



Canterbury and Western Suburbs Cricket Association Inc.

JUNIOR MODE OF COMPETITION



Affiliated with the NSW Districts Cricket Association

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C&WSCA JUNIOR MODE OF COMPETITION

Rules for All Age Groups

The competition shall be played under MCC Laws of Cricket as amended by the NSWDCCA and the Association's domestic rules and special conditions herein listed.

1 COMPETITION FORMAT

1.1 DIVISIONS

The Competition Secretary shall form the teams into grades and divisions. The competitions shall be run over a predetermined format as circularised. The number of divisions is to be decided once all team nominations are received and preferably only 1 or 2 divisions in each age group. A regrade is to be considered after the completion of one complete round of competition, with a second regrading at the completion of the second full round of competition with the teams being drawn into their respective grades.

1.2 POINTS SYSTEM

Outright Win	10
Outright Win after tie on 1st Innings	7
Outright Win after loss on 1st Innings	6
Win on 1st Innings or One Day game	6
Bye (not all teams on the table have a bye)	6
Tie on Played out match	5
1st Innings lead when beaten Outright	4
Tie on 1st Innings	3
Tie on 1st Innings when beaten Outright	3
Draw (incomplete 1st innings)	2
Loss on 1st Innings or One day game	1
Outright Loss	0
Bye (all teams on the table have a bye)	0

BONUS POINTS

Bonus pts in 2nd innings of Under 16 two-day matches:
Batting: 3 pts for 175 runs, 2 pts for 125 runs or 1 pt for 75 runs.

Bowling: 3 pts for taking all wickets or 1 pt for every 3 wickets.

1.3 PREMIERSHIP

(a) The executive committee shall determine the makeup of one and two day matches to be played in each age group and division, and whether finals will be played.

(b) Where no finals are played the premiership shall be deemed to be won by the team finishing the competition in the highest position on the points table using the *NSWDCA quotient system* if required.

1.4 FINALS

(a) At the completion of the normal rounds of competition, age group divisions that play finals matches are drawn into semi-finals of 2 days duration.

(b) The team in first place plays the team in fourth place.

(c) The team in second place plays the team in third place.

(d) In the event of teams finishing the competition on the same points the *NSWDCA quotient system* shall apply – see appendix

(e) In the event of a drawn semi final the team finishing in a higher position on the competition table, using *NSWDCA quotient system* if tied, will contest the final.

(f) The semi-final winners play in a grand final of 3 days duration using the Two-Day rules.

(g) In the event that a final is drawn or tied the team finishing higher on the competition table as per the *NSWDCA quotient system* shall be deemed to be the premiership winners.

(h) A player is required to play 4 games in the normal rounds of competition with the team in order to play for that team in the finals.

(i) The requirement to declare after 60 overs in the first innings is not applied in finals.

1.5 JUNIOR CLUB CHAMPIONSHIP

(a) For the purpose of determining the Junior Club Championship a club's highest placed team's points shall be multiplied by 4.0 for division 1, 1.0 for division 2, 0.75 for division 3 and 0.5 for division 4.

(b) a club's second highest placed team's points shall be multiplied by 2.0 for division 1, 0.5 for division 2, 0.38 for division 3 and 0.25 for division 4.

1.6 ASSOCIATION AWARDS

(a) Players in Under 16, 14 and 12 are eligible for end of season performance awards in batting aggregate and average, and bowling wickets and average.

(b) Under 10 players do not receive performance awards but all receive a medal of participation.

(c) To win a batting average or bowling average performance award a player must comply with the following requirements:

BATTING

A player must bat in at least three quarters of his/her team's total batting innings for the season.

BOWLING

A player must bowl in at least three quarters of his/her team's total fielding innings for the season.

(d) Ties in any prize category will be decided by taking the better figure in the complementary category, ie. if batting aggregate is tied the better batting average is the winner.

(e) Only one award will be made where a player wins both of two complementary categories, ie. both batting awards or both bowling awards.

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2 MATCH FORMAT

2.1 ALLOCATION OF GROUNDS

The team occurring first on the draw shall be deemed the home team. The team shall provide mats (if required) bails, stumps, and boundary markers. The semi finals and grand final will be played on grounds as decided by the Executive Committee.

2.2 WET WEATHER

(a) If the Executive Committee declares the first Saturday of any match except semi finals and grand final unfit for play then all play is cancelled for the day.

(b) If a ground, or group of grounds, is declared closed and play is cancelled for the day, such declaration will be made by the Executive Committee by 6:30pm on the preceding Friday.

(c) If the ground is closed by the council, and signage so displayed, then all play is cancelled for the day.

(d) Should the ground not be closed in terms of (b) or (c) above then the umpires shall determine the ground's fitness for play.

(e) Match Result Forms are required for all games except those cancelled by the Executive Committee.

2.3 PROTESTS

(a) If for any reason other than *Forfeits – Minimum players*, at the scheduled starting time either team is unable or unwilling to commence play the opposing team may claim the match on protest by first appealing to the official umpire if present and advising the opposing captain before play commences.

(b) The team claiming the protest shall furnish in writing, a full report of the reasons to the Competition Secretary prior to the next General Committee Meeting in the manner set out by the Association's rules.

2.4 DECLARED TEAMS

(a) Teams can declare 12 players per team with a batting and a bowling twelfth man to be designated by crossing out his/her figures block on the Results Sheet.

(b) Two different twelfth men, still from the team's declared 12, may be designated prior to the start of the second innings of a Two-Day match.

(c) The Laws of Cricket dictate that a twelfth man takes no part in the game except where allowed as a substitute fielder.

(d) The declared team sheets must be exchanged prior to the toss being made.

2.5 FORFEITS – MINIMUM PLAYERS

(a) Play shall not commence unless opposing teams have 6 declared players in attendance at the scheduled starting time on each day.

(b) Any team having less than 6 declared players in attendance at the time set down for the commencement of play shall be deemed to have forfeited the match.

(c) Absence of a team on any day of a match shall be deemed to be a forfeit by such team with allocation of points to be determined by the Executive Committee.

2.6 UMPIRES

(a) Only umpires of C&WSCA Level 0 or 1, or NSWCUA Level 1 or higher are permitted to stand at the bowler's end.

(b) Should a team fail to provide an umpire with these qualifications then the team shall provide a square leg umpire. Should neither team be able to supply a qualified umpire then two substitute umpires may be appointed by agreement.

(c) Training and testing to C&WSCA Level 0 can be conducted by a qualified NSWCUA or higher umpire in accordance with a curriculum laid down by the Association.

2.7 SCOREBOOKS

(a) Scorebooks must be signed by either the coach/manager of each team at the completion of **each innings** to verify the score has been agreed upon. This score is not to be changed regardless of any subsequently identified errors.

(b) If the result of the match, and the scores supporting it, cannot be agreed then the Competition Secretary must be notified before the teams leave the ground.

2.8 RESULT FORMS

(a) Result Forms and Match Reports are supplied to clubs for each season. The current season's documents only must be used.

(b) Where the rules require or allow a batsman to retire on a specified score the Result Form is to show RetX for Retired-Not Out. All other cases of a batsman retiring is to be shown as "Ret" for Retired-Out, a dismissal under Cricket Law 2.

2.9 RESULTS

(a) Both teams are required to phone results to the C&WSCA Junior Recorder by 8:30pm on last day of match.

(b) Both teams are required to forward completed results sheets to be in the hands of the C&WSCA Junior Recorder by end of the following Tuesday.

(c) Paragraphs (a) and (b) also include weather affected games except those cancelled by the Executive Committee.

(d) Results forms may be e-mailed, faxed or mailed. If this is done by 8:30pm on last day of match then phoning is not required.

(e) Failure to comply with these requirements will incur fines.

(f) A team and its players will be excluded from all awards for failure to supply 3 or more match results by the end of the season.

(g) A team will be excluded from the finals series for failure to supply any match result.

3 LAWS

3.1 NO BALLS

SYNTHETIC PITCHES

(a) A ball that bounces on the grass or ground off the pitch before reaching the popping crease, whether hitting the pitch first or not, will immediately be called a **NO BALL**.

EXCESSIVE BOUNCERS

(b) No bowler is allowed to bowl more than 2 bouncers (FAST balls pitched and rising above the batsman's shoulders) in any one over. Transgression is to be called **NO BALL**.

ILLEGAL DELIVERIES

A bowler suspected of "throwing" is to be cautioned and reported.

3.2 LBW

Leg Before Wicket (Law 36) applies to all age groups.

3.3 BATSMAN & TEAM TIMED OUT

Should a wicket fall within two minutes of the appointed time set down for the drawing of stumps and an incoming batsman not be in attendance the team shall be declared all out on appeal.

3.4 SUBSTITUTE FIELDERS

(a) A fielder may be substituted at any time (injury or illness is not a pre-requisite) as per the Laws of Cricket provided that the substitute is qualified by age and is a registered member of the Association.

(b) The umpire must be informed when players are substituted.

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(c) Coaches and captains should note that substituting fielders who will bat high in the order of the next innings is deemed to be unfair play under Law 42 and the Spirit of Cricket.

3.5 DRESS

(a) All players must wear proper cricket attire, white or cream shirts (which may have coloured collars and cuffs, with short or long sleeves), white or cream trousers, or shorts for junior players, (if shorts are worn players must wear long white or cream socks), white or cream sweater (with long or short sleeves).

(b) Players must wear predominantly white shoes or boots without metal sprigs and white or cream socks.

(c) Bowlers are permitted to wear footwear that is specifically designed to support them in their bowling action. This footwear must be predominantly white in colour.

(d) Girls must wear trousers, skirts, shorts or shirts in the colours and basic designs as listed above.

(e) Shirts may carry the logo of an appropriate team sponsor.

4 DUTY OF CARE

4.1 PROTECTIVE EQUIPMENT

Coaches and Managers are reminded that cricket is a game with potential risks for the players. All Batsman should be made aware of the benefits of using protective equipment, such as but not limited to, helmets, leg guards, gloves, arm guards, abdominal protection and (for males) a protector.

4.2 CLOSE IN FIELDERS

(a) No player shall field within the 10 metre circle at the strikers end unless wearing the minimum protective equipment of a specifically designed properly fitting cricket helmet with face guard and (for males) a protector, with the exception of the wicketkeeper, offside slip and gully fieldsman.

(b) If a fielder enters the 10 metre circle without the required minimum protective equipment, prior to the ball striking the batter, passing the stumps or being hit by the batter either umpire shall call and signal "dead ball".

4.3 BATTING IN HELMETS

All batsmen to wear while batting, a specifically designed properly fitting cricket helmet with face guard.

4.4 AGE BOWLING RESTRICTIONS

(a) Limitations on the number of overs a bowler may bowl, in all cricket competitions on that day, is set by the NSWDC and Cricket Australia in order to minimise injury to young fast bowlers.

(b) These age limits, as specified in each age group's rules, refer to the actual age of the player, not the age group he/she is competing in.

4.5 COUNCIL REQUIREMENTS

(a) Players, officials, and spectators are reminded that the entire ground and immediate precinct is alcohol-free, and the playing arena is non-smoking.

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Format of Two-Day Matches

1 HOURS OF PLAY

1.1 FIRST SESSION

(a) 8:30am-10:25am

1.2 MORNING TEA

(a) 10:25am – 10:35am

(b) The Morning Tea break shall not apply should an innings be completed or closed after 9.55am, OR more than 30 minutes play has been lost due to light or weather conditions.

1.3 SECOND SESSION

(a) 10:35am – 12:15pm (subject to *Loss of Time 2-day*)

(b) Deduct 3 quota overs for a change of innings unless such change coincides with Morning Tea.

(c) If at the designated finishing time the quota overs have not been completed play shall continue until the overs have been bowled.

2 GENERAL

2.1 NEW BALL

The captain of the fielding team may elect to take a new or old ball of suitable quality at the commencement of the innings and/or after 60 overs have been bowled or 200 runs scored.

2.2 DECLARATIONS

(a) The team batting first must bat for at least one hour before declaring their innings closed.

(b) The team batting first must declare their innings closed after having batted for 60 overs in the 1st innings. This rule does not apply to semi finals and grand finals.

(c) A team may declare their innings closed on the second day of the match and play shall commence as per *Hours of Play* providing that (a) and (b) of this rule have been complied with. Competing teams must be at the ground in sufficient time to make the necessary arrangements at the appointed time.

2.3 FOLLOW ON

The team, which bats first and leads by 75 runs or more shall have the option of requiring the other team to follow on their innings.

3 LOSS OF TIME 2-DAY

If the conditions of the ground, weather or light causes a loss of time during the day then the over quota shall be adjusted by deducting 1 over for every 4 minutes or part thereof lost. This does not include time lost at the start of play if the ground is otherwise fit for play.

4 LOSS OF FIRST DAY

In the event that the ground (as drawn) is unfit for play on the first Saturday of any scheduled two week competition match the second Saturday shall be played as a One-Day match.

Format of One-Day Matches

1 HOURS OF PLAY

1.1 FIRST SESSION

(a) 8:30am-10:25am

1.2 MORNING TEA

(a) 10:25am – 10:35am

(b) If the team fielding first fails to bowl the over quota by 10:25am the over in progress at that time shall be completed, play shall cease and the over quota reduced to the number of overs bowled by that time, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal 10 minute Tea shall be taken.

(c) The team batting second shall receive the reduced over quota

1.3 SECOND SESSION

(a) 10:35am – 12:30pm

2 GENERAL

(a) All matches are of 1 day's duration.

(b) All matches are of 1 innings only.

3 LOSS OF TIME 1-DAY

(a) If the conditions of the ground, weather or light causes a loss of time during the innings of the team batting first, then the over quota shall be adjusted by deducting 1 over per team, for every 12 minutes or part thereof lost and there being no set time for the completion of the innings. Provided, however, that nothing in this paragraph shall prevent the team batting first from receiving a minimum of 15 overs if not dismissed beforehand.

(b) If these conditions prevent the team batting second from receiving their full quota of overs the match shall be decided by a comparison of the run rate of BOTH teams.

(c) These run rates are then calculated by dividing the total number of runs scored by the number of overs bowled. For the purposes of the run rate calculations, only each legitimate ball bowled shall count as one-sixth of an over.

(d) Where a team has been dismissed or has declared its innings closed before receiving its full quota of overs, ITS run rate shall be calculated by dividing the total number of runs scored by the QUOTA number of overs that it should have received.

(e) All this provided that a MINIMUM of 15 overs have been completed by each team and provided that play shall cease at the completion of the over in progress at the time set down for close of play unless 5 or less overs remain to be bowled. In this case play shall continue until the team batting second receives their quota of overs or a result is achieved. If more than 5 overs remain to be bowled at the time set down for the close of play the game shall cease at the completion of the over in progress at that time.

(f) If less than 15 overs have been completed by each team then the match shall be deemed to be a draw, unless a result has been achieved.

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Under 16 Competition

1 GENERAL

1.1 BOUNDARIES

Boundaries will be marked at **60** meters, where the ground allows

1.2 AGE BOWLING RESTRICTIONS

PLAYERS AGED 14 AND 15 AS MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of **12** overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of **6** overs. A bowler can not bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end.

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule.

(d) Refer other age groups for players who are younger than these ages

1.3 BALLS

Two piece leather balls weighing 156 grams must be used.

2 UNDER 16 TWO-DAY MATCHES

2.1 QUOTA OVERS IN DAY

(a) A minimum of **55** overs shall be bowled on each day subject to *Loss of Time 2-day*

3 UNDER 16 ONE-DAY MATCHES

3.1 QUOTA OVERS IN DAY

Matches shall be played under a **35** limited over format subject to *Loss of Time 1-day*

Under 14 Competition

1 GENERAL

1.1 BOUNDARIES

Boundaries will be marked at **50** meters, where the ground allows

1.2 AGE BOWLING RESTRICTIONS

PLAYERS AGED 12 AND 13 AS AT MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of **10** overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of **5** overs. A bowler can not bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end.

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule.

(d) Refer other age groups for players who are younger than these ages

1.3 BALLS

Two piece leather balls weighing 156 grams must be used

2 UNDER 14 TWO-DAY MATCHES

2.1 QUOTA OVERS IN DAY

(a) A minimum of **50** overs shall be bowled on each day subject to *Loss of Time 2-day*

3 UNDER 14 ONE-DAY MATCHES

3.1 QUOTA OVERS IN DAY

Matches shall be played under a **35** limited over format subject to *Loss of Time 1-day*

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Under 12 Competition

1 GENERAL

1.1 BOUNDARIES

Boundaries will be marked at 40 meters, where the ground allows.

1.2 BALLS

Two piece leather balls weighing 142 grams must be used.

1.3 DRINKS BREAKS

(a) A drinks break of 5 minutes must be taken after 55 minutes of play, unless the next scheduled close is within 20 minutes.

(b) Players must stay on the field during drinks.

(c) If the batting side has no more batters to come in, the drinks break is to be delayed by 10 minutes

(d) In extreme heat conditions the umpires and coaches may agree to more frequent drinks.

1.4 SUBSTITUTE FIELDERS

(a) Players returning to the field are not limited as to when they can bowl.

1.5 AGE BOWLING RESTRICTIONS

PLAYERS AGED 10 AND 11 AS AT MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of 8 overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of 4 overs. A bowler can not bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end.

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule.

Refer other age groups for players who are younger than these ages.

2 UNDER 12 TWO-DAY MATCHES

2.1 PLAYER BATTING RESTRICTIONS

(a) A batsman must either retire on the scoring stroke taking his/her score to 30 or higher, or 50 or higher

(b) When all batsmen have batted, retired batsmen may return in the order of their total score at the time they last retired - lowest to highest.

(c) Where two retired batsmen are on the same score the batsman higher in the scorebook returns to the wicket first.

(d) Batsmen retired and not dismissed under these player batting restrictions are recorded as Retired Not Out (RetX).

2.2 QUOTA OVERS IN DAY

(a) Minimum of 50 overs shall be bowled on each day subject *Loss of Time 1-day*

2.3 BALLS IN OVERS

Overs are to contain a maximum of 8 deliveries.

3 UNDER 12 ONE-DAY MATCHES

3.1 PLAYER BOWLING RESTRICTIONS

(a) Bowlers are restricted to a maximum of 6 overs.

(b) Age bowling restrictions on length of spell, rests and overs per day still apply.

3.2 PLAYER BATTING RESTRICTIONS

(a) A batsman may be retired on any score, and/or must retire on the scoring stroke taking his/her score to 30 or higher.

(b) When all batsmen have batted, retired batsmen may return in the order of their total score at the time they last retired - lowest to highest.

(c) Where two retired batsmen are on the same score the batsman higher in the scorebook returns to the wicket first.

(d) Batsmen retired and not dismissed under these player batting restrictions are recorded as Retired Not Out (RetX).

3.3 QUOTA OVERS IN DAY

Matches shall be played under a 35 limited over format subject to *Loss of Time 1-day*

3.4 BALLS IN OVERS

Overs are to contain a maximum of 6 deliveries.

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Under 10 Competition

1 GENERAL

1.1 PLAYER AGES

NO player under 8 years of age may play in the U10 competition without consent of the executive committee.

1.2 MATCHES

Under 10s play One-Day matches only

1.3 BOUNDARIES

Boundaries will be marked at 30 meters, where the ground allows

1.4 BALLS

Two piece leather balls weighing 142 grams must be used.

1.5 LEGAL DELIVERIES

A ball is allowed to roll or bounce more than once before reaching the popping crease.

1.6 DRINKS BREAKS

(a) A drinks break of 5 minutes must be taken after 55 minutes of play, unless the next scheduled close is within 20 minutes.

(b) Players must stay on the field during drinks.

(c) If the batting side has no more batters to come in, the drinks break is to be delayed by 10 minutes

(d) In extreme heat conditions the umpires and coaches may agree to more frequent drinks.

1.7 SUBSTITUTE FIELDERS

Players returning to the field are not limited as to when they can bowl.

1.8 AGE BOWLING RESTRICTIONS

PLAYERS AGED UNDER 10 AS AT MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of 5 overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of 3 overs. A bowler can not bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule.

2 UNDER 10 ONE-DAY MATCHES

2.1 PLAYER BOWLING RESTRICTIONS

Each player shall bowl a minimum of 2 overs, or have commenced a spell of 2 overs, before any bowler is permitted to bowl a third over.

2.2 PLAYER BATTING RESTRICTIONS

(a) A batsman may be retired on any score, and/or must retire on the scoring stroke taking his/her score to **20** or higher.

(b) When all batsmen have batted, retired batsmen may return in the order of their total score at the time they last retired - lowest to highest.

(c) Where two retired batsmen are on the same score the batsman higher in the scorebook returns to the wicket first.

(d) Batsmen retired and not dismissed under these player batting restrictions are recorded as Retired Not Out (RetX).

2.3 QUOTA OVERS IN DAY

One-Day matches shall be played under a 30 limited over format subject to *Loss of Time 1-day*.

2.4 BALLS IN OVERS

Overs are to contain a maximum of **6** deliveries.

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Summary of Changes

SEPTEMBER 2004

- (a) Format is now sectioned into generic rules and specific age group rules. Selected extracts from the Laws of Cricket, various mandatory appendices from NSWDC, and a sample result sheet are at the back.
- (b) Bonus points are now awarded for batting and bowling in the second innings of U16
- (c) Level 0 Umpires are now required for all games. This level is the most basic qualification.
- (d) LBW is to be applied in all ages.
- (e) A club's second team in a division gets less points for the club championship
- (f) Under 10 players receive participation awards only at the end of the season, no performance awards
- (g) Minimum criteria for performance awards is simplified. No longer a minimum number of runs or wickets etc., now all players who play in a certain number of games are eligible. The best figures win regardless.
- (h) Four different 12th men in 2-innings games. Four players from the declared 12 can now take turns in missing out on a bat or bowl. The 12th man can still sub freely as a fielder, in any position, including wicket keeper.
- (i) Stricter rules on non-reporting of results.
- (j) Substitute fielder can now be from the opposition.
- (k) Failure to bowl the quota overs in your bowling innings of one-day, results in overs being deducted when it is your turn to bat.
- (l) More drinks for younger age groups
- (m) Daily bowling limits now greater for most ages. Now same as representative cricket except U12 one-day games and Under 10.
- (n) U16 and U14 play mixture of one and two day games.
- (o) 142 gram balls must be used in U12. This is a Cricket Australia requirement and follows representative cricket.
- (p) Voluntary and compulsory batting retirements simplified and fairer.

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Appendices

1 NSWDCA QUOTIENT SYSTEM

- (a) The batting average for each team shall be calculated by dividing the total number of runs it has scored by the number of wickets it has lost;
- (b) The bowling average for each team shall be calculated by dividing the total number of runs scored against it by the number of wickets captured; and
- (c) The result of (a) is divided by the result of (b) and the team having the higher resultant quotient shall be deemed to have the better performance.
- (d) For the purpose of this By-Law, a player who has retired hurt shall be deemed to be Not-Out and a team that declares its innings closed shall be deemed to have lost the total number of wickets that have fallen.

2 NSWDCA CODE OF CONDUCT

By-Law 26 CODE OF CONDUCT

26.1 APPLICATION

The following text should be implemented within all affiliated associations' rules forthwith.

The Code of Conduct (the Code):

26.1.1 The Code applies to all players, officials, office bearers, and members of clubs that participate in any affiliated association competition or fixture of the NSWDCA. It applies to all officials, office bearers and members of all affiliated Umpires Associations, and it applies to any person listed above whether they are on or off the field or taking part in a match or not.

26.2 RULES OF THE CODE

26.2.1 If the Code applies to a person, they must not assault or attempt to assault an Umpire, another player or spectator; or abuse, either orally or physically, another player, Umpire or spectator; or dispute, as distinct from question, an Umpire's decision or react in an obviously provocative or disapproving manner towards an Umpire, their decision, or generally following an Umpire's decision; or use crude and abusive language, hand signals or other gestures, or refuse to supply their full name and registered address, when required by a person eligible to lodge a report: or permit time wasting, conduct on field coaching, take any action likely to bring about a contrived result or undertake any conduct that is against what is understood to be the commonly accepted 'Spirit of the Game' (26.2.2). The NSWDCA expects umpires to act strongly and promptly to prevent the use of foul language, either in general or directed specifically at individual players, and to report players who express dissent from their rulings.

26.2.2 THE PREAMBLE — THE SPIRIT OF CRICKET

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

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

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

Player's conduct

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

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - a) to appeal knowing that the batsman is not out
 - b) to advance towards an umpire in an aggressive manner when appealing
 - c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

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

7. Players

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

26.3 WHO CAN LODGE A REPORT An alleged breach of the Code may be reported by:

- (a) any person in By-law 26.1.1 and any person who sees or hears the conduct that is allegedly breaching the Code.

26.4 ALLEGED BREACHES OF THE CODE

26.4.1 An alleged breach of the code must be reported, and any such report must be in writing setting out the full details of the alleged breach. Alleged breaches of the code arising from matches conducted by the NSWDCA must be reported to the Executive Officer of the NSWDCA and will be adjudicated by the NSWDCA.

26.4.2 If the alleged breach is reported by a person in 26.1.1, the Executive Officer of the NSWDCA or the affiliated association must be informed as soon as possible after the alleged breach: but not later than Five (5) days after the end of play for the day on which the said alleged breach occurred. A written report setting out the full details of the alleged breach must be given to the Secretary of the affiliated association. The person who is reported must be informed that he/she is alleged to have breached the Code, that they are being reported. The officials, office bearers of the offender's club must be informed that the person has being reported.

NOTE: In the case of alleged breaches in the Inter-Association competitions, the offender's affiliated association is to be advised accordingly.

- (a) if a report of an alleged breach of the Code has been received by the affiliated association, it must give the person who is subject of the report, a copy of that report give that person's club or affiliated association a copy of that report; and give the person who is the subject of the report, a written notice to appear before the judiciary.
- (b) the time and place of such judiciary hearings must be set out in any notice and must be at least five (5) days after the person receives such notice. Any notice is deemed to have been sent and received as per By-Law 24 above.
- (c) If the affiliated association or the NSWDCA deems it appropriate, it may ask the person who reported the alleged breach to appear at the judiciary hearing, by giving notice in accordance with 26.4.2 (b) above.
- (d) If a person who was given notice under 26.4.2 (b) above, does not appear at the hearing, the judiciary may, if it is satisfied that the person did not receive that notice, set aside any order made in the absence of that person.

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26.5 THE JUDICIARY COMMITTEE

- (a) A Judiciary Committee should be appointed by the affiliated association, and will comprise such persons, as the affiliated association deems fit. No person on that committee shall sit in a hearing, which involves a person connected with the club of which that person is a member. The NSWDCA shall appoint a Judiciary Sub-Committee from its Committee of Management and the same conditions shall apply when a member of that Sub-Committee shall stand aside in the event of an appeal being submitted by an affiliated association, which he represents.
- (b) If the Constitution/Rules and By-Laws of the affiliated association or the NSWDCA allow, and the Judiciary is satisfied that a person has breached the Code, then without limiting the range of penalties it may impose, the judiciary may reprimand that person; or fine that person; or suspend that person; or fine and suspend that person; or suspend the operation of any penalty on any terms that it sees fit.
- (c) The Judiciary must report any action taken under 26.5 to the Committee of Management of the affiliated association, or the Committee of Management of the NSWDCA, as the case may be.

26.6 HEARINGS

Provided that by-law 26.4.2 has been complied with, the Judiciary may conduct the proceedings in the absence of the person who has been reported for an alleged breach of the Code, and the person who reported the alleged breach. As soon as practicable after the hearing, the Judiciary must tell the person who is the subject of the report; its decision, as well as giving written notice of its decision to the person who is the subject of the report; that person's club; and the person who lodged the report.

26.7 APPEALS

All appeals against decisions of the NSWDCA Judiciary will be heard by the full Committee of Management of the NSWDCA. Any person found guilty of a breach of the Code by the Judiciary or any person who lodged the report under by-law 26.4 may appeal against the decision of the Judiciary.

Any appeal must be made in writing and be lodged with the Executive Officer of the NSWDCA within seven (7) days of being notified by the Judiciary of its decision, and must set out fully the grounds on which the appeal is being made. The Committee of Management of the NSWDCA must consider the appeal as soon as possible, and may, if it deems fit to confirm; or amend the Judiciary's decision

The Committee of Management of the NSWDCA must inform in writing the delegates at the next Council meeting of its decision. The decision of the NSWDCA is final in all matter concerning this Code, however, unless it is on a point of law, no further appeal may be made to the NSWDCA or to any other body or court. If an appeal has been lodged, a person suspended by the Judiciary must not take part in any match until the appeal has been determined.

26.8 FINES APPLICABLE

Any fine must be paid to the affiliated association or the NSWDCA, as the case may be, within seven (7) days of the person being notified that a fine has been imposed. A person is ineligible for selection in or appointment to any fixture set down by the affiliated association or the NSWDCA until any fine imposed on them has been paid. If a person who lodged the report is not a member of the affiliated association's Umpires' Association or the NSW Cricket Umpires' Association Incorporated who officiated in the match, the Judiciary must give written notice to the Local Association or the Executive Officer of the NSWDCA, as the case may apply. A written notice under this by-law must set out the details of the report and the Judiciary hearing including its decision.

26.9 JUDICIARY RECORDINGS OF HEARINGS

All affiliated associations must keep a register in which are to be recorded summaries of all proceedings, including decisions, which have been dealt with by the Judiciary, and copies of such proceedings must be submitted to the Secretary of the NSWDCA without fail.

MCC Laws of Cricket 2000 Code – 2003 edition

The following sections from the Laws are some of those relevant to junior cricket and are shown here for easy reference. Coaches, managers and umpires should ensure that the full set of Laws is available for reference at matches.

LAW 3 THE UMPIRES

1. Appointment and attendance

Before the match, two umpires shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality.

13. Consultation between umpires

All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary.

14. Signals

(a) The following code of signals shall be used by umpires.

(i) Signals made while the ball is in play

Dead ball - by crossing and re-crossing the wrists below the waist.

No ball - by extending one arm horizontally.

Out - by raising an index finger above the head. (If not out the umpire shall call Not out.)

Wide - by extending both arms horizontally.

(ii) When the ball is dead, the signals above, with the exception of the signal for Out, shall be repeated to the scorers. The signals listed below shall be made to the scorers only when the ball is dead.

Boundary 4 - by waving an arm from side to side finishing with the arm across the chest.

Boundary 6 - by raising both arms above the head.

Bye - by raising an open hand above the head.

Commencement of last hour - by pointing to a raised wrist with the other hand.

Five penalty runs awarded to the batting side by repeated tapping of one shoulder with the opposite hand

Five penalty runs awarded to the fielding side- by placing one hand on the opposite shoulder.

Leg bye - by touching a raised knee with the hand.

New ball - by holding the ball above the head.

Revoke last signal - by touching both shoulders, each with the opposite hand.

Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

(b) The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

LAW 4 THE SCORERS

1. Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

2. Correctness of scores

The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than a drinks interval, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. See Law 3.15 (Correctness of scores).

3. Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires. They shall immediately acknowledge each separate signal.

LAW 18 SCORING RUNS

10. Runs scored when a batsman is dismissed

(c) dismissed Run out, the batting side shall score the runs completed before the dismissal.

LAW 19 BOUNDARIES

2. Defining the boundary – boundary marking

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(d) If the boundary edge is not defined ... Where there is no physical marker for a section of boundary, the boundary edge shall be the imaginary straight line joining the two nearest marked points of the boundary edge.

LAW 21 THE RESULT

8. Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See Law 3.15 (Correctness of scores).

9. Mistakes in scoring

If, after the umpires and players have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result, then, subject to 10 below, they shall adopt the following procedure.

(a) If, when the players leave the field, the side batting last has not completed its innings, and either (i) the number of overs to be bowled in the last hour has not been completed, or (ii) the agreed finishing time has not been reached, then unless one side concedes defeat the umpires shall order play to resume.

If conditions permit, play will then continue until the prescribed number of overs has been completed and the time remaining has elapsed, unless a result is reached earlier. The number of overs and/or the time remaining shall be taken as they were when the players left the field; no account shall be taken of the time between that moment and the resumption of play.

(b) If, when the players leave the field, the overs have been completed and time has been reached, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

10. Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see Laws 3.15 (Correctness of scores) and 4.2 (Correctness of scores) – the result cannot thereafter be changed.

LAW 22 THE OVER

5. Umpire miscounting

If an umpire miscounts the number of balls, the over as counted by the umpire shall stand.

LAW 23 DEAD BALL

1. Ball is dead

(a) The ball becomes dead when

(i) it is finally settled in the hands of the wicket-keeper or the bowler.

(x) the umpire calls Over or Time.

(b) The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

LAW 24 NO BALL

5. Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

(i) the bowler's back foot must land within and not touching the return crease.

(ii) the bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.

LAW 25 WIDE BALL

1. Judging a Wide

(a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in his opinion the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position.

(b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

2. Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide (a) if the striker, by moving, either (i) causes the ball to pass wide of him, as defined in 1(b) above or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.

(b) if the ball touches the striker's bat or person.

8. Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Laws except 33 (Handled the ball), 35 (Hit wicket), 37 (Obstructing the field), 38 (Run out) or 39 (Stumped).

LAW 36 LEG BEFORE WICKET

1. Out LBW

The striker is out LBW in the circumstances set out below.

(a) The bowler delivers a ball, not being a No ball and

(b) the ball, if it is not intercepted full pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket and

(c) the ball not having previously touched his bat, the striker intercepts the ball, either full pitch or after pitching, with any part of his person and

(d) the point of impact, even if above the level of the bails either

(i) is between wicket and wicket or

(ii) is either between wicket and wicket or outside the line of the off stump, if the striker has made no genuine attempt to play the ball with his bat and

(e) for the interception, the ball would have hit the wicket.

2. Interception of the ball

(a) In assessing points (c), (d) and (e) in 1 above, only the first interception is to be considered.

(b) In assessing point (e) in 1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

3. Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

LAW 40 THE WICKET-KEEPER

3. Position of wicket-keeper

The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until

(a) a ball delivered by the bowler either

(i) touches the bat or person of the striker or

(ii) passes the wicket at the striker's end or

(b) the striker attempts a run.

In the event of the wicket-keeper contravening this Law, the umpire at the striker's end shall call and signal No ball as soon as possible after the delivery of the ball.

LAW 41 THE FIELDER

5. Limitation of on side fielders

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person, whether grounded or in the air, is in front of this line.

In the event of infringement of this Law by the fielding side, the umpire at the striker's end shall call and signal No ball.

7. Movement by fielders

Any significant movement by any fielder after the ball comes into play and before the ball reaches the striker is unfair. In the event of such unfair movement, either umpire shall call and signal Dead ball. Note also the provisions of Law 42.4 (Deliberate attempt to distract striker).

8. Definition of significant movement

(a) For close fielders anything other than minor adjustments to stance or position in relation to the striker is significant.

(b) In the outfield, fielders are permitted to move in towards the striker or striker's wicket, provided that 5 above is not contravened. Anything other than slight movement off line or away from the striker is to be considered significant.

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LAW 42 FAIR AND UNFAIR PLAY

1. Fair and unfair play – responsibility of captains

The responsibility lies with the captains for ensuring that play is conducted within the spirit and traditions of the game, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.

4. Deliberate attempt to distract striker

It is unfair for any member of the fielding side deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

(a) If either umpire considers that any action by a member of the fielding side is such an attempt, at the first instance he shall (i) immediately call and signal Dead ball.

6. Dangerous and unfair bowling

(a) Bowling of fast short pitched balls

(i) The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.

(ii) Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, shall be included with bowling under (i) both when the umpire is considering whether the bowling of fast short pitched balls has become dangerous and unfair and after he has so decided. The umpire shall call and signal No ball for each such delivery.

(b) Bowling of high full pitched balls

(i) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

(ii) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

7. Dangerous and unfair bowling – action by the umpire

(a) As soon as the umpire at the bowler's end decides under 6(a) above that the bowling of fast short pitched balls has become dangerous and unfair, or, except as in 8 below, there is an instance of dangerous and unfair bowling as defined in 6(b) above, he shall call and signal No ball and, when the ball is dead, caution the bowler, inform the other umpire, the captain of the fielding side and the batsman of what has occurred. This caution shall continue to apply throughout the innings.

(b) If there is any further instance of dangerous and unfair bowling by the same bowler in the same innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is a final warning.

Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

(c) Should there be any further repetition by the same bowler in that innings, the umpire shall

(i) call and signal No ball.

(ii) direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.

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

(iii) report the occurrence to the other umpire, the batsmen and, as soon as practicable, the captain of the batting side.

(iv) report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the

captain and bowler concerned.

8. Deliberate bowling of high full pitched balls

If the umpire considers that a high full pitch which is deemed to be dangerous and unfair, as defined in 6(b) above, was deliberately bowled, then the caution and warning prescribed in 7 above shall be dispensed with. The umpire shall

(a) call and signal No ball.

(b) direct the captain, when the ball is dead, to take the bowler off forthwith.

(c) implement the remainder of the procedure as laid down in 7(c) above.

15. Bowler attempting to run out non-striker before delivery

The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.

The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker.

18. Players' conduct

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticising his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire.

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