than the Senior grade played, i.e., if played one (1) game of 3<sup>rd</sup> Grade during year can only play 3<sup>rd</sup> Grade or higher; and
- (v) The junior player is at least 13 years of age on the day of the game.

## 6.7. General Conditions of play for Finals

6.7.1. The format, days, venues and playing conditions (including hours of play) for all finals will be decided upon by the BDCA Match Day Committee (BDCA Policy B-8, available on the [BDCA website](#)).

6.7.2. In the event of a semi-final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, then the side which has finished in the higher ladder position will advance to the further finals.

6.7.3. In the event of the Grand Final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, the first team into the Grand Final (i.e., the winner of the 2nd semi-final) will be the premiers side.

- 6.7.4. If the Grand final is a tie for 2nd, 3rd, 4th and 5th Grades, the premiership will be awarded to the winner of the 2nd semi-final.
- 6.7.5. If a 1<sup>st</sup> Grade turf wicket is unfit for play due to rain or other weather conditions, the game cannot be transferred to another suitable turf wicket ground.
- 6.7.6. In the Grand Final for 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Grade if a turf wicket is unfit for play due to rain or other weather conditions and prior to the commencement of the match the umpires believe insufficient time remains to obtain a result in accordance with BDCA Local Rules the game will be rescheduled for the following day.
- 6.7.7. The match will be rescheduled to the following day with the conditions of play and format set by the BDCA Match Day Committee of whose decision is absolute.
- 6.7.8. Once a Grand Final match has commenced the BDCA Local Rules apply in determining a result and a result must be determined on that day, i.e., Duckworth Lewis
- 6.7.9. 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> Grade matches can be transferred to synthetic wickets as determined by the BDCA Match Day Committee whose decision is absolute. A reserve ground will be fixtured as an alternate venue providing the game has not commenced.
- 6.7.10. All 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Grade finals shall be played with the same conditions as the qualifying matches.
- 6.7.11. If the home club is found negligent in their duties of preparing or covering the pitch the match result will be referred to the Protest and Disputes Board” BDCA Policy B-4 available on the [BDCA website](#).
- 6.7.12. Playing times may be altered for finals because of light problems towards the end of the season. With any changes made, club representatives will be notified before finals are played.
- 6.7.13. Selection of grounds for 1<sup>st</sup> and 2<sup>nd</sup> Semi-Finals will be in the following order:
- (i) First in 1<sup>st</sup> Grade
  - (ii) Third in 1<sup>st</sup> Grade
  - (iii) First in 2<sup>nd</sup> Grade
  - (iv) Third in 2<sup>nd</sup> Grade
  - (v) First in 3<sup>rd</sup> Grade
  - (vi) Third in 3<sup>rd</sup> Grade
  - (vii) First in 4<sup>th</sup> Grade
  - (viii) Third in 4<sup>th</sup> Grade
  - (ix) First in 5<sup>th</sup> Grade
  - (x) Third in 5<sup>th</sup> Grade

A team finishing in these positions can choose any ground which is still available. Once a ground has been selected no one else can choose it.

- 6.7.14. Selection of grounds for the Preliminary Finals will be in the following order:
- (i) Loser 1<sup>st</sup> Grade Second semi final
  - (ii) Loser 2<sup>nd</sup> Grade Second semi-final
  - (iii) Loser 3<sup>rd</sup> Grade Second semi-final

(iv) Loser 4<sup>th</sup> Grade Second semi-final

(v) Loser 5<sup>th</sup> Grade Second semi final

6.7.15. Selection of grounds for the Grand Finals will be in the following order:

(i) Winner 1st Grade Second semi final

(ii) Winner 2nd Grade Second semi-final

6.7.16. The venues for all Finals will be ratified by the BDCA Executive.

6.7.17. Covering of the pitch is expected to be done for ALL finals from 6pm Thursday evening if there is impending rain forecast should there be covers available at the ground. It is the responsibility of the Home Club to organise covers.

#### 6.8. 1st Grade Grand Final Format and Conditions

6.8.1. The match will be played over two (2) days, with each side having two innings each and 12 players per team (non-interchangeable from day 1 to day 2). Each innings shall be a maximum of 50 overs.

6.8.2. Bowlers are limited to 10 overs per innings each.

6.8.3. Hours of Play: Both days

10:00am – 1:00pm

Lunch and change of innings

1:30pm – 4:30pm

6.8.4. All decisions regarding the state of the wicket, ground and playing conditions (time and overs) will be made by the appointed match umpires.

6.8.5. Conditions of Play:

(i) If the Match starts on time, but time is lost after starting due to ground weather or light or any other wholly acceptable reason, the match is reduced by one (1) over for every 3.5 minutes of time lost. These overs are to come off the 2nd game only. Both sides are to receive 50 overs each in their 1<sup>st</sup> innings. If more than 3.5 hours of play is lost (60 overs), the result will be decided on the 1<sup>st</sup> innings. If a 1<sup>st</sup> innings result is not possible or is a tie, the winner will be the team that was the first team into the Grand Final (i.e., winner of the 2<sup>nd</sup> semi-final).

(ii) If the match start is delayed for more than two (2) hours due to ground, weather or light or any other wholly acceptable reason, there will be no play on the 1<sup>st</sup> day. On the 2<sup>nd</sup> day a 50 over/side game will be played. The Hours of play will be under Grand Final Rule 6.8.1. If it is not possible to obtain a result from this game or the game is a tie, the winner will be the team that was the first team into the Grand Final (i.e., winner of the 2<sup>nd</sup> semi-final).

(iii) If the match starts late due to ground weather or light or any other wholly acceptable reason, the second match is to be reduced by 1 over for every 3.5 minutes of time lost. Both sides will still receive 50 overs in their 1st innings in the first game. The lost overs will be deducted from each innings in the second game. Each team must receive 30 overs in their second game at this stage. If more time is lost after play has started, making it impossible for each side to receive a minimum of 30 overs in 2nd game, the match will be reduced to a 1<sup>st</sup> innings result. If there is a tie, the winner will be the team that was the first team into the Grand Final (i.e., winner of the 2<sup>nd</sup> semi-final).



- (iv) Once a side has commenced its 2nd innings, it must receive its full number of overs (as decided by the umpires). That is, any further delay after the 2<sup>nd</sup> game has started, does not affect the number of overs to be received.
  - (v) The winner will be the team with the highest aggregate run score over two (2) days.
  - (vi) If an outright tie results, the winner is to be the side leading on the 1st innings.
  - (vii) If a tie occurs on the 1st innings as well, the winner will be the first team into the Grand Final i.e., the winner of the 2<sup>nd</sup> semi-final.
- 6.8.6. Covering of the game day pitch and the complete square is MANDATORY from Thursday evening before the match until the final is complete. The covers may be removed for maintenance purposes and preparation of the game day pitch.

## 7. Senior Women's Competition

### 7.1. Match Conditions

- 7.1.1. A player from the batting side shall be the square leg umpire. The square leg umpire may be supported on the field by another player or team official to facilitate learning and instil confidence. These umpires/officials must not interact with the batters.
- 7.1.2. All players must be 13 years of age on the day of the match unless a dispensation has been granted from the BDCA executive committee.
- 7.1.3. Penalties for Slow Over Rates as per General rule 1.10, do not apply to the Senior Women's 2<sup>nd</sup> Grade competition.
- 7.1.4. In the Spirit of Cricket and player participation there is no maximum number of players allowed per team. Only 12 players are to be named on *PlayHQ*. There is no requirement to name the non-batter.
- 7.1.5. In the Spirit of Cricket and player participation lending of players is allowed for the Senior Women's 2<sup>nd</sup> Grade. If a team is short the other team can either:
  - (a) Lend fielders to ensure the fielding team has eleven (11) players on the field; or
  - (b) Reduce their number of fielders to equal the number of players in the short team, in which case wickets are allowed to be lost will be one (1) less the number of fielders.

When a team is short of players, batters are allowed to bat twice to make up the short players. The batters that bat twice are the lowest scoring players REGARDLESS OF BATTING POSITION. These players must come in AFTER any retired batters return to bat.
- 7.1.6. The match MAY be played out if agreed by both captains prior to the match commencing. Scoring MUST cease once the result of the match is determined.
- 7.1.7. Boundary size 50 metres from centre of wicket barring impediment.
- 7.1.8. If, prior to commencement of play, the turf wickets are found to be unsuitable for play due to rain or any other cause, play may be transferred to synthetic wickets allocated by the BDCA Competitions Coordinator in consultation Clubs. If there is rain forecast every effort will be made to ensure that games are played. If a match can be moved to a synthetic wicket then it is an expectation that the match will proceed.

### 7.2. Match Results

The following match results are:

- 7.2.1. Win:

The team with the greatest number of runs at the conclusion of the match.

7.2.2. Draw:

If a game cannot be completed for any reason or declared a wash out.

7.2.3. Forfeit:

7.2.4. If a team has 7 or less players present after 30 minutes of the proscribed start time this team will be deemed to have forfeited the match.

7.2.5. Tie:

7.2.6. A tie occurs where the aggregate number of runs for both competing teams at the conclusion of the match is equal.

7.2.7. Loss:

7.2.8. The team with the aggregate least number of runs scored at the conclusion of the match.

7.2.9. No Result – Abandoned:

The match shall be abandoned when there is no longer enough time to play five (5) overs per side. A “No result” will be the match outcome. Both teams will receive points as per rule 8.3.1.

### 7.3. Match Points

7.3.1. The following match points will be awarded:

Win	4 points
Forfeit	4 points non forfeiting team
Draw	2 points each
No result (Abandoned matches)	2 points each

### 7.4. Awards

7.4.1. A batter to qualify must have recorded a score in at least six innings played in the Senior Women’s competition.

7.4.2. A bowler to qualify must have recorded bowling figures in at least six innings in the Senior Women’s competition.

7.4.3. The individual points for all grades are as follows:

- (v) Runs scored 1 point
- (vi) Wickets taken 20 points
- (vii) Catches taken 10 points
- (viii) Stumpings 10 points

### 7.5. Eligibility for Home and Away Matches

7.5.1. With the exception of Junior players who also play in the BDCA Senior’s competition, no player can participate in two games of Senior Women’s cricket in a fixtured round as published in *PlayHQ*.

7.5.2. In the case of a grade playing a different number of rounds to other grades a round is deemed as the matches fixtured for that weekend.

7.5.3. Where a grade of cricket has a fixtured bye, the Club that has the bye may:

- (iv) Demote a maximum of two (2) players to a lower grade from that Grade that has the bye or from any higher Grade;
  - (v) Where a Club has two or more grades with a bye in the same round a maximum of two (2) players can be demoted from those grades having the bye to lower grade teams;
  - (vi) Those same player(s) must play in that same lower grade for one (1) additional match before returning to a higher grade.
- 7.5.4. Where a Club has drawn the ‘bye’, in a particular Round, any player who plays in a lower grade for that club in the same round cannot play in the team of the higher grade which had the “bye” in its following round unless written permission has been obtained from the BDCA Executive.
- 7.5.5. If for any reason a club needs to go against rule 8.5.1 - 8.5.3 then application must be made to the BDCA Executive via email no later than Thursday before the match.
- 7.5.6. A team that breaches the Eligibility for Matches rules will lose all points accrued in that match.
- 7.5.7. Where the BDCA Executive has granted approval for a club to have more than one team in an individual grade - players are only permitted to represent one of those teams in a season. Any player who is in breach this rule is deemed ineligible and that team will lose all points accrued in that match.

Any player eligible to play BDJCA junior cricket can play for either club side until 31 January each year. From that date any junior player is only eligible to play for 1 side only as per above.

## 7.6. Finals Qualification

- 7.6.1. In order for a player to be eligible to play Finals in the Senior Women’s competition:
- (i) The Club in which they are registered must have qualified to play Finals as published in the BDCA Ladder in *PlayHQ*; and
  - (ii) The player must have played at least four (4) Senior Women’s matches in the applicable season for that club to qualify for finals. Refer to Rule 2.7 to clarify what constitutes a match played by a player.
- 7.6.2. If a player has played more 1<sup>st</sup> grade matches compared to 2<sup>nd</sup> grade matches then that player is ineligible for 2<sup>nd</sup> grade finals.
- 7.6.3. Individual Qualification Examples for Clubs with 1<sup>st</sup> and 2<sup>nd</sup> grade teams:

1 <sup>st</sup> grade	2 <sup>nd</sup> grade	Eligibility subject to 8.6.1
1	3	1 <sup>st</sup> and 2 <sup>nd</sup> grade
2	2	1 <sup>st</sup> and 2 <sup>nd</sup> grade
3	2	1 <sup>st</sup> grade

- 7.6.4. If a Club has 1<sup>st</sup> and 2<sup>nd</sup> Grade teams playing finals on the same weekend then the Club can select players in any grade they wish providing they qualify as per rule 8.6.1. Should a Club not have 1<sup>st</sup> and 2<sup>nd</sup> Grade teams playing on the same weekend then, rule 8.6.2 comes into effect. Refer to Rule 8.6.3 for examples.
- 7.6.5. Junior players:

In the event a club does not have sufficient players qualified to fill their 2<sup>nd</sup> Grade side in finals they can use Junior players from their club on the basis:

- (vi) The Club must have written permission from the BDCA executive;
- (vii) The Junior player must have played at least three (3) Junior games for that club's Junior sides in that season;
- (viii) The Junior must not have played Junior or Senior cricket for any other club in that season – subject to exception and approval by BDCA Executive based on that club's available Junior sides;
- (ix) If the Junior has played Senior cricket at any time they only qualify for finals in a grade equal to or higher than the Senior grade played, i.e., if played one (1) game of 1<sup>st</sup> Grade during year can only play 1<sup>st</sup> Grade or higher; and
- (x) The junior player is at least 13 years of age on the day of the game.

### 7.7. General Conditions of play for Finals

- 7.7.1. The format, days, venues and playing conditions (including hours of play) for all finals will be decided upon by the BDCA Match Day Committee (BDCA Policy B-8, available on the [BDCA website](#)).
- 7.7.2. All finals shall be played with the same playing conditions as the qualifying matches. The finals format will consist of a maximum of 30-Overs, between:
  - (i) First Semi-final: 3<sup>rd</sup> v 4<sup>th</sup> on the ladder
  - (ii) Second Semi-final: 1<sup>st</sup> v 2<sup>nd</sup> on the ladder
  - (iii) Preliminary Final: Loser of 1<sup>st</sup> v 2<sup>nd</sup> Semi-final v winner of 3<sup>rd</sup> v 4<sup>th</sup> Semi-final.
  - (iv) Grand Final: Winner of 1<sup>st</sup> v 2<sup>nd</sup> Semi-final v winner of preliminary final for the I.
- 7.7.3. In the event of a Semi-final or Preliminary Final not reaching a first innings decision due to tie, the unfit state of the ground, wicket or light for play to continue, then the side which has finished in the higher ladder position will advance to the further finals.
- 7.7.4. In the event of the Grand Final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, the first team into the Grand Final (i.e., 1<sup>st</sup> on the ladder) will be the premiers side.
- 7.7.5. In the event of a tie in the Grand Final, the premiers will be awarded to the team that finished in the higher ladder position.
- 7.7.6. Once a Grand Final match has commenced the BDCA Local Rules apply in determining a result and a result must be determined on that day, i.e., Duckworth Lewis Stern.
- 7.7.7. Senior Women's matches can be transferred to synthetic wickets as determined by the BDCA Match Day Committee whose decision is absolute. A reserve ground will be fixtured as an alternate venue providing the game has not commenced.
- 7.7.8. If the home club is found negligent in their duties of preparing or covering the pitch the match result will be referred to the Protest and Disputes Board" BDCA Policy B-4 available on the [BDCA website](#).
- 7.7.9. Playing times may be altered for finals because of light problems towards the end of the season. With any changes made, club representatives will be notified before finals are played.
- 7.7.10. Selection of grounds for the Semi-finals will be in the following order:

- (i) First in 1<sup>st</sup> Grade
- (ii) Third in 1<sup>st</sup> Grade
- (iii) First in 2<sup>nd</sup> Grade
- (iv) Third in 2<sup>nd</sup> Grade

7.7.11. Selection of grounds for the Preliminary Finals will be in the following order:

- (i) Loser 1<sup>st</sup> Grade Second Semi final
- (ii) Loser 2<sup>nd</sup> Grade Second Semi-final

7.7.12. Selection of grounds for the Grand Finals will be in the following order:

- (iii) Winner 1<sup>st</sup> Grade Second Semi-final
- (iv) Winner 2<sup>nd</sup> Grade Second Semi-final

7.7.13. The venues for all Finals will be ratified by the BDCA Executive.

7.7.14. Covering of the pitch is expected to be done for ALL finals from 6pm Thursday evening if there is impending rain forecast should there be covers available at the ground. It is the responsibility of the Home Club to organise covers.

## 7.8. General Rules

7.8.1. Retirement for Batters:

- (i) A Batter has the option to retire when they reach 50 runs. If they choose to retire, they may not resume batting until the fall/retirement of the last wicket.
- (ii) A Batter can retire at any point prior to 50 runs but is not permitted to return to batting unless the retirement was for injury or illness in accordance with the MCC Laws of Cricket.

The umpire must be informed by the batter the reason for their retirement.

7.8.2. Captains must refer and adhere to Appendix 1 Junior fast bowling guidelines.

## 8. Masters Competition

### 8.1. Match Results

8.1.1. The following match results are:

8.1.2. Win:

The team with the greatest number of runs at the conclusion of the match.

8.1.3. Forfeit:

If a team has seven (7) or less players present after 30 minutes of the prescribed starting time, this team will be deemed to have forfeited the match.

8.1.4. Draw:

If a game cannot be completed for any reason or declared a wash out.

8.1.5. Tie:

A tie occurs where the aggregate number of runs for both competing teams at the conclusion of the match is equal.

8.1.6. Loss:

The team with the aggregate least number of runs scored at the conclusion of the match.

#### 8.1.7. No Result – Abandoned:

The match shall be abandoned when there is no longer enough time to play five (5) overs per side. A “No result” will be the match outcome. Both teams will receive points as per rule 9.2.1.

### 8.2. Match Points

#### 8.2.1. The following match points will be awarded:

Win	4 points
Forfeit	4 points non forfeiting team
Draw	2 points each
No result (Abandoned matches)	2 points each

### 8.3. Eligibility for Home and Away Matches

8.3.1. To be eligible to play the player must be at least 40 on the 1<sup>st</sup> September in the year the competition begins.

8.3.2. In order for a player to be eligible to play Finals a player must play in three (3) or more matches for that team.

## Appendix 1: Bowling workloads

### From Cricket Australia:

Over the past year our understanding of how workload may contribute to bone stress injury in young fast bowlers has advanced significantly.

As a result, the existing youth fast bowling guidelines have been refined. Consultation with State/Territory medical and fitness staff, as well as pace bowling coaches, has provided a clear Australian Cricket position.

Below is a summary of the rationale to change and the changes themselves.

### Rationale to change

- Lumbar (low back) stress fracture is the most debilitating fast bowler injury and results in the most time missed due to any injury in young fast bowlers.
- Adolescence provides a “window of opportunity” to improve bone strength with consistent bowling through this period when bone is thought to be responsive to well-planned loading. This has potential to develop a stronger thicker lumbar vertebra that are better capable of withstanding the loads of fast bowling
- Cricket Australia research shows that the frequency of bowling sessions (more sessions per week and less time between sessions) increases the risk of developing a lumbar stress fracture. This was a more prominent risk factor than the number of balls bowled
- Sustained bowling over a prolonged period of time (e.g 3 months) without a rest period is also a risk factor in the development of lumbar stress fracture
- The existing guidelines are complex and can result in young bowlers not getting the consistent bowling through a week that they require for their physical and technical development

GUIDELINES

Avoid bowling more than 2 days in a row where possible
Avoid bowling more than 4 days in a week
Allow one easy week (eg: 50% of target load) every 4-5 weeks
Schedule a week off bowling after every 10-12 weeks of bowling to allow your body to recover

Age	Max overs per spell	Max overs in a day
Under 13*	4	8
Under 15	5	12
Under 17	5	16

Rest between spells should be the same number of overs from the same end as the completed spell.

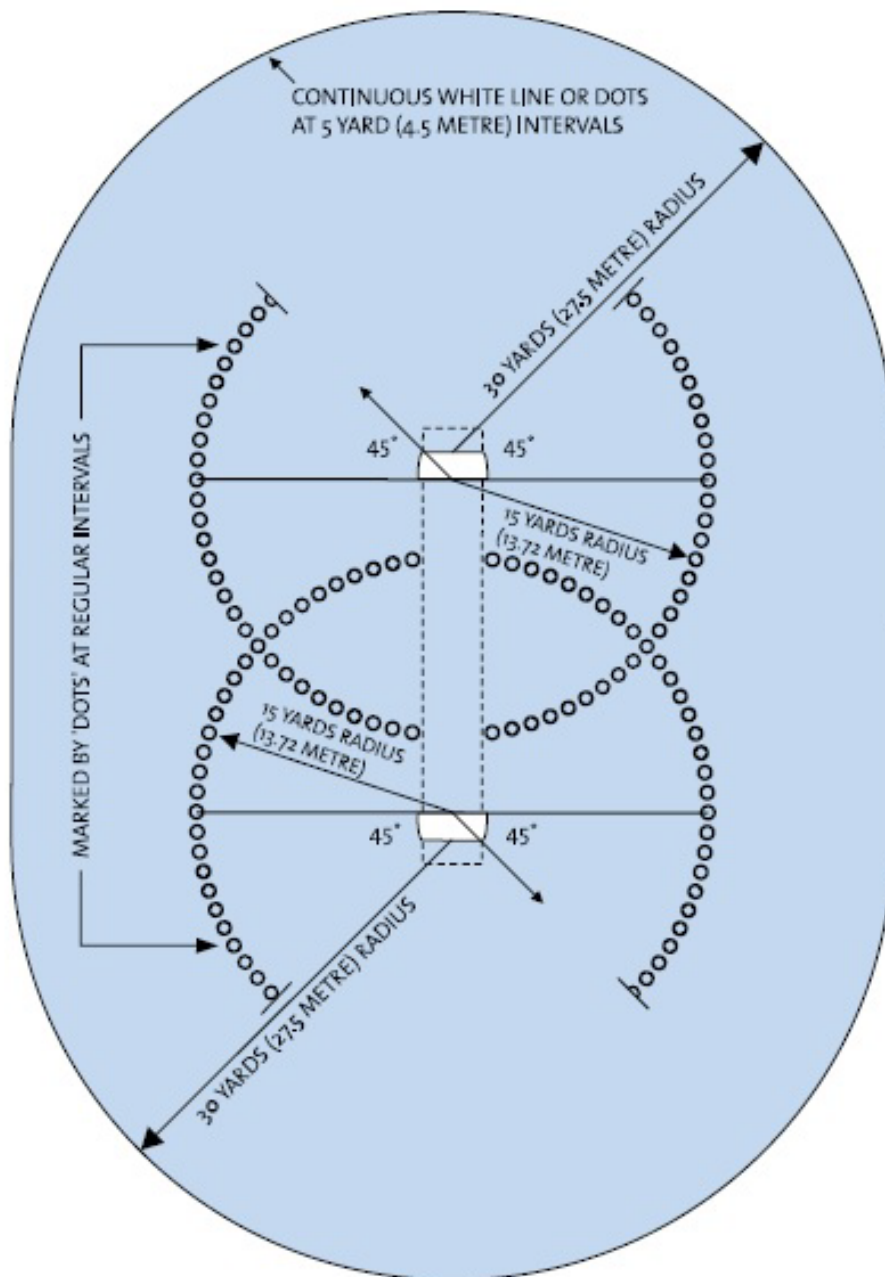
\*Women’s competition only

Appendix 2: Bonus point summary

Team Batting First		Team Batting Second				Team Bowling Second			
Score	Run Rate	1 Bonus Point		1 Additional Bonus Point		1 Bonus Point		1 Additional Bonus Point	
		Required Run Rate	Overs to win	Required Run Rate	Overs to win	Required Run Rate	Target Score	Required Run Rate	Target Score
300	6	7.525	40	12.04	25	4.8	240	3	150
275	5.5	6.9	40	11.04	25	4.4	220	2.74	137
250	5	6.275	40	10.04	25	4	200	2.5	125
225	4.5	5.65	40	9.04	25	3.6	180	2.24	112
200	4	5.025	40	8.04	25	3.2	160	2	100
175	3.5	4.4	40	7.04	25	2.8	140	1.74	87
150	3	3.775	40	6.04	25	2.4	120	1.5	75
125	2.5	3.15	40	5.04	25	2	100	1.24	62
100	2	2.525	40	4.04	25	1.6	80	1	50
75	1.5	1.9	40	3.04	25	1.2	60	0.74	37

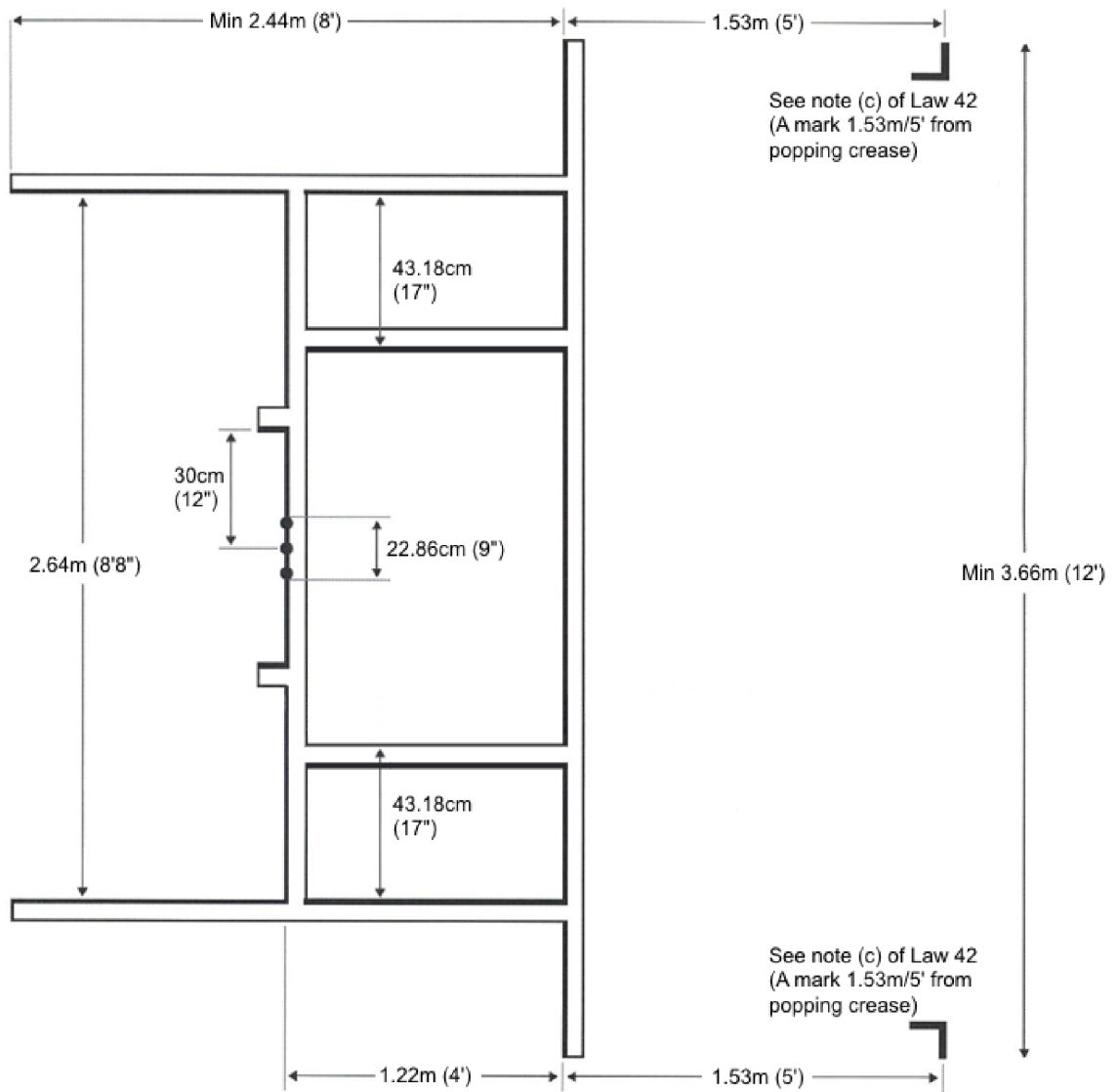
### Appendix 3: Fielding circle restrictions

- (i) Two semi-circles are drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 30 yards (27.432m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The following diagram depicts the foregoing description of the fielding circle marking:
- (ii) At the instant of delivery, there may be no more than five fieldsmen on the on side.
- (iii) In addition to the restriction contained in clause paragraph (ii) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (herein referred to as the Fielding Restriction Overs) are set out in the following paragraphs.(i)





## Appendix 4: Pitch markings



## BDCA Playing Conditions for Senior Men's Competition

These playing conditions are for 20 over and one-day games. Please refer to T20 Playing Conditions for Senior Men's Competition for additional playing conditions specific to 20 over games.

### Preamble – Spirit of Cricket

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.

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.

The BDCA playing conditions for the Senior Men's have been formatted as per the [Marylebone Cricket Club \(MCC\) Laws of Cricket](#). Where the MCC law have been revised for local conditions, the amendment to the law is stated.

### LAW 1 (The players) is modified.

Law 1 shall apply subject to the following:

Law 1.2 (Nomination of players) is replaced.

Law 1.2 is replaced with the following:

- (a) All team lists must be entered into online before the toss.
- (b) It is the captain's responsibility to ensure that they are aware of all players under 19 years of age on 31 August prior to the cricket season in question.
- (c) It is the captain's responsibility to ensure all under aged players do not exceed the number of overs bowled per day. Captains are to advise umpires of any players under the age of 19.

#### *Bowling Restrictions as per Cricket Australia*

Age	Max overs per spell	Max overs in a day
Under 15	5	12
Under 17	5	16

## **LAW 2 (The umpires) is modified.**

Law 2 shall apply subject to the following:

- (a) Where two BDCA-appointed umpires are present, they shall officiate together for the duration of play.
- (b) The Umpires shall be the sole judges of the fitness of the ground, weather, and light for play.
- (c) Where only one BDCA appointed umpire is present that umpire shall officiate at the non-striker's end only. That umpire shall be the sole judge of the fitness of the ground, weather, and light for play.
- (d) Where only one BDCA-appointed umpire is present it is the batting captain's responsibility to appoint a competent person to act as an umpire at the striker's end.
- (e) Where only one BDCA-appointed umpire is present at the scheduled match commencement time and at any time during the match the BDCA appointed umpire believes that the umpire standing at the striker's end is not adequately performing their duties the umpire can change the umpire standing at the striker's end.
- (f) Where no BDCA-appointed umpire is present, the captains shall appoint umpires.

## **Law 2.7 (Fitness for play) is modified.**

Law 2.7 shall apply subject to the following:

- (a) Artificial Lighting The use of artificial light to supplement natural daylight, in any match, is not permitted.
- (b) Lightning:
  - (i) Play shall cease immediately, if a lightning flash is followed by thunder 30 seconds or less.
  - (ii) Play shall not resume until 30 minutes after the last lightning flash.
  - (iii) Immediately following the interruption of play, persons are not permitted to enter the field of play to lay pitch covers. No person may remain on, or enter, the field of play in the event that a lightning flash is followed by thunder of 30 seconds or less and shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition.
  - (iv) Anytime lost under this playing condition is time lost in the game and Duckworth-Lewis-Stern comes into play.
- (c) The BDCA have the right to call off a round of or finals cricket if the weather forecast is extreme.
- (d) The Pitch and Ground Preparation:
  - (i) The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.
  - (ii) In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, the host club shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable.
- (e) Rain: After an interval or interruption, subject to the other provisions of Law 2.8, play will resume unless the umpire(s) believe that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.
- (f) Responsibilities of Umpires Subject to Law 2 (The umpires).

- (g) BDCA appointed umpires are the sole judges of the fitness of the pitch, ground, weather, and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

### **LAW 3 (The scorers) is modified.**

Law 3 shall apply subject to the following:

The scorers shall always have a handwritten score sheet during play. The home club scorer must score by computer or other electronic device and shall prior to play, fully charge the devices battery.

### **LAW 4 (The ball) is modified.**

Law 4 shall apply subject to the following:

- (a) Each fielding team shall have one new BDCA approved ball, to be used for the duration of each innings.
- (b) In all Senior Men's 1<sup>st</sup> Grade games WHITE 156-gram 4-piece Kookaburra balls are to be used.
- (c) In all Senior Men's 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Grade games, PINK 156-gram 4-piece Kookaburra balls are to be used.
- (d) The use of saliva on the ball is no longer permitted under MCC Law 41.3. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.
- (e) During play, the umpires shall periodically inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

#### **Law 4.5 (Ball lost or becoming unfit for play)**

- (a) In the event of the ball becoming lost or, in the opinion of the umpires, unfit for play, the ball shall be replaced with a BDCA approved ball that has had a similar amount of wear.
- (b) If a suitable ball is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement is located.
- (c) The number of overs and/or time lost whilst play has been suspended shall be added on to the day's play. The period for which play is suspended shall not count as part of playing time.
- (d) Both teams shall assist with the application of this Playing Condition, by providing a selection of replacement balls of suitable age, condition, and colour, for use if required.

### **LAW 5 (The bat) shall apply.**

### **LAW 6 (The pitch) shall apply.**

### **LAW 7 (The creases) shall apply.**

### **LAW 8 (The wickets) shall apply.**

### **LAW 9 (Preparation and maintenance of the playing area) shall apply.**

### **LAW 10 (Covering the pitch) is modified.**

Law 10 shall apply subject to the following:

- (a) All participants in every match are to strive to maximise opportunities to play.
- (b) Pitch covers are to be made available and used for all matches unless the permission of the BDCA has been granted to the contrary.

- (c) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.
- (d) Sponge rollers may be used any time. Such use does not constitute rolling of the pitch under Law 9.
- (e) Sponge rollers may be used, whether the covers are in place on the pitch or not, to remove surface water to enable play to commence, or recommence, as soon as possible.

**LAW 11 (Intervals) shall not apply.**

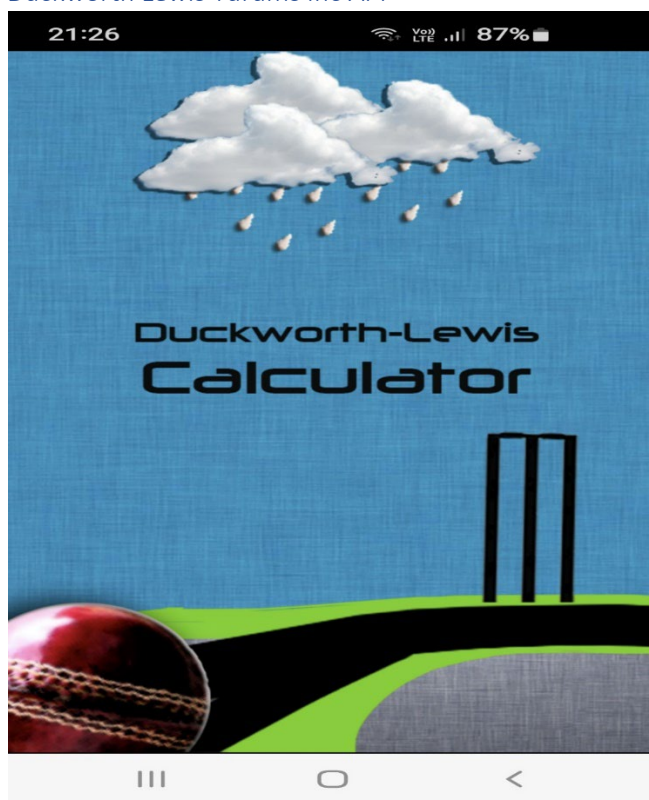
Law 11 is revised for BDCA matches as follows:

- (a) Local custom is to have a single drink break taken at the halfway point of the innings.
- (b) Drinks breaks shall not exceed five (5) minutes.
- (c) The option to take drinks will be available to either team and if both teams and umpires decline play will continue, e.g., a result is likely to occur imminently.
- (d) Extra drink breaks can be taken on hot days or extreme weather or temperature if both captains and match umpires agree at the start of the day’s play.
- (e) If extra drinks breaks are taken during an innings, the finish time for each innings may be extended five (5) minutes for each drinks break taken in each innings. This is in addition to allowances for lost time that aren’t the fault of the fielding side.
- (f) At the fall of the wicket drinks can be brought on to the field of play providing that it does not slow down the play.

**LAW 12 (Start of play; cessation of play) shall not apply.**

Law 12 is revised for BDCA matches as per the table below. These playing times may vary with approval of the BDCA.

GRADE	Balls per team	Maximum overs per bowler	Playing times			
			START	BREAK	RESTART	FINISH
1 <sup>ST</sup>	300 legitimate balls	10	12:30PM	3:30PM	3:50PM	6:50PM
	270 legitimate balls <b>(until 30 October)</b>	9	12:30PM	3:10PM	3:30PM	6:10PM
2 <sup>ND</sup>	300 legitimate balls	10	12:30PM	3:30PM	3:50PM	6:50PM
	270 legitimate balls <b>(until 30 October)</b>	9	12:30PM	3:10PM	3:30PM	6:10PM
3 <sup>RD</sup>	270 legitimate balls	9	1.00PM	3:40PM	4.00PM	6:40PM
4 <sup>TH</sup>	240 legitimate balls	8	1:00PM	3:30PM	3:50PM	6:20PM
5 <sup>TH</sup>	240 legitimate balls	8	1:00PM	3:30PM	3:50PM	6:20PM
<b>Men’s T20</b>	120 legitimate balls	4	TBA	TBA	TBA	TBA



When using the Duckworth-Lewis calculator app, the “G50 Value” **MUST** be set to 200. This can be found on the “About” Tab.

#### *Time lost before play starts*

In all BDCA matches if time is lost due to ground, weather or light or any other acceptable reason and before the call of play for the first innings, the start time can be moved back by 10 minutes by reducing the change of innings break from 20 minutes to 10 minutes.

Aside from the above overs will be lost at a rate of 1 over for every 3.5 minutes or part thereof.

The number of overs lost to play will be divided by 2 and the result will be subtracted from each team’s innings.

**Example;** a 50 over game is due to start at 12:30pm.

- (i) There is a delay of 45 minutes before play can start.
- (ii) Firstly, reduce the change of innings break from 20 minutes to 10 minutes. This will leave 35 minutes lost.
- (iii) The remaining 35 minutes = 10 overs lost to play. (35 minutes lost divided by 3.5 minutes per over = 10 overs)
- (iv) Divide the 10 overs lost by the 2 innings means 5 overs will be deducted from each innings. The match is now a 45 over game.

#### *Time lost after play has started 1<sup>st</sup> innings*

1. Once play has been called for the first innings, any time lost to the game due to ground, weather, light or any other acceptable reason, Duckworth Lewis calculation must be used.
2. During the first innings each time there is an interruption to play due to ground, weather or light, and the players leave the field the Umpire or Captains **MUST** note the following details

- (a) Time when leaving the ground. (You will need this to enable you to calculate overs lost);
- (b) The number of overs bowled;
- (c) The total wickets that have fallen;
- (d) Calculate the number of overs lost to play;
- (e) The score at each interruption; and
- (f) Put the above into the D/L calculator.

**It is important to note that you must put each interruption in separately.**

**DO NOT add together to come up with a target score.**

3. Once the calculation has been completed the revised overs and score will automatically show on the 2<sup>nd</sup> innings TAB.
4. During the 1<sup>st</sup> innings and prior to each restart of play the Umpire/Captain MUST inform both Captains/opposition Captain of how many overs have been lost due to the stoppage and what the revised number of overs are that need to be bowled including the bowling and fielding restrictions as these will change with each stoppage.

*Time lost during 2<sup>nd</sup> innings*

1. If there is time lost due to ground, weather, light or any other acceptable reason prior to the start or during the second innings the same information MUST as the 1<sup>st</sup> innings (2 above) so a revised target score can be calculated.
2. Each interruption of the 2<sup>nd</sup> innings MUST be entered into Duckworth Lewis before play resumes as each interruption changes the target score. Field restriction and bowlers overs also change.
3. During each interruption of the second innings the Umpire/Captains must inform and/or be aware of the revised number of overs remaining and the target score to achieve a result.
4. The Umpire MUST also inform both Captains of the revised bowling and fielding restrictions.

**It is important to note that you must put each interruption in separately.**

**DO NOT add them together to come up with a target score.**

**As an example for a 50 over match**, the information that would be collected by the Umpire/Captain(s) is shown below.

**First Innings (2 stoppages)**

	Overs played	Wickets lost	Overs lost	Score
<b>First interruption</b>	7.4	1	7	N/R (only final score required in 1 <sup>st</sup> innings)
<b>Second interruption</b>	24	4	11	Final score 182

Duckworth Lewis sets a target of 194 to win from 32 overs. (See screenshot 1 below)

**Second Innings (2 stoppages)**

	Overs played	Wickets lost	Overs lost	Score
--	--------------	--------------	------------	-------

<b>First interruption</b>	4.2	0	5	17 (required as targets will change)
<b>Second interruption</b>	20	4	3	101

Duckworth Lewis sets a new target of 153 for team “B” to win. (See screenshot 3 below)

**In summary.**

After 2 interruptions the 1<sup>st</sup> innings team “A” scored is 182 from their revised 32 overs. Team “B” require 183 to win. (See screenshot 1 below)

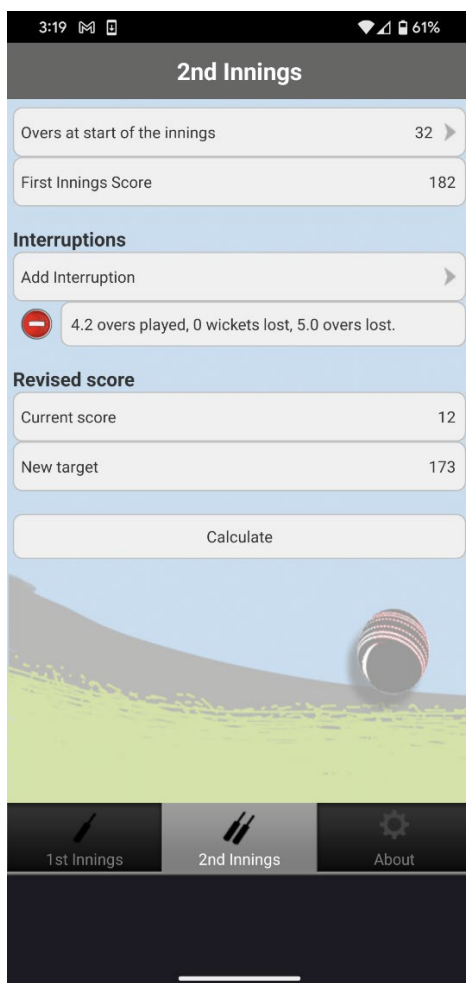
In the 2<sup>nd</sup> innings team “B” are batting and were forced to leave the field after playing 4.2 overs with the score at 0 for 12. They lost 5 overs batting time.

Duckworth Lewis sets a new target of 173 for team “B” to win. (See screenshot 2 below)

There is a second delay. Team “B” has now batted for 20 overs and lost 4 wickets. This time they lost 3 overs batting time.

Duckworth Lewis sets a new target of 153 for team “B” to win. (See screenshot 3 below)

**Please Note:** Duckworth Lewis must be calculated after each delay in the 2<sup>nd</sup> innings only as the targets change with each delay.





## **LAW 13 (Innings) is modified**

Law 13 shall apply subject to the following:

**Number of Innings** Each team is limited to one innings.

### **Match affected by ground, weather, or light conditions:**

- (a) All grades playing 1-day matches affected by ground, weather, or light conditions, must have an opportunity to play 50% of their scheduled innings to constitute a match or the match will be abandoned.
- (b) The latest a match can start is depending on the number of overs scheduled for each innings of the match.
- (c) 50 over match's scheduled to start at 12.30pm = 3.50pm start at the latest (25 overs each innings).  
If the 2<sup>nd</sup> innings is delayed, they must start by 5.20pm to complete their 25 overs
- (d) 45 over match's scheduled to start at 12.30pm = 3.30pm start at the latest (22 overs each innings)  
If the 2<sup>nd</sup> innings is delayed, they must start by 4.50pm to complete their 22 overs
- (e) 45 over match's scheduled to start at 1.00pm = 4.00pm start at the latest (22 overs each innings)  
If the 2<sup>nd</sup> innings is delayed, they must start by 5.20pm to complete their 22 overs
- (f) 40 over match's scheduled to start at 1.00pm = 3.50pm start at the latest (20 overs each innings)  
If the 2<sup>nd</sup> innings is delayed, they must start by 5.05pm to complete their 22 overs
- (g) 30 over match's scheduled to start at 10.30am = 12.30pm start at the latest (15 overs each innings)  
If the 2<sup>nd</sup> innings is delayed, they must start by 2.00pm to complete their 25 overs
- (h) Bowler's overs are to be calculated where they do not bowl more than 20% or 1/5<sup>th</sup> of the overs. At the time of recalculation if a bowler has bowled more than 20% (1/5<sup>th</sup>) they are to cease bowling immediately. If they have not completed an over the over must be completed by another player.
- (i) The part over will count as an over completed by the player bowling the part over.
- (j) Field restrictions for each innings shall be reduced in proportion to the time lost. See attached chart at the end of this document.
- (k) If the match is unable to commence by the above times, it shall be abandoned and declared a draw.
- (l) Completed Innings Law 13.3.3 & Law 13.3.4 shall not apply

### **The Toss**

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires. To allow for team warm-ups the toss shall be 30 minutes before the scheduled or any rescheduled time for the match to start providing that the pitch has finished being prepared. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl.

Note the provision of Law 1.3 (Captain).

**LAW 14 (The follow on) shall not apply.**

**LAW 15 (Declaration and forfeiture) shall not apply.**

**LAW 16 (The result) is modified.**

Law 16 shall apply subject to the following:

Law 16.1 (A Win – two-innings match) shall not apply.

Law 16.2 (A Win – one-innings match) shall apply.

In any Grade, in any Game, once there is a result, the game concludes.

**LAW 17 (The over) shall apply.**

**LAW 18 (Scoring runs) shall apply.**

**LAW 19 (Boundaries) shall apply.**

**LAW 20 (Dead ball) shall apply.**

**LAW 21 (No ball) is modified.**

Law 21 shall apply subject to the following:

Free Hit after any No Ball (1<sup>st</sup>, 2<sup>nd</sup> Grade competitions only)

- (a) The delivery following any No ball signal (Law 21) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit ball is called a Wide.
- (c) Changes to fielding positions for free hit deliveries are not permitted unless:
  - (i) There is a change of striker, or
  - (ii) The no ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
- (d) When a non-turf pitch or synthetic pitch is being used and the ball once it has been bowled pitches wholly or partially off the pitch before it reaches the line of the striker's wicket will be called a no ball.
- (e) The umpire shall signal no ball and then signal a free hit by extending one arm straight up and moving it in a circular motion.

**LAW 22 (Wide ball) is modified.**

Law 22 shall apply subject to the following:

- (a) Umpires are to call leg side wides in 1st and 2nd Grade when a delivery that passes outside the leg stump without making any contact with the striker's bat or person shall be called and signalled Wide ball unless the ball passes between the striker and the stumps.
- (b) In 3rd, 4<sup>th</sup>, 5th, and women competitions a ball passing behind the batter and outside the batter's position when in their batting stance shall be deemed a wide.

### **LAW 23 (Bye and leg bye) shall apply.**

### **LAW 24 (Fielder's absence; substitute) is modified.**

Law 24 shall be replaced with the following:

- (a) A team shall consist of a maximum of twelve (12) players.
- (b) Only eleven (11) fielders shall be allowed on the field at any one time.
- (c) Only eleven (11) players are allowed to bat. There is no requirement to nominate the non-batter.
- (d) In any Grade fixture, a team must have at least 8 players to partake in the match.
- (e) Substitute players may be used.
- (f) Substitute players cannot act as Captain, Bat, Bowl or be the wicket keeper.
- (g) Substitute players must be a registered with the club they are acting as a substitute player.

### **LAW 25 (Batter's innings; runner) is modified**

Law 25 shall apply subject to the following:

Batter Retiring:

- (a) An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.
- (b) A team is considered dismissed and deemed to have lost 10 wickets, even if batters are absent, ill, or injured.

### **LAW 26 (Practice on the field) shall apply.**

### **LAW 27 (The wicket-keeper) is modified.**

Law 27 shall apply subject to the following:

Protective Equipment – The wicket keeper:

- (a) At all times in all grades when wicket-keeping up to the stumps, the wicketkeeper shall wear a British Standard (BS7928:2013) helmet.
- (b) Wicketkeepers under the age of 18 playing in any BDCA Senior competition must wear a British Standard (BS7928:2013) helmet at all times when keeping up or standing back from the stumps.

**NOTE: It is the players not the umpire's responsibility to ensure they have the correct helmets.**

### **LAW 28 (The fielder) is modified.**

Law 28 shall apply subject to following:

Fielding Restriction Area:

- (a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles shall be 27.5m. The ends of each semi-circle shall be joined to the other by a straight line.
- (b) At the instant of delivery, there may be no more than five fieldsmen on the leg side.

### Senior Men's 1<sup>st</sup> and 2<sup>nd</sup> Grade:

- (a) In first and second grade, in addition to the restriction contained in clause (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- (b) Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows:
  - (i) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
  - (ii) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
  - (iii) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive
- (c) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No ball'.
- (d) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the chart at the end of this document.
- (e) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

Powerplay Overs

Innings Duration or Overs	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

### Senior Men's 3<sup>rd</sup> 4<sup>th</sup> and 5<sup>th</sup> Grade

- (a) The only fielding restriction applicable to 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grade is a team can have no more than 5 players further than 30 metres (outside 30 metre circle) from the batter at any time.
- (b) It is acknowledged grounds may not have a 30-metre circle marked and umpires and or Captains are to use their best judgement.

### Protective Equipment - The Fielder

- (a) At all times when fielding in a position closer than 7 metres in front of the popping crease (for example, short leg or silly point), and with the exception when fielding in a position behind the wicket (on both the off and on sides), a fielder must wear a British Standard 7928:2013 compliant helmet.

**NOTE: It is the players not the umpire's responsibility to ensure they have the correct helmets.**

**LAW 29 (The wicket is down) shall apply.**

**LAW 30 (Batter out of their ground) shall apply.**

**LAW 31 (Appeals) shall apply.**

**LAW 32 (Bowled) shall apply.**

**LAW 33 (Caught) shall apply.**

**LAW 34 (Hit the ball twice) shall apply.**

**LAW 35 (Hit wicket) shall apply.**

**LAW 36 (Leg before wicket) shall apply.**

**LAW 37 (Obstructing the field) shall apply.**

**LAW 38 (Run out) shall apply.**

**LAW 39 (Stumped) shall apply.**

**LAW 40 (Timed out) shall apply.**

**LAW 41 (Unfair play) is modified.**

Law 41 shall apply subject to the following:

**Law 41.6 (Bowling of dangerous and unfair short-pitched deliveries)**

The bowling of short-pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height, and direction they are likely to inflict physical injury on the batter.

The fact that the striker is wearing protective equipment shall be disregarded.

As soon as the umpire decides that the bowling of short-pitched deliveries has become dangerous under the paragraph above, the umpire shall call and signal No ball.

When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batters of what has occurred.

If there be any further such deliveries by the same bowler in that innings, the umpire shall:

- (a) Call and signal No ball
- (b) When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- (c) Inform the other umpire for the reason for this action.
- (d) The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- (e) The umpire shall report the occurrence in the umpire's match report.

#### Law 41.6 (Bowling short-pitched deliveries above the shoulder)

- (a) A bowler shall be limited to one (1) fast short-pitched delivery per over.
- (b) A short-pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation, a ball that passes above head height of the batter, standing upright at the popping crease shall be called a No Ball and is the one allowable for the over.
- (e) In the event of a bowler bowling a second fast short-pitched deliveries in an over as defined in clause (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion.
- (f) If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler with a final warning, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (g) Should there be any repeats of 41.6(f) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (h) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (i) The umpire shall report the occurrence in their match report

#### Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries).

##### Senior Men's 1<sup>st</sup> and 2<sup>nd</sup> Grade

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a No ball.
- (b) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker if the ball had hit the striker whether the striker was able to hit the ball or avoid being struck with the ball by taking evasive action shall be called a no ball. The Umpire should:

- (i) When the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the captain of the fielding side and the batters at the wicket of what has occurred.
- (ii) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (iii) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (iv) The umpire shall report the occurrence in the umpire's match report.

**Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries).**

**Senior Men's 3<sup>rd</sup> 4<sup>th</sup> and 5<sup>th</sup> Grade and Women's Competitions.**

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a No ball.
- (b) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker if the ball had hit the striker whether the striker was able to hit the ball or avoid being struck with the ball by taking evasive action shall be called a no ball.
- (c) When the ball is dead, caution the bowler and issue a first warning. The umpire shall inform the captain of the fielding side and the batters at the wicket of what has occurred.
- (d) Should there be a second instance by the same bowler in that innings, the umpire shall call and signal No ball.
  - (i) When the ball is dead, caution the bowler and issue a second and final warning. The umpire shall inform the captain of the fielding side and the batters at the wicket of what has occurred.
  - (ii) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
  - (iii) The bowler thus taken off shall not be allowed to bowl again in that innings.
  - (iv) The umpire shall report the occurrence in the umpire's match report.

**Law 41.7.6 (Deliberate bowling of non-pitching deliveries)**

**All Senior Men's Grade competition and Women's competition**

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, then the first and final warning process shall be dispensed with. The umpire at the bowler's end shall:

- (a) Call and signal No ball.
- (b) When the ball is dead, direct the captain to take the bowler off forthwith.
- (c) Not allow the bowler to bowl again in that innings.



- (d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- (e) The umpire shall report the occurrence in the umpire's match report.

**Law 41.9 (Time wasting by the fielding side) is modified.**

Law 41.9 shall apply, in addition to the following (and as per rule 1.10):

#### **Slow Over Rates**

- (a) The team bowling first must commence the last over of the innings before the scheduled time for completion of the first innings. If the last over is not commenced before the scheduled time for completion of the first innings, the required number of overs must be bowled, however, the first innings bowling team will only receive the number of overs they had bowled at the scheduled time for completion of the first innings. Penalties may apply (See "c" below).
- (b) If the team bowling second does not commence the last over of the second innings by the scheduled time for completion they will continue to bowl until the overs have been completed. Penalties may apply. (See "c" below).
- (c) Failure to bowl the minimum number of overs will render the bowling team liable to a penalty of 0.2 competition points deduction for each over not bowled.
- (d) If the umpires determine that the reason for the slow over rate(s) was not because of the bowling team(s) actions there will be no penalty. For example, the batting side stalling or slowing down the play or any other acceptable reason.
- (e) The match umpire(s) shall determine the penalties in accordance with the above-mentioned playing conditions and advise the scorers at the completion of each innings what penalties apply.
- (f) The appointed umpires shall report the slow over rate in their match report that a penalty shall apply, and advise the captain on that day, of that penalty or reduction.
- (g) The BDCA does not have the authority to review any penalty applied by the umpire under this playing condition.

**LAW 41.11 (Damaging the pitch - area to be protected) is modified.**

Law 41.11 shall apply subject to the following:

**Senior Men's 1<sup>st</sup> and 2<sup>nd</sup> Grade when playing on turf pitches.**

To assist in the protection of pitch surfaces, all batters, bowlers, and wicketkeepers must wear spiked footwear.

Players not wearing suitably spiked footwear are not permitted to bat, bowl, wicket keep or act as a runner for an injured batter.

**LAW 42 (Players Conduct) is modified.**

Law 42 shall apply including the following:

Refer to the BDCA Code of Conduct (page 71)

#### **Conditions of play for Senior Men's 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grade Grand final**

In the Grand Final for Senior Men's 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grade if a turf wicket is unfit for play due to rain or other weather conditions and prior to the commencement of the match the umpires believe insufficient time remains to obtain a result in accordance with BDCA Local Rules the game will be rescheduled for the following day.

All decisions regarding the state of the wicket, ground and playing conditions (time and overs) will be made by the appointed match umpires.

Once a Grand Final match has commenced the BDCA Playing Rules apply in determining a result and a result must be determined on that day.

### **Conditions of Play for Senior Men's 1<sup>st</sup> Grade final**

- (a) Match starts on time and there is no time lost, with two innings of 50 overs per side is completed; the winner is decided by outright result.
- (b) The first-grade final will be played over two days with each side having two innings if possible. This will depend on ground, weather, or light conditions or for any other wholly accepted reason as determined by the umpire(s).
- (c) If the 1<sup>st</sup> match starts late due to ground, weather, light or any other wholly acceptable reason, the 2<sup>nd</sup> match is to be reduced by 1 over every 3.5 minutes of time lost. Both sides will have the opportunity to receive 50 overs in the 1<sup>st</sup> innings of the 1<sup>st</sup> game. The lost overs will be deducted from each innings of the second match. Each team must have the opportunity to bat for 30 over in the 2<sup>nd</sup> match on the second day. If there are interruptions preventing both teams from receiving 30 overs on the 2<sup>nd</sup> days play the final will be reduced to a 1<sup>st</sup> innings result. If there is a tie the winner will be the first team into the final (i.e., the winner of the 2<sup>nd</sup> semi-final)
- (d) Each team can have 12 named players which are not interchangeable over the two days.
- (e) Each match is limited to a maximum of 50 overs. This may vary depending on ground, weather, or light conditions or for any other wholly accepted reason as determined by the umpire(s).
- (f) Bowlers are limited to 1/5<sup>th</sup> of the overs in each innings.
- (g) Hours of play for the final:
  - 10.00am – 1.00pm
  - Lunch and change of innings
  - 1.30pm – 4.30pm
- (h) If there is a delayed start or an interruption in the first innings, the first innings will continue until it is completed before taking lunch.
- (i) In a delayed start or interruption to play the umpires can call an early lunch to maximise play.
- (j) If the innings of the team batting first is completed with more than 30 minutes prior to the scheduled or rescheduled lunch break there will be a 10-minute change of innings and lunch will be taken at the scheduled or reschedule time.

#### **1. Slow Over Rates**

- (a) The team bowling first must commence the last over of the innings before the scheduled time for completion of the first inning. If the last over is not commenced before the scheduled time for completion of the first inning, the required number of overs must be bowled, however, the first innings bowling team will only receive the number of overs they had bowled at the scheduled time for completion of the first inning. Penalties may apply (See c & d below).
- (b) If the team bowling second does not commence the last over of the second innings by the scheduled time or completion, they will continue to bowl until the overs have been completed. Penalties may apply. (See c & d below).
- (c) If the team bowling second does not commence the last over before the scheduled time for completion that team may be liable to a penalty of losing runs from their total score. e.g., if

umpires decide that side bowling 2nd is guilty of slow over rate and penalty will be 2 overs, whatever runs were scored by that side from its highest scoring 2 overs when they batted will be deducted from the score. The batting side will only need to better the reduced total to win the game.

## 2. Umpires will be the sole arbitrators of the playing condition.

- (a) If the umpires determine that the reason for the slow over rate(s) was not because of the bowling team(s) actions, there will be no penalty. For example, the batting side stalling or slowing down the play or any other acceptable reason.
- (b) The match umpire(s) shall determine the penalties in accordance with the above-mentioned playing conditions and advise the scorers at the completion of each innings what penalties apply.
- (c) The appointed umpires shall report the slow over rate in their match report that a penalty shall apply, and advise the captain on that day, of that penalty or reduction.
- (d) The BDCA does not have the authority to review any penalty applied by the umpire under this playing condition.

## 3. Day one only

- (a) To make up time for lost play due to ground, weather, light or any other wholly accepted reason during the days play, time can be extended to 5.30pm.
- (b) Once an over being bowled at 5.30pm has been completed or a loss of wicket in said over is lost, time will be called, and the game/innings will be completed on the following day.
- (c) If the match on the first day does not start before 2.30pm due to ground, weather, or light conditions or for any other wholly accepted reason then play will be abandoned on the first day.

## 4. Day two only

- (a) If it is not possible to start the second game prior to midday giving each team an opportunity to bat for 30 overs play will be abandoned, and the result of the final will be the winner of the first game.
- (b) There is no extension to time on day two and time will be called at 4.30pm.

## T20 Playing Conditions for Senior Men's Competition

Each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

### **Hours of Play**

Each innings of the match is to be completed within eighty (80) minutes of its commencement. The last over of the innings must commence prior to the conclusion of the 80th minute. e.g. If a scheduled start time is 1:00 pm then the last over must be commenced by 2:20pm. Penalties may apply.

### **Intervals**

An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.

### **Intervals for Drinks**

No drinks intervals shall be permitted, except in extreme conditions, as directed by the Umpires (or the Captains where Umpires are not appointed)

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

No other drinks shall be taken onto the field without the permission of the Umpires.

### **Length of Innings - Uninterrupted Fixtures**

Each team shall bat for twenty (20) overs unless all out earlier.

A team shall not be permitted to declare its innings closed.

If the team fielding 1st fails to bowl the required number of overs by the scheduled time for cessation of the 1st session, play shall continue until the allocated number of overs has been bowled.

Unless otherwise determined by the Umpires, the innings of the team batting 2nd shall be limited to the same number of overs bowled by that Team at the scheduled time for cessation of the 1st session.

The over in progress at the scheduled cessation time shall count as a completed over.

The interval between innings shall be reduced if the team fielding 1st fails to bowl the required number of overs in the scheduled time.

The Umpires may increase the number of overs to be bowled by the team bowling 2nd if they believe the events that prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting 1st are beyond the control of the bowling Team.

If the team batting 1st is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting 2nd shall be limited to the same number of overs bowled to the team batting 1st at the scheduled time for the cessation of the innings batting 1st (Note - the over in which the last wicket falls to count as a complete over).

If the team batting 1st is dismissed in less than twenty (20) overs, the team batting 2nd shall be entitled to bat for twenty (20) overs.

If the team bowling 2nd fails to bowl twenty (20) overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

If the team bowling 2nd fails to bowl the required number of overs by the scheduled time for cessation of the 2nd innings, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Umpires (eg reasons outside of the fielding team's control)

A penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number of overs to be bowled at the scheduled cessation time.

#### **Length of Innings - Delayed or Interrupted Fixtures**

The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

**NB:** Each Team shall receive a minimum five (5) overs each.

The calculation of the number of overs to be bowled shall be based on an average over rate of fifteen (15) overs per hour.

#### **Restrictions on the Placement of Fielders**

At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.

For the first six (6) overs only two (2) fielders are permitted to be outside the fielding circle at the instant of delivery.

For the remaining 14 overs, only (5) five fielders are permitted to be outside the fielding circle at the instant of delivery.

Where the number of overs is reduced use the table set out in below.

Overs in the innings	Number of overs for the 1 <sup>st</sup> field restrictions
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

#### **Number of Overs per Bowler**

No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

#### **No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7)**

A bowler shall be allowed to bowl one (1) fast, short pitched delivery per over.

A fast, short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease but not clearly above their head.

The umpire at the bowlers' end shall advise the bowler and the batter on strike when one fast short pitched delivery has been bowled.

In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined in above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler and inform the captain of the fielding side, the batter at the wicket and the other umpire of that No Ball ruling. This caution shall apply throughout the innings.

If there is a second instance of the bowler being no balled for bowling more than one (1) fast short pitched delivery in an over, the umpire shall repeat the procedure above and advise the bowler that this is their final warning. This final warning shall apply throughout the innings.

Should there be any further instance by the same bowler bowling more than one (1) fast short pitched delivery in an over in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith and the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).

Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.

If the umpire, in their judgement, deemed that the delivery was likely to inflict physical injury to the batter (law 41.7.2) then the umpire shall issue the bowler a first & final warning and inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.

The bowler thus suspended shall not be allowed to bowl again in that innings.

The over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

If the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings.

The over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

### **Free Hit**

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

For any free hit, the batter facing it can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

### **Wide Bowling - Judging a Wide**

Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.

Umpires are to call leg side wides in 1st and 2nd Grade when a delivery that passes outside the leg stump without making any contact with the striker's bat or person shall be called and signalled Wide ball unless the ball passes between the striker and the stumps.

In 3rd, 4th, 5th, and women competitions a delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

- i). the ball passes between the striker and the stumps
- ii). the striker moves toward the off-side, and in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- iii). the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off-Side Wide

**Note** - Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

### **The Result**

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs.

A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs.

A fixture shall be a draw if play has not commenced within 150 minutes of the scheduled start time.

It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the captains to confirm the Duckworth Lewis Stern calculation.

### **In the event of a Tie the following will apply:**

A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the original match.

The one (1) over per side eliminator will take place on the same pitch allocated for the original match.

Prior to the commencement of the one (1) over per side eliminator, each team shall elect three batters and one bowler from the nominated participating players in original match.

The names of the nominated players are to be provided in writing by the Captain to the officiating umpires and opposing captain.

The umpires shall stand at the same end as that in which they finished the original match.

The teams shall bat in the same order as they did for the original match.

The fielding team shall choose which end to bowl from.

Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.

The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings in the original match shall be used for the 1 "extra" over.

The loss of two (2) wickets in the 1 extra over ends the team's one over innings.

In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:

The team losing the least number of wickets in the original match

OR

If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match

OR

If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, i.e.; both the main match and the one over per side eliminator

OR

If the number of boundary sixes hit by both teams is equal, the team whose batters hit the greatest number of boundary fours from its two innings i.e.; both the main match and the one over per side eliminator.

### **Pitch and ground marking**

A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:

Two (2) semi circles shall be drawn on the field of play.

The semi circles have as their centre the middle stump at either end of the pitch.

The radius of each of the semi circles is 30 yards (27.5m).

The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc.

### **Pitch markings**

Popping/ Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (75 cm from the outside of off & leg stump).

### **Substitute Fielders**

Substitute fielders shall only be permitted in cases of injury, illness, or other wholly acceptable reasons.

### **Fall of Wicket**

The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.



# BDCA Playing Conditions for Women's Competition

## Preamble – Spirit of Cricket

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.

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.

The BDCA playing conditions for the Women's competition have been formatted as per the <https://www.lords.org/mcc/the-laws-of-cricket>. Where the MCC law have been revised for local conditions, the amendment to the law is stated.

## LAW 1 (The players) is modified.

Law 1 shall apply subject to the following:

Law 1.2 (Nomination of players) is replaced.

Law 1.2 shall be replaced as follows:

- (i) All team lists must be entered into online before the toss.
- (ii) It is the captain's responsibility to ensure that they are aware of all players under 19 years of age on 31 August prior to the cricket season in question and ensure do not exceed the number of overs bowled per day.

*Bowling Restrictions as per Cricket Australia*

Age	Max overs per spell	Max overs in a day
Under 13	4	8
Under 15	5	12
Under 17	5	16

## LAW 2 (The umpires) is modified.

Law 2 shall apply subject to the following:

- (a) Where two BDCA-appointed umpires are present, they shall officiate together for the duration of play.
- (b) The Umpires shall be the sole judges of the fitness of the ground, weather, and light for play.
- (c) Where only one BDCA appointed umpire is present that umpire shall officiate at the non-striker's end only. That umpire shall be the sole judge of the fitness of the ground, weather, and light for play.
- (d) Where only one BDCA-appointed umpire is present it is the batting captain's responsibility to appoint a competent person to act as an umpire at the striker's end.
- (e) Where only one BDCA-appointed umpire is present at the scheduled match commencement time and at any time during the match the BDCA appointed umpire believes that the umpire standing at the striker's end is not adequately performing their duties the umpire can change the umpire standing at the striker's end.
- (f) Where no BDCA-appointed umpire is present, the captains shall appoint umpires.

**Law 2.7 (Fitness for play) is modified.**

Law 2.7 shall apply subject to the following:

- (a) **Artificial Lighting** The use of artificial light to supplement natural daylight, in any match, is not permitted.
- (b) **Lightning:**
  - (v) Play shall cease immediately, if a lightning flash is followed by thunder 30 seconds or less.
  - (vi) Play shall not resume until 30 minutes after the last lightning flash.
  - (vii) Immediately following the interruption of play, persons are not permitted to enter the field of play to lay pitch covers. No person may remain on, or enter, the field of play in the event that a lightning flash is followed by thunder of 30 seconds or less and shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition.
  - (viii) Anytime lost under this playing condition is time lost in the game and Duckworth-Lewis-Stern comes into play.
- (c) The BDCA have the right to call off a round of or finals cricket if the weather forecast is extreme.
- (d) **The Pitch and Ground Preparation:**
  - (iii) The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.
  - (iv) In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, the host club shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable.
- (e) **Rain:** After an interval or interruption, subject to the other provisions of Law 2.8, play will resume unless the umpire(s) believe that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.
- (f) **Responsibilities of Umpires** Subject to Law 2 (The umpires).
- (g) BDCA appointed umpires are the sole judges of the fitness of the pitch, ground, weather, and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

### **LAW 3 (The scorers) is modified.**

Law 3 shall apply subject to the following:

The scorers shall always have a handwritten score sheet during play. The home club scorer must score by computer or other electronic device and shall prior to play, fully charge the devices battery.

### **LAW 4 (The ball) is modified.**

Law 4 shall apply subject to the following:

- (a) Each fielding team shall have one new BDCA approved ball, to be used for the duration of each innings.
- (b) In all Senior Women's 1<sup>st</sup> Grade games, WHITE 142-gram 4-piece Kookaburra balls are to be used.
- (c) In all Senior Women's 2<sup>nd</sup> Grade games, PINK 142-gram 4-piece Kookaburra balls are to be used.
- (d) The use of saliva on the ball is no longer permitted under MCC Law 41.3. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.
- (e) During play, the umpires shall periodically inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

#### **Law 4.5 (Ball lost or becoming unfit for play)**

- (a) In the event of the ball becoming lost or, in the opinion of the umpires, unfit for play, the ball shall be replaced with a BDCA approved ball that has had a similar amount of wear.
- (b) If a suitable ball is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement is located.
- (c) The number of overs and/or time lost whilst play has been suspended shall be added on to the day's play. The period for which play is suspended shall not count as part of playing time.
- (d) Both teams shall assist with the application of this Playing Condition, by providing a selection of replacement balls of suitable age, condition, and colour, for use if required.

### **LAW 5 (The bat) shall apply.**

### **LAW 6 (The pitch) shall apply.**

### **LAW 7 (The creases) shall apply.**

### **LAW 8 (The wickets) shall apply.**

### **LAW 9 (Preparation and maintenance of the playing area) shall apply.**

### **LAW 10 (Covering the pitch) is modified.**

Law 10 shall apply subject to the following:

- (a) All participants in every match are to strive to maximise opportunities to play.
- (b) Pitch covers are to be made available and used for all matches unless the permission of the BDCA has been granted to the contrary.
- (c) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.

- (d) Sponge rollers may be used any time. Such use does not constitute rolling of the pitch under Law 9.
- (e) Sponge rollers may be used, whether the covers are in place on the pitch or not, to remove surface water to enable play to commence, or recommence, as soon as possible.

**LAW 11 (Intervals) Shall not apply.**

Law 11 is revised for BDCA matches as follows:

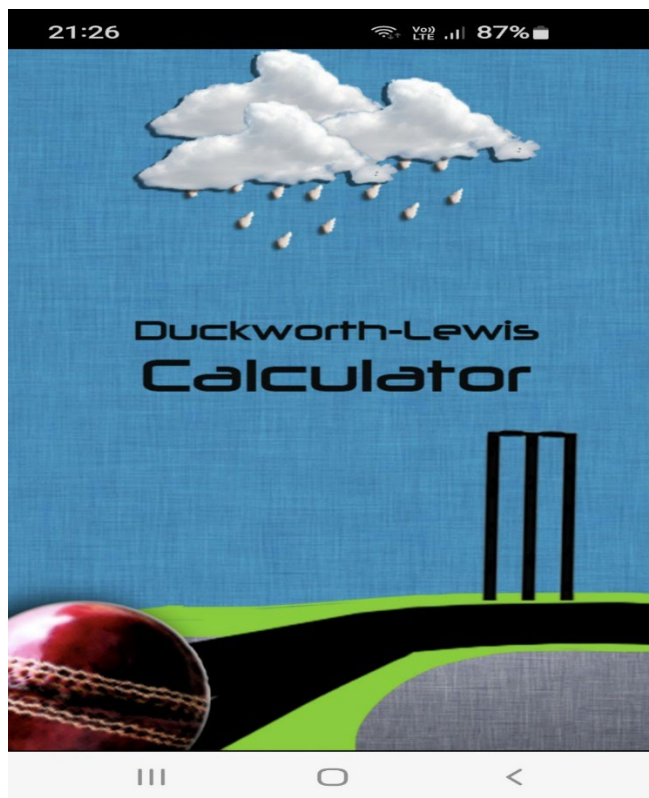
- (a) Local custom is to have a single drink break taken at the halfway point of the innings.
- (b) Drinks breaks shall not exceed 5 minutes.
- (c) The option to take drinks will be available to either team and if both teams and umpires decline play will continue, e.g., a result is likely to occur imminently.
- (d) Extra drink breaks can be taken on hot days or extreme weather or temperature if both captains and match umpires agree at the start of the day’s play.
- (e) At the fall of the wicket drinks can be brought on to the field of play providing that it does not slow down the play.

**LAW 12 (Start of play; cessation of play) shall not apply.**

Law 12 is revised for BDCA matches as per below. These playing times may vary with approval of the BDCA.

GRADE	Maximum Balls per team	Maximum overs per bowler	Playing times			
			START	BREAK	RESTART	FINISH
<b>Women’s T20</b>	120 legitimate balls	4	10.30am	11.50am	12.10pm	1.30pm
<b>Women’s 1<sup>st</sup> Grade T20 AM*</b>	120 legitimate balls	4	10.00am	11.20am	11.40am	1.00pm
<b>Women’s 2<sup>nd</sup> Grade T20 AM*</b>	120 legitimate balls	4	11.00am	12.20pm	12.40pm	2.00pm
<b>Women’s T20 PM*</b>	120 legitimate balls	4	2.30pm	3.50pm	4.10pm	5.30pm
<b>Women’s 30-Over</b>	180 legitimate balls	6	10.30am	12.30pm	1.00pm	3.00pm

\*Times for double-header fixtures when two T20 matches are played in a single day.



When using the Duckworth-Lewis calculator app, the “G50 Value” **MUST** be set to 200. This can be found on the “About” Tab.

#### *Time lost before play starts*

In all BDCA matches if time is lost due to ground, weather or light or any other acceptable reason and before the call of play for the first innings, the start time can be moved back by 10 minutes by reducing the change of innings break from 20 minutes to 10 minutes.

Aside from the above overs will be lost at a rate of 1 over for every 3.5 minutes or part thereof.

The number of overs lost to play will be divided by 2 and the result will be subtracted from each team’s innings.

**Example;** a 50 over game is due to start at 12:30pm.

- (v) There is a delay of 45 minutes before play can start.
- (vi) Firstly, reduce the change of innings break from 20 minutes to 10 minutes. This will leave 35 minutes lost.
- (vii) The remaining 35 minutes = 10 overs lost to play. (35 minutes lost divided by 3.5 minutes per over = 10 overs)
- (viii) Divide the 10 overs lost by the 2 innings means 5 overs will be deducted from each innings. The match is now a 45 over game.

#### *Time lost after play has started 1<sup>st</sup> innings*

5. Once play has been called for the first innings, any time lost to the game due to ground, weather, light or any other acceptable reason, Duckworth Lewis calculation must be used.
6. During the first innings each time there is an interruption to play due to ground, weather or light, and the players leave the field the Umpire or Captains **MUST** note the following details

- (g) Time when leaving the ground. (You will need this to enable you to calculate overs lost);
- (h) The number of overs bowled;
- (i) The total wickets that have fallen;
- (j) Calculate the number of overs lost to play;
- (k) The score at each interruption; and
- (l) Put the above into the D/L calculator.

**It is important to note that you must put each interruption in separately.**

**DO NOT add together to come up with a target score.**

7. Once the calculation has been completed the revised overs and score will automatically show on the 2<sup>nd</sup> innings TAB.
8. During the 1<sup>st</sup> innings and prior to each restart of play the Umpire/Captain MUST inform both Captains/opposition Captain of how many overs have been lost due to the stoppage and what the revised number of overs are that need to be bowled including the bowling and fielding restrictions as these will change with each stoppage.

*Time lost during 2<sup>nd</sup> innings*

5. If there is time lost due to ground, weather, light or any other acceptable reason prior to the start or during the second innings the same information MUST as the 1<sup>st</sup> innings (2 above) so a revised target score can be calculated.
6. Each interruption of the 2<sup>nd</sup> innings MUST be entered into Duckworth Lewis before play resumes as each interruption changes the target score. Field restriction and bowlers overs also change.
7. During each interruption of the second innings the Umpire/Captains must inform and/or be aware of the revised number of overs remaining and the target score to achieve a result.
8. The Umpire MUST also inform both Captains of the revised bowling and fielding restrictions.

**It is important to note that you must put each interruption in separately.**

**DO NOT add them together to come up with a target score.**

**As an example**, the information that would be collected by the Umpire/Captain(s) is shown below.

**First Innings (2 stoppages)**

<u>Overs played</u>	<u>Wkts lost</u>	<u>Overs lost</u>	<u>Score</u>	
<b>First interruption</b>	7.4	1	7	N/R (Only final score req in 1 <sup>st</sup> inngs)
<b>Second interruption</b>	24	4	11	Final score 182

Duckworth Lewis sets a target of 194 to win from 32 overs. (See screenshot 1 below)

**Second Innings (2 stoppages)**

<u>Overs Played</u>	<u>Wkts Lost</u>	<u>Overs Lost</u>	<u>Score</u>
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<b>First interruption</b>	4.2	0	5	12 (required as targets will change)
<b>Second interruption</b>	20	4	3	101

Duckworth Lewis sets a new target of 153 for team “B” to win. (See screenshot 3 below)

**In summary.**

After 2 interruptions the 1<sup>st</sup> innings team “A” scored is 182 from their revised 32 overs. Team “B” require 183 to win. (See screenshot 1 below)

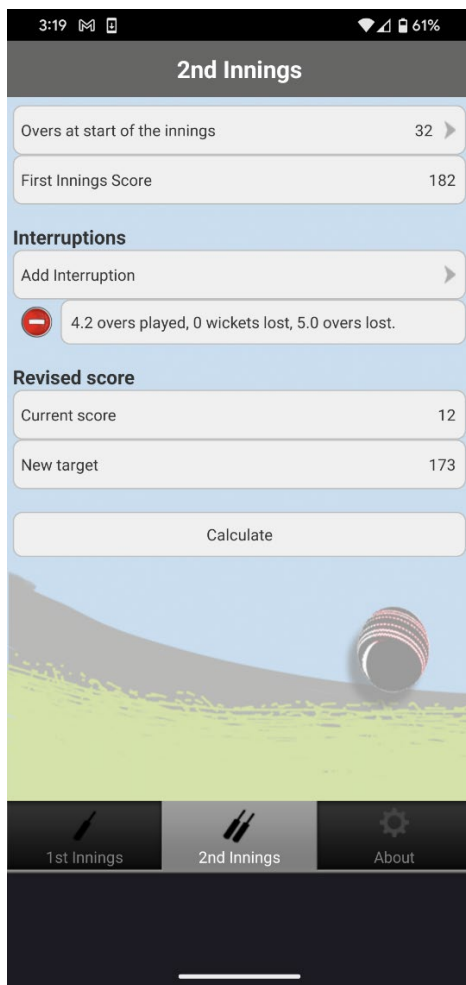
In the 2<sup>nd</sup> innings team “B” are batting and were forced to leave the field after playing 4.2 overs with the score at 0 for 12. They lost 5 overs batting time.

Duckworth Lewis sets a new target of 173 for team “B” to win. (See screenshot 2 below)

There is a second delay. Team “B” has now batted for 20 overs and lost 4 wickets. This time they lost 3 overs batting time.

Duckworth Lewis sets a new target of 153 for team “B” to win. (See screenshot 3 below)

**Please Note:** Duckworth Lewis must be calculated after each delay in the 2<sup>nd</sup> innings only as the targets change with each delay.



**LAW 13 (Innings) is modified.**

Law 13 shall apply subject to the following:

**Number of Innings** Each team is limited to one innings.

- (a) Matches will consist of one innings per with each innings being limited to:
  - (i) 20 Overs for T20 match
  - (ii) 30 Overs for a One Day match
- (b) Drinks will be taken after 15 overs in One Day match; Drinks break is not allocated for T20 match.
- (c) A minimum of 10 overs per team shall constitute a match. If this is not possible to achieve by the scheduled finish time, then the match will be abandoned.
- (d) If a match is abandoned, it will be declared a draw.
- (e) Bowler's overs are to be calculated where they do not bowl more than 20% or 1/5th of the overs. At the time of recalculation if a bowler has bowled more than 20% (1/5th) they are to cease bowling immediately. If they have not completed an over the over must be completed by another player.
- (f) The part over will count as an over completed by the player bowling the part over.
- (g) Field restrictions for each innings shall be reduced in proportion to the time lost. See attached chart at the end of this document.
- (h) Completed Innings Law 13.3.3 & Law 13.3.4 shall not apply

#### **The Toss**

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires. To allow for team warm-ups the toss shall be if possible 30 minutes before the scheduled or any rescheduled time for the match to start providing that the pitch has finished being prepared. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl.

Note the provision of Law 1.3 (Captain).

**LAW 14 (The follow-on) shall not apply.**

**LAW 15 (Declaration and forfeiture) shall not apply.**

**LAW 16 (The result) shall apply subject to the following.**

16.1 (A Win – two-innings match) shall not apply.

16.2 (A Win – one-innings match) is modified.

Law 16.2 shall apply subject to the following:

- (a) In any game, once there is a result, the game concludes.
- (b) The match MAY be played out if agreed by both captains prior to the match commencing. Scoring MUST cease once the result of the match is determined.

**LAW 17 (The over) is modified**

Law 17 shall apply subject to the following:

- (a) 1<sup>st</sup> Grade: A maximum of 8 balls constitutes an over for all T20 matches. There is no cap on overs for 1<sup>st</sup> Grade One Day matches (30 Overs).



- (b) 2<sup>nd</sup> Grade: A maximum of 8 balls constitutes an over for all matches.
- (c) Note; if the last ball of a capped over is a no ball, no free hit will be awarded.
- (d) The maximum balls per over cap is removed for the last over of an innings, whereby the over is deemed complete when six valid balls have been bowled as per MCC Law 17.
- (e) At the completion of each over bowlers will change ends as per standard cricket playing conditions.

### **LAW 18 (Scoring runs) shall apply**

### **LAW 19 (Boundaries) shall apply**

### **LAW 20 (Dead ball) shall apply**

### **LAW 21 (No ball) is modified.**

Law 21 shall apply subject to the following:

When playing on a synthetic pitch the umpires are to call a no ball when the ball lands on the edge of a synthetic wicket or on the grass in front of the stumps.

Free Hit after any No Ball in both T20's and 30 over matches:

- (a) In T20's matches the delivery following any No ball signal (Law 21) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batter is facing it, subject to the following:
  - (i) If the No Ball is delivered on the final ball of a capped over, a free hit will not be awarded and the over will be called; or
  - (ii) If the delivery for the free hit is on the final ball of a capped over and it is not a legitimate delivery, over will be called.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit ball is called a Wide.
- (c) Changes to fielding positions for free hit deliveries are not permitted unless:
  - (i) There is a change of striker; or
  - (ii) The no ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
- (d) When a non-turf pitch or synthetic pitch is being used and the ball once it has been bowled pitches wholly or partially off the pitch before it reaches the line of the striker's wicket will be called a no ball.
- (e) The umpire shall signal no ball and then signal a free hit by extending one arm straight up and moving it in a circular motion.

### **LAW 22 (Wide ball) is modified.**

Law 22 shall apply subject to the following:

- (a) Umpires are to adjudicate wides in accordance with the MCC Law 22 when the ball is delivered on the batters offside.
- (b) A ball passing behind the batter and outside the batter's position when in their batting stance shall be deemed a wide.

### **LAW 23 (Bye and leg bye) shall apply.**

### **LAW 24 (Fielder's absence; substitutes) is modified.**

Law 24 shall be replaced with the following:

- (a) A team shall consist of a maximum of twelve (12) players.
- (b) Only eleven (11) fielders shall be allowed on the field at any one time.
- (c) Only eleven (11) players are allowed to bat. There is no requirement to nominate the non-batter.
- (d) A team must have at least 8 players to partake in the match.
- (e) Substitute players may be used.
- (f) Substitute players cannot act as Captain, Bat, Bowl or be the wicket keeper.
- (g) Substitute players must be a registered with the club they are acting as a substitute player.

### **LAW 25 (Batter's innings; runners) is modified.**

Law 25 shall apply subject to the following:

Batter Retiring:

- (a) An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.
- (b) A team is considered dismissed and deemed to have lost 10 wickets, even if batters are absent, ill, or injured.

### **LAW 26 (Practice on the field) shall apply.**

### **LAW 27 (The wicket keeper) is modified.**

Law 27 shall apply subject to the following:

Protective Equipment – The wicket keeper:

- (c) At all times in all grades when wicket-keeping up to the stumps, the wicketkeeper shall wear a British Standard (BS7928:2013) helmet.
- (d) Wicketkeepers under the age of 18 playing in any BDCA Senior competition (including Women's) must wear a British Standard (BS7928:2013) helmet at all times when keeping up or standing back from the stumps.

**NOTE: It is the players not the umpire's responsibility to ensure they have the correct helmets.**

### **LAW 28 (The fielder) is modified.**

Law 28 shall apply subject to following:

Fielding Restriction Area:

- (a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles shall be 27.5m. The ends of each semi-circle shall be joined to the other by a straight line.
- (b) At the instant of delivery, there may be no more than five fielders on the leg side.

- (c) The only fielding restriction applicable to the Women's competition is a team can have no more than 5 players further than 27.5 metres (outside 27.5 metre circle) from the batter at any time.

It is acknowledged grounds may not have a 27.5 metre circle marked and umpires and or Captains are to use their best judgement.

Protective Equipment - The Fielder:

- (a) At all times when fielding in a position closer than 7 metres in front of the popping crease (for example, short leg or silly point), and with the exception when fielding in a position behind the wicket (on both the off and on sides), a fielder must wear a British Standard 7928:2013 compliant helmet.

NOTE: It is the players not the umpire's responsibility to ensure they have the correct helmets.

**LAW 29 (The wicket is down) shall apply.**

**LAW 30 (Batter out of their ground) shall apply.**

**LAW 31 (Appeals) shall apply.**

**LAW 32 (Bowled) shall apply.**

**LAW 33 (Caught) shall apply.**

**LAW 34 (Hit the ball twice) shall apply.**

**LAW 35 (Hit wicket) shall apply.**

**LAW 36 (Leg before wicket) shall apply.**

**LAW 37 (Obstructing the field) shall apply.**

**LAW 38 (Run out) shall apply.**

**LAW 39 (Stumped) shall apply.**

**LAW 40 (Timed out) shall apply.**

**LAW 41 (UNFAIR PLAY) is modified.**

Law 41 shall apply subject to the following:

Law 41.6 (Bowling of dangerous and unfair short-pitched deliveries)

The bowling of short-pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height, and direction they are likely to inflict physical injury on the batter.

The fact that the striker is wearing protective equipment shall be disregarded.

As soon as the umpire decides that the bowling of short-pitched deliveries has become dangerous under the paragraph above, the umpire shall call and signal No ball.

When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batters of what has occurred.

If there be any further such deliveries by the same bowler in that innings, the umpire shall:

- (a) Call and signal No ball;
- (b) When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling; and
- (c) Inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall report the occurrence in the umpire's match report.

#### **Law 41.6 (Bowling short-pitched deliveries above the shoulder)**

- (a) A bowler shall be limited to one (1) fast short-pitched delivery per over.
- (b) A short-pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation, a ball that passes above head height of the batter, standing upright at the popping crease shall be called a No Ball and is the one allowable for the over.
- (e) In the event of a bowler bowling a second fast short-pitched deliveries in an over as defined in clause (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion.
- (f) If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler with a final warning, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (g) Should there be any repeats of 41.6(f) by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (h) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (i) The umpire shall report the occurrence in their match report

#### **Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries).**

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a No ball.
- (b) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker if the ball had hit

the striker whether the striker was able to hit the ball or avoid being struck with the ball by taking evasive action shall be called a no ball. The Umpire shall:

- (i) When the ball is dead, caution the bowler and issue a first warning. The umpire shall inform the captain of the fielding side and the batters at the wicket of what has occurred.
- (ii) Should there be a second instance by the same bowler in that innings, the umpire shall call and signal No ball.
- (iii) When the ball is dead, caution the bowler and issue a second and final warning. The umpire shall inform the captain of the fielding side and the batters at the wicket of what has occurred.
- (iv) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (v) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (vi) The umpire shall report the occurrence in the umpire's match report.

#### Law 41.7.6 (Deliberate bowling of non-pitching deliveries).

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, then the first and final warning process shall be dispensed with. The umpire at the bowler's end shall:

- (a) Call and signal No ball.
- (b) When the ball is dead, direct the captain to take the bowler off forthwith.
- (c) Not allow the bowler to bowl again in that innings.
- (d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- (e) The umpire shall report the occurrence in the umpire's match report.

#### LAW 41.11 (Damaging the pitch - area to be protected). Shall apply.

#### Law 41.9 (Time wasting by the fielding side) is modified.

Law 41.9 shall apply to 1<sup>st</sup> Grade Women's matches only, in addition to the following (and as per rule 1.10):

#### Slow Over Rates

- (h) The team bowling first must commence the last over of the innings before the scheduled time for completion of the first inning. If the last over is not commenced before the scheduled time for completion of the first inning, the required number of overs must be bowled, however, the first innings bowling team will only receive the number of overs they had bowled at the scheduled time for completion of the first inning. Penalties may apply (See "c" below).
- (i) If the team bowling second does not commence the last over of the second innings by the scheduled time for completion they will continue to bowl until the overs have been completed. Penalties may apply. (See "c" below).
- (j) Failure to bowl the minimum number of overs will render the bowling team liable to a penalty of 0.2 competition points deduction for each over not bowled.

- (k) If the umpires determine that the reason for the slow over rate(s) was not because of the bowling team(s) actions there will be no penalty. For example, the batting side stalling or slowing down the play or any other acceptable reason.
- (l) The match umpire(s) shall determine the penalties in accordance with the above-mentioned playing conditions and advise the scorers at the completion of each innings what penalties apply.
- (m) The appointed umpires shall report the slow over rate in their match report that a penalty shall apply, and advise the captain on that day, of that penalty or reduction.
- (n) The BDCA does not have the authority to review any penalty applied by the umpire under this playing condition.

**LAW 42 (Players Conduct) is modified.**

Law 42 shall apply including the following:

Refer to the BDCA Code of Conduct (page 71)

**Playing Conditions for Finals**

In the Finals and Grand Final the same playing conditions will be adhered to as in the regular season.

All decisions regarding the state of the wicket, ground and playing conditions (time and overs) will be made by the appointed match umpires.

# BDCA Code of Conduct

## 1. Definitions

In this Code:

**Board** means the Executive committee of the BDCA.

**Code** means this Code of Conduct.

**Chair** means the person acting as the Code of Conduct Chairperson under this Code.

**Umpires Coordinator** is the person that all reports are sent to and is the overseer of the Code of Conduct

**Complainant** means the person or Club who makes the Report.

**Report** means a document lodged by a person alleging a breach of this Code by the Reported Person.

**Interested Parties are:**

1. The Person's Club (but if the Person is not a member of a Club, then the Person)
2. The Umpire's if the Report has come from or relates to an Official Umpire or any person umpiring a game.
3. The complainant, if not an Official Umpire.
4. BDCA.

**Tribunal** means the standing committee established to hear the Report of.

**Protest and Disputes** is a Panel to hear an appeal against the Tribunal's decision.

**BDCA** is the Bunbury and District Cricket Association Inc.

**Offence** means the offence/s described in the Code of Conduct which forms part of this Code.

**Official Umpire** is an umpire officially appointed to the match by the Umpire's Coordinator.

**Umpire** is a person acting as an umpire when there is no official umpire appointed.

**Players** has the same meaning as "playing member".

**Reported Person** is the person who has breached the Code.

## 2. Who does this code apply to?

This Code of Conduct applies to:

- (a) Players (including juniors) (whether playing or not).
- (b) Official Umpires and Umpires.
- (c) Club members.
- (d) Officials (including coaches, managers, scorers, selectors, and office bearers of Clubs participating in or attending BDCA controlled matches)

### 3. Who can make a report?

- 3.1. Any Official Umpire, umpire, person, or Club may make a Report.
- 3.2. A non-appointed umpire, player, person, or a club making a report must provide witnesses to the alleged breach of the Code.

### 4. What behaviour is unacceptable?

- 4.1. A person who commits any Offence as set out in the Code of Conduct or the Laws of Cricket.
- 4.2. The Code applies to conduct both on and off the field of play. The guidelines are for purposes of illustration and are not exhaustive.

### 5. How is a report made?

- 5.1. A Report must be in written form via E-mail and sent to the Umpires Coordinator:  
umpires@bdca.asn.au
- 5.2. A Report can only be acted on by the Umpires Coordinator if it is:
  - (a) Received by the Umpires Coordinator no later than 6.00pm on the next Monday after the completion of the match; or
  - (b) **Official Umpire's Obligations:** Where an Official Umpire intends making a Report the Official Umpire may inform the Reported Person and/or the Reported Person's captain or office bearer of the Reported Person's Club verbally of that intention on the day of the incident. The Umpire's Coordinator is to be advised in writing. Email to umpires@bdca.asn.au is acceptable.  
  
The Official Umpire has absolute and sole discretion as to whether to inform the player, captain, or other officials at the ground on the day.

### 6. Code of conduct: Umpires Coordinator

- 6.1. The Umpire's Coordinator is appointed by the BDCA Executive.
- 6.2. All Reports must be forwarded to the Umpires Coordinator.
- 6.3. The Umpires Coordinator may conduct investigations into each report and review and adjust the reported offence as additional information arises.
- 6.4. In relation to each Report received, the Umpires Coordinator must either:
- 6.5. Offer and receive an acceptance of an early plea in writing; or
- 6.6. Refer the Report directly to the selected Tribunal if the early plea is not accepted.
- 6.7. Method of Communicating with a Reported Person:
- 6.8. The Umpires Coordinator will deal only with a Reported Person's Club and not make contact directly with the Reported Person.
- 6.9. Any information provided by that Club in respect of a Reported Person is binding on the Reported Person.
- 6.10. It is the Reported Person's Clubs responsibility to pass on all information on the Reported Person.

### 7. Early Plea:

- 7.1. Upon receiving a Report, the Umpires Coordinator must consider if an early plea is applicable and:



- (a) Inform the Reported Person's Club by any means the Umpires Coordinator considers appropriate followed by an email if an early plea is available.
- (b) Determine what the penalty is for an early plea as set out in the Code of Conduct under the heading "Early Plea" that will be allocated if that early plea is accepted by the Reported Person.
- (c) The Reported Person has until 12:00 pm Tuesday after the Umpires Coordinator has informed the Reported Person's Club to notify the Umpires Coordinator whether he or she wishes to accept the early plea.
- (d) If the Reported Person enters an early plea the Umpires Coordinator must notify the Interested Parties of the early plea and the Early Plea Penalty as soon as possible.
- (e) If the Reported Person does not notify the Umpires Coordinator by 12:00 pm Tuesday that he or she wants the Report referred to the Tribunal, the Reported Person will be deemed to have entered an early plea and the Early Plea Penalty will apply.
- (f) If the Reported Person notifies the Umpires Coordinator by 12:00pm Tuesday that they want to appeal and have the Report referred to the Tribunal, the Reported Persons club must indicate in writing via E-Mail.
- (g) The Tribunal will be selected, and the decision of the Tribunal must be communicated to all interested parties no later than 6.00pm on the Friday following the lodging of the appeal. If the tribunal cannot communicate their finding by 6.00pm on Friday, they can advise the Umpires coordinator and BDCA that they will require extra time. If this is the case the reported person(s) is free to play until the tribunal decision is received.
- (h) Appeals against the Umpires Coordinator's application of early penalties are subject to a fee of \$200 as determined by the BDCA.

## 8. Umpires Coordinator referring Report to the Tribunal:

- 8.1. The Umpires Coordinator in their absolute and sole discretion may refer any Report to the Tribunal:
  - (a) If the Umpires Coordinator is of the opinion that the Offence is so serious that an early plea is inappropriate; or
  - (b) For any other reason the Umpires Coordinator deems appropriate, e.g., repeat offenders.
- 8.2. If the Umpires Coordinator refers a Report to the Tribunal, then the Umpires Coordinator must, communicate to the Reported Persons club the reason for the Report being referred to the Tribunal and that no early plea will be offered.

## 9. Right of appeal

- 9.1. There is **no right of appeal** against a decision of the Umpires Coordinator to refer a Report to the Tribunal.
- 9.2. There **will be right of appeal** in relation to the Tribunal's final decision through to the Protest and Disputes Board.

## 10. Records

- 10.1. The Umpires Coordinator must:
  - (a) Keep a record of all penalties by each Reported Person;
  - (b) Keep a record of all early pleas;

- (c) Keep records of the outcome of all Tribunal Hearings; and
- (d) Make all records and other information available to the Executive.

## 11. Notifications

The Umpires Coordinator must:

- (a) Provide the Tribunal with information on previous breaches of this Code or any previous Code and penalties imposed on a Reported Person who is to appear before the Tribunal; and
- (b) Notify the Interested Parties and the Executive of all decisions of the Tribunal.

## 12. Power to vary Procedures.

In their sole and absolute discretion, the Umpires Coordinator may amend or waive any non-compliance with a procedural step referred to in this Code if the Umpires Coordinator takes the view that the non-compliance does not adversely affect the Reported Person.

## 13. Tribunal

The Tribunal is appointed by the Executive Committee.

1. When conducting a Hearing regarding an Offence the Tribunal may:
  - (a) increase the penalty allocated to a particular Offence – but the Tribunal must consider the following:
    - (i) The seriousness of the breach; and
    - (ii) The harm caused by the breach to the interests of cricket and any persons involved; and
  - (b) Consider the prior record of the Reported Person in abiding by this Code or any previous code under which the Reported Person has played in Bunbury or elsewhere when imposing a penalty.
  - (c) Disqualify the Reported Person from participating in matches for a specific period, or for life.
  - (d) Where the Code of Conduct does not specify a number for either an Early Plea or Penalty the Umpires Coordinator can either offer what they consider an appropriate early plea or refer the Report straight to the Tribunal.
  - (e) The Umpires Coordinator shall then inform the Reported Person and/or his club within 24 hours of the penalty being imposed, of the effect of the penalty in terms of any suspension that may apply.

## 14. Right of Appeal

- 14.1. Every appeal against the early plea must be made through the BDCA Umpires Coordinator by 12.00pm (Midday) Tuesday and be accompanied by a \$200.00 fee which will be refunded if the appeal is upheld, and at the discretion of the Executive may be refunded if the appeal is dismissed.

## 15. Suspensions

### 15.1. What matches are affected and Representative matches?

- (a) A suspension applies to the number of matches which have been scheduled by the BDCA at the time of the incident which led to his or her suspension.

- (b) The suspension includes all matches scheduled by the BDCA where the players team plays for premiership points.
- (c) The suspension does not include representative matches. However, The BDCA Executive reserves the right to carry the suspension over representative matches if they feel the players suspension is severe enough that the player should not be representing the BDCA. These matches will not be counted as a part of the suspension.

**15.2 Match based suspensions.** If a player is suspended for a match or several matches, then:

- (a) If a match is not played due to weather or other reason the originally scheduled days of play are still considered to be a match; and
- (b) Byes are not considered a match.

## 16. Publications of offences

- 16.1. The Executive may make public penalties imposed by the Tribunal; an example of this would be on a BDCA website.
- 16.2. Persons under the age of 18 who are handed down a penalty will not be publicised.
- 16.3. In the case of a suspension that has been imposed by the Tribunal on persons under the age of 18 at the time of the offence such information will be communicated to:
  - (a) the person and his/her parent/guardian and/or the secretary of his/her club;
  - (b) the person lodging the Report and the secretary of his/her club or affiliated association; and
  - (c) the Secretary of the BDCA and the Junior Committee Secretary if required.

## 17. Umpire unable to identify player breaching Code of Conduct:

- 17.1. If an umpire is unable to identify an offender, it is the offending's teams Captain that will be held responsible for identifying the offender or they themselves may face the penalty of the alleged breach of the Code of Conduct.
- 17.2. Law 1.4 states "The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket" as well as within the Laws, Spirit of Cricket states: "The major responsibility for ensuring fair play rests with the captains."

## 18. Frivolous reports:

- 18.1. If an Individual or Team are found to have made a frivolous report against an individual or team, they themselves may suffer the consequences of the alleged frivolous report. An example of this would be to try and get a player suspended for future matches.

## 19. BDCA Code of Conduct Offences

(Offences, Early Plea's, and Tribunal Suspensions).

### 19.1. PLEASE NOTE.

- (a) Repeated behaviours and breaches may double the early plea and the minimum suspension if the early plea is not taken, and the offender is found guilty by the Tribunal.
- (b) If the Early Plea is not accepted there will be a \$200.00 fee which will be refunded if the appeal is upheld, and at the discretion of the Board may be refunded if the appeal is dismissed.

Offence number	Offence	Examples	Early Plea	Tribunal Minimum Penalty if Guilty	Protest and Disputes
1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings <b>on</b> the field of play	Includes actions outside the course of normal cricket actions such as: 1. Hitting or kicking the wickets. 2. Actions which intentionally or negligently result in damage to boundary markers, fences and other fixtures and fittings. 3. Throwing a bat or other equipment.	2 Matches Suspended for 12 months	2 – 10 Matches suspension	3 – 10 Matches suspension
2	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings <b>off</b> the field of play	Includes actions outside the course of normal cricket actions – such as: 1. Actions which intentionally or negligently result in damage to dressing room and other fixtures and fittings. 2. Throwing a bat or other equipment when off the field of play.	2 Matches Suspended for 12 months	2 – 10 Matches suspension	3 – 10 Matches suspension
3	Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision and obvious delay in resuming play or leaving the wicket. This does not prohibit the bowler or Captain from asking an umpire to provide an explanation. But it does prohibit a bowler or	1 Match	2 – 10 Matches suspension	3 – 10 Matches suspension

		<p>Captain from continued and repetitive questioning of the decision.</p> <p>Dissent is expressed by an action such as a blatant glare at the umpire and obvious shaking of the head, repeatedly pointing at the pad or bat, or excessive delay in resuming play or leaving the wicket</p>			
4	Use language that is obscene offensive or insulting and/or the making of an obscene and/or offensive gesture not directed at another person	<p>This includes swearing and offensive gestures which are not directed at another person – such as swearing in frustration of one’s poor play or fortune.</p> <p>NOTE: This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence must be considered when assessing the seriousness of the breach.</p>	2 matches suspended for 12 months.	1 - 5 Match suspension	2 - 5 Match suspension
5	Use language that is obscene, offensive or of an insulting nature and/or the making of an obscene and/or offensive gesture to another player, official or spectator	<p>This language or gesture which is directed at another person including verbal send-offs when a striker is dismissed.</p> <p>This includes both verbal and non-verbal send-offs.</p>	2 Match suspension	3 – 10 Match suspension	4 – 10 Matches suspension
6	Engage in excessive and/or frivolous and/or orchestrated appealing	<p>Excessive shall mean repeated appealing when the bowler/fielder knows the striker is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.</p>	1 Match suspension	2 – 10 Match suspension	3 – 10 Match suspension

7	Charge or advance towards the umpire in an aggressive manner when appealing		2 Match suspension	3 – 10 Match suspension	4 – 10 Match suspension
8	Engage in inappropriate and deliberate physical contact with other players or officials.	Where a player deliberately walks or runs into or shoulders another player, official or match official	3 Match suspension	4 – 10 Match suspension	5 – 15 Match suspension
9	Deliberately and maliciously distract or obstruct another player or official on the field of play	A deliberate attempt to distract a striker by words or gestures or deliberately shepherd a striker while running or attempting to run between wickets	2 Match suspension	4 – 10 Match suspension	5 – 10 Match suspension
10	Deliberately throw the ball at or near a player or official in an inappropriate and/or dangerous manner	This offence involves a deliberate action on the part of the person who throws the ball. This is not intended to penalise a player who is making a genuine effort to run out a striker.	3 Match suspension	4 – 10 Match suspension	5 – 15 Match suspension
11	Change the condition of the ball	Prohibited behaviour includes. 1. Picking the seam and applying moisture to the ball (apart from perspiration). 2. Applying saliva on the ball is not allowed. (Law 41.3 saliva not permitted) 3. Roughing up the ball with an object or using artificial substances to polish the ball. 4. Deliberately and excessively throwing or bowling the ball into the ground for the purpose of roughing it up. 5. Removing mud or matter from the ball without supervision of the Umpire.	1 Match suspension	2 – 10 Match suspension	3 – 10 Match suspension

		6. Rubbing the ball on the ground is not allowed			
12	Attempting to manipulate a match regarding the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct will be held responsible.	This includes incidents where a team bats in such a way as to either adversely affect its own or improve its opponents, bonus points, net run rate or quotient. The person held responsible for this offence is the captain. This also includes where captains and or teams collude to obtain a contrived result.	2 Match suspension	5 – 10 Match suspension	8 – 10 Match suspension
13	Intimidate an umpire by language or conduct. Including aggression shown towards an umpire.	Includes advancing towards an umpire after dismissal. This may also include displays of anger or abusive language directed at the umpire.	Refer directly to Tribunal	6 – 10 Match suspension	8 – 15 Match suspension
14	Threaten to assault another player, team official or spectator		Refer directly to Tribunal	5 – 10 Match suspension	8 – 15 Match suspension
15	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage, or vilify another person on the basis of that person's family, disability, race, religion, colour, descent, national or ethnic origin.		Refer directly to Tribunal	5 – 10 Match suspension	8 – 15 Match suspension
16	Threaten to assault an umpire		Refer directly to Tribunal	5 – 10 Match suspension	8 – 15 Match suspension

17	Physically assault another player, umpire, official or spectator.		Refer directly to Tribunal	10 matches – 2 years from date of offence.	10 matches to life.
18	Engage in any act of violence on the field.		Refer directly to Tribunal.	10 matches – 2 years from date of offence.	10 matches to life.
19	Breach of captain's responsibilities, as required under the preamble to the Laws and Spirit of Cricket.	A captain is responsible for any breach of this Code which the captain could reasonably have prevented. This would include failure by a captain to attempt to prevent members of his team from breaching the Code. Where there is no official umpire, it is the captain's responsibility to appoint players from his team who are capable of impartially performing that role.	2 matches suspended for 12 months.	1 – 4 Match suspension	2 – 5 Match suspension
20	Alcohol	No player, umpire, or anyone else participating in a game may consume alcohol between the time the game begins and the time when stumps are officially drawn on that day.	1 Match suspension	2 – 5 Match suspension	3 – 7 Match suspension
21	Any Offence that is not listed above.		Umpires Coordinators Discretion		



## BDCA & BDJCA Social Media Policy

(To be read in conjunction with BDCA Code of Conduct)

All members\* and officials of clubs affiliated with Bunbury & Districts Cricket Association, and, Bunbury & Districts Junior Cricket Association (BDCA, BDJCA), along with the members of the association executive, and those performing in a representative role (playing, coaching, or managing) with the association are expected to abide by the following policy.

This policy will operate in concert with individual club social media policies in existence.

### Our Commitment

Using the internet and electronic communication is essential for communicating with clubs, members and the general public. We are committed to communication being appropriate and related to relevant business. When using technology, we will ensure that players, members, volunteers/committee personnel privacy is protected, clear boundaries are maintained and bullying and harassment does not occur.

### Social media and Electronic Communication

There are legal implications when club members use social media and electronic communication, including:

**Copyright infringement** - content on the internet is not necessarily available for use by anyone.

**Privacy and Confidentiality** - using personal information without permission that can reasonably identify an individual.

**Defamation** - where content is published or broadcast that injures a third party's reputation.

1. Social Media includes, but is not limited to:

- Social networking sites such as Facebook, Twitter, LinkedIn, Pinterest etc
- Instant messaging such as SMS, Snapchat, WhatsApp etc
- Video/photo sharing such as YouTube, Instagram, Flickr, TikTok etc
- Blogs/micro-blogging such as Tumblr, Wordpress, Blogger etc
- Online encyclopedias such as Wikipedia
- Online Reviews such as Google Reviews etc
- Podcasts such as iTunes, Spotify etc
- Online multiplayer gaming platforms
- Online voting or polls
- Public and private online forums and discussion boards
- Any other technologies that will allow individuals to upload and share content

2. The association recognises that members may engage in social media; however, all members should be aware of the potential for other members and the general public to access social media content which can be taken out of context or misused.

3. All association references in social media will be treated as public 'comment'.

4. No content should be posted/linked to; or statements made that are misleading, false or likely to injure a person's reputation or bring our association into disrepute. Examples include, but are not limited to:
  - Information or photos of a sensitive nature such as accidents, incidents or controversial behaviour
  - Content that contains illegal or indecent content such as defamatory, vilifying or deceptive content
  - Material that is subject to copyright laws
  - Material that is offensive, discriminatory, harassing, intimidating, embarrassing, racist, sexist, bullying in nature, sexually explicit or otherwise inappropriate
5. Any abusive, discriminatory, intimidating, misleading or offensive statements on the Association's social media will not be tolerated. Offending posts will be removed and those responsible will be blocked from the site.
6. When sharing information or posting material on public websites connected to the Association, members must follow the following guidelines for electronic communication:
  - It should be restricted to association matters
  - It must not offend, intimidate, humiliate or harass another person
  - It must not be misleading, false or injure the reputation of another person
  - It should respect and maintain the privacy of members
  - It must maintain the privacy of the association's confidential information
  - It must not use any branding from the club or another club/team without the appropriate approval being obtained in writing by the Board/Committee.
  - It must not bring the club into disrepute
7. Members who do not abide by the above requirements may be found in breach of the Member's Code of Conduct Policy and as a result may be liable for a claim of misconduct, under the Association Constitution.
8. All members have an obligation to report any social media postings that may be subject to bringing the Association into disrepute.

### **Non-Compliance**

Any member or club found to have sent inappropriate electronic communication, uploaded inappropriate website content or engaged in blogs or discussions that harass, offend, intimidate or humiliate another person or club, may face disciplinary action as outlined in our rules and by-laws and code of conduct.

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

The Association, Member or Club can also initiate separate action where there has been a breach of this Policy.

Members publishing false or misleading comments about another person in the public domain (eg Website, SMS, Emails, Facebook / Twitter and other electronic forms of communication) may be liable for defamation.

\*“Member” means any Club, Official, Coach or Individual (including parents or guardians)

## Document History

Version	Date of creation	Uploaded to website	Comment
1	10 <sup>th</sup> October 2023		