



# WEST GIPPSLAND CRICKET ASSOCIATION

## Senior Cricket Playing Rules

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INDEX	PAGES
R 1 JUNIORS PLAYING AT SENIOR LEVEL	3
R 2 UMPIRES	3
R 3 WGCA PLAYING CONDITIONS	4
R 4 PLAYING CONDITIONS 1-DAY GAMES (EXCEPT 1-DAY COMP)	6
R 5 PLAYING CONDITIONS 2-DAY GAMES	7
R 6 PLAYING CONDITIONS 1-DAY COMP GAMES	10
R 7 PLAYING CONDITIONS FOR SEMI FINALS	11
R 8 PLAYING CONDITIONS FOR GRAND FINALS	13
R 9 CHANGES OF VENUE	16
R 10 FITNESS OF PLAY - GROUNDS	16
R 11 ABANDONMENT OF PLAY	16
R 12 LATE STARTS	17
R 13 FORFEITS	18
R 14 MATCH DAY DUTIES	18
R 15 NEW BALLS	19
R 16 SPIKES	19
R 17 HELMETS	20
R 18 DRESS CODE	20
R 19 REP PLAYER REPLACEMENT	20
R 20 EMERGENCY SERVICES DUTIES	20
R 21 MATCH DAY – PLAYER CONDUCT	21
R 22 BREACHS OF RULES	24
R 23 ADOPTION DATE	24



## SENIOR RULES

Working With Children Checks are compulsory under Australian legislation.

- See By-Law for WGCA requirements pertaining to WWCC's.

The Playing Rules of the Association shall be read in conjunction with the WGCA By-Laws and Policies.

### SR1. JUNIORS PLAYING AT SENIOR LEVEL

- 1.1. In senior cricket, any player under the age of 18 as of 1<sup>st</sup> September shall be referred to as a junior player for the purposes of these rules and shall be subject to any conditions relating to such players, irrespective of whether they play in the junior competition or not.
  - a) Junior players must have written parental/guardian permission, via WGCA Parent Consent Form
    - Refer to JR-Playing Above Eligible Age
- 1.2. All junior aged players when playing in senior matches, when batting, must, as a minimum requirement, be wearing protective headwear, leg pads, gloves, and groin protectors.
- 1.3. All junior players when playing in senior matches must wear protective headwear, and groin protectors when fielding 10m (approx. half pitch length from stump to stump) of the batsman on strike, excluding the regulation slips area and wicket keeper, unless the keeper is keeping up at the stumps.
  - Refer to JR Safety Aspects
- 1.4. Any junior aged player who is wicket keeping at senior level, must wear protective headwear when keeping up at the stumps.
- 1.5. Junior aged players cannot act as umpires; this includes square leg umpiring. (SR2.2)

### SR 2. UMPIRES

#### 2.1 OFFICIAL UMPIRES

- a) The role of an official umpire is to umpire the game by unobtrusively overseeing the application of the laws and playing conditions according to the Laws of Cricket and the Playing Rules as set out in the WGCA Directory at the start of each season, or as modified by the Board of Management during the season.
- b) A copy of the WGCA Directory and a current copy of the Laws of Cricket must be carried by umpires at all times. The Laws of Cricket are available via a Smartphone App however a current printed copy is preferred for umpires.
- c) Refer to: -
  - SR10 Fitness of Play
  - SR 21 Match Day- Player Conduct
  - By-Law Umpires Duties
  - By-Law Reporting on the Maintenance of Order



## 2.2 **UNOFFICIAL TEAM UMPIRES**

- a) Umpires for Home & Away matches where no Official Umpires are in attendance are to be nominated by the captain of each batting team
- b) Junior aged players cannot act as umpires; this includes square leg umpiring.
- c) All players substituting as Umpires shall wear a coloured jacket or shirt to distinguish them from players.
- d) Thongs or bare feet are not allowed.
- e) Coloured singlets or “tank tops” if worn, must be over a white cricket shirt.
- d) Refer to: -
  - SR 21 Match Day Player Conduct
  - By-Law Umpires Duties
  - By-Law Reports on the Maintenance of Order

## **SR 3. WGCA PLAYING CONDITIONS**

- 3.1 The Laws of Cricket shall apply to all WGCA matches, except as hereinafter modified by this Association.
  - Available WGCA Website
  - a) These modifications will be listed in the Association directory each season and on the WGCA website.
  - b) Any changes made during the season in accordance with the Constitution C21 Alteration of Rules will be notified to the clubs and umpires via email as well as being updated on the WGCA website.
  - c) The WGCA Board of Management is the sole arbiter on any interpretations of the Laws, Rules and Playing Conditions, and any disputes between captains &/or umpires arising over decisions and interpretations of the Laws & Playing Rules should be forwarded to the Board of Management as stated in By-Laws.
    - Refer to: - C19 Interpretation of Rules
  - d) LAW 2.11 – DISAGREEMENT & DISPUTE: If a disagreement/ dispute involves an interpretation of the Laws/Rules, the WGCA Rules Liaison officer should be consulted at an appropriate time.
- 3.2 Captains have the sole responsibility for the conduct of all games which will be played under the Laws of Cricket, Senior Playing Rules and By-Laws.
  - a) Team captains as a minimum requirement, must have a copy of the WGCA Directory available at all times. It is also recommended that they have a current copy of the Laws of Cricket. (Laws of Cricket are available via a Smartphone App. Or on the WGCA website).
  - b) Refer to By-Law Maintenance of Order



- 3.3 In all matches within the WGCA, the 5 run penalties in the Laws of Cricket shall only apply in regard to the ball hitting a helmet or other apparel placed on the playing surface and after a level 3 or 4 offence of the player conduct has occurred.
- 3.4 The following Laws of Cricket shall not apply within WGCA Cricket unless otherwise stated by the Board of Management prior to the commencement of play:
- LAW 10 COVERING OF THE PITCH – Covering the pitch will not be permitted in the WGCA
  - LAW 16.3 UMPIRES AWARDED A MATCH – For any matter this severe must be reported to the Board of Management for investigation, EXCEPT in the case of a level 3 or 4 offence of the player conduct.
  - LAW 26 PRACTICE ON THE FIELD – practice on the field will be permitted outside of the times of play.
  - LAW 41.11 THE PROTECTED AREA – refers to turf pitches
  - LAW 41.13 BOWLER RUNNING ON PROTECTED AREA – refers to turf pitches
  - LAW 41.15 STRIKER IN PROTECTED AREA – refers to turf pitches

3.5 **FULL TOSS DELIVERIES**

In all WGCA matches, any non-pitching (full toss) delivery, which passes or would have passed above the waist height of the striker standing upright AT THE CREASE, shall be deemed as a no ball.

- a) The first instance shall result in the bowler being automatically placed under a warning, with no official notification being required.
  - b) Should a second instance occur from the same bowler in the same innings, the bowler shall be automatically placed under a caution.
  - c) After the second instance has occurred, the other umpire, the bowler, the captain of the fielding side and both the striker and non-striker are to be notified that any further instances in that innings shall result in the bowler's immediate suspension from bowling in that innings.
  - d) At the earliest possible time after the second instance, the captain of the batting side is also to be notified.
  - e) Any further instances in that innings shall result in the bowler being removed from bowling immediately and may not bowl again during that innings.
  - f) The over, if not already completed, must be completed by another bowler, who did not bowl the previous over, nor shall be permitted to bowl the next over.
- 3.6 The bowling of short pitched & full pitched deliveries MUST be dealt with as separate issues and not combined to remove a bowler.
- 3.6.1 A batsman standing out of his crease or advancing to receive the delivery early does not negate the possibility of the ball being deemed as a dangerous delivery, however, the decision must be based on where the ball would have passed the striker standing upright at the crease, not where it passed the striker.



### 3.7 **SHORT PITCHED DELIVERIES**

Any short-pitched delivery that passes above HEAD height of the striker standing upright at the crease shall be deemed dangerous and immediately called as a No Ball.

- a) Short-pitched deliveries that pass above SHOULDER height but not above head height of the striker standing upright at the crease shall be dealt with as follows: -
- After the first instance in an over, the Central Umpire shall advise the bowler, the fielding team's captain, both batsmen and the square leg umpire.
  - Should a second instance occur in the same over, the Central Umpire shall advise the bowler, the fielding team's captain, both batsmen and the square leg umpire that the second instance has occurred & that any further instances in the same over will be called 'No Ball'.
  - For the purpose of this rule, any short-pitched delivery that passes above head height of the striker shall also count towards the permitted short-pitched balls per over listed in this rule.

## **SR 4. PLAYING CONDITIONS 1-DAY GAMES (EXCEPT 1-DAY COMPETITION)**

4.1 All fixtured 1-day matches will be 40 overs per team in all senior grades and shall commence at 1pm, with the scheduled conclusion time of 6.30pm and a 20-minute tea break scheduled to commence at 3:30pm.

- a) Should the 1st innings not be concluded by 3:30pm, then the scheduled break time is to be adjusted accordingly to when the tea break is taken.
- b) Should the first inning not be completed by the scheduled time for the tea interval, then the scheduled finish time for the match shall be adjusted accordingly.
- c) If an innings is completed or closed within 30 minutes before the normal time for the afternoon tea adjournment, then an afternoon tea break of 20 minutes shall immediately be taken.
- d) In all senior grades, 1-day matches shall immediately conclude once a first innings result has been achieved.
- e) All A grade division matches are to have a 30-meter circle marked on the ground:  
Field restrictions for A grade are as follows:
- 1-10 Overs 2 outside the 30-meter Circle
  - • 11-20 Overs 3 outside the 30-meter Circle
  - • 21-30 Overs 4 outside the 30-meter Circle
  - • 21-40 Overs 5 Outside the 30-meter Circle
  - 4.1.5.b No more than 5 players are permitted on the leg side at any time during the innings Overs

4.2. In 1-day games, the innings of the side batting first shall be compulsorily closed at the completion of 40 overs for all senior grades.

4.3 If the innings of the side batting first is compulsorily closed then the side batting second, if it is not dismissed, shall be entitled to bat ONLY for the same number of overs which have been bowled to the side batting first.



- 4.4 If the innings of the side batting first has been completed OTHER than by compulsory closure then the side batting second, if it is not dismissed, shall be entitled to bat to a MAXIMUM of 40 overs.
- 4.5 In all 1-day games in the A-grade divisions only, any ball legally bowled passing outside the leg stump with the batsman in normal batting stance having not being touched by the striker or their clothing will be deemed a wide. Bowler Restrictions
- 4.6 No bowler shall bowl more than 8 overs in all senior grades. This will be reduced proportionately in matches affected by bad weather.
- 4.7 Any player arriving late to games may bowl immediately, providing SR12.3 Late Starts is adhered too.
- 4.8 Time Loss Due To Weather.  
If any time is lost due to bad weather or any other legitimate reason during the first innings of the match, then the number of balls to be bowled shall be reduced by two per minute from the scheduled overs for the match, with the remaining overs to be divided equally between the two teams.
- a) A 20-minute tea interval shall be taken at the conclusion of the innings of the side batting first.
- b) Bowling restriction shall be reduced in proportion to the maximum overs available.
- 4.9 Should any time be lost during the 2nd innings up to and including 30 minutes, then the match will continue unchanged, this may include a reduction of overs from the 1st innings.
- 4.10 Should more than 30 minutes be lost during the 2nd innings, then ONLY 30 minutes may be made up by playing beyond the scheduled finish time.
- 4.11 If time does not permit a minimum of 25 overs per side to be bowled, then the match shall be abandoned as a draw.

## **SR 5. PLAYING CONDITIONS 2-DAY GAMES**

### **5.1 HOURS OF PLAY**

- 5.1.1 In the 3 A grade divisions, 2-day Home & Away matches shall commence at 1pm and finish at 6pm with 20 minutes afternoon tea adjournment to be taken between 3:20pm and 3:40pm.
- 5.1.2 In all other grades, 2-day Home & Away matches shall commence at 1:30pm and finish at 6pm with the tea break taken between 3:30pm and 3:50pm.
- 5.2 If an innings is completed or closed within 30 minutes before the normal time for the afternoon tea adjournment, then an afternoon tea break of 20 minutes shall immediately be taken.
- 5.3 If 9 wickets are down at the scheduled time for the tea break then play shall continue for a further 30 minutes or until the tenth wicket falls, whichever comes first.



## 5.4 **CLOSURES**

- 5.4.1 In two-day games the innings of the team batting first shall be compulsorily closed at the end of play on the first day if the team has not been dismissed or play is not subject to the adverse weather rules SR5.9.1 Time Loss On The First Day Due To Weather.
- 5.4.2 In two-day matches, if a compulsory closure has occurred (under SR5.4.1), the side batting second, if it is not dismissed, shall be entitled to bat for ONLY the same number of overs which have been bowled to the side batting first.
- 5.4.3 Where the team batting second has not been dismissed before the closure under SR5.4.2 the match shall be decided by the number of runs scored in each first innings, irrespective of the number of wickets lost.
- 5.4.4 A declaration, made to ensure the side batting second receives at least the same number of overs, is a closure.
- 5.4.5 If the team batting first on the first day's play is dismissed, then any overs faced by the team batting 2nd on the first day, shall be considered as bonus overs and shall not count towards that teams total overs for the match.
- 5.4.6 Play can be terminated on the 2nd day at the tea break if a decision has been reached and both captains concur.

## 5.5 **BOWLING RESTRICTIONS**

### 5.5.1 Overs On The First Day

- a) In two day matches 80 overs shall be played in the A grade divisions
- b) 70 overs in all other grades.
- c) In the event of the innings of the team batting first closing before 80/70 overs, three overs shall be deducted for the innings break unless the change of innings occurs at the tea break.
- d) An incomplete over will be counted as a completed over towards the 80/70 over maximum.

### 5.5.2 Overs On The Second Day

- a) In two day matches 80 overs shall be played in the 3 A Grade divisions
- b) 70 overs In all other grades.
- c) On the second day if the side batting second is not dismissed 80/70 overs shall be played from the commencement of the day.
- d) In the event of innings of the team batting second being terminated before the allocated overs are bowled, the game will only continue until 6pm.

## 5.6 **RULING THE SCOREBOOK FOR THE LAST HOUR OF PLAY**

- 5.6.1 On the second day of the match, if the side batting second is dismissed in its first innings, and the 3rd or 4th innings of the game has commenced, the scorebook shall be ruled off, after the over in progress at five o'clock has been completed.
- a) A minimum of 20 overs shall then be bowled from the commencement of the last hours play, SHOULD AN OUTRIGHT DECISION BE AT ALL POSSIBLE.
  - b) If an interval for drinks is due, it must be taken before the start of the final hour.





- c) If at 6pm both captains agree that an outright decision is not likely to be obtained, play shall be terminated.
- d) Should there be an innings change during this last hour of play, there will be a 10-minute change-over but not a deduction of overs.

## **5.7 DECLARATIONS**

- 5.7.1 The captain of a team is allowed to close the first innings at any time on the first day. Declarations may also be made on the second day at any time.
- 5.7.2 If a declaration takes place at any time except during the afternoon tea break, the time lost for the changeover shall be three overs, if a set number of overs is to be bowled, or 10 minutes if the game is to finish at 6pm.
- 5.7.3 If the declaration occurs during a tea break, there shall be no deduction of overs or time lost.
- 5.7.4 If a declaration is made during the tea break, the opposing captain and the umpires are to be informed within the first 10 minutes of the break.

## **5.8 FOLLOW ON**

- a) The follow on shall be 100 runs in two-day matches.
- b) If the side batting second scores half or less of the runs scored by their opponents, the side leading on the first innings shall have the option of requiring their opponents to follow on.

## **5.9 TIME LOSS**

In cases of legitimate time loss, the minimum over rate shall be reduced at the pro-rata rate of two balls per minute of time lost.

### **5.9.1 Time Loss On The First Day Due To Weather:**

- a) Should the play on the first day of a 2-day match be limited to less than ten (10) overs before the tea interval & the innings of the team batting first, not being completed or play be entirely prevented by adverse weather conditions, the game shall revert to a 1-day Match.
- b) On the FIRST day any time lost up to 30 minutes due to adverse weather, shall result in two balls per minute lost, being deducted from the maximum 80/70 overs for the day, as laid down in SR5.5 (Bowling Restrictions).
- c) In the event of a two-day match being interrupted by more than 30 minutes of bad weather on the first day, the team batting first will not be forced to close its innings at the scheduled close of the first day, unless it is dismissed, and play may be extended up to 7.00pm if more than 30 minutes are lost.

The team has the options of:

- Continuing its innings into the next day of play up to the completion of the 60th / 50th over from the start of the match
- Or declaring in order to bowl at least an equivalent number of overs to the side batting second.



- d) When the side batting first continues its innings into the next day due to time loss under SR5.9.1C (Time Loss) and is compulsorily closed, the number overs available to the side batting second shall be the number of overs for the day (80/70) minus the overs bowled to the side batting first, up to a maximum of the same number of overs faced by the team batting first.
- e) When the side batting first continues its innings into the next day due to time loss under SR5.9.1C Time Loss and is dismissed or declares before the compulsory closure, the number overs available to the side batting second shall be the number of overs for the day (80/70) minus the number of overs bowled to the side batting first minus 3 overs for a change of innings unless the change of innings occurs at the tea break (see SR5.7 Declarations)

#### 5.9.2 Time Loss On Second Day Due To Weather

- a) On the second day any time lost up to 30 minutes shall be made up by playing beyond 6:00pm until the lost time is made up for a first innings decision only.
- b) If more than 30 minutes is lost, play ceases at 7.00pm. In either case the minimum overs for the second day no longer applies and the match is concluded by time.
- c) If the side batting second receives at least the same number of balls as the side batting first prior to the scheduled finishing time, the side scoring the most runs shall be declared the winner (see also SR5.4.5 Closures).
- d) If the side batting second is not dismissed, does not pass the score of the side batting first and does not receive the same number of balls as the side batting first, the match shall be declared a draw

### SR 6. PLAYING CONDITIONS 1- DAY COMPETITION GRADE

#### 6.1 HOURS OF PLAY

Matches shall commence at 1.30pm. A Tea interval lasting 20 minutes shall be taken at the change of innings.

#### 6.2 OVERS

Each side shall have a maximum of 35 overs.

#### 6.3 RUN UPS

Shall be limited to 15 metres from the stumps.

#### 6.4 BOWLING RESTRICTIONS

No bowler shall bowl more than 7 overs, and this will be reduced proportionately in matches affected by bad weather.

#### 6.5 BATTING RESTRICTIONS

Batsmen shall retire at 70 runs and are not able to return.

#### 6.6 TIME LOSS DUE TO WEATHER

If time is lost due to bad weather or any other legitimate reason, then the number of balls to be bowled shall be reduced by two per minute from the scheduled 70 overs for the match with the remaining overs equally divided between the two sides.

- a) Bowling restrictions shall be reduced in proportion to the maximum overs available.



- b) If time does not permit a minimum of 25 overs per side to be bowled by 6pm or an agreed finishing time, then the game shall be abandoned as a draw. Reserve Days For 1-day Competition Grade games.

#### 6.7 **RESERVE DAYS**

There shall be no reserve days allocated for the qualifying/elimination finals for the 1-day competition grade.

- 6.8 If the semi-finals of the 1-day competition grade are not completed due to bad weather or other legitimate reasons, then the Sunday can be used as a reserve day on which to complete the match.
- 6.9. Should the 1-day competition grade Grand Final not be completed due to bad weather or other legitimate reason, then the Sunday may be used as a reserve day to complete the match.
  - a) Should the match still not be completed on the Sunday, then the reserve weekend for all other grades may also be used to complete the match.

### **SR 7. PLAYING CONDITIONS FOR SEMI FINALS**

#### 7.1 **HOURS OF PLAY FOR SEMI FINALS**

In the 3 A grade divisions, 2-day semi-final matches play shall commence at 1pm and finish at 6pm

- a) with 20 minutes afternoon tea adjournment to be taken between 3:20pm and 3:40pm.

In all other grades, 2-day semi-final matches shall start at 1:30pm and end at 6pm with the tea break taken between 3:30pm and 3:50pm.

- 7.2 If a match takes place when daylight savings is not in operation; such matches will commence at 12.30pm for the 3 A grade divisions and 1pm for all other grades and finish at 5.30pm.
  - a) A 20-minute tea break shall be taken between 3.00pm and 3.20pm.

- 7.3 If an innings is completed or closed within 20 minutes before the normal time for the afternoon tea adjournment, then an afternoon tea break of 20 minutes shall immediately be taken.

- 7.4 If 9 wickets are down at the scheduled time for the tea break then play shall continue for a further 30 minutes or until the tenth wicket falls, whichever comes first.

#### 7.5 **CLOSURES**

In semi-final games the innings of the team batting first shall be compulsorily closed at the end of play on the first day if the team has not been dismissed, or play is not subject to the adverse weather rules SR7.15 to 7.18 (Time Loss).

- 7.6 In semi-final matches, if a compulsory closure has occurred (under SR7.5 above), the side batting second, if it is not dismissed, shall be entitled to bat for ONLY the same number of overs which have been bowled to the side batting first.

- 7.7 Where the team batting second has not been dismissed before the closure under rule SR7.6 (above) the match shall be decided by the number of runs scored in each first innings, irrespective of the number of wickets lost. A declaration, made to ensure the side batting second receives at least the same number of overs, is a closure.



7.8 Play can be terminated at any time if a decision has been reached and both captains concur.

7.9 If the match is declared a draw or if a tie results after two days scheduled play, the team finishing higher on the premiership ladder after Home & Away matches shall be declared the winner.

**7.10 OVERS ON FIRST DAY**

In a semi-final match 80 overs shall be played in the 3 A grade divisions and 70 overs in all other grades.

In the event of the innings of the team batting first closing before 80/70 overs, three overs shall be deducted for the innings break, unless the tea break is taken at the change of innings.

An incomplete over will be counted as a completed over towards the 80/70 over maximum.

**7.11 OVERS ON SECOND DAY**

In a semi-final match 80 overs shall be played on day two in the 3 A Grade divisions and 70 Overs in all other grades

On the second day if the side batting second is not dismissed, 80/70 overs shall be played from the commencement of the day. In the event of innings of the team batting second being terminated before the allocated overs are bowled, the game will only continue until 6pm.

**7.12 RULING THE SCOREBOOK FOR THE LAST HOUR OF PLAY**

On the second day of the match, if the side batting second is dismissed in its first innings, and the 3rd or 4th innings of the game has commenced, the scorebook shall be ruled off, after the over in progress at five o'clock has been completed, and a minimum of 20 overs shall then be bowled from the commencement of the last hour.

- a) THIS SHALL ONLY APPLY SHOULD AN OUTRIGHT DECISION BE AT ALL POSSIBLE. If an interval for drinks is due, it must be taken before the start of the final hours play.
- b) If at 6 pm both captains agree that an outright decision is not likely to be obtained, play shall be terminated.
- c) Should there be an innings change during this last hour of play, there will be a 10-minute change-over but not a deduction of overs.

**7.13 DECLARATIONS**

The captain of a team is allowed to close the first innings at any time on the first day. Declarations may also be made on the second day at any time.

7.14 If a declaration takes place at any time, except during the tea break, the time lost for the changeover shall be three overs, if a set number of overs is to be bowled, or 10 minutes if the game is to finish at 6pm. If a declaration takes place during a tea break, there shall be no deduction of overs or time lost.

- a) If a declaration is to be made during the tea break, it must be made, and the opposing captain and the umpires are to be informed within the first 10 minutes of the break.



7.15 **TIME LOSS**

In cases of legitimate time loss, the minimum over rate shall be reduced at the pro-rata rate of two balls per minute of time lost.

7.16 **TIME LOSS ON THE FIRST DAY DUE TO WEATHER (SEMI FINALS)**

The rule shall be the same as for home and away matches. If the whole of the first day is lost due to weather, then the match shall commence at 12.30pm on the next day and conclude at 6.30pm with a compulsory closure after 60 overs.

7.17 On the FIRST day any time lost up to 30 minutes due to adverse weather, shall result in two balls per minute lost, being deducted from the maximum 80/70 overs for the day, as laid down in SR7.10 (Overs On First Day).

7.18 In the event of the match being interrupted by more than 30 minutes of bad weather on the first day:

- a) The team batting first will not be forced to close its innings at the scheduled close of the first day unless it is dismissed. The team has the option of continuing its innings into the next day of play up to the completion of the 60th (A grade)/ 50th over from the start of the match or declaring in order to bowl at least an equivalent number of overs to the side batting second.
- b) Play maybe extended up to 6.30pm with the agreement of the 2 captains.
- c) With the agreement of the 2 captains, play on the 2nd day of the match, may commence at 12:30pm and conclude at 6:30pm
- d) The maximum of 80/70 overs for the second day will no longer apply and the match shall be concluded by time.
- e) When the side batting first continues its innings into the next day, due to time loss (under SR5.9.1C Time Loss) and is dismissed or declares before the compulsory closure, the number of overs available to the team batting second shall be the number of overs for the day (80/70) minus the number of overs bowled to the side batting first minus three (3) overs for a change of innings – unless the change of innings occurs at the tea break (see SR 5.7 Declarations)

7.19 **TIME LOSS ON THE SECOND DAY DUE TO WEATHER (SEMI FINALS)**

On the second day any time lost up to 30 minutes shall be made up by playing beyond the normal finishing time until the lost time is made up for a first innings decision only.

- a) If more than 30 minutes is lost, play ceases at 6.30pm. In either case the maximum overs for the second day no longer applies and the match is concluded by time.

7.20. If the side batting second receives at least the same number of balls as the side batting first prior to the scheduled finishing time, the side scoring the most runs shall be declared the winner.



- 7.21 If the side batting second is not dismissed, does not pass the score of the side batting first and does not receive the same number of balls as the side batting first, the match shall be declared a draw. The team finishing higher on the ladder proceeds to the Grand Final.

## **SR 8. PLAYING CONDITIONS FOR GRAND FINAL**

### **8.1 HOURS OF PLAY FOR GRAND FINALS**

In the 3 A grade divisions, play shall commence at 1pm and conclude at 6pm with a 20-minute afternoon tea adjournment to be taken between 3:20pm and 3:40pm.

In all other grades, play shall commence at 1:30pm and conclude at 6pm with the tea break taken between 3:30pm and 3:50pm.

- 8.2 In 2-day matches 80 overs shall be played in the 3 A grade divisions and 70 overs in all other grades. In the event of the innings of the team batting first closing before 80/70 overs, three overs shall be deducted for the innings break, unless the changeover occurs at the afternoon tea adjournment, in which case there will be no deduction of overs.
- a) An incomplete over will be counted as a completed over towards the 80/70 over maximum.
- 8.3 If a finals match takes place when daylight savings is not in operation, play will start at 12:30pm in the A grade divisions and 1 pm for all other grades. All matches will conclude at 5:30 pm with a 20-minute tea break to be taken between 3:00pm and 3:20pm.
- 8.4 If an innings is completed or closed within 20 minutes before the normal time for the afternoon tea adjournment, then an afternoon tea break of 20 minutes shall immediately be taken.
- 8.5 If 9 wickets are down at the scheduled time for the tea break then play shall continue for a further 30 minutes or until the tenth wicket falls, whichever comes first.
- 8.6 **CLOSURES**  
The innings of the team batting first shall be compulsorily closed at the end of play on the first day if the team has not been dismissed unless play has been affected by adverse weather. SEE SR8.14 to 8.16 .
- 8.7 If a compulsory closure has occurred, the side batting second, if it is not dismissed, shall be entitled to bat for ONLY the same number of balls which have been bowled to the side batting first.
- 8.8 Where the team batting second has not been dismissed before the closure under rule SR8.7 (above) the match shall be decided by the number of runs scored in each first innings, irrespective of the number of wickets lost. A declaration, made to ensure the side batting second receives at least the same number of overs, is a closure.
- 8.9 Play must continue until a first innings decision has been reached. Play may be terminated at that stage, provided both captains concur.



#### 8.10 **OVERS ON THE SECOND DAY**

On the second day if the side batting second is not dismissed 80/70 overs shall be played from the commencement of the day. In the event of innings of the team batting second being terminated before the allocated overs are bowled, the game will continue until 6pm. Ruling The Scorebook For The Last Hour Of Play

8.11 On the second day of the match, if the side batting second is dismissed in its first innings, and the 3rd innings of the game has commenced, the scorebook shall be ruled off, after the over in progress at five o'clock has been completed, and a minimum of 20 overs shall then be bowled from the commencement of the last hour.

- a) THIS SHALL ONLY APPLY SHOULD AN OUTRIGHT DECISION BE AT ALL POSSIBLE. If an interval for drinks is due, it must be taken before the start of the final hour.
- b) If at 6pm both captains agree that an outright decision is not likely to be obtained, play shall be terminated.
- c) Should there be an innings change during this last hour of play, there will be a 10-minute change-over but not a deduction of overs.

#### 8.12 **DECLARATIONS**

The captain of a team is allowed to close the first innings at any time on the first day. Declarations may also be made on the second day at any time from the start of the match or declaring in order to bowl at least an equivalent number of overs to the side batting second.

8.13 If a declaration takes place at any time except during the tea break, the time lost for the changeover shall be three overs, if a set number of overs is to be bowled, or 10 minutes if the game is to finish at 6pm. There shall be no time lost or reduction of overs if the change occurs during the tea break.

- a) If a declaration is to be made during the tea break, it must be made, and the opposing captain and the umpires are to be informed within the first 10 minutes of the break.

#### 8.14 **TIME LOSS**

On either of the two scheduled days play limited time losses of up to 30 minutes may be played up to 6.30pm if the batting side wishes.

#### 8.15 **RESERVE DAYS FOR GRAND FINALS**

Two extra days shall be allowed for extensive adverse weather. If the side batting second receives at least the same number of overs as the side batting first prior to the scheduled finishing time, then the side scoring the most runs shall be declared the winner.

- a) The game shall be limited to a maximum of 140/160 overs during the reserve days, the 20 overs in the last hour will not apply.

8.16 If no first innings decision is reached after the two extra days of scheduled play or if a tie results, the team finishing higher on the ladder after the Home & Away matches shall be deemed the winner.



## **SR 9. CHANGES OF VENUE**

- 9.1. Any competing clubs may, by mutual agreement, play on a ground more convenient than that settled by the draw, or on a day other than that shown on the draw, provided that all matches between the same teams shall be subject to the same arrangements, such arrangements are to be sanctioned by the Fixtures Coordinator & the Umpires Advisor informed.
- 9.2 In the event of a ground being unfit for play on the 2nd day of the match, then by mutual agreement of the 2 captains, the remainder of the match may be played on a substitute ground of similar dimensions should there be one available (contact the Fixtures Coordinator).

## **SR 10. FITNESS FOR PLAY - GROUNDS**

- 10.1 LAW 2.7 In matches with official umpires, the umpires shall only intervene when the 2 team captains cannot agree on the fitness of the ground for play to commence/continue. However, official umpires may suspend play immediately as per LAW 2.8 if they consider ground/pitch conditions have become too dangerous/ unreasonable for play to continue.
- 10.2 Official umpires; where appointed, will remain as the judges of whether play should commence/continue regarding light and any other exceptional circumstances not covered by the Laws/Rules.
- 10.3 In the event of a dispute regarding the fitness of grounds, where Official Umpires are not in attendance, teams are to appeal to the Rules Liaison Officer for a decision.

## **SR 11. ABANDONMENT OF PLAY**

### **11.1 EXTREME HEAT POLICY**

Player safety MUST be the primary element when making any decisions on whether matches should go ahead, not ladder positions, after all, what good is making finals or winning a premiership if somebody is seriously injured or worse in the process.

- The latest weather forecast can be retrieved from: - The Bureau of Meteorology website – <http://www.bom.gov.au/>
- SENIOR MATCHES

At 11am on match day, should the Melbourne forecast as released by the Bureau of Meteorology be 40 degrees or more, then all senior games for that day shall be abandoned.

### **11.2 BOARD of MANAGEMET**

- 11.2.1 The Board of Management reserves the right to abandon any round of cricket if the weather or grounds are unsuitable for play to commence.
  - a) In the event of 80% or more games being abandoned in any Round the entire round will be deemed a draw.
- 11.2.2 Decisions on matches continuing shall be communicated to clubs as soon as possible via the Cricket Show (97.7FM) via email, and the WGCA Facebook Pages, and website.





### 11.3 **CLUBS**

Should a club consider their home ground is unfit for play for any reason; the Club Secretary must contact the Board of Management and before 11.00am.

11.4 Games abandoned on the first day of a 2-day match, then the match shall revert to a 1-day game on the 2nd day of the round.

11.5 Games abandoned on the 2nd day of a 2-day game, or in the case of a 1-day game, then the match shall be declared a draw unless a result has already been achieved on a previous day's play, in which case the result shall stand.

## **SR 12. LATE STARTS**

### 12.1 **TEAMS**

In the event of one team not being ready to start on time for any session of play, the opposing team shall have the right to say whether the time lost will be made up.

- a) The decision is to be left until the normal finishing time; lost time can be made up only on the day occurring.

### 12.2 **THE TOSS**

If a team representative is not ready to toss, at least 15 minutes before the start of play on the first day of a match, the right to toss shall be lost.

- a) If the Captain is unavailable to toss, then a delegated person must substitute.
- b) The toss shall be deemed as lost if the minimum number of players are not ready at the scheduled starting time.
- c) Any team (consisting of a minimum of 7 players) being more than 30 minutes late on either day shall be deemed to have forfeited match.
  - Refer to SR13 Forfeits

### 12.3 **PLAYERS**

Law 24.2 in the Laws of Cricket shall not apply ONLY in respect to players arriving late to the game. This Law shall still apply to players leaving the field after play has commenced.

- a) Any player may bowl immediately if they are late for start of the days play providing that the following points are adhered to:
  - The player must be named on the team Sheet before TOSS OF COIN.
  - In a 2day match, the player arrives and is on the field prior to the scheduled tea break. If late on the first day, time absent does not carry over into the next day.
  - In 1day games, the player must arrive and be on the field prior to the 20th over.
- b) A substitute will be allowed to present on the field. Rules for substitutes shall apply as per the Laws of Cricket.



## SR 13. FORFEITS

- 13.1. Any team failing to keep its engagement shall be deemed to have forfeited the match
- Refer to SR10.1 The Toss
  - Penalty Fine
- 13.2 The opposing side shall receive forfeit points. Refer to By-Law Points
- 13.3 Any club who is to forfeit a match, must notify the opposing club, the Association Secretary, and Fixtures Coordinator no later than 10am on the day of the match.
- a) Failure to advise all required parties or to do so after 10am on the day shall result in an additional penalty.
- 13.4 If a club is to forfeit a match during a scheduled 2-day round, the club may choose to forfeit either its lowest 2-day side or its 1-day competition side.
- a) If this is not adhered too, then the club shall lose all points in all grades below the forfeited game for that round.
- 13.5 If a club is to forfeit a match during a scheduled 1-day round, it must be that club's lowest grade that forfeits, this includes the 1-day competition grade.
- a) If this is not adhered too, then the club shall lose all points in all grades below the forfeited game for that round. (see also By-Laws)

## SR 14. MATCH DAY DUTIES

### 14.1 GAME DAY and TRAINING CHECKLIST

- a) Shall be completed prior to the start of the first game of the day.
- Form available WGCA Website
  - Marsh Cricket App
- b) Only one checklist per Game Day is required unless conditions change (i.e. Rain), then another Checklist must be completed.

### 14.2 STUMPS

The home club shall be responsible for handing stumps to Umpires at least 15 minutes before the scheduled start of play.

### 14.3 SAWDUST FOR RUN-UPS

Home sides must provide sawdust, or other suitable material(s) for runups in wet weather and squeegee or scraper brooms to remove water from the pitch.

- In finals this rule applies to the host club. (see also By-Laws)

14.4 All home teams are encouraged to supply bowler markers to protect grounds from damage.

### 14.5 TEAM SHEETS



Immediately prior to tossing for choice of innings, the captains of each team shall give the opposing captain a list of the players (including substitute players) chosen to play in the match, using team sheets from Scorebooks or MyCricket Team List printout.

- a) 11 Players - A Grade Divisions  
12 Players - B Grade and Below (Only 11 players may take the field on any day)
- b) No alteration shall be made without the consent of the opposing captain. The sheet will be shown to any official umpire(s) present at the toss.
- c) Any player not entered on the team sheet shall not bat, bowl, or keep wickets.
- d) Refer to SR20 Emergency Services Duties
- e) If a player who is ineligible to play under these rules bats, bowls or wicket keeps, a penalty shall apply
  - Refer to By-Law Fines/Penalties

#### 14.6 **SCORE CARD**

At the conclusion of each day's play the officiating umpires and both captains shall sign each score book.

### **SR 15. NEW BALLS**

15.1 Each fielding side in senior grades shall supply a new ball for each first innings.

15.2 A second new ball may be taken after: -

- a) 80 overs in the 3 A -grade divisions
- b) 70 overs in all other grades

15.3 All balls used in all WGCA matches shall be Kookaburra Trademark balls of the types listed within this rule and must all be stamped for use in the WGCA.

15.4 Only the following list of Kookaburra balls shall be used: -

- a) A Grade divisions:
  - 4-Piece Regulation Red – 2Day Matches
  - 4-Piece Regulation White – 1Day and T20 Matches
  - Club Match- 1Day and T20 Matches
- b) All other Grades:
  - 2- Piece Red – 1Day and 2Day Matches
  - Kookaburra 'Tuf Pitch'
  - Kookaburra 'Special Test' balls
  - Kookaburra 'Red King' balls

15.5 Use of any other ball shall incur a penalty

- Refer to By-Law Fines/Penalties

### **SR 16. SPIKES**

Spikes in boots are prohibited on synthetic pitches.



## **SR 17. HELMETS**

Helmets as approved by Cricket Australia may be used.

## **SR 18. DRESS CODE**

- 18.1 All senior players should be properly attired in Home & Away and Final matches, unless playing as a substitute.
- 18.2 All Club designed shirts and coloured trousers shall be approved by the Board of Management.
- Applications in writing to the WGCA Secretary, including picture/photo of top/pants
- 18.3 Club designed shirts may only be worn if all players are wearing the same design
- 18.4 Properly attired shall be defined as:
- a) White or cream shirt with collar, white or cream trousers (long only), socks and jumper (club colours permitted), as well as mainly white or cream shoes or boots.
  - b) Players may wear white shirts designed incorporating their club's colours.
  - c) In 1-Day matches players may wear approved coloured shirts and trousers
  - d) Players' shirts may have players' correct names on the back, but no nicknames are permitted. However, all members of the team must be uniformly dressed.
  - e) White towelling or white broad brim cricket hats may be worn, while in addition club caps, and baseball style hats as well as representative caps shall be permitted.
    - Any form of hat bearing slogans or advertising are NOT permitted.
    - Official club hats/caps may have sponsor logos.
- 18.5 Players may wear sponsor logos on the front of shirts to a total maximum size of 8cm x 8cm and on the back of the shirt on the top 20cm x 8 cm and on sleeves to a total maximum size of 8cm x 4cm & on trousers to a maximum of 8cm x 4cm.

## **SR 19. REPRESENTATIVE PLAYER REPLACEMENT**

- 19.1 A player named a member in a WGCA representative match, which a day's play coincides with a round in the WGCA competition may be replaced for the day by a player of similar type as approved by the Board of Management. Consequential replacements may be made in all other teams.
- 19.2 Opposition captains and umpires must be informed prior to the commencement of the day's play.

## **SR 20. EMERGENCY SERVICES DUTIES**

Any player who is unable to continue playing in a match that has already commenced, due to duties with Emergency Services such as the CFA, may be replaced with any other registered player for the remainder of the match.



## **SR 21. MATCH DAY - PLAYER CONDUCT**

21.1 The WGCA Player Conduct Rules are based on the MCC Law 42 – Players’ Conduct.

21.2 Smoking on the Playing Field is Prohibited

21.3 Consumption of alcohol by participating Players at the ground is prohibited during hours of play.

### **21.4 UNOFFICIAL UMPIRES**

21.4.1 The awarding of 5-run penalties and removal of a player from a match shall not apply and breaches of this nature are to be reported to the Board of Management.

21.4.2 Where stated that umpires are to report the matter to the Board of Management this should be completed by the captain of the opposition side as per By-Law Reporting on the Maintenance of Order

21.4.3 Shall act as an Official Umpire for all other purposes under this rule.

### **21.5 OFFICIAL UMPIRES**

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

21.5.2 If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball.

- This call may be delayed until the umpire is satisfied that it will not disadvantage the nonoffending side.

21.5.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls.

21.5.4 For each Level 1 to 4, if the offence is by a batsman, the umpires shall summon the offending player’s captain to the field. Solely for the purpose of this Law, the batsmen at the wicket may not deputise for their captain.

### **21.6 LEVEL 1 OFFENCES**

21.6.1 Any of the following actions by a player shall constitute a Level 1 Offence: -

- a) Wilfully mistreating any part of the cricket ground, equipment or implements used in the match.
- b) Showing dissent at an umpire’s decision by word or action.
- c) Using language that, in the circumstances, is obscene, offensive, or insulting.
- d) Making an obscene gesture.
- e) Appealing excessively.
- f) Advancing towards an umpire in an aggressive manner when appealing
- g) Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.



## 21.7 **LEVEL 2 OFFENCES**

21.7.1 Any of the following actions by a player shall constitute a Level 2 Offence: -

- a) Wilfully causing damage to any part of the cricket ground, equipment or implements used in the match.
- b) Showing serious dissent at an umpire's decision by word or action.
- c) Making inappropriate and deliberate physical contact with another player.
- d) Throwing the ball at a player, umpire, or another person in an inappropriate and dangerous manner.
- e) Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
- f) Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

## 21.8 **LEVEL 3 OFFENCES**

21.8.1 Any of the following actions by a player shall constitute a Level 3 Offence: -

- a) Intimidating an umpire by language or gesture.
- b) Threatening to assault a player or person other than an umpire.

## 21.9 **LEVEL 4 OFFENCES**

21.9.1 Any of the following actions by a player shall constitute a Level 4 Offence: -

- a) Threatening to assault an umpire.
- b) Making inappropriate and deliberate physical contact with an umpire.
- c) Physically assaulting a player or any other person.
- d) Committing any other act of violence.

## 21.10 **ACTIONS - LEVEL 1 to LEVEL 4 OFFENCES**

21.10.1 The umpire shall call Time, if necessary.

21.10.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

21.10.3 As soon as practicable the umpire shall call Play.

21.10.4 The umpires together shall report the occurrence to the Board of Management as soon as possible after the day's play/match as set out in By-Law Reporting on the Maintenance of Order.

## 21.11 **ADDITIONAL ACTIONS LEVEL 3 & 4 OFFENCES**

21.11.1 The umpires shall direct the captain to remove the offending player immediately from the field of play for: -

- a) Level 3 - a period of one fifth of the number of overs allocated to the batting side at the commencement of the current innings.
  - When calculating suspension lengths, any part over will be counted as a full over.
  - Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for the suspension period.



- Any player suspended during a match, shall not take any part in the match as a fielder, bowler, batsman, runner, or umpire, from the time of the offence until after the suspension period has been completed.
- The offending player may return to the field of play after serving the period of suspension and may bowl immediately.
- Should there be a change of innings during a player's suspension period, the suspension shall carry over into the next innings & any subsequent Innings until the suspension period is completed.
- An incomplete over at the end of an innings SHALL NOT count towards the suspension period.
- There will be no deduction of overs from the suspension period for an innings change.

b) Level 4 – the remainder of the match.

- Any player suspended from a level 4 offence during a match, shall not take any further part in the match as a fielder, bowler, batsman, runner, umpire, or scorer.

21.11.2 If the offending player is a member of the FIELDING side, no substitute shall be allowed for the suspended player.

a) Level 3 – The offending player may return to the field of play after serving the period of suspension and may bowl immediately

21.11.3 If a current BOWLER is suspended then the over, if not already completed, must be completed by another bowler, who did not bowl the previous over, nor shall be permitted to bowl the next over.

21.11.4 If the offending player is a NOT-OUT BATSMAN, the player shall be replaced by another not-out batsman, if available.

a) Level 3 - The offending player may return to bat only after having served the suspension period and only at the fall of a wicket.

b) Level 4 - The offending batsman shall be recorded as RETIRED OUT in the current innings and at the start of any subsequent innings.

21.11.5 If no batsmen are available to bat during a batsman's suspension period, then the innings shall be closed.

a) Level 3 - the suspended player shall be recorded as Retired – Not Out.

21.11.6 If the offending player is an ALREADY DISMISSED member of the batting side, the period of suspension will not commence until the start of the next innings – see also SR21.10

21.11.7 If the offending player, is a wicketkeeper, commits a Level 3 offence, Law 24.1.2 (Laws of Cricket - Substitute fielders) shall not apply, meaning that only a nominated player may act as wicketkeeper, even if another fielder becomes injured or ill and is replaced by a substitute.

21.11.8 A nominated player who has a substitute or runner will also suffer the penalty for offence committed by the substitute or runner. However, only the substitute or runner will be reported under By-Law Reports on The Maintenance of Order



21.11.9 The umpires shall warn the offending player's captain that any future Level 1, or higher offence shall result in the award of 5 Penalty runs to the opposing team.

- a) Award 5 Penalty runs to the opposing team.
- b) Signal the Level 3 penalty to the scorers by displaying a yellow card
- c) Signal the Level 4 penalty to the scorers by displaying a red card

21.12 **CAPTAINS REFUSING TO REMOVE A PLAYER FROM THE FIELD**

21.12.1 If a captain refuses to carry out an instruction under SR21.9.1 (Additional Actions L3&4) then the umpires shall invoke Law 16.3 (Laws of Cricket - Umpires awarding a match).

21.12.2 If both captains refuse to carry out instructions under SR21.9.1 (Additional Actions L3&4) in respect of the same incident, the umpires shall instruct the players to leave the field.

21.12.3 The match is not concluded as in Law 12.9 (Laws of Cricket - Conclusion of match) and there shall be no result under Law 16 (Laws of Cricket - The result)

## **SR 22. BREACHES OF RULES**

The Board of Management or its Executive, shall sanction any Affiliated Club, Player, Club Official, Team Official, Umpire, Volunteer, Parent, or Supporter who are deemed to have breached a WGCA Playing Rule, By-Law, Code of Conduct, or Policy.

- Refer C14 Fines & Penalties
- Refer C 15 Disciplinary Action
- Refer By-Law Reporting on the Maintenance of Order

22.1 Fines imposed may include but are not limited to those set out in the WGCA By-Law-Summary of Fines.

22.2 Penalties imposed may include but are not limited to a: -

- a) Written Warning
- b) Reprimand
- c) Suspended Sentence
- d) Match Suspension
- e) Loss of Match Points

## **SR 23. ADOPTION DATE**

22.1 This Senior Playing Rules of the W.G.C.A. was adopted at the Delegates/Presidents meeting of the WGCA, held on 30/11/2020.

22.2 Previous Versions: -

- Adopted 2019

