

MCA COMPETITION RULES 2026-27

Contents

RULE 1	LAWS AND RULES TO APPLY	2
RULE 2	ELIGIBILITY OF PLAYERS	2
RULE 3	MATCH POINTS	6
RULE 4	ATTIRE.....	7
RULE 5	AWARDS	7
RULE 6	BALLS	8
RULE 7	BOUNDARIES	8
RULE 8	GROUND AND WEATHER	9
RULE 9	COVERS	10
RULE 10	UMPIRES	11
RULE 11	SCORES AND MATCH DETAILS	12
RULE 12	FORFEITS	13
RULE 13	VARYING THE FIXTURE.....	14
RULE 14	ONE-DAY MATCHES	15
RULE 15	TWO-DAY MATCHES – deleted.....	19
RULE 16	TWENTY20 MATCHES.....	19
RULE 17	TWO DAY FINALS - deleted	21
RULE 18	ONE-DAY GRADE FINALS.....	21
RULE 19	CONDUCT	23
RULE 20	APPEALS	25
RULE 21	DISPUTES AND MEDIATION.....	26
Appendix 1 (A)	MCA CODE OF CONDUCT	27
Appendix 1 (B)	CONDUCT REPORT PROCEDURES	28
Appendix 1 (C)	SET PENALTIES & OFFENCES	29
Appendix 2	ADMINISTRATIVE FINES AND PENALTIES	32
Appendix 3	PLAYER SAFETY	33
Appendix 4	FAWKNER PARK COVERS.....	35
Appendix 5	DOUBTFUL BOWLING ACTION PROCEDURE.....	37
Table 1	REDUCTION OF SCHEDULED OVERS IN ONE-DAY MATCHES DUE TO TIME LOST PRIOR TO PLAY COMMENCING	16
Table 2	REDUCTION OF SCHEDULED OVERS IN ONE-DAY MATCHES DUE TO TIME LOST AFTER PLAY COMMENCES, REDUCING TOTAL MATCH OVERS	17
Table 3	MAXIMUM MINUTES REQUIRED TO COMPLETE SCHEDULED OR RESCHEDULED OVERS	18
Table 4	REDUCTION OF SCHEDULED OVERS IN T20 MATCHES DUE TO TIME LOST PRIOR TO PLAY COMMENCING	20
Table 5	REDUCTION OF SCHEDULED OVERS IN T20 MATCHES DUE TO TIME LOST AFTER PLAY COMMENCES, REDUCING TOTAL MATCH OVERS	20
Table 6	REDUCTION OF SCHEDULED OVERS IN ONE-DAY FINALS ONLY BEFORE PLAY COMMENCES	22

RULE 1 LAWS AND RULES TO APPLY

The competition shall be played under the Laws of Cricket, as published by the Marylebone Cricket Club, except where otherwise provided for in these Rules.

RULE 2 ELIGIBILITY OF PLAYERS

2.1 Team sheets

All players are to be entered into PlayHQ and named in full on the team sheet (either printed or handwritten) and handed or shown to the umpire(s) before the toss. Players who are restricted must be clearly marked with an R on the team sheet. The toss will be delayed until both teams have provided their team sheets.

2.2 Restrictions on Sunday sides

- (a) No player shall play in a match of the Association if, on the first weekend, they play in a higher grade of another adult competition. Exception: a player who has played the latest three games in the current season of an MCA XI and met this requirement may continue for the next game of the XI despite playing in a higher grade in another competition. A player can use this exception only once in a season.
- (b) Restrictions are as listed by the Executive Committee (EC) in Appendix 6. Where an adult competition is not listed in the Appendix, its highest turf and highest synthetic/matting grade are each regarded as equal to the Association's A grade. Its second grade, and any second or 'reserve' division of its highest turf or synthetic/matting grade, shall be regarded as equal to this Association's B grade.
- (c) Clause (a) above shall not prevent a 'previous player' of a club from playing in its highest XI in the Association, provided they have played 8 eligible matches for the club in the Association in the current and previous season, or 12 eligible matches in the current and previous two seasons. However, the player must be eligible under rules 2.5 (Anti-stacking in last four weekends), 2.8 (Disqualified players) and 2.9 (Professional and higher-level players).

2.3 Number of players

- (a) The team sheet must be provided to the umpires before the toss.
- (b) Twelve players may be named on the team sheet, excepting Saturday A Grade where only 11 may be named unless the two clubs agree for 12. Only 11 of the 12 may be on the field, with unrestricted interchange provided no time is lost. Where 12 are named, bowlers may resume bowling immediately after returning to the field in place of another in the 12. Only 11 of the 12 named may bat.
- (c) For teams with eleven named players in grades where twelve are allowed, penalty time shall not apply where a player's absence from the field has resulted in their side fielding short, or with just one sub fielder.

2.4 Two grades in the same round

No player shall play in 2 grades in the same round unless 1 of the following applies:

- (a) They are a regular player in the lower grade (i.e. they have played 3 or more MCA matches in the current and previous season, and 2/3 of those matches were in the grade of the lower XI or below)
- (b) They play in the lower XI as a "restricted player", as defined in rule 2.16, and the lower XI is not below C Grade
- (c) They have a permit from the EC
- (d) The following are deemed equivalent grades and may be played in the same round: (i) A Grade and A Sunday (ii) A Reserve and A Reserve Sunday (iii) Any grade designated with B, e.g. B Grade, B North, B Sunday, B South/East (iv) Any grade designated with C, e.g. C Grade, C North, C Sunday, C South (v) Any grade designated with D, e.g. D Grade, D North, D Sunday, D South.

2.5 Anti-stacking in last four weekends

- (a) Where a club has 3 or more XIs in the Association, a player may only move down from their previous XI to the club's next lowest XI or next lowest grade, in any of the last four weekends in the lower grade. Three exceptions shall apply:
 - (i) A player already qualified to play finals in a lower grade may move down to that grade.
 - (ii) A player who plays in a lower grade (being C Grade or above) as a "restricted player", as defined in 2.15.
 - (iii) A player who receives a permit from the EC.
- (b) Where a club has a higher non-Mercantile XI then, subject to rule 2.5(c), a player from this XI may only be dropped to an XI in the Association in the last four weekends if it is the club's next lowest XI, or one where they were eligible to play on the same weekend as the non-Mercantile XI.
- (c) Where a player plays in another competition whose home-and-away season finishes on an earlier weekend than the Association's, they may from that time only play in Association grades for which they were eligible during their final match in the other competition.
- (d) Where previous clauses of 2.5 do not apply, then in the last four weekends a club may not field a player lower than one MCA grade below their previous grade played that season in any other weekend adult competition, unless the player can qualify for finals participation in the MCA grade under rule 2.11(c) or a permit is obtained from the EC.

2.6 Substitutes for representative players

Notwithstanding rule 2.2, where a player is selected for an open or restricted-age representative game of the Association during a two-day round, their club XI may replace them for the weekend of the representative game with a substitute who has played for that or a lower MCA XI of the club previously in the season, regardless of whether the substitute plays that weekend in any higher grade of the MCA or other competition. Where a player is selected for the Association during a one-day round, the MCA XI they last played for shall be permitted the substitute. The representative player and their substitute shall be named to the umpire before the day's play, and the substitute can bat, bowl and keep wickets.

2.7 Absence from representative games

A selected player who absents themselves for part or all of an inter-association senior or under-21 game without a reason satisfactory to the EC may be suspended.

2.8 Disqualified players

- (a) Any person disqualified by the VCA, VSDCA, VMCU or any other Association shall be deemed disqualified by this Association for the weekends that they miss play in the other competition.
- (b) Where a player is disqualified by this Association for a specific number of matches, they shall not compete until missing that number of matches by their normal XI in which play occurs.

2.9 Professional and higher-level players

Any player hired by an Australian club for cricketing services or expertise shall be deemed to be a professional player and may not concurrently play in this Association without a permit from the EC. Such a permit must be reapplied for each season.

A player who has been amongst the top two run-scorers or the top two wicket-takers for the First XI of any club in a non-MCA competition in the previous season shall require permission of the MCA EC in order to play in the MCA in the current season. Permission will normally be granted only once the EC is satisfied that the player is not receiving payment or incentive at any club.

A permit shall also be required each season for any player who within the last 3 years has played First-class, International ODI or T20, Premier Firsts or Seconds or their equivalent interstate, VSDCA First XI, CSB Championship Division or VTCA Senior Division First XI, English County Seconds or the highest division of a designated ECB Premier League.

2.10 Player transfers

Players may change clubs by their new club lodging a Transfer request on PlayHQ. Transfers between seasons may only be refused by the previous club if the player is unfinancial, under contract or under suspension. Players wishing to change MCA clubs during a season, once they have played a match, shall require a Transfer on PlayHQ endorsed by the club where they played, or, on appeal, from the EC.

2.11 Qualifying for finals

- (a) No player shall be eligible to play in a preliminary final, semi-final or grand final unless they have played in MCA matches for at least six days in the home and away season with the competing club. Washouts in the last four weekends of the season only, and matches where a side receives a forfeit, shall count towards finals qualification, provided the side is named on PlayHQ by Tuesday after the match.
- (b) A player shall be eligible to play in a finals match with an XI if at least half of their home and away matches were in that XI or a lower XI as defined by rule 2.13. Where a player has also played in a club's non-MCA XIs, they must qualify under the previous sentence both by considering the MCA XIs alone, and also by considering the matches played in higher and lower non-MCA senior XIs (e.g. a player plays 4 matches in a club's non-MCA 2nd XI, 3 matches in its MCA 3rd XI, 4 matches in its MCA 4th XI, and 2 matches in its non-MCA 5th XI. The player is qualified to play MCA finals in the 3rd XI but not the 4th XI).
- (c) When consecutive MCA XIs of a club participate in finals on the same weekend, a player qualified under rule 2.11(b) for one of these XIs may play in the next lower XI instead. A player eligibly participating in a final under this clause will automatically be eligible for that same XI in subsequent finals.
- (d) Where a player qualifies for finals in a grade only by counting matches played as a "restricted player" under 2.16, they may only play finals in that grade as a "restricted player".
- (e) Permits cannot be issued to allow unqualified players to play finals.
- (f) A player granted a permit under Rule 2.9 (professional and higher grade players), who plays 3 or more matches during the season of higher level cricket as defined in the last paragraph of Rule 2.9, must eligibly play at least 2/3 of the matches of an MCA XI to be eligible to play finals for the XI. This XI must be at the highest MCA grade level of the club, and finals cannot be played for another MCA XI.

2.12 Club onus to check eligibility and registration of players

The onus is on each club to ensure that players are eligible and correctly registered with the Association. Penalties for breaches of these rules apply. See Appendix 2. The opposing side shall receive the maximum points in that grade in that round, but if this is 6 points, it shall receive only 4 points unless it won the match as played. In the event of an ineligible player playing in finals, the result shall be awarded to the opposition.

A single eligibility breach in a match, other than for playing as a professional or under a false name, must be raised with the Match Secretary by a club in the same grade within two weeks of the completion of the match for all rounds prior to the last two rounds of the home and away season, or within 48 hours of the start of the match for the last 2 rounds of the season and all finals.

Multiple eligibility breaches by a team in a match may be raised at any time up to 5pm on the Tuesday following the last round.

In home and away games, an eligibility breach shall incur a points penalty as defined in the "Administrative Fines and Penalties" appendix. In finals, an eligibility breach shall mean loss of the final. A match found to have been played ineligible shall thenceforth be discounted in qualifying a player for finals, doubling up or "previous player" rights.

2.13 Order of a club's sides

- (a) Where a club fields two sides in the same grade, or in Saturday and Sunday grades at the same level, they must, prior to the season, nominate to the Match Secretary which of the two XIs is higher.
- (b) Where a club fields Saturday and Sunday sides they may, prior to the season, nominate an order of XIs that does not follow the MCA grade structure. The MCA EC must approve this order prior to the season, otherwise the MCA grade structure will be strictly applied.
- (c) The order of XIs will be used to determine players' eligibility for finals selection as per rule 2.11 and for selection in the last four weekends of the home-away season under the anti-stacking rule 2.5.

2.14 No play in other competitions

Where no play occurs in a club's higher XI in another competition, a permit shall be required for a player to drop down into a club's MCA XI. The permit shall normally only be granted on the proviso that the player does not return to the higher XI when it next plays.

2.15 D Grade restrictions

A player may play in D Grade without requiring a permit if they fall into one of these categories:

- (a) Their last eligible game was in D Grade, and not as a "restricted player" under 2.16
- (b) They are qualified under rule 2.4(a) to play in D Grade and a higher grade in the same round
- (c) Their previous eligible game was as an unrestricted player in the club's next highest grade level, and they play only at D Grade level (or equivalent in another competition) for the weekend
- (d) Their last game was in another association, below the restricted grades listed in Appendix 6 (or below the top three levels of associations not listed in Appendix 6)
- (e) They have played no competition cricket in the current season and previous two seasons.

2.16 Restricted players

Where authorised by earlier clauses of Rule 2, a player who is otherwise ineligible for a grade may be named as a “restricted player” in that grade, provided the grade is C Grade or higher. They must have previously played at least three games for the club. A “restricted player” must “retire out” immediately upon reaching 25 and may only bowl 4 overs (or in T20s, upon reaching 15 and may only bowl 2 overs).

“Restricted players” must be nominated at the toss and may only be used as follows. A restricted player may not be used in a team of twelve. One restricted player may be used in a team of eleven. Two restricted players may be used to bring a team that is short up to ten, but the team must bat and field no more than ten players.

A player who relies on a game as a “restricted player” to qualify for a match (e.g., for a final, or as a “previous player” under rule 2.1(c), or to double up in a lower grade under 2.3(a)) may only play in the match as a “restricted player”.

2.17 Minimum age of players

A player must be at least 11 years of age to play or sub field in a D Grade match, and 12 years in a higher grade, unless parental waiver is emailed to the Match Secretary and shown to the umpire beforehand.

RULE 3 MATCH POINTS

3.1 The competition shall be played under the following points system:

Outright win and first innings win	6 points
Outright win and first innings tie	4
Outright win and first innings loss	4
Outright tie	3
Outright loss after first innings win	2
Outright loss after first innings tie	0
Outright loss after first innings loss	0
First innings win	4
First innings tie	2
First innings loss	0
Draw or match abandoned without play	2
Bye	2

Forfeit – points as defined by rules 12.5, 12.7 and 13.3

Penalties – points deducted as defined by rules 2.11 and 9.7

3.2 Percentage calculation

If two or more sides are equal on points, their relative positions shall be determined by averages. For the purposes of ascertaining averages, the following system shall be adopted:

The batting average for a side shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The bowling average for a side shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken. The former shall be divided by the latter. The side having the highest quotient shall be considered to have the better performance. Where a team plays an ineligible player, match scores shall be annulled for percentage calculation if the quotient of the match scores for the offending side is 1 or greater.

RULE 4 ATTIRE

4.1 Correct attire

- (a) Players and substitutes must be correctly attired in the regulation cricket whites or creams, shirt, jumper, trousers, socks and footwear, and cricket cap or white hat. Coloured bands on boots and jumpers shall be allowed provided the predominant colour is white. Coloured bands or panels or trimmings on cricket shirts or trousers are allowable if in club colours. Players under 16 years of age shall be permitted to play in white shorts.
- (b) Club and sponsor logos on shirts may be placed on the front or on the sleeves only, plus one on the back, and shall be limited in size to 100mm x 100mm. Players' names and numbers on the back of a shirt are permitted. Players names must be those that are entered into the scorebook. Logos or lettering beyond this size require prior approval from the EC.
- (c) Any EC member or umpire can report offences. Penalties for breaches of the dress rules apply. See Appendix 2.

4.2 Helmets

The MCA recommends that all players wear a helmet while batting.

RULE 5 AWARDS

Trophies shall be awarded each season as follows:

- (a) Best batting averages in each grade. Qualification is 300 runs, having batted in at least 7 home and away innings
- (b) Most runs in home and away matches over all grades
- (c) Bowling averages in each grade. Qualification is 20 wickets, having bowled in at least 5 home and away matches
- (d) Most wickets in home and away matches over all grades
- (e) Best and fairest player in home and away matches in each grade, decided by umpires' votes
- (f) Player of the match in the grand final in each grade, decided by the appointed umpires
- (g) Best MCA player in representative matches in the season
- (h) Awards to umpires, decided by the captains and the Umpires' Association
- (i) A club winning 3 consecutive premierships in a grade shall be presented with a replica of the premiership shield for permanent retention.

RULE 6 BALLS

6.1 Approved balls

Only red four-piece balls approved by the EC shall be used. These are the Duke MCA-stamped ball; Duke Turfmaster, International or Special County; Kookaburra Regulation or Club Match. These balls may have stamps of any association, or no stamp. Other types of ball for trial purposes require approval by the EC. Two balls of identical type shall be supplied for first innings use by the home side, unless specified otherwise by the EC. The opposing side shall choose at the toss or as soon as practical afterwards which of the two it will bowl with. Failure to supply the required balls shall result in a five-run penalty for the offending side for each complete five minutes delay to the match while correct balls are obtained.

6.2 New balls

- (a) A new ball must be used in each side's first innings unless the captains agree otherwise.
- (b) The captain of the bowling side may elect to use a new ball at the start of the second innings.
- (c) A new ball may be used after 80 overs have been bowled.

RULE 7 BOUNDARIES

7.1 Boundary markings

The home side shall provide at least 16 clearly visible boundary markers. If not marked by a line, the boundary shall be 60 metres from the centre of the pitch, unless this is not practical.

7.2 Batsman not out caught

A batsman cannot be dismissed caught off a boundary marker from an overlapping ground, or off a tree, or off any other previously agreed obstacle within the boundary.

7.3 Boundary six

Six runs shall be awarded if a ball hit into a tree or other obstacle grounded inside or outside the boundary would, in the opinion of the umpire at bowler's end, have carried over the boundary on the full.

7.4 Disallowing boundaries

A boundary shall not be scored whenever a fielder:

- (a) Touches or leans against a tree inside the boundary with the ball in hand
- (b) Accidentally throws the ball into a tree sited between themselves and the pitch.

RULE 8 GROUNDS AND WEATHER

8.1 Fitness of grounds and pitches

- (a) In home and away matches, if wet weather threatens the fitness of pitches, the Match Secretary may by 7.45am direct representatives of each affected team to inspect their ground at 8.30am and report back by 9am. If the two teams in a match agree, play can be abandoned, or the start delayed until at least 2pm. If only one team inspects, the decision shall be theirs. If neither team inspects or there is disagreement, the teams shall be instructed to turn up for the fixtured starting time. Decisions on each match shall be announced on the MCA website by 9.30am.
- (b) In semi-finals, the EC shall check the fitness of marked pitches before the scheduled starting time. If rain or lack of preparation makes a start unlikely before tea on day one on any pitch, it may order the use of an old pitch on the same square to facilitate the start of play, or it may give the captains and umpires a selection of pitches from which the first to become fit will be used.
- (c) In the City of Melbourne, the park's curator retains the ultimate right to order play abandoned.
- (d) Where the umpires deem a small area of the ground to be unfit for play (e.g., a flooded patch around a faulty tap), they may cone it off as a dead ball area and adjudge the runs to be awarded, if any, for a ball going into this area.
- (e) It is the responsibility of umpires to ensure there is no avoidable damage to pitches. Playing when small dints appear where the ball pitches is permitted. Pitching balls that break through the surface of the pitch and leave a small crater (about 3–5 mm deep) damages pitches. If this occurs the umpires will suspend play until the pitch hardens sufficiently for divots to not occur.

8.2 Notification of unprepared pitch

If no pitch has been prepared at a club's ground, the Match Secretary must be notified by 8:00am on match day. Penalties for breaches apply. See Appendix 2.

8.3 Changing a match venue

A match venue may be changed by the Match Secretary or the Fawkner Park Secretary if another ground is available. Where a pitch has been vandalised, they may direct that a match in progress be transferred to another ground and/or another date for completion. Where the curator has prepared a different pitch on the wicket table for the second day of a two-day match, the match shall continue on that pitch.

8.4 Advising fitness of grounds and pitches

The MCA website may also advise players and umpires to report to grounds.

8.5 Ground or pitch unreasonable at one end

If, before play on any day, the umpires agree that the condition of the ground or pitch is unreasonable at one end under Law 3.9, the umpires can rule that play can occur with bowling from one end only. Umpires and batsmen shall change ends after each over. Bowling shall continue from the one end for the rest of the day.

8.6 Abandoning a day's play

In any match, where the umpires arrive at a view that play should be abandoned prior to 6pm, they shall allow either captain the option of delaying abandonment for up to an hour to see if conditions improve.

8.7 Extreme heat

- (a) If the Weather Bureau's Thursday morning Melbourne forecast for a match day is for a maximum of 36 degrees or more, captains may agree to bring the start of play forward to 10am or 12noon, ground bookings permitting. The agreement must be notified to the Match Secretary by Thursday 3pm.
- (b) If the official Weather Bureau Melbourne forecast at 7am on the first day of a match is for a maximum of 40 degrees or more, the MCA will call off all matches for that day.
- (c) On days of extreme heat, umpires shall schedule a check of the temperature every 5 overs and at intervals in play, as recorded on the website <http://m.bom.gov.au/> for the nearest bureau location. They shall suspend play if the "apparent" (also called "feels-like") temperature reaches 40 at a scheduled check, until it drops below 40.
- (d) Where an hour's play has been lost for extreme heat, the match shall be abandoned. Captains may agree at any point to abandon sooner.
- (e) If the official Weather Bureau Melbourne forecast at 7am on a match day is for a maximum temperature of 38 or 39 degrees, then all matches that day shall be reduced to 70 overs, or to a shorter length (60 or 50 overs or T20) to finish if possible before the temperature reaches 38 on the Bureau 7am hourly forecast.
 - (i) If the forecast maximum is 36 degrees or above, all D Grade matches shall be reduced to 70 overs.
 - (ii) In all grades, if the forecast maximum is 36 to 39 degrees, captains may agree at the toss to reduce the match to a length between T20 and 70 overs.

8.8 Drinks intervals in hot weather

The MCA recommends that drinks be taken more frequently in hot weather, either by extra drinks intervals or by having drinks brought out to players and umpires between overs if required.

8.9 Shortening of match prohibited

Teams are not permitted to shorten the scheduled overs of a match to obtain a result before forecast rain. Penalty – no points to either side.

RULE 9 COVERS

9.1 Clubs may cover pitches

Curators may use covers at their discretion before play. Either club may cover the pitch from dusk on the eve of each day's play, provided a hessian or carpet underlay is used.

9.2 Clubs must cover pitches when directed

When directed by the Fawkner Park Secretary on the MCA Website News, the home club shall fully cover the pitch by dusk on the eve of a day's play, except where other arrangements are made by the EC. At the Fawkner Park Secretary's discretion, a decision for both Saturday and Sunday may be made on the Saturday.

9.3 Drying pitches

Where play is delayed or interrupted in any game due to wet conditions, either side may use sponges or absorbent material to drain water from any part of the pitch or playing surface. The umpires shall ensure that the pitch is not damaged in this process. Play is not to proceed if the umpires deem the wicket square damp enough that normal play would damage the playing surface in such a way that it could not be used for future weeks.

9.4 Coving wet spots on grounds and pitches

Rubber mats, dried grass clippings, sawdust or sand may be used on wet areas on the ground or pitch, outside 'the protected area', only where these are not against local curator and council guidelines. Clubs shall forward these guidelines to the EC prior to the start of the season.

9.5 Removing covers before play

The home side shall remove covers at least one hour before play, subject to the weather. The home side shall have sufficient players at the ground before the removal of covers is attempted. Failure to do so will result in forfeit of the toss.

9.6 Umpires controlling covers

Umpires control the use of covers from 60 minutes before the scheduled starting time until stumps. When directed by the umpires, both sides shall assist with the handling of the covers.

9.7 Penalties for breaches of covers rules

Penalties for breaches of these covers' rules apply. See Appendix 2. The EC shall be empowered to award first innings points, or outright points, to a team as it deems appropriate where its opponent has disobeyed covers directives.

9.8 Junior games on pitches

Where a council permits a club to play a junior game on its pitch prior to an MCA game, the club shall be responsible for preventing rain damage to the pitch, e.g. by the juniors attempting to play through showers. Where damage occurs prior to the start of a game, umpires shall award the toss to the opponent if the pitch is still playable. If play is not possible due to the damage caused by the junior game, the club shall be reported, the umpires shall be paid, and the EC may award the match to its opponent.

RULE 10 UMPIRES

10.1 No umpire in attendance 45 minutes before the scheduled start

If no umpire is in attendance 45 minutes before the scheduled time for play, the captains shall contact the Umpire Appointments Officer **0419 102 740** and assume control and proceed with the match until such time as the appointed umpire is able to take their position. The batting side shall provide the umpires as required. Players acting as umpires shall be deemed to be official umpires while umpiring.

10.2 Umpires match report

Umpires shall submit a match report to OfficialsHQ by the Tuesday after the match.

10.3 Attire of player umpires

Player umpires shall wear non-white trousers or shorts or a coloured top and shall not carry bats or stumps.

10.4 Umpires' fees

Umpires' fees shall be as decided by the EC. Umpires shall be entitled to full fees once 'play' has been called, or whenever they are required to remain at the ground for more than three-and-a-half hours after the originally scheduled start time to adjudicate on playing conditions.

If play is abandoned without a ball being bowled within 30 minutes of the originally scheduled start time, they shall be entitled to \$60 each. After that, they shall be entitled to an extra \$10 per half hour, i.e. \$70 for abandonment 31–60 minutes after, \$80 for 61–90 minutes, \$90 for 91–120 minutes, \$100 for 120–150 minutes, \$110 for 151–180 minutes, \$120 for 181–210 minutes, full fees for more than 210 minutes.

Where the actions of the home side lead to play being abandoned, that side shall be required to pay both umpires their entitled fees.

Umpires shall normally be paid at the Tea break, or at the close of play if play finishes earlier. A club leaving the ground without paying the umpire shall be fined \$50 in addition to being billed for the umpire fee.

10.5 Penalty runs

Penalty runs can only be imposed by an official umpire, except for a ball striking a helmet left behind the wicketkeeper, discarded fielder clothing, etc. Where no official umpire is in attendance, these are the only penalty runs that can be imposed.

RULE 11 SCORES AND MATCH DETAILS

11.1 Scorebooks

Home sides shall provide for PlayHQ live scoring and away sides shall provide their scorebook, unless the captains agree to swap roles. Where the fielding side cannot provide a scorer, the batting side shall provide two scorers to maintain both the scorebook and electronic scoring. Scorers and umpires shall agree on the score at regular intervals, and on the final score. Captains or their representatives shall check the scorebooks at the end of each innings. Failure to do so shall mean acceptance of the score. Where scores disagree between batting/bowling/progressive tally, the bowling shall be used unless the umpires determine otherwise.

11.2 Scoreboards

The home side shall provide a scoreboard at each match, showing the runs, wickets, overs and target scores as required. The batting side shall maintain the scoreboard and update it every 2 overs or more frequently.

11.3 Disputed scores or results

The result of the match shall be confirmed on the umpires' match report. In the event of a dispute in the scores or the result, the scorebooks shall be impounded by the umpires or the home secretary if no umpire has been appointed, who shall forward them to the Match Secretary by the Tuesday following the completion of the match. The EC shall determine a disputed result. Its decision shall be final.

11.4 If no umpire is appointed

If no umpire has been appointed, captains shall sign each other's scorebook at the completion of the match and shall agree on best and fairest votes and team award votes for the match, to be submitted by the home captain to the Secretary by the Tuesday after the match.

11.5 Telephoning scores

The home side in each match shall telephone the scores for each day's play to the Match Secretary by the appointed time. **SMS to 0410 938 191 before 7:15 pm.**

11.6 Submission of match details

The secretary of each side shall submit the...

- (a) Team lists
- (b) Match results
- (c) Player scores
- (d) Captain's report
 - umpire assessment
 - ground assessment

... for each match, other than a complete round abandoned on the Association's Website News, to PlayHQ by the Tuesday after the completion of the match. Submission of team lists is optional for matches in which no play occurs.

11.7 Submitting player registrations

The secretary of each side shall ensure that new players are registered on PlayHQ, and one-match fill-ins are listed on PlayHQ by name, prior to the toss in the player's first match. One-match fill-ins must be notified at the toss to the umpire and opposing captain and must be presented with photo ID to the umpire before participation in the match..

11.8 Penalties for non-submission

Penalties for breaches of these match submission rules apply. See Appendix 2.

RULE 12 FORFEITS

12.1 Minimum number of players to field a team

Play shall not commence if a side has fewer than 7 players present, excluding substitutes.

12.2 Forfeiting the toss

Should a side not be prepared to toss by the appointed time, the toss shall be awarded to the other side.

12.3 Forfeit for late start

- (a) If play does not commence within 15 minutes of the determined starting time, the match shall be conceded by the club that is unable to or refuses to proceed, upon claim being made by the opposing club.
- (b) If both captains agree to allow extra time beyond 15 minutes past the scheduled starting time, then play shall commence at the agreed time. The total time lost due to such a late start shall be added to the hours of play.

12.4 Clubs must forfeit in the lowest grade on the day

A club must forfeit in its lowest grade playing on the day, or all its lower sides playing on the day will be deemed to have forfeited also. Players from the previous XI of a forfeiting side may only be used in a lower grade if one of the following apply:

- (i) They were qualified to double up in that grade
- (ii) They play as restricted players (maximum two, not in D)
- (iii) They remain in the lower grade for the following round unless granted a permit to go back up (such permit to be granted only if the Executive is satisfied that the player was genuinely demoted on form)

12.5 Alternative to forfeit

- (a) Prior to the last two rounds, a club unable to field a side on one day of a two-day match may elect to reduce the match to a one-day game, subject to the following conditions:
 - (i) The club shall pay all fees for umpires in attendance on either day, and shall receive only half-points, and
 - (ii) Its opponent shall have the choice of a 110-over game or a 90-over game and shall receive maximum points in the grade for the round if it wins, 3 points if it ties or draws, and 2 points if it loses.
- (b) In the last two rounds, such reduction to a one-day match may only take place with the consent of its opponent and the EC.

12.6 Match points for a forfeit

A team receiving a forfeit shall receive the maximum points in that grade in that round. However, if this is 6 points, it shall only receive 4 points if play occurred in the forfeited match and it lost or tied the first innings. A team conceding a forfeit shall lose 1 point.

12.7 Conceding a match

Captains may not declare or concede when behind in the second innings of any match, or when behind in the first innings of a one-day match, unless the only players present and left to bat are injured or juniors of under-16 age group or lower. Penalty: one match suspension.

RULE 13 VARYING THE FIXTURE

13.1 The Executive Committee may vary the fixture to accommodate exceptional circumstances by

- (a) Rescheduling the starting time of a match
- (b) Scheduling a 64-over and a 70-over one-day match to be played consecutively on a pitch on the same day

13.2 The two competing clubs may agree to vary the fixture, provided the Match Secretary and the Appointments Officer are advised before 3.00pm on the Friday, by

- (a) Rescheduling the starting time of a match
- (b) Splitting a one-day match into two T20 matches
- (c) Reducing a one-day match to a T20 match

13.3 For matches split under 13.2(c), half the normal points in rule 3.1 shall be awarded for each match. A team winning on forfeit shall receive 2 points; if it also wins the other match or is awarded it on forfeit it shall receive maximum points in the grade for the round.

RULE 14 ONE-DAY MATCHES

14.1 Overs and scheduled commencement of play

- (a) (i) Matches shall be scheduled for 90 overs, commencing at 12.00pm, unless fixtured otherwise by the Executive Committee.
- (ii) Clubs with junior commitments in the morning may apply to the Match Secretary for an XI to start its matches at 12.30pm (90 overs) or 1pm (80 overs). Where possible, application should be made when entering the XI. Application after Friday 3pm before the match is not acceptable.
- (iii) If a morning match on a ground (usually a junior game or women's T20) finishes less than 15 minutes before the scheduled start, the scheduled start shall be adjusted to allow 15 minutes changeover time. Overs shall not be reduced unless the revised start is later than 12.30pm (90 over game) or 1.30pm (80 over game), in which case "time lost" shall be the time lost beyond 12.30pm or 1.30pm as applicable. The toss shall be taken when the morning game ends or earlier if the captains agree. (E.g. junior game runs over time to 12.25pm, MCA game scheduled for 12noon or 12.30pm is put back to 12.40pm. Time lost is 10 minutes, being the time beyond 12.30pm. Overs lost from match is 2, by Table #1 in rule 14, and teams are entitled to 44 overs each).
- (b) Both captains may agree that the scheduled commencement time can be brought forward by up to 30 minutes, provided that the appointed umpire(s) are informed and both captains agree at least 15 minutes before rescheduling the commencement time.
- (c) Each match is scheduled for 90 overs, unless fixtured otherwise by the EC, with each side entitled to receive half of the scheduled or rescheduled overs in their first innings.
- (d) If the side batting first is dismissed or declares before half the scheduled or rescheduled overs have been bowled, the over in progress is regarded as complete.

14.2 Abandoning play due to unfit ground, weather or exceptional circumstances

If play does not commence by 3.30pm, then play shall be abandoned for the day.

14.3 Intervals

- (a) A tea interval of 30 minutes shall be taken after half the scheduled or rescheduled overs have been bowled or the team batting first is dismissed or declares. Umpires may reduce this to 25 minutes at their discretion. The home side shall supply tea comprising a variety of foods and sufficient for umpires and all players.
- (b) If both captains agree, the time for the tea interval can be reduced by up to 15 minutes.

14.4 Bowling restrictions

- (a) A limit of 9 overs shall apply to each bowler during the first 45 overs in any innings. The over limit shall reduce to 8 if the entitlement for each side is reduced to 36–40 overs, or 7 for 31–35 overs, or 6 for 30 overs.
- (b) If a bowler exceeds the over limit, then the additional balls shall stand, and the bowler shall be replaced immediately.
- (c) A part of an over bowled in this case or under Law 17.8 shall count as one full over of the limit of each bowler concerned in that over.
- (d) The umpire at the bowler's end or an official umpire at square leg, but not a batting-side umpire, can call a high full-toss no-ball. A bowler will be removed from the bowling attack after two high full-toss no-balls that are deemed dangerous by the umpire at the bowler's end, or one that is deemed intentional.

- (e) A bowler shall be limited to one short-pitched delivery per over. A short-pitched delivery is defined as a ball that passes, or would have passed, above shoulder height of the striker standing upright at the popping crease. A short-pitched delivery exceeding this limit shall be a no-ball.
- (f) Bowling and fielding restrictions for a match going to a second innings shall be the same number of overs as applied in the first innings.

14.5 One-day wides

- (a) A delivery passing to the leg side of the batsman without touching his bat or person shall be called a “wide” if, in the umpire’s judgement, the ball when passing the popping crease is wider than 30cm / 1 foot from leg stump.
- (b) The home team is responsible for providing paint to place markings on the popping crease 16.5 inches from middle stump. Failure to do so shall be reported.

14.6 One-day fielding restrictions

- (a) There shall be two 27.5 metre fielding semi-circles, as defined in Rule 16.6(a) or adjudged by the umpires if not marked.
- (b) In the first ten overs of an innings only two fielders shall be permitted outside the circle, and after that only five fielders, before the bowler enters the delivery stride, otherwise either umpire shall call and signal no-ball. If the match overs are reduced to 80 or fewer, the limit of two fielders outside the circle shall apply for one more over than the bowler’s limit (so, the two-felder limit shall apply for 9 overs in a 36–40 over innings, 8 overs in a 31–35 over innings, or 7 overs in a 30 over innings).
- (c) A maximum 5 fielders are permitted on the leg side, otherwise either umpire shall call and signal no ball.

14.7 Reducing the overs in a one-day match before play has started

- (a) Any delay in the commencement of a match, except from a morning game running over time as per rule 14.1(a)(iii), will cause the scheduled overs for that match to be reduced at a rate of 2 overs for every complete 7 minutes lost from the scheduled starting time (refer to Table #1).
- (b) Where the rescheduled overs for a one-day match under paragraph (a) are below 50 overs, then a T20 shall be played, with a scheduled start between 3pm and 3.30pm, as determined by the umpires.
- (c) Each side is entitled to half of the rescheduled overs before compulsory closure of its innings.

Table 1 REDUCTION OF SCHEDULED OVERS IN ONE-DAY MATCHES DUE TO TIME LOST PRIOR TO PLAY COMMENCING

Minutes lost before match commences	Reduction in scheduled match overs	Overs entitlement per side (90-over match)	Minutes lost before match commences	Reduction in scheduled match overs	Overs entitlement per side (90-over match)
0 – 6	0	45	77 – 83	22	34
7 – 13	2	44	84 – 90	24	33
14 – 20	4	43	91 – 97	26	32
21 – 27	6	42	98 – 104	28	31
28 – 34	8	41	105 – 111	30	30
35 – 41	10	40	112 – 118	32	29
42 – 48	12	39	119 – 125	34	28
49 – 55	14	38	126 – 132	36	27
56 – 62	16	37	133 – 139	38	26
63 – 69	18	36	140 – 146	40	25
70 – 76	20	35	147 or more	42	20
Note: Where a match is reduced below 50 overs, it becomes a T20, governed by Rule 16					

14.8 Reducing the total match overs after play has commenced

- (a) After a match commences, interruptions totalling more than 30 minutes will reduce the TOTAL MATCH OVERS as set out in Table #2 and 14.8(b) and (c). The team batting first shall close its innings after facing half of the reduced overs, or immediately if this has been passed. The team batting second shall have its target determined by the DLS (Duckworth-Lewis-Stern) calculator in the PlayHQ live scoring app, provided that it has at least 15 overs to bat.
- (b) When the total match overs have been reduced or further reduced under earlier sections of Rule 14 because of accumulated interruptions after play has commenced, then if the side batting second does not receive its overs entitlement (as determined before the match commenced or by a reduction in overs during their innings) the match is drawn unless a first innings result was achieved under DLS.
- (c) After the match has commenced, accumulated time lost in excess of 30 minutes due to unfit ground, weather, light or exceptional circumstances will result in the total match overs being reduced by one over per Table #2.

Table 2 REDUCTION OF SCHEDULED OVERS IN ONE-DAY MATCHES DUE TO TIME LOST AFTER PLAY COMMENCES, REDUCING TOTAL MATCH OVERS

Accumulated minutes lost after match commences	Overs lost from total match overs	Accumulated minutes lost after match commences	Overs lost from total match overs	Accumulated minutes lost after match commences	Overs lost from total match overs
0 – 32	0	68 – 71	11	107 – 109	22
33 – 36	1	72 – 74	12	110 – 113	23
37 – 39	2	75 – 78	13	114 – 116	24
40 – 43	3	79 – 81	14	117 – 120	25
44 – 46	4	82 – 85	15	121 – 123	26
47 – 50	5	86 – 88	16	124 – 127	27
51 – 53	6	89 – 92	17	128 – 130	28
54 – 57	7	93 – 95	18	131 – 134	29
58 – 60	8	96 – 99	19	135 – 137	30
61 – 64	9	100 – 102	20	138 – 140	31
65 – 67	10	103 – 106	21		

14.9 Result

- (a) The winner shall be the side scoring the greater number of runs in its innings, irrespective of the number of wickets lost, except when the total match overs have been reduced or further reduced under earlier sections of Rule 14 because of accumulated interruptions after play has commenced.
- (b) When the total match overs have been reduced or further reduced under earlier sections of Rule 14 because of accumulated interruptions after play has commenced, then if the side batting second does not receive its overs entitlement (as determined before the match commenced or by a reduction in overs during their innings) the match is drawn unless a first innings result was achieved under DLS.
- (c) Where a first innings result is achieved before the scheduled overs are completed, either side may elect to play on for the remaining overs. An outright result is permissible in a one-day game.
- (d) An outright result is only possible if achieved within the amount of scheduled or re-scheduled overs available for the match.

14.10 Ending a match

- (a) Captains may agree to end a match at any time once a first innings result has been achieved.
- (b) When a first innings result has been achieved and play continues, stumps shall be drawn when 16 overs have been bowled after 5pm, reduced by one over for every four minutes lost to bad light, weather or exceptional circumstances after 5pm. The captain of the side that has lost on first innings may elect to end the match at any time when the ball is dead if their side has not yet commenced its second innings at 5pm.
- (c) Where they consider no result is achievable, the two captains and the umpires can agree to end the match at any time.

14.11 Fixtured matches other than 90-over matches

If the EC fixtures a match other than a 90-over fixture, then any variations to the above rules will be notified 24 hours prior to the match commencing.

14.12 Batting restriction in lowest grades

A player reaching 100 in a one-day match lower than C Grade shall “retire not out” before the next delivery and shall not return until no-one else of the batting eleven is left to bat.

14.13 Over rates

- (a) Applying to all innings
 - i. The bowling team must maintain an average rate of 16 overs per hour (3.75 minutes per over). The bowling team shall be penalised 5 runs per over not commenced by the designated time for the final over of either inning. The designated time will be stated by the umpires at the commencement of each innings using the table below (Table #3).

Table 3 MAXIMUM MINUTES REQUIRED TO COMPLETE SCHEDULED OR RESCHEDULED OVERS

Match overs	Maximum minutes to bowl overs	Match overs	Maximum minutes to bowl overs	Match overs	Maximum minutes to bowl overs
45	169	38	146	31	123
44	166	37	143	30	119
43	162	36	139	29	116
42	159	35	136	28	113
41	156	34	133	27	109
40	152	33	129	26	106
39	149	32	126	25	103
e.g. Innings commences at 12:30pm (45 overs), maximum minutes required 169 = over 45 to commence before 3:19pm. Innings commence at 3:40pm (45 overs), maximum minutes required 169 = over 45 to commence before 6:29pm.					

- ii. Umpires shall add an extra minute to the designated time for every ten runs in excess of 180 at the start of the final over (or every ten runs in excess of 140 in an innings of 35 overs or less). Beyond that, umpires can extend the time to commence the final over only for any unforeseen delays such as injuries, lost balls, extra drinks intervals and for delays caused by the batting side. There shall be no time allowances permitted for teams not being punctual at the start of play or resuming from any intervals, wickets, no-balls, wides, sanitisation breaks, and scheduled drinks breaks.
- iii. If a team is dismissed or the innings ceases within the required time required to complete the total scheduled or re-scheduled overs, then no 5 run penalties are applied.

- (b) Applying to batting team
 - i. Batters are only permitted extra drinks with the umpire's permission.
 - ii. No drinks are permitted for batters within 5 overs of a scheduled drinks break or innings closure.
 - iii. If either batter is not ready when the bowling side is ready then, in the first instance, a warning is issued to the offending batter and team. Any subsequent offence of any batter not being ready will incur a 5 run penalty for each breach per Law 41.10.

RULE 15 TWO-DAY MATCHES – deleted

RULE 16 TWENTY20 MATCHES

16.1 Hours of play

- (a) The hours of play shall be determined by the Executive Committee after fixtures have been completed.
- (b) A tea interval of 20 minutes shall be taken after the completion of the first innings.
- (c) The match shall end when a first innings result has been achieved.

16.2 Overs

- (a) The match shall consist of one innings per side with each innings being limited to a maximum of 20 overs.
- (b) A maximum of 4 overs per bowler in an innings.
- (c) Overs shall be bowled in blocks of 5 overs alternating between ends. Batsmen and umpires shall change ends after each over except after every fifth over. Fieldsmen shall change ends after every fifth over.

16.3 One day wides (applies to T20 games)

A delivery passing to the leg side of the batsman without touching his bat or person shall be called a "wide" if in the umpire's judgement, the ball when passing the popping crease is wider than 30cm / 1ft from middle stump.

16.4 Free hit after no ball

- (a) The delivery following any no ball under Law 21 shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is a no ball or a wide, then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can only be dismissed: Hit the ball twice, Obstructing the field or Run out, even if the free hit delivery is a wide.
- (c) Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

16.5 Timed out

Incoming batsmen have 90 seconds after the fall of a wicket to be at the crease and ready to face the next delivery.

16.6 Fielding restrictions

- (a) Two 27.5 metre fielding semi-circles shall have their centre as the middle stump at either end of the pitch. These two semi-circles shall be linked by two parallel straight lines. If these fielding restriction circles are not marked, then the umpires will judge the distances.
- (b) A required number of fieldsmen must be inside the circle before the bowler enters the delivery stride otherwise either umpire shall call and signal no ball.
 - (i) A maximum 2 fieldsmen are permitted outside the circle in first 6 overs
 - (ii) A maximum 5 fieldsmen are permitted outside circle in next 14 overs
- (a) A maximum 5 fieldsmen are permitted on the leg side, otherwise either umpire shall call and signal no ball.

16.7 Reducing the scheduled overs in a T20 match before play has commenced

- (a) Any delay in the commencement of a match will cause the scheduled overs for that match to be rescheduled by reducing them at a rate of 2 overs for every complete 8 minutes lost from the scheduled starting time (refer to Table #6).
- (b) The rescheduled overs for the match cannot be less than 30.
- (c) Each side is entitled to half the rescheduled overs before compulsory closure of its innings.

Table 4 REDUCTION OF SCHEDULED OVERS IN T20 MATCHES DUE TO TIME LOST PRIOR TO PLAY COMMENCING

Minutes lost before match commences	Reduction in scheduled match overs	Overs entitlement for each side	Minutes lost before match commences	Reduction in scheduled match overs	Overs entitlement for each side
0 – 7	0	20	24 – 31	6	17
8 – 15	2	19	32 – 39	8	16
16 – 23	4	18	40 – 47	10	15
Maximum reduction in a T20 match = 10 overs					

16.8 Reducing the total match overs after play has commenced

- (a) After a T20 commences, interruptions will reduce the TOTAL MATCH OVERS as set out in Table #7 and 16.8(b). The team batting first shall close its innings after facing half of the reduced overs, or immediately if this has been passed. The team batting second shall have its target determined by the DLS (Duckworth-Lewis-Stern) calculator in the PlayHQ live scoring app, provided that it has at least 10 overs to bat.
- (b) All time lost for interruptions due to unfit ground, weather, light or exceptional circumstances after the match has commenced shall be accumulated and will result in the total match overs being reduced by one over for each complete four minutes (refer to Table #7).

Table 5 REDUCTION OF SCHEDULED OVERS IN T20 MATCHES DUE TO TIME LOST AFTER PLAY COMMENCES, REDUCING TOTAL MATCH OVERS

Accumulated minutes lost after match commences	Overs lost from total match overs	Accumulated minutes lost after match commences	Overs lost from total match overs	Accumulated minutes lost after match commences	Overs lost from total match overs
0 – 4	1	35 – 39	8	70 – 74	15
5 – 9	2	40 – 44	9	75 – 79	16
10 – 14	3	45 – 49	10	80 – 84	17
15 – 19	4	50 – 54	11	85 – 89	18
20 – 24	5	55 – 59	12	90 – 94	19
25 – 29	6	60 – 64	13	95 – 99	20
30 – 34	7	65 – 69	14		

16.9 Abandoning play after play has commenced

After the match has commenced, if the total match overs are reduced to less than 20 overs, the match shall end.

16.10 Result

The winner shall be the side scoring the greatest number of runs in the first innings, irrespective of the number of wickets lost, provided no play is lost due to interruptions after the start.

If interruptions result in a DLS target being set, the winner shall be the side that successfully reaches or defends the DLS target. If no DLS target is applicable due to the side batting second having fewer than 10 overs available, then the T20 match shall be drawn unless the side batting second is dismissed or passes its opponent's score.

RULE 17 TWO DAY FINALS - deleted

RULE 18 ONE-DAY GRADE FINALS

Determining finalists and grounds

The top four teams in each grade shall compete in the finals. A club shall owe no money to the Association 48 hours before the semi-final, or it shall be disregarded in calculating the four. The first team shall play the fourth, and the second team shall play the third. The EC shall select grounds for finals, giving consideration to availability, quality, ladder positions and cost. The EC shall also nominate the 'home' side

18.1 Format and duration

Semi-finals and grand finals shall be one one-day match. A reserve day for the grand final will be available if needed in case of a drawn match.

In any one-day grade, provided 20 rounds and a grand final reserve day can also be scheduled before Easter, the preliminary final system shall apply. Semi-finals shall be 3v4 and 1v2. The winner of 3v4 shall play the loser of 1v2 in a one-day preliminary final. The winner of 1v2 shall play the winner of the preliminary final in the grand final and shall be regarded as the higher side in case of the grand final failing to reach a result.

Where the preliminary final system is not possible, semi-finals shall be 1v4 and 2v3 with the two semi-final winners playing in the grand final. The winner that placed higher after the home and away matches shall be regarded as the higher side.

18.2 Hours of play

- (a) Matches shall be 90 overs commencing at 12:00pm, unless fixtured otherwise by the Executive Committee.
- (b) A tea interval of 30 minutes shall be taken after the completion of the first innings.
- (c) Once a first innings result has been achieved the match shall end.

18.3 Overs

Each side is entitled to receive half the overs in its first innings. If the side batting first is dismissed or declares before half the scheduled or rescheduled overs have been bowled, the over in progress is regarded as complete.

18.4 Over reductions before play commences

If the ground, weather, bad light or exceptional circumstances delays the match start, the scheduled overs shall be reduced by 2 for each complete 8 minutes lost in excess of 30 minutes, provided that the match shall not be reduced below 60 overs (see Table #9 following).

Table 6 REDUCTION OF SCHEDULED OVERS IN ONE-DAY FINALS ONLY BEFORE PLAY COMMENCES

Minutes lost before match commences	Overs reduced from scheduled match overs	Total match overs	Compulsory closure overs per team	Starting time
0 – 37	0	90	45	12:00-12:37
38 – 45	2	88	44	12:38-12:45
46 – 53	4	86	43	12:46-12:53
54 – 61	6	84	42	12:54-1:01
62 – 69	8	82	41	1:02-1:09
70 – 77	10	80	40	1:10-1:17
78 – 85	12	78	39	1:18-1:25
86 – 93	14	76	38	1:26-1:33
94 – 101	16	74	37	1:34-1:41
102 – 109	18	72	36	1:42-1:49
110 – 117	20	70	35	1:50-1:57
118 – 125	22	68	34	1:58-2:05
126 – 133	24	66	33	2:06-2:13
134 – 141	26	64	32	2:14-2:21
142 – 149	28	62	31	2:22-2:29
150 or more	30	60	30	2:30 or later

18.5 Over reductions after play commences

Once the match commences, if ground, weather, bad light or exceptional circumstances cause play to be suspended, there are no over reductions for time lost.

If, due to an unfit ground, weather, bad light or exceptional circumstance both Captains can agree to abandon the match at any time when they consider no result is achievable.

18.6 Over restrictions for bowlers

- A limit of 9 overs shall apply to each bowler during the first 45 overs in any innings. The over limit shall reduce to 8 if the entitlement for each side is reduced to 36-40 overs, or 7 for 31-35 overs, or 6 for 30 overs.
- If a bowler exceeds the over limit, then the additional balls shall stand, and the bowler shall be replaced immediately.
- A part of an over bowled in this case or under Law 17.8 (2017 Laws) shall count as one full over of the limit of each bowler concerned in that over.

18.7 One-day wides

A delivery passing to the leg side of the batsman without touching his bat or person shall be called a "wide" if, in the umpire's judgement, the ball when passing the popping crease is wider than 30cm/1 foot from leg stump.

18.8 One-day fielding restrictions

- There shall be two 27.5 metre fielding semi-circles, as defined in Rule 16.6(a) or adjudged by the umpires if not marked.
- In the first ten overs of an innings only two fielders shall be permitted outside the circle, and after that only five fielders, before the bowler enters the delivery stride, otherwise either umpire shall call and signal no ball. If the match overs are reduced to 80 overs or fewer, the limit of two fielders outside the circle shall apply for one more over than the bowlers' over limit (so, the two-fielder limit shall apply for 9 overs in a 36–40 over innings, 8 overs in a 31–35 over innings, or 7 overs in a 30 over innings).
- A maximum 5 fielders are permitted on the leg side, otherwise either umpire shall call and signal no ball.

18.9 Result

- (a) The winner shall be the side scoring the greatest number of runs in the first innings, irrespective of the number of wickets lost, as per rule 18.2(c). In a semi-final or preliminary final that fails to complete but the team batting last faces at least 15 overs, the winner shall be decided by DLS.
- (b) The semi-final winners shall play off in the grand final. If a semi-final is drawn or tied, the winner shall be decided on the ladder positions after the home and away matches.
- (c) A tie in a one-day Grand Final shall be broken by Super Overs. Each team faces one Super Over at a time until the tie is broken and is allowed two wickets in it. The team that previously batted last bats first for each set of Super Overs. Each bowling side has choice of end for its first Super Over, then changes ends for each further Super Over required. No bowler may bowl two Super Overs, and no batsman who is dismissed in a Super Over may bat again. Each team shall bowl with the ball that they previously used.
- (d) (d) Where a tied one-day Grand Final fails to reach a result by Super Overs, or a drawn or abandoned Grand Final fails to reach a result by being replayed on the reserve day, the premier is the higher side, as previously defined in 18.1.

18.10 Club unable to field a side for a final

A club must have at least 8 qualified players, present for the entire match, to compete in a final. Where a club is unable to field a side in any final, the highest placed side that can do so shall replace it. Such a replacement side shall be regarded as the lower placed side.

RULE 19 CONDUCT

19.1 Spirit of Cricket, Law 42 and MCA Code of Conduct to apply

The Mercantile Cricket Association plays its matches within the spirit and traditions of the game. Club Officials, Captains and Players are to abide by the Spirit of Cricket, Law 42 Player Conduct and the MCA Code of Conduct.

19.2 Responsibilities of captains and umpires

- (a) Clubs are responsible for the conduct of officials and supporters at MCA matches.
- (b) Captains are, at all times, responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. When instructed by the umpires, captains must take the appropriate action as required.
- (c) Umpires are responsible for applying the Laws and Rules as required.

19.3 Reportable offences

The MCA Code of Conduct, the Preamble to the Laws of Cricket (The Spirit of Cricket), and Law 42 Player Conduct detail reportable offences.

19.4 Reporting officials

Umpires, and Executive Committee members in matches in which they are not playing, may report any misconduct by players or clubs to the Executive Committee.

19.5 Notifying a player and club at the ground

The captains shall wait on the umpires at the end of each match to sign the Match Report. Umpires shall name the player and the club and state the nature of the misconduct on the match report form, before the captains sign the form at the end of the match.

19.6 No person available for notification of report

Where a captain or official of a club does not attend as required, an umpire shall be deemed to have fulfilled their responsibility with the submission of the report under these rules.

19.7 Submission of conduct report

Reporting umpires or Executive Committee members shall submit a detailed written report of the misconduct to the Secretary within 48 hours of the end of the match.

19.8 Secretary to review conduct reports

The MCA Secretary shall maintain a conduct record and shall review all conduct reports submitted. The Secretary shall name the players and captains and clubs on the conduct record and may take action as required under the MCA Code of Conduct, including the laying of charges against players or captains or clubs, the application of prescribed penalties, and the convening and empanelling of tribunals as required.

19.9 Notification of report

The Secretary shall provide written notice of any misconduct reports and charges to the secretary of the club concerned by the Wednesday after the completion of the match.

19.10 Tribunals

- (a) The Secretary shall convene a tribunal at the earliest suitable time after the completion of the match from which the conduct report arises.
- (b) Tribunals convened under these rules are empowered to deal with reports of misconduct by MCA players and captains and club officials, to hear evidence, make rulings and impose penalties in proven cases.
- (c) The tribunal consists of a chair and two other members who have a substantial background in MCA cricket. Members of the clubs participating in a match from which a report arises shall not be eligible to sit on the tribunal.

19.11 Penalties

Penalties imposed by the MCA may include, but are not limited to, prescribed penalties, loss of match points, suspension of captains or players, suspended sentences, reprimands and financial penalties.

19.12 Accepting a prescribed penalty

If a player is charged under Appendix #1 MCA Code of Conduct and pleads 'guilty', the player shall accept a pre-determined penalty.

19.13 Attending the tribunal

- (a) The reported player and the captain and the club and the reporting umpire shall be notified of the time and place of the tribunal and shall attend and give evidence as required. Other persons may give evidence as deemed necessary or warranted by the Secretary or the tribunal chairman.
- (b) In the absence of the reported player, with or without notice of reason for absence, the tribunal chairman may proceed with or adjourn or postpone a tribunal to another date.

19.14 Tribunal procedure

- (a) Introduction of those present and opening address by the Chairman.
- (b) Reading of the charges.
- (c) The Chairman requests a plea from the reported player or club.
- (d) Evidence and submissions, which may be in writing from:
 - (i) The umpires
 - (ii) The reported player
 - (iii) The reported player's captain
 - (iv) Any other person called to give evidence

- (e) Any member present may question those giving evidence.
- (f) The tribunal deliberates on the verdict in private.
- (g) Announcement of the verdict.
If 'not guilty', the hearing is concluded. If 'guilty', the chairman asks if any person has anything further to add in relation to the penalty.
- (h) If yes, the additional information/pleas/character evidence is heard.
- (i) The tribunal consults tribunal records for any prior history and deliberates on the penalty in private.
- (j) The chairman advises the player of the penalty imposed, with the reasons for reaching the decision, and indicates to the player exactly when the penalty expires.
- (k) The Secretary advises the club in writing of the penalty imposed, and the expiry date, if any, and the MCA tribunal and conduct records are updated.

RULE 20 APPEALS

20.1 Submission of appeal

Appeals against administration or misconduct penalties imposed under these rules must be made in writing to the Secretary, by the secretary of the club concerned or their deputy, within 48 hours after receiving the original penalty.

20.2 Suspension of penalties until appeal is heard

Appeals by players and clubs made under these rules shall be heard before any penalties imposed are applied.

20.3 Appeals tribunals

Appeals Tribunals convened under these rules are empowered to hear evidence and deliver verdicts and vary or impose penalties on players or clubs.

20.4 Appeals tribunal procedure

- (a) Introduction of those present and opening address by the Chairman.
- (b) Reading of the appeal
- (c) Evidence and submissions, which may be in writing from:
 - (i) The MCA
 - (ii) The umpires
 - (iii) The player or club
 - (iv) Any other person called to give evidence
- (d) Any member present may question those giving evidence.
- (e) The appeals tribunal deliberates on the verdict in private.
- (f) Announcement of the verdict.
 - (i) If the appeal is dismissed, the hearing is concluded.
 - (ii) If the appeal is upheld, the chairman advises the player and/or the club of any changes to the penalty originally imposed, with the reasons for reaching the decision, and indicates to the player and/or the club exactly when the penalty expires.
- (g) The Chairman provides a written report to the Secretary.

- (h) The Secretary updates the tribunal and conduct records and advises the club secretary of the any changes to the penalty originally imposed and when the penalty expires, and reports to the Executive Committee.

RULE 21 DISPUTES AND MEDIATION

- 21.1** The procedure set out in this rule applies to disputes under these rules between:
 - (a) A member and another member; or
 - (b) A member and the Association.
- 21.2** The parties to the dispute must meet and discuss the matter in dispute, and, if possible, resolve the dispute within 14 days after the dispute comes to the attention of all parties.
- 21.3** If the parties are unable to resolve the dispute at the meeting, or if a party fails to attend that meeting, then the parties must, within 10 days, hold a meeting in the presence of a mediator.
- 21.4** The mediator must be:
 - (a) A person chosen by agreement between the parties; or
 - (b) In the absence of agreement:
 - (i) In the case of a dispute between a member and another member, a person appointed by the Executive Committee of the Association; or
 - (ii) In the case of a dispute between a member and the Association, a person who is a mediator appointed or employed by the Dispute Settlement Centre of Victoria (Department of Justice).
- 21.5** A member of the Association can be a mediator.
- 21.6** The mediator cannot be a member who is a party to the dispute.
- 21.7** The parties to the dispute must, in good faith, attempt to settle the dispute by mediation.
- 21.8** The mediator, in conducting the mediation, must:
 - (a) Give the parties to the mediation process every opportunity to be heard; and
 - (b) Allow due consideration by all parties of any written statement submitted by any party; and
 - (c) Ensure that natural justice is accorded to the parties to the dispute throughout the mediation process.
- 21.9** The mediator must not determine the dispute.
- 21.10** If the mediation process does not result in the dispute being resolved, the parties may seek to resolve the dispute in accordance with the Act or otherwise at law.

Appendix 1 (A) MCA CODE OF CONDUCT

The MCA adopts **THE SPIRIT OF CRICKET** and the application of **LAW 42 PLAYERS' CONDUCT** (Laws of Cricket 2017 Code – 3rd Edition 2022). The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires, coaches & spectators. Traditionally, cricket has been one sport to maintain and exhibit the highest levels of conduct & sportsmanship. While cricket is a competitive game, the strength of the sport has relied upon the acceptance of the umpire's decision and to play within the "spirit of the game".

BEHAVIOURAL EXPECTATIONS FOR MCA MATCHES

Respect is central to the Spirit of Cricket

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard, play fair and accept the umpire's decision.

Expected positive behaviours are:

- Create a positive atmosphere by your own conduct and ask others to do likewise
- Show self-discipline, even when things go against you
- Congratulate the opposition on their successes. Acknowledge their captain
- Thank the officials and opponent at the end of the match, whatever the result
- Demonstrate values such as graciousness in defeat and humility in victory.

Player Code of Conduct

- Never argue with an umpire. If you disagree, approach the umpire in a calm and appropriate manner
- Verbal abuse of umpires, inappropriate sledging opposition players, deliberately provoking an opponent are not acceptable or permitted behaviours in cricket
- Do not bully or take unfair advantage of another competitor or an umpire
- Cooperate with the umpire(s), teammates and opponents. Treat all with respect
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

Unacceptable behaviours are:

1. **Captains failing to control their players**—It is the captain's role to ensure cricket is played with sportsmanship, in a positive and respectful manner. When Umpires request Captains to act regarding a player's behaviour, Captains shall; brief players on the behavioural requirements conforming to the traditional values and spirit of the game.
2. **The generation of an unpleasant atmosphere**—occurs when over an extended period. It can be an attempt to intimidate the umpire or opposition players through aggressive behaviour or an ongoing expression of dissatisfaction with the state of the match.
3. **The use of offensive language**—generally as a disparaging remark or swearing to an opposition player, an umpire, a member of the public. Also, as a loud expression of frustration or self-admonishment.
4. **An excessive number of ridiculous appeals**—primarily aimed at pressuring and intimidating the umpire into a favourable decision.
5. **Racial and religious slurs**—derogatory comments or acts considered likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, colour or national or ethnic origin has no place at a cricket match.
6. **Questioning or disputing an umpire's decision or failing to follow the umpire's instructions**—This is often in an aggressive, sarcastic, argumentative or in a prolonged manner. This applies equally to dismissals and unsuccessful appeals, and to the judgement of no balls and wides, byes and leg byes, ground and weather and light rulings, the use of covers etc. Members of the batting side acting as umpires, are official umpires and should be treated accordingly.
7. **The actions of the dismissed batsman**—in failing to leave the crease promptly on being dismissed, dissenting by word or action or equipment abuse on or off the ground.

8. **‘Send offs’ by word or action to the dismissed batsman**—This behaviour is antagonistic, aggressive and can inflame the situation leading to a more serious altercation.

**THE UMPIRE’S ROLE IN APPLYING
THE MCA CODE OF CONDUCT AND LAW 42**

The MCC, in response to poor behaviour, has created Law 42, which deals with player behaviour. Umpires are the eyes and the ears of the MCA Executive Committee and are obliged under the Laws of Cricket to intervene and report player misbehaviour that contravenes Law 42 or the MCA Code of Conduct (Appendix 1 (A)) to the MCA Secretary as prescribed in Rule 19 CONDUCT.

Umpires are instructed:

- To take appropriate action regarding any misconduct in MCA matches
- To report all breaches of Law 42 & the MCA Code of Conduct
- To apply on-field penalties in accordance with Law 42
- To follow protocols for conduct reports including timelines and notifications.

Appendix 1 (B) CONDUCT REPORT PROCEDURES

Reporting procedures required under Law 42

- Where an umpire(s) speaks to a captain regarding a player(s) or his own behaviour, a written report detailing the incident will be forwarded to MCA Secretary within 48 hours of the conclusion of the match.
- The MCA Secretary will forward a copy of the report to the club with the prescribed sanction instructing the club to respond within 24 hours from receiving the report to either plead guilty and accept the set penalty or challenge the report resulting in a tribunal hearing.

Record of player misbehaviour

A database maintained by the MCA Secretary will record all Conduct Reports. It will detail player’s name, club, offence, date and penalties applied.

Set penalties for players

- If a player accumulates 5 demerit points while playing in MCA matches, then an immediate 1 match suspension is applied.

Set penalties for teams

- Teams will lose 1 match point if they accumulate more than 5 demerit points in a single season and 1 match point for every subsequent demerit point accrued during that season.

Double demerit points will apply for finals

- Finals matches will accrue double demerit points.

Appendix 1 (C) SET PENALTIES & OFFENCES

When assessing the seriousness of any breaches of Law 42 or the MCA Code of Conduct, the Umpire shall be required to consider the context of the particular situation. Behaviour that is contrary to the spirit of the game, is unbecoming of a representative or official or does or could bring the game of cricket into disrepute is considered reportable conduct.

SET PENALTIES FOR GUILTY PLEAS

Once a player accumulates 5 demerit points a minimum 1 match suspension will be applied.

All reported Level 1 – Offences incur 1 demerit point for a guilty plea.

All reported Level 2 – Offences incur 2 demerit point for a guilty plea.

All reported Level 3 – Offences incur a minimum 3 demerit points for a guilty plea plus any further sanctions determined by the MCA Executive Committee.

All reported Level 4 – Offences may result in an offer an amount of demerit points as determined by MCA Executive for a guilty plea.

LEVEL 1 OFFENCES

Level 1 offences incur 1 demerit point and a written apology if requested.

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

1. Wilfully mistreating any part of the cricket ground, equipment or implements used in the match which includes any action such as:

- banging the bat into the ground/pad or against the fence or race, etc.
- throwing the bat or equipment during or after the batsman's return to the boundary/pavilion
- hitting the stumps upon dismissal
- kicking/hitting the ball away upon dismissal.

2. Showing dissent at an umpire's decision by word or action which includes excessive, obvious or inappropriate disappointment (dissent) with an Umpire's decision such as:

- an obvious delay in resuming play by the fielding team
- batsman not leaving the wicket promptly or shaking the head
- batsman pointing or looking at the bat when given out lbw
- batsman pointing/touching the pad or rubbing shoulder/body when given out caught behind
- a bowler snatching a cap from umpire
- fielders requesting a referral to a "TV Umpire"
- arguing or entering into a prolonged discussion with the Umpire about their decision

It shall not be a defence that the Umpire might have, or in fact did, get any decision wrong.

3. Using language that is obscene, offensive or insulting or making an obscene gesture

- audible swearing (which can be heard beyond the boundary) or repetitious swearing
- obscene gestures which are directed at another person
- swearing in frustration at one's own poor play or misfortune
- insulting/abusive comments to opposition players designed to distract or intimidate.

The umpire shall consider the context of the particular situation and whether the words or gesture are obscene, give offence or insult another person.

4. Appealing excessively including:

- advancing towards an umpire in an aggressive manner when appealing
- repeated appealing with the intention of placing the umpire under pressure
- celebrating or assuming a dismissal before a decision has been given.

This offence is not intended to prevent appealing but appealing that is intimidating.

- 5. Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman** e.g., verbal send off or a visual send off
- 6. Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.** This includes creating an unpleasant atmosphere over time, failing to follow umpire's instructions, deliberate time wasting, etc.

LEVEL 2 OFFENCES

Level 2 offences incur 2 demerit points and a written apology if requested.

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

1. Showing serious dissent at an umpire's decision by word or action

Dissent—including those in Level 1—will be classified as serious when:

- the conduct contains anger or abuse that is directed at the Umpire or the Umpire's decision
- there is an excessive delay in resuming play or leaving the wicket
- there is persistent reference to the incident over time.

It shall not be a defence that the Umpire might have, or in fact did, get any decision wrong.

2. Making inappropriate and deliberate physical contact with another player

Cricket is a non-contact sport and, as such, inappropriate physical contact of a serious nature will not be tolerated. Without limitation, players will breach this regulation:

- if they deliberately touch another player by walking or running into the player's personal space
- if they deliberately brush past a player.

Accidental or genuinely unavoidable physical contact which occurs during play shall not be considered an offence under this Level.

3. Throwing the ball (or any other item of cricket equipment) at a player, umpire or another person in an inappropriate and dangerous manner such as:

- throwing at the stumps in a mock run out attempt or any unnecessary throw near a batsman or umpire. This offence will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.

4. Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature

It is acknowledged that there will be verbal exchanges between players occur in the course of play. Umpires will be required to assess the seriousness of the breach and report conduct regarded as being obscene, insulting, abusive, harassing or personal in nature.

5. Or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence such as comments directed at a player about his bowling action.

LEVEL 3 OFFENCES

Level 3 offences incur a minimum 3 demerit points and any further sanctions imposed by the MCA Executive.

Any of the following actions by a player shall constitute a Level 3 offence:

- 1. Intimidation or attempted intimidation an umpire by language, behaviour or gesture**
- 2. Threatening to assault a player or any other person except an umpire**
- 3. Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person based on that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin**

LEVEL 3: IMMEDIATE ONFIELD SANCTIONS/PENALTIES

- The offending player is immediately suspended for several overs, either 10 overs or one-fifth of the overs in a limited overs match (this may be less than 10 overs).
- 5 Penalty runs awarded to the opposition and a conduct report made to the MCA.
- If the offending player is a fielder, no substitute shall be allowed for him/her.
- If the offending player is a batsman, they may return to bat after having served the suspension BUT only at the fall of a wicket.

LEVEL 4 OFFENCES

Level 4 offences incur a level of sanctions determined by the MCA Executive.

The following actions by a player shall constitute a Level 4 offence: These offences are self-explanatory:

1. Threatening to assault an umpire
2. Making inappropriate and deliberate physical contact with an umpire
3. Physically assaulting a player or any other person
4. Committing any other act of violence.

LEVEL 4: IMMEDIATE ONFIELD SANCTIONS/PENALTIES

- Offending player is removed from the field for the rest of the match
- 5 Penalty runs awarded to the opposition and a report being to the MCA.

LEVEL 3 & 4 OFFENCES MAY BE DIRECTLY REFERRED TO A TRIBUNAL

The reported player may be requested to appear before the MCA Tribunal or an offer of a guilty plea will result in an amount of demerit points as determined by MCA Executive.

Appendix 2 ADMINISTRATIVE FINES AND PENALTIES

ACTION	PENALTY
Non-attendance at delegates meetings	\$30
Non-attendance at committee meetings	At discretion of Executive Committee
Non-attendance at rules night	Half points for first 2 matches
Non-attendance at representative match	Player may be suspended
Failure to meet player umpire appointment	1 point per day
Failure to play or complete a match	\$100 plus umpires' fees
Breaches of eligibility rules	Loss of points for matches in which the ineligible player took part. A further 2 points per match may be deducted.
Failure to telephone match scores	\$15 or \$5 if late
Failure to submit complete match report	First offence – up to \$15 Repeat offence – up to \$15 and 1 point
Failure to submit captain's report	First offence – up to \$15 Repeat offence – up to \$15 and 1 point
Failure to submit player registration	First offence – up to \$15 Repeat offence – up to \$15 and 1 point
Failure to notify unprepared ground before 9.00 am	\$60 plus umpires' fees, \$20 to away side
Failure to correctly store covers and hessian at FP	First offence, up to \$100 Repeat offence, up to \$100 and 1 point, regardless of match result
Fawkner Park pavilion cleaning and security	\$50 if complaint received from council
Failure to meet October ground rental payments	Half points from round 6 until paid
Failure to meet December ground rental payments	Half points from round 10 until paid
Late payment of other club accounts (30 days)	Half points until account paid
Non-approved ball	\$20
Incorrect attire	\$10
Failure to follow instructions for pitch covers	Up to \$100 or loss of points
Failure to correctly remove covers	Day one – forfeit of toss Day two – if the away side bats in the first hour: First offence – up to \$100 Repeat offence – up to \$100 and 1 point, regardless of match result
Failure to sign umpires' match report	\$15

Appendix 3 PLAYER SAFETY

Bleeding protocols

Any injury causing bleeding to a player or umpire should have immediate first aid administered to prevent further bleeding.

1. If bleeding is not significant, and treatment is readily available, with minimal time loss, then the wound can be treated and covered on the ground.
2. If the bleeding is more serious, the injured person should receive treatment off the ground and shall not return to the field unless the bleeding has ceased and is covered. If treatment causes a batsman to retire then the Laws of Cricket apply.

Injured player or umpire protocols

Injured batter

1. If an Injury occurs in a 10th wicket partnership the umpires will allow a reasonable time (up to 15 minutes) for the injured batter to obtain treatment. If after 15 minutes the batter is unable to resume their innings they shall be recorded as 'retired not out' and the innings shall end.
2. If the Injury occurs in a 10th wicket partnership within 30 minutes of a scheduled interval with the batter is unable to resume within 2 minutes, the interval shall be taken immediately. If the batter cannot resume after the interval, they shall be recorded as 'retired not out' and the innings shall end.
3. If an injured batter has retired and is unable to return after the fall of the 9th wicket, they shall be recorded as 'retired not out' and the innings shall end.

Injured umpire

If an umpire sustains an injury and must leave the field for treatment, a competent person from the batting side shall take their place until the injured umpire is able to resume. In a two-umpire appointment the competent person from the batting side shall officiate at the bowler's end (square leg) only.

Concussion and head trauma protocols

The primary and only concern in any assessment shall be the health, safety and welfare of the Participant suspected of having suffered a head or neck trauma/concussion. Any participant receiving a blow to the head or neck (either bare, while wearing protective equipment or whiplash type mechanism), has potential for head or neck trauma. Concussion is established through the reporting of symptoms and/or observation of signs. Symptoms are generally subjective to the individual e.g., dizziness, headache or nausea or objective and observable e.g., loss of consciousness, altered balance, amnesia, disorientation, uncontrolled fall.

The procedure is:

1. The match situation is not relevant in the management of the participant if concussion is suspected or diagnosed
2. RECOGNISE whether the impact may have caused a concussion, noting that effects might not be immediate
3. REMOVE the participant for the rest of the match
4. RECOVER by having the participant seek medical advice before resuming play and return to play only after a medical clearance
5. Helmets should be replaced immediately in accordance following an impact.

Air quality (smoke, pollution) protocols

Umpires designate a responsible person (usually the batting captain or a non-playing club official to monitor the air quality via epa.vic.gov.au/EPAAirWatch every 60 minutes.

The website gives an hourly reading of particle pollution (PM2.5), at about 20–25 mins past each hour. The reading to be used will be the closest for each ground (the website calculates this).

1. Play is suspended if the reading is 200+
2. If play is suspended or the start is delayed, the players must go inside a pavilion, and if no pavilion is conveniently accessible, then in a car
3. If the next EPA reading (60 minutes from delay or suspension of play) does not drop below 200, ask the captains how long they are willing to wait. When both captains agree play for the day is abandoned

4. Play will be abandoned if the reading is 37.0+
5. Over calculations apply according to the playing conditions for the match.

Extreme heat protocols

When temperature reaches 40 °C or more, umpires are obligated to suspend play according to MCA RULE 8.7 (c). NO EXCEPTIONS. If a total of 60 minutes has been lost due to extreme heat; then the match shall be abandoned, however BOTH captains may agree to end the match earlier.

1. Umpires designate a responsible person (usually the batting captain or a non-playing club official to monitor the temperature from <http://m.bom.gov.au/> or the BOM mobile app every 20–30 minutes.
2. The home team is responsible to have an abundance of cool drinks available. A back up plan is required so that drinks do not run out or become warm.
3. On days of extreme heat, drinks breaks need to be frequent, every 30 minutes or less depending on circumstances. Drinks breaks should occur and if possible, in the shade.
4. Under no circumstances are cups to be dipped into drinks containers. Cups must be washed after use or disposed of. If drinks are contaminated by dipping umpires must report the incident to the MCA Secretary
5. On days of extreme heat, if requested, umpires can hold the batsman's or bowlers' drink containers if they wish to save time.

The Laws of Cricket and extreme heat

The temperature does not need to reach the designated 40 °C as in MCA Rule 8.7 (c) for umpires to suspend play. Umpires can apply Law 2.7 to ensure the safety of players. If players or umpires are struggling with heat below 40 °C, then umpires should suspend play under Law 2.7 & 2.8—'it is solely for the umpires together to decide whether weather ... or exceptional circumstances (e.g., heat) mean that it would be dangerous or unreasonable for play to take place. If there are only a few overs to go or a few runs to make player safety should take precedence.'

Extreme weather (lightning and high wind) protocols

Players' health and safety is the priority in times of electrical storms, high dangerous winds and extreme heat. Umpires must exercise a duty of care to all participants.

Lightning

1. Play should stop when flash to bang count is 30 seconds or less, as this indicates that lightning is 10km away, and there is significant risk that the next lightning strike could be at the location where the flash/bang occurred.
2. In the event of an active thunderstorm or electrical storm in the immediate vicinity of the ground, play is to cease IMMEDIATELY, and all players and umpires are to find safe shelter without delay. Safe shelters include cars or large substantial buildings with electric or telephone wiring and/or plumbing that provides a safe current to the ground. Players and others should not remain in open areas or take refuge beneath trees.
3. When the lightning has ceased for a minimum of 15 minutes after the last lightning strike then play can resume.

High dangerous winds

1. Common sense is required. If wind gusts are so high as to be deemed potentially dangerous e.g., it is observed that large objects are being moved by extreme wind gusts then play should cease immediately.
2. All players and umpires are to find safe shelter without delay. Safe shelters include cars or large substantial buildings. Players and others should not remain in open areas or take refuge beneath trees.

Appendix 4 FAWKNER PARK COVERS

4.1 Home side's requirements

Ring the Wet Weather Line to determine if covers have been laid overnight, or if covers should be laid after play on Saturday night

4.2 Home side

Responsible for removal of covers at least one hour before play on both days if required, weather permitting.

4.3 Umpires controlling covers

Umpires take control over the use of covers 60 Minutes before play is scheduled to start.

4.4 After the fixtured start of play

Both sides must provide labour as required and under instructions from the umpires.

4.5 Handing and care of covers

The MCA has invested plenty of time and money to provide covers for Fawkner Park pitches. Careful handling and storage of covers is necessary to ensure that covers remain effective. Covers should not be dragged across bitumen paths or concrete floors, or stood on by players wearing spikes, or left unattended in such a way as they could be blown up against trees.

4.6 Report damaged covers

Report any damage to covers, trolleys, missing tent pegs, mishandling by clubs, etc, on the umpires' match report. The Fawkner Park Secretary is responsible for the maintenance of the covers.

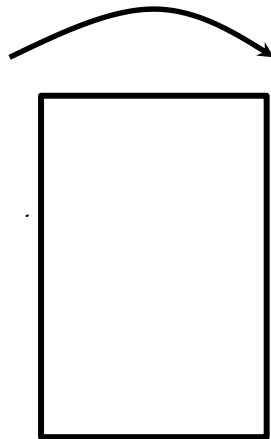
4.7 Correct removal of covers

Take care with removal of water. A broom or squeegee can be used to push water to ends of covers. Remove excess water to low side and off pitch square, if possible. More water requires more hands = less spillage, leakage. Take cover beyond the boundary and fold according to folding instructions. Place folded cover on the trolley available from the Covers Room next to the Southern Pavilion.

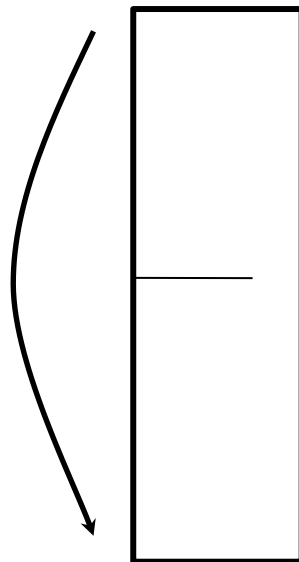
4.8 Folding covers – The only correct method!

This is the only method to fold covers at Fawkner Park so they fit on the trolley and can be moved and stored without damage:

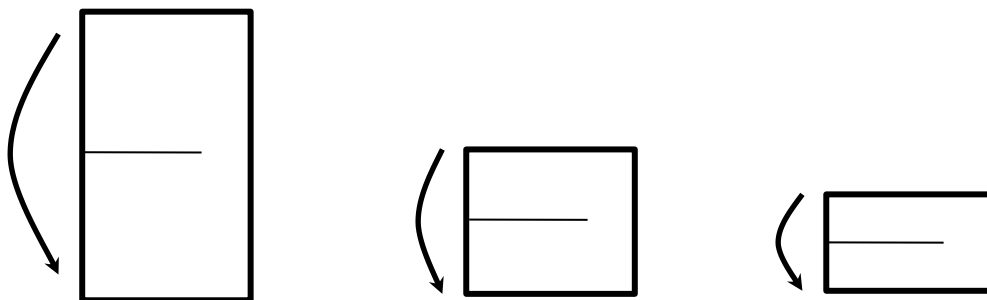
Step 1: 1st Fold – Left side to right side



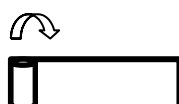
Step 2: 2nd Fold – Top to bottom



Step 3: 3rd Fold – Keep repeating top to bottom until the cover is a strip, less than one metre wide



Step 4: From the folded end of the strip roll toward the open end. Until you have the shape of a barrel.



Appendix 5 DOUBTFUL BOWLING ACTION PROCEDURE

Throughout the process the MCA, clubs, coaches and umpires are to act in the best interests of the player(s) and cricket in general, with the overall welfare of the player(s) and the game being the prime considerations.

LAWS OF CRICKET 21.2 FAIR DELIVERY—THE ARM

Under the Laws of Cricket, a ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing. An umpire is to make a mention, when they have no doubt a bowler has broken the Laws of Cricket Fair Delivery. The below process does not preclude any umpire from calling a bowler for throwing, at any time, if the umpire is in no doubt.

LEVEL 1

1st Mention

In any scheduled MCA match, if the umpire(s) suspects a bowler to have delivered a ball breaching Law 21.2 Fair Delivery – The Arm under the Laws of Cricket, a suspect bowling report is to be made by the umpire(s) to the MCA Secretary in writing on the appropriate form, naming the bowler and their club, expressing what the concerns are with the bowler's action. Upon receipt, the MCA Secretary contacts the Club Secretary and instructs the club to undertake remedial action with the player. Coaches or anyone else assisting with the remedial work are recommended to use the CA Coach App and any other expertise available within their local association, for support with training activities to support the remedial work. Clubs have one month to report back to the MCA Secretary on the remedial work undertaken to remediate the bowler.

LEVEL 2

2nd Mention

If a player receives a second suspect bowling report made by the umpire(s) to the MCA Secretary in writing on the appropriate form, naming the bowler and their club, expressing what the concerns are with the bowler's action. The MCA Secretary will contact the club and request that video footage be taken of the mentioned bowler in a training simulation. The footage is to be provided to Cricket Victoria (CV) through the CV Coach Force Online Bowling Assessment, who will then liaise with the coach/club, anyone else assisting with the remedial work and player to provide remedial action advice. The cost to this service will be \$75 for the video review. Once completed, the player, coach and club will receive a full technical bowling assessment as well as recommended bowling drills. The MCA Secretary will also contact with the Secretary of VMCU and at this point the player is placed on the VMCU Suspect Action Registry. The MCA Secretary will request that the club provides evidence that the Online Bowling Assessment has been undertaken.

LEVEL 3

3rd Mention

If a player receives a third suspect bowling report made by the umpire(s) to the MCA Secretary in writing on the appropriate form, naming the bowler and their club, expressing what the concerns are with the bowler's action. The MCA Secretary contacts the Secretary of the VMCU and advises that the player has again been mentioned. The MCA Secretary contacts the club and requests that the player completes a Face-to-Face assessment via Cricket Victoria's individual skills coaches, which will include an individual report with remedial action advice. The cost of the session will be \$125, inclusive of the detailed individual report. A copy of the report is also forwarded to the MCA. There will be an 8 week "intervention period" following this analysis to allow remedial work to be undertaken. During this intervention period the player will be permitted to bowl in matches. Umpires will be advised of the player's situation by the MCA Secretary. If there is any doubt during this intervention period then the umpire(s) will continue to make a separate report to the Association Secretary.

LEVEL 4

4th Mention

If a player receives a fourth suspect bowling report made by the umpire(s) to the MCA Secretary in writing on the appropriate form, naming the bowler and their club, expressing what the concerns are with the bowler's action. The MCA Secretary must contact the Secretary of the VMCU and advise that the player has again been mentioned. The MCA Secretary contacts the Club and advises that the bowler is to undertake a 3D biomechanical assessment which Cricket Victoria can facilitate. The cost of this assessment is provided at the time of application. There will be an additional 8 week "intervention period" following this analysis to allow remedial work to be undertaken. During this intervention period the player will be permitted to bowl in matches. Umpires will be advised of the player's situation by the Association Secretary/Administrator. If there is any doubt during this intervention period then the umpire(s) will continue to make a separate report to Association Secretary. Any subsequent mention following Level 4, the player will immediately again move to Level 3 and continue through the process.

Appendix 6 ALLOWED GRADES FOR PLAYERS FROM OTHER COMPETITIONS

The allowed grades table has been moved online and can be found at:

<https://www.mercantileca.com.au/rules>

This ensures the most accurate and up-to-date version of the table is always available to clubs.