WSC&CCA Rule Book

2026-27 season

Western Suburbs Churches & Community Cricket Association
Competition Rules, By-Laws and Appendices

Reference copy for Tarneit North Cricket Club (TNCC 3 and TNCC 4 seniors)

This is the association rule book (printed pages 27 to 72), typed out from a scan of the printed copy and checked page by page against it. Wording and rule numbers are kept as printed, including its own quirks. The printed index pages are replaced by the contents below. It includes amendments up to the 2026 AGM. If anything here looks unclear, the printed book and the association (WSC&CCA) decide.

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Key rules at a glance (seniors, one day grades)

Topic	What the rule says	Rule
Hours of play	1.00pm to 5.50pm. Before daylight saving starts: 12.30pm to 5.20pm. Tea 20 minutes at 3.15pm.	13.1
Overs	20 completed overs make a match. Up to 35 overs per innings. No bowler over 7 overs.	13.1, 13.2
Team sheet	Up to 12 named. 11 can bat, 11 can field, all 12 can bowl. Names must match PlayHQ.	8.2, 8.4, 8.8
Players present	At least 7 players at the ground before the match can start.	8.6
Late team	Not on the field and ready 30 minutes after start time: forfeit, pays umpire fees.	8.1
Forfeit or walkover	Tell the association before 8.00pm Friday: $100. After 8.00pm Friday: $200. Match points are also lost (rule 20.2.7).	11.5, 11.6, 20.2.7
Heat	Play is cancelled if the forecast at 5.00am is over 37.9 degrees. Play stops if it goes over 37.9 and is checked every 30 minutes.	12.1.1
Lightning	30/30 rule. Stop when flash to bang is 30 seconds or less. Wait 30 minutes after the last strike.	12.1.3
Attire	Collared white or cream (or approved club colour) shirt. No shorts, no T-shirts. Whole team in the same uniform.	7
Helmets	Players under 18 must wear a helmet batting, keeping wicket and close in fielding.	7.11
PlayHQ after a match	Home team result by 7.00pm Sunday. Away team confirms by 8.00pm Monday. Player scores and captains report by 8.00pm Monday. Each late item costs 1 match point.	19
Points	Maximum 10 points per match. Full table in rule 20.1.	20
Fines	Late or incorrect player registration $50. Missing the captains meeting $25 per team. Full table in rule 22.	22
Umpire fee	Share of the umpire fee is paid when team sheets are swapped. Not paid by tea is a fine.	23.7
Protests	Tell the Administrator by 9.00pm Saturday. Written protest by 9.00pm Monday with $50.	18

Summary only. The numbered rules on the following pages are the full wording. Rule numbers refer to the Competition Rules.

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The WSC&CCA acknowledges that players, Umpires' and scorers in a game of cricket maybe of any gender and the Laws of Cricket, and these Rules apply equally. Except where specifically stated otherwise, every provision of the Laws and these Rules are to be read as applying to all persons regardless of gender.

COMPETITION RULES DEFINITIONS

1. CODE OF BEHAVIOUR

The WSC&CCA adopts the Laws of Cricket. "The Spirit of Cricket" is part of the Laws of Cricket and is therefore applicable to all WSC&CCA matches. Further we have adopted and refined for our purposes the Cricket Australia Code of Behaviour.

PREAMBLE

Cricket is a game that owes much of its unique appeal to the fact that it is to be played not only within its Laws, but also within the spirit of the game. Any action seen as abusing this spirit causes injury to the game itself.

Embracing the spirit of the game means participating, either as a player or as an official, fairly and exhibiting respect for other players and officials and the game's traditional values such as graciousness in defeat and humility in victory.

Cricket has a distinct place in Australian society and history. As an element in Australia's national identity cricket plays a significant role. This status brings with it particular responsibilities for players and officials to conform to high standards of fair play and personal behaviours on and off the field.

This Code of Behaviour is intended to protect and enshrine such important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.

2. MAINTENANCE OF ORDER

2.1 CONDUCT

2.1.1 The consumption of intoxicating liquor by any registered player(s) or official(s) within the visible precincts of the ground or on the playing field prior to or during any game, whether they are acting in the capacity of either a spectator or player is strictly prohibited.

2.1.2 Any registered player(s) or official(s) in breach of this rule will be dealt with by the Executive.

2.2 CLUBS

2.2.1 Clubs shall be responsible for the maintenance of order by their members. Any registered player(s) or official(s) of a club disputing the decision of any Umpire or using abusive, threatening or insulting language either during a game or at the conclusion of a game, either on the ground or within the precincts thereof, shall be dealt with by the Associations Independent Tribunal.

2.2.2 Any club may lodge a complaint against the conduct of player(s), team(s) or club official(s). The complaint must be lodged in writing by email and received by the Administrator by 7.30pm on the Monday following the completion of the match.

2.2.3 All such reports will be referred to the Associations Independent Tribunal.

2.3 CAPTAINS

According to the Spirit of Cricket rules in the Laws of Cricket, "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."

Captains will inform players of all behavioral requirements.

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2.3.1 Request that players conduct themselves in a manner that conforms to the traditional image and spirit of the game of cricket.

2.3.2 Ensure that players abide by fair and not unfair play.

2.3.3 Ensure players are not wasting time.

2.4 OFFENCES BY CAPTAINS

Where an Umpire is of the view that the captain has not controlled or made every effort to control a player who is breaching or has breached this Code of Behaviour, that Captain will be reported for such failure. N.B. Penalties for offences under these rules will also apply to Captains who do not control their players. Fines may also be imposed.

3. OFFENCES

3.1 CONDUCT UNBECOMING

No player, umpire, club official, club member, club representative or supporter(s) shall at any time engage in conduct unbecoming to the game of cricket, or act in any way that is detrimental to the game of cricket.

3.2 VILIFICATION

No player, umpire, club official, club member, club representative or supporter(s) shall use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, sexuality or national or ethnic origin.

3.3 OFFENCES AGAINST UMPIRES

Players shall not:

3.3.1 Disrespect any Umpire.

3.3.2 Show dissent at an Umpires decision by word, gesture or action.

3.3.3 Engage in excessive appealing.

3.3.4 Delay their departure when given out.

3.3.5 Charge or advance towards an Umpire in an aggressive manner when appealing.

3.3.6 Intimidate or attempt to intimidate an Umpire whether by language or conduct.

3.3.7 Verbally abuse an Umpire.

3.3.8 Threaten to, or physically assault an Umpire.

3.4 OFFENCES BY PLAYERS

Players shall not;

3.4.1 Abuse any cricket equipment or clothing, ground equipment, or fixtures and fittings in or around clubrooms.

3.4.2 Deliberately wasting time.

3.4.3 Consume alcohol either on or off the ground during a match.

3.4.4 Use language or make a gesture that is obscene, offensive or of a generally insulting nature to another player, official or spectator.

3.4.5 Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman.

3.4.6 Engage in inappropriate and/or deliberate physical contact with other players or officials.

3.4.7 Deliberately or maliciously distract or obstruct another player or Official on the field of play.

3.4.8 Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.

3.4.9 Threaten to, or physically assault another player, official or spectator.

3.4.10 Engage in any act of violence on the field of play.

3.4.11 Give false or misleading evidence to a tribunal.

4. WEBSITE, INTERNET, AND SOCIAL MEDIA USE CODE

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The Association publishes here the terms and conditions of its ‘Acceptable Use Policy (AUP) regulating the use of both the Association website, PlayHQ sites and Association affiliated club websites and social media sites, to be known collectively hereafter as “the website”.

4.1 You must use the website in a responsible manner, considering the effect your use of the website may have on other members of the Association and the community. It is incumbent on the manager of the website to ensure that its content does not bring the game of cricket into disrepute, and that it is within the spirit of cricket.

4.2 You must not use the website or allow anyone else to use the website.

4.2.1 For any unlawful, illegal, malicious, or improper use.

4.2.2 To knowingly transmit a computer virus or other malicious computer program.

4.2.3 In any way which interferes with its availability for other users or otherwise interferes with the proper operation of the website.

4.2.4 To access or damage another's computer system without permission.

4.2.5 To infringe another's intellectual property rights.

4.2.6 To disclose private or confidential information to another.

4.2.7 To store, publish, display, distribute or post material that is obscene, offensive, defamatory, and abusive or that violates any law or regulation.

4.2.8 To harass or menace another person.

4.2.9 To breach any laws or infringe any third-party rights (including without limitation, copyright) or to breach any standards, content requirements or codes promulgated by any relevant authority or industry body.

4.2.10 To transmit messages which vilify, threaten abuse, defame, or are vulgar, obscene, or otherwise objectionable.

4.2.11 To transmit messages which encourage conduct that constitutes a criminal offence or infringe upon the publicity or privacy rights, or any other rights of any person or party.

4.3 The Association is not responsible for any information or materials posted or transmitted via the website and disclaims all liability whether for negligence or otherwise for any loss suffered as a result of any information posted on the website by a member.

4.4 The Association reserves the right to remove, edit or instruct the removal of any information on the website as in its absolute discretion it thinks fit and without reference to others.

4.5 Access to the ability to post content to the website must be restricted to authorised persons only and the source of this content must be readily auditable.

4.6 The Association reserves the right to alter these terms and conditions from time to time by notice posted on this website.

4.7 This AUP applies to Association controlled or related sites. The Association cannot control the material published on internet forums, Facebook, chatrooms, blogs, emails and the like.

4.8 Any Association player(s), club(s) or officials who chooses to publish materials on such sites should be mindful of the offence of ‘Conduct Unbecoming’ as set out in Competition Rule 3.1.

4.9 Any breach of the AUP may incur severe penalties and/or fines.

5. GROUNDS AND WICKETS

5.1 All grounds will be subject to the approval of the Executive and during the season shall be placed at the disposal of the Association if requested. The team on whose ground the match is to be played will provide regulation stumps, a 60 metre tape measure and suitable boundary cones which are to be placed 60 metres from the center of the pitch. The cones are to be placed no more than 15 metres apart to mark the boundary line. Marking the position of the cones by using paint is required to ensure cones can be re-located if moved and to ensure same placement in two-day games. If the distance of 60 metres is not possible, the home team shall define the boundaries. e.g., McIvor Reserve has 50 metre boundaries and is not to overlap due to Council Regulations. Clubs wishing to mark boundaries by any other means shall first obtain permission from the Executive. Failure to do so will incur a fine.

5.2 Due to Public Liability and Risk Management requirements, special dimensions may apply to some grounds. Council Regulations may state that NO BOUNDARIES ARE TO OVERLAP, failure to comply may void

insurance policies and could incur fines from Council Inspectors.

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5.3 All WSC&CCA Umpires will use the club supplied 60metre measuring tape in any dispute.

Clubs are to ensure this tape is available if requested.

5.4 Matches are to be played on pitches covered in synthetic grass from stump to stump as a minimum.

5.5 Creases will be marked prior to the commencement of each day's play. Failure to do so will incur a fine. Creases are to be marked using a straight edge or appropriate frame and should be done in an appropriate white paint. Hand drawn chalk lines are not acceptable. N.B. Some pitches may be marked with lines for Junior Competition. Players and Umpires are to make themselves familiar with the correct length of a senior pitch and endeavour to disregard these other markings. No attempt should be made to remove such markings.

5.6 Stump holes are to be filled with soil, level to the pitch before the start of play. Failure to do so will incur a fine.

5.7 The Umpire will decide if items 5.5 or 5.6 above need addressing and will instruct the Captain as such prior to the start of play. Failure to comply will incur a fine.

5.8 In the event of the pitch or wicket being reported as unsatisfactory by the Umpire(s), a fine shall be imposed on the offending team and, on appeal by the opposing team to the Executive, the offending team, if found guilty shall lose the match.

5.9 It is the home teams' responsibility to make every effort to enable play to take place. Failure to do so may incur a fine.

5.10 Play is not to commence should bowling not be possible from both ends of the wicket.

6. MATERIAL

6.1 BALLS

A new, standard, Association stamped two-piece leather ball must be provided by each team for its own use in each match during the season. Such balls are to be purchased from the appointed officer of the 2 Association and are the only balls to be used. If the ball produced is decided as unfit for use, the team shall have 30 minutes to procure another acceptable Association ball. If they fail to do so they shall lose the match on appeal by the opposing team. In two-day games, the bowling team has the option of taking a new ball after completing 80 overs. In all finals matches, in addition to a new ball being used in each team's opening innings, a new ball may be used in a team's second innings provided it is used from the beginning of the innings.

6.2 STUMPS

Only turf stumps are to be used. Stumps with metal ferrules or tips are dangerous and therefore NOT allowed. Failure to provide the correct stumps will result in a fine. Umpires will be responsible for the 2 erection of the stumps and the jurisdiction of the correct measurements of the creases etc.

6.3 SCOREBOARDS

The home team must provide a suitable scoreboard for the display of scores. Failure to do so will incur a fine. The correct score must be displayed for all to see and be updated at the end of each over. Teams failing to keep accurate and updated scores will incur a fine.

7. ATTIRE

7.1 In all grades correct cricket attire must be worn. Failure to do so will incur fines.

7.2 No player to bat, bow! or field unless wearing proper cricket attire, including any substitutes.

7.3 Shorts are not permitted.

7.4 Only white/cream or Association approved club-coloured trousers are permitted.

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7.5 Only white/cream or Association approved club-coloured shirts with a collar are permitted. T-shirts are not permitted.

7.6 Only white/cream or Association approved club-coloured sweaters or vests are permitted. Hoodies and other track-suit tops are not permitted.

7.7 All players in a team must wear the same uniform. e.g., all players wear white/cream OR all players wear Association approved club colours. No mixture of the two is permitted.

7.8 Footwear, including socks, must be appropriate sporting footwear and may be coloured. No footwear with spikes is permitted.

7.9 Compression garments (e.g., Skins) must be white/cream or an Association approved club colour.

7.10 Any headwear worn should be an appropriate cricket wide brim hat or cap. Such hats/caps should be white/cream or club colours. Plain coloured caps are acceptable providing they do not promote a product or brand. (e.g., Adidas, Nike, New York Giants etc.)

7.11 Wearing of Helmets.

Cricket Australia strongly recommends the wearing of helmets when batting and wicket-keeping up to the stumps. Such helmets should meet British Standard BS 7928:2013.

The Association recommends for all participants to wear an approved Helmet when batting, wicketkeeping up to the stumps or fielding in a position closer than seven (7) meters from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

7.11.1 Batting - A Junior batter (under 18 years of age) — must wear a helmet at all times when batting.

7.11.2 Wicketkeeping — A junior wicketkeeper (under 18 years of age) must wear a helmet at all times.

7.11.3 Fielding - A Junior fielder (under 18 years of age) must wear a helmet at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side. The match Umpire, or Team Captains should no Association Umpire be appointed, shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard. In a match with an Association appointed umpire, the umpire shall not allow the match to continue during any period in which any Junior batter, junior wicket keeper or junior fielder within the prescribed area fails to wear a helmet. In a match without an Association appointed umpire, the captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any junior batter, junior wicketkeeper or junior fielder within the prescribed area fails to wear a helmet. (BOM September 2024)

7.12 Helmets must be replaced immediately in accordance with the manufacturer's recommendation following a significant impact. (BOM September 2024)

7.13 Any club wishing to wear coloured clothing must first have the design and colours approved by the Executive as per By Law 26.

8. TEAMS

Teams not complying with any of the below Rules will receive a fine for each offending player.

8.1 A team does not present on the field, correctly attired and ready to play 30 minutes after the scheduled commencement time shall:

8.1.1 Forfeit the match.

8.1.2 Be responsible for the payment of all fees to the Umpire(s) appointed to the match.

8.1.3 Be called before the Executive to explain its reasons. The Executive may take further action as deemed necessary.

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8.2 A maximum of 12 players can be listed on the team sheet and they are the only players eligible to take part in the match. Substitute fielders can be used but must be indicated to the Umpire and cannot bat or bowl.

8.3 At the toss Captains will hand their team sheets to the Umpire. ONLY the players named on the team sheet at this time will form ‘the team’. The Umpire will put a line through ANY UNUSED PLACES and no additions / alterations to the team sheet will be allowed once play has commenced. Fines will be incurred, and teams may lose points gained in the match if found guilty of breaking this rule.

8.4 The names written on the team sheet and in the scorebook MUST be as they are registered on PlayHQ. No nicknames, abbreviations or aliases are allowed. Fines will be incurred, and teams may lose any points gained in the match if found guilty of breaking this rule.

8.5 The Association will supply triplicate team sheet books to clubs, and these are the only form of team sheet to be used. The white copy (original) is to be handed to the Umpire, the yellow copy is exchanged between Captains and given to the scorers, and the blue copy is retained in the book.

8.6 A minimum of 7 players from each team must be at the ground before the match can commence.

8.7 If play does not commence on the first day of a two-day match, new team sheets may be exchanged prior to the commencement of play on the second day.

8.8 Of the 12 players named on the team sheet:

8.8.1 11 of the nominated 12 can bat in the course of an innings, the captain is not required to nominate the 11 prior to the innings commencing.

8.8.2 If a second innings is required any of the nominated 12 can bat.

8.8.3 Only 11 of the nominated players can field at one time.

8.8.4 All 12 nominated players are eligible to bowl during an innings.

8.9 In the “Spirit of Cricket”, players nominated in the 12 must physically participate in the match. The Umpire must be notified if a player is going to be absent or late and will note the reason on the team sheet next to the player's name. If a player is named but does not participate, the Association Registrar may not allow the game to be used as qualification for finals for that player and loss of match points considered.

8.10 Any player(s) that receives a red card (or 2 yellow cards in a match) will be required to leave the field immediately and not take any further part in the match. Such player(s) shall NOT be substituted, and teams will reduce the number of players red carded. Example 1: 12 players named on team sheet, 1 player red carded, team only allowed to field with and/or bat 10 but remaining 11 may bowl. Example 2: 12 players named on team sheet, 2 players red carded, only 9 can field and/or bat, remaining 10 may bowl. (Any player who receives a red card will be required to appear before a Tribunal as per By-Law 25.2.12)

8.11 Any player injured whilst representing the Association in an Inter Association fixture and is currently involved in an uncompleted Intra Association match may be replaced in the Intra Association game by any registered player of that club without penalty, upon presentation of a suitable Medical Certificate. The substitute player in this case will not need to adhere to rules regarding transfer between grades for this game only. Any request for substitution should be referred to the Association Registrar. All performances gained by both players will count towards Association awards.

8.12 Home teams are to provide afternoon tea for visiting teams and Umpires. Each team will provide their own drinks, and only 2 people per team are to enter the field of play to provide such drinks. No players are to leave the field during the taking of drinks without the Umpires permission.

8.13 A team, on being dismissed, whether it has 11 players or not, shall be deemed to be ‘all out’ on the fall of the last available wicket.

9. SUBSTITUTES / REPLACEMENT PLAYERS

9.1 Substitutes shall be allowed by right to field for any player who during the match is incapacitated by injury or illness, for ALL other reasons (i.e., arriving late/leaving early) the permission of the umpire and in the absence of an umpire, the opposing Captain must be obtained. (BOM September 2021)

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9.2 A substitute may not bowl, bat or act as Captain but may act as wicketkeeper. The only occasion when a substitute fieldsman is allowed to act as the wicketkeeper is if the original wicketkeeper is incapacitated by injury during the current match. (BOM September 2021)

Replacement Player - Player Head Trauma/Concussion

Any player or official that has a suspected concussion should be immediately removed from the playing environment. The Umpire, or Team Captains if no Association umpire is appointed, needs only be reasonably satisfied that a head trauma occurred during the Match. The player should also not take part in any activity that puts themselves or others at risk (such as driving a vehicle). It is important that they not return to the playing environment on the same day without the provision of a medical clearance. It is important that any person with a suspected concussion be assessed by a qualified medical doctor.

9.3 In the event head trauma occurs, or the Umpire (or Team Captains if no Association umpire is appointed) suspects that a Player may be concussed, a Replacement Player shall be allowed for the remainder of the match. The Replacement Player shall be a like-for-like Player (best endeavours) who may immediately participate in the Match as a complete Replacement Player for the concussed Player. The Team Captain shall seek the prior approval of the Umpire, or Opposition Captain if no Association umpire is appointed, who shall not unreasonably refuse a request.

The opposing team shall not be unfairly disadvantaged by a team's choice of Replacement Player. A team shall take reasonable steps to replace a concussed Player with a like-for-like Player.

a) A batter may be replaced by a bowler provided that the team will no longer bowl in the Match

b) A batter may be replaced by a bowler subject to the captain's understanding that the replacement will not bowl in the match

c) A bowler may be replaced by a batter provided that the team will no longer bat in the Match, or the bowler has been dismissed The Replacement Player is permitted to bat, bowl, keep wicket or field as though they were a member of the starting team. Additional information about the management of head and neck trauma related injuries can be accessed on the PlayCricket website: https://play.cricket.com.au/community/clubs/managing-your-club/community-cricket-concussion-guidelines (BOM September 2024)

9.4 The substitute / replacement player must not have participated in another game within the same round.

9.5 Consent of the Umpire shall be obtained before any player is substituted / replaced and such substitute / replacement player must be correctly attired as per Competition Rule 7.

9.6 The substitute / replacement player must be a registered player within the PlayHQ system for that club. For finals, the substitute / replacement player must also have played in that grade or lower AND played at least one game during the season.

9.7 Batting runner will be allowed in terms of Law of Cricket 25.5 (refer page 54 for details)

10. SQUARE LEG UMPIRES

10.1 The Association will strive to appoint professional Umpires to all games.

10.2 All non- professional square leg Umpires are required to wear an orange vest. Teams must have one available at all games to avoid a fine. No other colours or jackets are permissible.

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10.3 Non-professional square leg Umpires must understand their responsibilities and understand the Laws of Cricket. While acting in the official capacity of square leg Umpire they must not coach the batsmen. MOBILE PHONE USE IS PROHIBITED; PENALTY OF A YELLOW CARD MAY APPLY.

10.4 Their duties are to stand SQUARE of the wicket, between the batting crease and stumps, making sure they have clear vision of both the crease and stumps. To always watch the batting crease whilst the batsmen are running between the wickets and when a spinner is bowling. To observe if any part of the wicketkeeper is in front of the stumps. To observe the number of fielders positioned behind square and call a No Ball if it is more than 2.

10.5 Square leg Umpires are to adjudicate on hit wicket decisions, giving assistance to the central Umpire if requested regarding full balls passing above the batsman's waist and balls that after bouncing pass above the batsman's head. Such balls that pass over the batsman's head standing upright at the popping/batting crease shall be called a wide. Balls that pass between the batsman's shoulders and head shall be called a no ball. The Central Umpire is responsible for making these decisions but may ask for assistance from the square leg Umpire.

11. NON-APPEARANCE OF CLUB / FAILURE TO COMPLETE MATCH (FORFEIT / WALKOVER)

In the event of a club failing to arrive to commence play in any match appointed them, or failing to complete a match in progress, such club will –

11.1 Forfeit the match to the opposing team (refer rule 20.2.7 for loss of match points)

11.2 Be responsible for the payment of all fees to the Umpire(s) appointed to the match.

11.3 Pay a fine to the Association which must be paid in full before taking any further part in this Association.

11.4 Be brought before the Executive for breaching the rules.

11.5 Should the club notify the Association Administrator (or another Executive member if the Administrator is unavailable) before 8.00pm on the Friday night before the day of play of their inability to attend, they will be required to forfeit the match (known as a walkover) and pay a fine of $100.00.

11.6 Should the club notify the Association Administrator (or another Executive member if the Administrator is unavailable) after 8.00pm on the Friday night before the day of play of their inability to attend, they will be required to forfeit the match (know as a walkover) and pay a fine of $200.00.

11.7 Should the forfeit occur on the second day of a two-day match, the Executive may decide that the offending team also loses any points gained on the first day.

11.8 For definition purposes:

11.6.1. WALKOVER —“When a side decides before the time allowed that it cannot take part in a scheduled fixture” and notifies the Association as described above.

11.6.2. FORFEIT - "When the time for commencement of the game arrives and a team is unable or unwilling to take the field, a forfeit is given". A forfeit may also apply during a game if a side is unable or unwilling for ANY reason to complete the game. If a forfeit occurs during a game, the individual player performances of the forfeiting team will not be recognised by the Association and the team will lose 6 Premiership points.

12. ADVERSE WEATHER AND PLAYING CONDITIONS

The Executive reserves the right to make a final decision on the playing of all matches. The Executive will appoint an Adverse Weather Committee who will advise the Executive regarding cancelling any full days play due to heat, wet weather, or smoke. Clubs will be notified by 10.00am on Saturday morning if the day's play has been cancelled.

12.1 HEAT, THUNDERSTORMS, LIGHTNING, SHELTERS AND SMOKE

12.1.1 Heat

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If the Weather Bureau forecasts at 5.00am the temperature to exceed 37.9 degrees Celsius in Laverton on any playing day, the Association Adverse Weather Committee will cancel play for that day. Clubs will be notified by text message and/or email should this occur. N.B. Play is not to commence and shall cease in every match when the temperature exceeds 37.9 degrees C as per the Weather Bureau app using “My location” and must be checked every 30 minutes, e.g., 2.00pm, 2.30pm, 3.00pm, etc. Play is not to commence until temperature reduces below 37.9 degrees Celsius. If the temperature still exceeds 37.9 degrees Celsius after 1 hour of play ceasing, match is to be abandoned. (amended AGM 2024)

12.1.2 Thunderstorms

Play should cease immediately and remain suspended while a thunderstorm is active in the immediate vicinity. Participants should move to a safe shelter.

12.1.3 Lightning

Suspension and resumption of play should follow the 30/30 rule. Play should stop when the flash to bang count is 30 seconds or less. This indicates that lightning is 10km away and associates significant risk that the next lightning strike could be at the observers’ location. Participants should move to a safe shelter. Play should not resume until 30 mins after the last lightning strike.

12.1.4 Safe Shelters

Safe places to take refuge include inside motor vehicles, and inside large buildings / clubrooms where there is plumbing or electrical wiring that provides a safe path of the current to ground.

12.1.5 Unsafe Shelters

Unsafe locations and situations include open fields, trees, tents or marquees, benches, picnic shelters, using telephones in the open or sheltering under/ holding an umbrella or any other object that increases a persons' height.

12.1.6 Smoke

Bushfire smoke has the potential to impact matches causing a health risk to players and officials. Understanding how quickly smoke pollution can become significantly worse or significantly improve in the space of hours makes the decision to play or continue to play be considered in the same way as other weather events (rain, poor light) and should be made at the ground on the day unless advised otherwise by the Associations Adverse Weather Committee. Players and officials should remember, if visibility is poor due to smoke, air quality will be poor. All players and officials should monitor each other for signs of distress or feeling unwell. Clubs with members who have respiratory conditions should ensure that their players bring with them any required medicines and monitor them accordingly. For further clarification refer to Cricket Australia Smoke/Pollution Guidelines.

12.2 OFFICIAL UMPIRE APPOINTED TO A MATCH

12.2.1 The Umpire(s) appointed shall be the sole judge(s) of the playing conditions. The Umpire(s) may request both teams to remain at the ground, prepared and ready to play if in their opinion there is a probability of conditions improving sufficiently to allow play to commence within 1 hour of the scheduled start time, in both one-day games and on the first day of a two-day game. On the second day of a two-day game the Umpire may request teams to remain until 2.45pm, allowing 3 hours play (48 overs) with no tea break.

12.2.2 The Umpire appointed shall be the sole judge of playing conditions once the days play has commenced.

12.3 NO OFFICIAL UMPIRE APPOINTED TO A MATCH

12.3.1 Captains of opposing teams shall be the sole judges of playing conditions PRIOR to the commencement of the scheduled days play. Should they fail to agree play shall not commence, however both teams are required to remain in attendance for 1 hour after the scheduled starting time whereupon a further inspection of the conditions will take place by the opposing Captains. Should they again fail to agree, that day's play shall not commence. Captains may, however, agree to call the day's play prior to the 1 hour waiting time.

12.3.2 If it is the 1st day of a scheduled two-day fixture, the match shall be played as a one-day fixture on the scheduled second day and one day rules shall apply.

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12.3.3 If it is the 2nd day of a two-day fixture that is affected, the result of the match at the time of abandonment shall stand.

12.3.4 After play has commenced, the opposing Captains shall still be the judges of playing conditions, however if they cannot agree, either Captain can appeal to the person standing as Umpire at the bowlers' end and this decision shall govern. Either Captain may further appeal to the person umpiring at the bowlers' end should, in their opinion, conditions worsen.

13. ONE DAY MATCHES

A list of matches for the season shall be drawn up by the Executive. Excepting where provided for, Captains or any Official of the Association have no authority to change by agreement any Laws, Rules or playing conditions except as set out in these Rules.

13.1 HOURS OF PLAY

13.1.1 Unless otherwise directed by the Executive or for reasons further within this rule, play shall commence at 1.00pm and conclude at 5.50pm.

13.1.2 Matches played before the commencement of Eastern Daylight Savings Time (EDST) will commence at 12.30pm and conclude at 5.20pm. Notification of such will be given by the Association, with all below times adjusted by 30 minutes accordingly.

13.1.3 Any teams failing to commence games at the scheduled start time will incur a fine and be penalised the number of overs they have delayed the start of the match (in their batting innings)

13.1.4 To constitute a 'match', a total of 20 completed overs must be bowled. When a match fails to reach 20 completed overs (due to inclement weather/light or unforeseen circumstances), the match will be declared a draw and each team will receive 3 points. Team scores and personal performances will not be recognised for Association awards or ladder percentages unless a result on 1st innings has already been achieved.

13.1.5 If more than 50% of scheduled matches in a round in any grade are not able to complete their 20 overs in total (to constitute a match) because of adverse weather, then the results of all matches in that grade will be null and void. In such circumstances Umpires and / or Captains will not be required to award votes.

13.1.6 The team batting first, unless it is dismissed, declares or is subject to Rule 13.3 in these Rules (Inclement weather/light-Team batting first) shall bat from 1.00pm until 3.15pm OR a maximum of 35 overs, at which point it shall have its innings compulsorily closed.

13.1.7 A 20-minute tea break will be taken at 3.15pm except in the following circumstances:

13.1.7.1 Should the innings of the team batting first be completed between 2.45pm and 3.15pm, a 20-minute tea break shall be taken immediately.

13.1.7.2 If the team batting first has not received its allotted number of overs by 3.15pm, the innings will continue, and when completed, a 20-minute teabreak will be taken. N.B. In this instance a penalty as set out in Rule 13.6 may apply.

13.1.8 The team batting second shall be entitled to bat for a maximum of 35 overs. If the team batting second is all out before facing 35 overs or passes the score of the team that batted first prior to the completion of 35 overs, it will have its innings closed and the game will cease. e.g., Team batting first all out for 50 runs in 13 overs. The team batting second will have 35 overs to score 51 runs or be dismissed.

TEAM 1	13 overs	All Out 50 runs
TEAM 2	35 overs	3/49 (loses)
OR TEAM 2	27.4 overs	9/51 (wins and game ends)

13.1.9 A one-day game shall cease upon the scoring of the winning runs, regardless of overs remaining, or match time reaches 6.20pm

13.1.10 If the innings of both teams are compulsorily closed the match is completed and play shall cease.

13.2 BOWLING RESTRICTIONS

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13.2.1 No bowler is permitted to bowl more than 7 overs in any one-day game except as stated further in this Rule.

13.2.2 If a bowler is found to have bowled more than the allowed maximum number of overs (7) but no further play has taken place except for the offending over, then the extra balls/over shall be cancelled, including any runs or wickets taken. Play shall then recommence at the situation prior to that over being bowled and no penalty shall apply.

13.2.3 If a bowler is found to have bowled more than the allowed maximum number of overs (7) and further play has taken place after the completion of the offending over, then the over shall be included in the innings. The innings shall continue, and the result will stand, however, upon appeal, the Executive reserves the right to review the match.

13.2.4 In a match with a reduction of overs as per Rule 13.4.1, the bowling restrictions will change so that the maximum number of overs allowed per bowler will be calculated by dividing the number of overs for the reduced game by 5. e.g., match reduced to 25 overs per innings, maximum overs each bowler is 5.

13.3 INCLEMENT WEATHER/LIGHT

If, in the opinion of the Umpire(s) or BOTH Captains where no official Umpire is appointed, should play be unable to commence by 2.45pm (2.15pm if before EDST) the match shall be abandoned and declared a draw.

13.4 INCLEMENT WEATHER/LIGHT-TEAM BATTING FIRST

13.4.1 If more than 60 minutes are lost before the commencement of the game, and provided play, in the opinion of the Umpire(s) or both Captains where no official Umpire is appointed, is able to commence before 2.45pm, a match with a minimum 20 overs per side can be played, and the maximum number of overs allowed per bowler will be calculated as per Rule 13.2.4.

13.4.2 If a match is reduced to 20 overs per innings, such match is not to be played with any further fielding restrictions. e.g., ICC T20 fielding restrictions are not to be used and no bowler is to bowl more than 4 overs.

13.4.3 Where there is an interruption of up to and including 60 minutes prior to the commencement of the game, or during the first innings of the game, the number of overs to be bowled in the match will be reduced by 1 over for every 4 minutes or part thereof lost. (Number of minutes lost divided by 4 = number of overs reduced. 35 minutes / 4 = 8.75 therefore 9 less overs for the match, 4.5 overs each side rounded up to 5, so 30 overs each) e.g. 20 minutes lost = 5 overs, 70 – 5 = 65, 32 overs each 40 minutes lost = 10 overs, 70 – 10 = 60, 30 overs each 60 minutes lost = 15 overs, 70 – 15 = 55, 27 overs each

13.5 INCLEMENT WEATHER / LIGHT — TEAM BATTING SECOND

13.5.1 Whatever the number of overs in the first innings (whether reduced or not) the team batting second shall be entitled to receive the same number of overs unless otherwise stated in this Rule.

13.5.2 When the first innings has been completed, either by dismissal or compulsory closure, and 30 minutes or less is lost at the commencement of or during the innings of the team batting second, no reduction of overs will occur.

13.5.3 If more than 30 minutes but less than 60 minutes are lost in the second innings, the innings will be reduced by 1 over per 4 minutes or part thereof and the reduced minimum number of overs must be completed by 6.20pm. If the team batting second does not receive 35 overs (or the reduced minimum number of overs as agreed in Rule 13.4.3), does not reach the target score and is not dismissed, the match will be declared a draw.

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13.5.4 If the innings of the team batting second is interrupted for more than 60 minutes and, in the opinion of the Umpire(s) or both Captains where no official Umpire is appointed, based upon the time remaining until 6.20pm, the team batting second is unable to receive their revised minimum number of overs, or if there is no chance of a result, the game shall cease and be declared a draw.

13.6 PENALTIES

In one-day matches where an official Umpire(s) is appointed, if a team causes an innings to go past the scheduled finish time of that innings, the Umpire(s) may impose a 10-run penalty (to that team) per over not bowled by the scheduled finish time. However, the innings will continue until the team is either bowled out, 35 overs are completed or time of 6.20pm is reached. The Umpire may, but is not required to, instruct teams to hurry up. It is the captain's responsibility to ensure the innings is completed in the allocated time.

The appointed Umpire(s) are to use their discretion in allocating any penalty, taking into consideration time lost due to injuries, lost balls, or other unforeseen circumstances. The Umpire will inform any team that breaches this Rule of their penalty at the completion of the innings and ensure that the penalty is noted in the scorebook. famended AGM July 2024)

14. TWO DAY MATCHES

A list of matches for the season shall be drawn up by the Executive. Two Saturdays shall be allotted for each match unless otherwise ordered by the Executive. Excepting where provided for, Captains or any Official of the Association have no authority to change by agreement any Laws, Rules or playing conditions except as set out in these Rules.

14.1 HOURS OF PLAY

14.1.1 Unless otherwise directed by the Executive, or further within this rule, play shall commence each day at 1.00pm and continue subject to the bowling of 72 overs, less 3 overs per innings break.

Failure to do so will incur a fine.

14.1.2 Matches played before the commencement of Eastern Daylight Savings Time (EDST) will commence at 12.30pm. Notification of such will be given by the Association, with all below times adjusted by 30 minutes accordingly.

14.1.3 Captains, or their representatives, shall toss for choice of innings not later than 15 minutes prior to the scheduled commencement of play. In the event of the match not starting on the 1st day due to inclement weather, the match will revert to a one-day fixture on the following Saturday.

14.1.4 If less than 15 overs are bowled on the 1st day, then the game reverts to a one-day fixture on the following Saturday. In this instance, scores and individual performances, team sheets presented and toss of coin on the 1st day are null and void.

14.1.5 Play is deemed to have commenced when the Umpire calls ‘play’.

14.1.6 A 20-minute tea break will be taken at 3.15pm except in the following circumstances.

14.1.6.1 If a team is 9 wickets down at 3.15pm, there will be a maximum 30-minute extension of play. If the team is dismissed a 20-minute tea break is immediately taken and no reduction in overs occurs.

14.1.6.2 If a team is dismissed or declares between 3.05pm and 3.15pm, a 20-minute break is immediately taken, and no reduction of overs occurs.

14.1.6.3 Should an over commence prior to 3.15pm and be completed after 3.15pm, a 20-minute tea break will be taken immediately on completion of the over.

14.1.6.4 Should a wicket fall (not being the last wicket to close the innings) within 2 minutes of the scheduled tea break, tea shall be taken immediately and the over completed after tea.

14.2 INNINGS BREAK/FOLLOW ON

14.2.1 72 overs are to be bowled in a days’ play, less 3 overs for each innings break.

14.2.2 If the team batting 1st is dismissed prior to the 69th over (72 -3=69), then the team batting is required to bat the remaining overs for the days play. The team batting 2nd, unless it declares or is dismissed, shall be entitled to bat for 72 overs on the second day regardless of the scheduled finish time (5.50pm) being reached.

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14.2.3 A team may close its innings at any time.

14.2.4 When a declaration is made prior to play on the second day of a match, it must be at least 10 minutes prior to the NORMAL time of starting (1.00pm). If such declaration is late, then the team declaring must bat at the start of play.

14.2.5 If the team that bats first in any two-day game including finals, leads the opposition by 80 runs after the completion of their 1st innings, they shall have the option to ask the opposition to ‘follow on’.

14.3 INCLEMENT WEATHER/LIGHT-DAY ONE

14.3.1 In the event of inclement weather on the first day for more than 30 minutes, a maximum of 72 overs or a 5.50pm finish, whichever comes first shall apply. Provided that 15 overs have been completed during the day (constituting a game), regardless of breaks for weather, the innings shall continue the second day until the required number of overs has been reached as per the following examples.

14.3.1.1 Day One – 15 overs completed (constituting a game). Day Two – 72 overs less 3 for innings break = 69. 69 + 15 = 84 overs available for the match. 42 overs maximum available per team. The team batting first shall continue its innings at the start of play on day 2 for a maximum of 27 overs. (42 – 15 = 27). The team batting second shall bat for a maximum of 42 overs unless it is dismissed. The team scoring the greater number of runs, regardless of wickets lost, will be deemed the winner.

14.3.1.2 Day One – 60 overs completed. Day 2 – 72 overs less 3 for innings break = 69. 69 + 60 = 129 available for the match (In the event of this being an odd number is rounded up to the next even number - 130 overs). 65 overs maximum available per team. The team batting first shall continue

its innings at the start of play on day 2 for a maximum of 5 overs. (65 – 60 = 5). The team batting second shall bat for a maximum of 65 overs unless it is dismissed. The team scoring the greater number of runs, regardless of wickets lost will be deemed the winner.

14.3.2 In a two-day game on the second day, once a result has been reached, the match shall continue until the captains agree to cease play. Should the Captains fail to agree, the match shall continue until the required number of overs for the day has been bowled or an outright result has been achieved.

14.3.3 If an over is not completed before a weather interruption (e.g., 43.4 or 61.1) then that over needs to be completed BEFORE the divided over rule is applied.

14.4 INCLEMENT WEATHER/LIGHT-DAY TWO

14.4.1 In the event of 30 minutes or more being lost due to inclement weather on the second day, during the innings of either team, the normal rules of cricket shall apply, and the game will continue until 5.15pm at which time the captains shall have the option to agree to cease play. Should the captains fail to agree, the match shall continue until 5.50pm when it shall cease, regardless of the number of overs bowled.

Should the team batting second not reach the target score and is not dismissed, the match will be declared a draw.

14.4.2 On the second day of a two-day match or Semi-Final, if in the opinion of the Umpire(s) play is unable to commence by 2.45pm, the match shall be abandoned and the result at that time shall stand.

14.5 PENALTIES

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It is the responsibility of the captains to ensure that their teams are complying with any requests to hurry up made by the Umpire(s). Teams that are repeatedly asked by the Umpire(s) to increase their over rate whilst bowling, or eliminate time wasting whilst batting, may have a run penalty imposed on them as deemed by the Umpire(s). When playing a one-day fixture in the two-day competition Rule 13.6 will be implemented.

15. FINALS

All finals will be played in accordance with the Rules relating to that Competition (One-day or Two-day). A reserve day will be set aside for all Grand Finals if a COMPLETE days' play is abandoned due to adverse conditions. Grand Finals will not be changed for any other reason.

15.1 At the completion of the home and away games each season, the top 4 teams in each grade shall participate in the Semi-Finals. The team finishing on top of the ladder at the conclusion of the home and away matches will play the team finishing 4th, and the team finishing 2nd will play the team finishing 3rd.

15.2 Prior to the Semi-Finals the Captains of ALL teams participating will be required to attend a meeting with the Executive for explanation and expectation of how the games will be managed. Clubs will be fined for each team Captain not present.

15.3 Semi-Finals shall be played on the home grounds of the highest finishing teams unless unavailable / unsuitable as determined by the Executive. In this instance the higher finishing team may request to play at another WSC&CCA venue, subject to the approval of the Executive.

15.4 An official, non-playing scorer must be supplied by each team competing in all Finals matches. Failure to comply will result in a fine.

15.5 Play in the Finals is to commence at the time set down by the Executive. Should play not commence on time the offending team(s) will be fined. Play is deemed to start when the Umpire calls "Play".

15.6 A Reserve Day will be fixtured for all Semi-Final matches, being the Monday of the Labour Day long weekend, to be used should all matches in the competition having been abandoned on the original fixtured match day.

If through unforeseen circumstances a Semi-Final is unable to be completed, the Executive has the authority to order the game to be replayed unless a first innings result has been achieved in the other match in that grade. In such an instance the higher finishing team in the game not completed will be deemed the winner. (AGM July 2024)

15.7 The winning teams in the Semi-Finals in each grade shall play in the Grand-Finals. The winners of the Grand-Finals shall be deemed the Premier team in that grade.

15.8 There will not be an extension of playing hours other than to satisfy the rules for two-day matches.

15.9 Any Finals match may be concluded when each participating team has had a completed innings and on agreement of both Captains that further play will not alter the result of the match. Should the Captains fail to agree, and on appeal from either Captain, the Umpires shall decide whether to continue the match. The Umpires decision will be final.

15.10 If the Umpire(s) decree that a match should continue at the time of appeal, it shall be in their jurisdiction to call an end to the match at any time thereafter should they deem further play will not alter the result. This decision by the Umpires may be made without further appeal from either Captain and will be final.

15.11 For Grand-Final matches the Executive will determine which club will supply materials (stumps, cones, scoreboard). It is the expectation of the Executive that competing teams will organise to share the responsibility of setting up and packing up the ground materials on each day of play. The Executive also expects that each team will supply afternoon tea (one day each for two-day games) however by agreement both teams may supply food on both days. Teams will supply their drinks.

15.12 Grand Final grounds will be selected by the Executive.

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15.13 Failure to complete any required PlayHQ match reports will incur a fine.

16. T/20 COMPETITION

All Association Competition Rules apply to the T20 Competition, unless superseded by the following T20 Competition Rules

16.1. All clubs nominating team will be required to pay a T20 Team Affiliation fee prior to commencement of the T20 season

16.2. Matches to be played on Tuesday nights, as scheduled by the Executive. Any request to play matches on alternate days needs to be first approved by the Executive and then agreed to by both Clubs.

16.3 Matches are to commence at 5.15pm. 1st Innings conclude at 6.35pm. 2nd Innings commences at 6.45pm and concludes at 8.05pm. (80 minutes to bowl 20 overs - 10 run penalty for every over that goes past scheduled end of innings/finishing time (umpires' discretion to apply).

The appointed Umpire(s) are to use their discretion in allocating any penalty, taking into consideration time lost due to injuries, lost balls, or other unforeseen circumstances. The Umpire will inform any team that breaches this Rule of their penalty at the completion of the innings and ensure that the penalty is noted in the scorebook.

16.4. Teams are required to have 7 players to commence a match. Maximum delay to start is 30 minutes or match will be forfeited. 5 run penalty for the late team for every over that goes past the scheduled commencement time.

16.5. Weather/Light delays: First Innings - The maximum number of overs to be bowled will be reduced by one (1) over for each complete four (4) minutes of total time lost during the first innings. Team batting second to receive the same number of overs. Second Innings - Minimum 10 overs required to constitute a game. Should the team batting second not receive the same number of overs as the first batting team due to weather/light, the winner will be decided upon Net Run Rate.

16.6. Association umpires will be appointed to each game (where available) Cost to be shared by both teams.

16.7. All Clubs must use Association approved cricket balls. A new ball must be used for each innings.

16.8. Ground preparation/dimensions - normal Association approved boundaries marked with cones, with 30m inner circle measured from the centre of the wicket and marked with flat boundary cones/white paint. Home team to provide scoreboard, stumps and cones. Each team to provide an independent scorer (not playing) — PlayHQ e-scoring allowed.

16.9 Player eligibility: Players must be currently registered with their Club within PlayHQ prior to the game commencement with no 'Fill In' listed players permitted. Permit Player Allowances by Division: Division 1: Up to 4 permit players allowed per team. Division 2: Up to 3 permit players allowed per team. Division 3 & lower: Up to 2 permit players allowed per team. Permit Player Definition: A Permit Player is defined as:

- Any player who has not played at least 3 days of cricket within the WSCCCA competition.

(This includes either 3 One-Day games or 3 days from Two-Day grade matches with their home Saturday WSCCCA Club.)

- For clubs with teams in external competitions (e.g. VTCA, NWMCA, etc.):

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- A player does not require a permit if they have played a minimum of 3 days of cricket in a lower-grade team (i.e., below the club's 1st XI) and/or more than 50% of their games for the season have been in the lower grade. (Example: A player who has played 3 games in the club's 2nd XI and only 1 game in the 1st XI does not require a permit).

16.10 Teams can select 12 players – 11 can bat, 12 can bowl. Completed Association team sheet to be provided to the umpire and opposition captain prior to the toss of the coin

16.11 Normal cricket attire as detailed within Association Competition rule 7 is to be worn (approved Club coloured uniforms preferred)

16.12 Playing Conditions:

16.12.1 If any match is washed out or abandoned without commencing, it will be replayed at a suitable time to both clubs. Executive to advise of ‘make up’ playing date

16.12.2 Overs to be bowled in 5 over blocks from one end, then ends changed until innings is completed

16.12.3 Limit of 4 overs per bowler. (maximum 12 bowlers allowed)

16.12.4 No batting retirement required (maximum 11 batsmen allowed)

16.12.5 Once a batsman is out, the incoming batsman must reach the crease within 90 seconds. Not following this rule would lead to their dismissal.

16.12.6 Either team can be penalised 5 runs for time wasting or misconduct by the umpire

16.12.7 Should a ball hit an inner circle cone, play to continue with no penalty.

16.12.8 A break of no more than 10 minutes will be taken at the completion of the first team's batting innings, with no drinks breaks taken during a team’s innings.

16.12.9 If scores are tied at the end of any match (including a final), the winner will be determined by a Super Over. The umpires shall choose which end both teams will bowl their Super Over from, with fielding restrictions from overs 16-20 to apply.

16.13 Fielding restrictions (No Power Plays):

16.13.1 Not more than five fielders allowed on the on-side

16.13.2 First 6 overs — minimum 7 fielders inside the inner circle (not including wicket keeper) and maximum 2 fielders outside the inner circle. 7-20 overs — minimum of 4 fielders inside inner circle (not including wicket keeper) and maximum 5 fielders outside the inner circle

16.14 Illegal deliveries:

16.14.1 Leg side delivers that pass the leg of the batsman in their normal batting stance – Wide and extra delivery

16.14.2 Front foot no balls — No ball and a ‘Free Hit' where the batsman cannot be dismissed by any way except run out, hit wicket, handling the ball, obstructing the field or hitting the ball twice.

16.14.3 Above waist high no ball — No ball and extra delivery

16.14.4 Fielding restriction breach — No ball and extra delivery. Field changes are not permitted for free hit deliveries unless there is a change of striker. Or the no ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

16.15 FINALS:

Finals qualifications — a player must have played in a minimum of 2 regular T/20 season games with their Club in that Division to qualify for finals, with max permit player/s per side in terms of Rule 16.9 Player identification - All players participating in Finals must present official identification to the umpire before the match, to verify player identity against the official PlayHQ team list.

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Semi-Finals — top 4 sides make finals, 1st vs 4th & 2nd vs 3rd (decided by total Match Points then Net Run Rate) higher team to have the home ground advantage - if available (Executive decision applies). Reserve Date to be set by the Executive.

Grand Final — winners of each Semi-Final (Association to decide on venue). Reserve Date to be set by the Executive.

16.16 Match Reporting:

PlayHQ match results and players scores to be entered by 8.00pm Thursday following completion of each match All players are to be selected into the T20 team within PlayHQ prior to commencement of the match Captains report to be completed within OfficialsHQ (email link to be sent to team captains)

Failure to complete any required PlayHQ match reports will incur a fine.

17. SCORES

17.1 The standard Association scorebook must be used. The home team may make use of electronic scoring within the PlayHQ system. The away team must use the Association scorebook. If there is no ability to use electronic scoring, both sides are required to use the scorebooks. Failure to comply with either will result in a fine.

17.2 At the completion of each innings the Official Umpire must reconcile the scorebooks and/or electronic scoring along with the scorers or Captains.

17.3 At the completion of the match the Umpire must reconcile the scorebooks and/or electronic scoring to confirm the result and enter such into the scorebooks being used.

17.4 If no Official Umpire is appointed to the match, then both Captains have the responsibility to check and enter the results in each scorebook and/or electronic scoring and sign off within the scorebooks used to acknowledge the result.

17.5 When scorebooks have been signed by both Captains and Umpire(s), or where no official Umpire is appointed then both Captains, the result of the match shall stand, and no further action will be taken by the Executive.

18. DISPUTES IN SCORES / PROTESTS

18.1 In the event of a dispute in the scorebooks, they shall be impounded by the Umpire who will forward them to the Association Administrator by 12.00pm (noon) on the Sunday following the completion of the match. The Executive will then review them and determine the result. This result will be final.

18.2 In the event no Official Umpire is appointed to the match, the protesting club shall impound the other clubs' scorebook and present BOTH books to the Association Administrator by 12.00pm (noon) on the Sunday following the completion of the match.

18.3 Any club may lodge a protest against the result of a match in which it participates. The word "Protest" must be entered into the scorebook/s before being signed by the Umpire or opposing Captains.

18.4 Preliminary advice of the protest must be given to the Administrator by email or text message no later than 9.00pm on the Saturday night of the completion of the match.

18.5 The protesting club shall lodge their protest, in full, in writing, with the Association Administrator by 9pm on Monday following the completion of the match. Such notification is to have full details of the reason for the protest and is to be accompanied by a lodgement fee of $50.00. Any protest deemed to be frivolous or vexatious shall result in the forfeiture of the $50.00. Failure to comply with the above guidelines will render a protest null and void. Protests shall be heard by a Sub-Committee appointed by the Executive and its findings will be presented to the full Executive for ratification.

19. MATCH REPORTS / PLAYHQ – (BOM September 2021)

The following reports are to be completed on PlayHQ in accordance with the following timeframes. Failure to do so will incur point penalties and possible fines.

19.1 MATCH RESULTS

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19.1.1 One day grades. The Match Result is to be entered on PlayHQ by the home team no later than 7.00pm on the Sunday following the completion of the match. (Penalty 1 Match Point)

19.1.2 Two-day grades. After day one the progressive match score is to be entered on PlayHQ by the home team no later than 7.00pm Sunday following the first days' play (Penalty 1 Match Point). The

completed Match Result is to be entered after the second days play, also by 7.00pm on the Sunday following completion of the match (Penalty 1 Match Point).

19.2 MATCH CONFIRMATION

The away team is to confirm the Match Results on PlayHQ by 8.00pm on the Monday following the COMPLETION of the match. (Penalty 1 Match Point). N.B. There is no need to confirm the progressive match scores (two-day comp).

19.3 TEAMS

Teams are to be named on PlayHQ when entering Match Results/ Confirmation by both sides and at the respective times as detailed in Competition Rules 18.1 and 18.2. N.B. In two-day grades both teams must be named in PlayHQ by 7.00pm Sunday following the first day of play (Penalty 1 Match Point).

19.4 PLAYER SCORES

A full and correct report of Players Scores is to be entered on PlayHQ by each team by 8.00pm on the Monday following the completion of the match. This report is to include all batting, bowling and fielding statistics on both the Player Scores and Opposition Dismissals tabs (Penalty 1 Match Point).

19.5 CAPTAINS REPORT

The captain must complete a report on the state of the ground/wicket, including creases. If an Umpire is appointed the captain must also report on their performance. Such a report should endeavour to be constructive and not be biased by a win/loss or ‘opinion’ of a poor decision. If no umpire is appointed, the captain is also required to confirm the Presidents Medal voting agreed between both captains, following completion of the match. Such a report is to be entered on PlayHQ by 8.00pm on Monday following the completion of the match (Penalty 1 Match Point). (AGM July 2024)

19.6 FAILURE

Should all reports still not be completed by 8.00pm on the Tuesday following the completion of a match, the offending team(s) will incur a further 1 (one) point penalty. If the reports are still not completed by the following Tuesday after the deadline (1 week after), the offending team(s) will lose a further 2 points.

19.7 PLAYHQ LOCKED

PlayHQ will be locked after the 8.00pm Monday deadline expires following the completion of the match. Any request from clubs to open PlayHQ for data input after this time will incur a fine.

20. POINTS

Matches are allocated a maximum of 10 points, the distribution of which is set out in the following table.

20.1 Table of points for results.

RESULT	POINTS
1st Innings Win	6
1st Innings Loss	0
Win outright after 1st Innings Win	10
1st Innings Win BUT lose outright	4
Win outright after 1st Innings Loss	6
1st Innings Tie	3
Abandoned/washout/draw	3
Win outright after 1st Innings Tie	7
Lose outright after 1st Innings Tie	3

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Tie outright after 1st Innings Loss	5
Tie outright after 1st Innings Win	5

Tie outright after 1st Innings Tie	5
Forfeit/walkover	See below *

NB: A match will be a Tie when all innings have been completed and the scores are equal.

* Equal to the maximum points obtained in any game, in that round, for that grade.

20.2 If two or more teams are equal in points their relative position shall be determined by percentage (PlayHQ Quotient). For ascertaining averages, the following system shall be adopted.

20.2.1 The batting average FOR a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.

20.2.2 The batting average AGAINST the team shall be obtained by dividing the total number of runs scored against by the total number of wickets taken.

20.2.3 Only wickets lost will be counted when compiling team averages. Retired batsmen are included as wickets lost.

20.2.4 The former shall be divided by the latter.

20.2.5 The team having the highest quotient shall be considered to have the better percentage.

20.2.6 If a team is promoted or relegated during the season, the points of the team and the individual performances of the players are carried into the new grade.

20.2.7 In the event of a team giving a Forfeit or Walkover, 4 points will be deducted from those gained during the season. If a second Forfeit or Walkover is given during a season, a further 6 points will be deducted for each subsequent match Forfeit/walkover. If a third offence occurs the team (at the discretion of the Executive) may be withdrawn from the Competition. If a team is withdrawn, a fine of $250.00 is to apply and a bond (amount to be determined by the Executive) needs to be paid to reaffiliate for the new season.

20.2.8 Match points for a second bye or for a match won under protest are to be no greater than the maximum scored by any one team in that grade for that round.

21. TROPHIES

21.1 The Association will award individual trophies for the following in each grade, Champion Player, Batting Average, Batting Aggregate, Bowling Average, Bowling Aggregate, and a Presidents medal.

21.2 A pennant will be awarded to the Premier and Runner Up teams in each grade and will be presented at the Association Presentation Night.

21.3 To be eligible to win the Batting Average, a batsman must bat in at least half the innings that their team has had and score a minimum of 250 runs.

21.4 To be eligible to win the Bowling Average, a bowler must bowl in at least half of the innings that their team has bowled and take at least 20 wickets.

21.5 The Champion Player in each grade shall be the player receiving the greatest aggregate number of points calculated from the following: Wickets Taken: Each wicket = 2 points for the bowler, Caught = 1 point to the fielder, Stumped = 1 point to the wicketkeeper, Run out = 1 point to each fielder, Thrown out = 2 points to the fielder. Bowler taking 5 wickets in an innings = 5 points Runs made: 0.1 points for each run scored. Batsperson scoring 100+ in an innings = 5 points (BOM September 2025)

21.6 The player(s) who makes the most runs or takes the most wickets in a grade will be eligible to win the Aggregate trophy provided they have played the required number of games to qualify in that grade. (3 games for the two-day competition and 4 games for the one-day competition)

21.7 Any player(s) found guilty by the Associations Independent Tribunal during the home and away matches or Inter Association Representative games will not be eligible to win any Association trophy.

21.8 A Presidents Medal will be awarded in each grade but if any player(s) is found guilty of an offence during the current season, they will be ineligible to win the award.

21.9 A medal for Player of the Grand-Final will be chosen and awarded by the Umpires of each Grand-Final.

22. FINES AND POINTS PENALTIES

Below is a table of fines and points penalties that will be applied to the respective breaches of these Competition Rules. The Association Executive and / or the Independent Tribunal may apply further penalties as they deem necessary.

RULE	OFFENCE	PENALTY / FINE
2.4	Offences by Captains	as determined by the Executive
4.9	Website AUP	as determined by the Executive
5.1	Boundary markings	$20
5.5	Creases	$50
5.6	Stump holes	$50
5.7	Failure to comply	$20
5.9	Failure to enable play	$20
6.2	Stumps	$50
6.3	Scoreboard	$50
7.1	Attire	$20 per player
7.13	Attire	$20 per player
8.4	Teams	$25
10.2	Square leg Umpires	$25

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11.3	Non-appearance of club	as determined by the Executive
11.5	Forfeit/Walkover	Advice before 8.00pm Friday - $100; Advice after 8.00pm Friday - $200
13.1.3	One-day hours of play (late start)	$20
14.1.1	Two-day hours of play (late start)	$20
15.13	PlayHQ Reports for Finals	$50
15.4	Finals scorer	$25
17.1	Scorebook	$25
19.1	Match results	1 point
19.2	Match confirmation	1 point
19.3	Teams	1 point
19.4	Players scores	1 point
19.5	Captains report	1 point
19.6	Failure to report	1 point
19.6.1	Failure to report after 7 days	2 points
19.7	PlayHQ locked	$25
20.2.7	Forfeit or Walkover	1st - 4 points; 2nd or subsequent - 6 points
20.2.7	Team Withdrawal	$250
23.10	Umpires report	$10
23.7	Failure to pay umpire	$25

(BOM September 2023)

OFFENCE	PENALTY / FINE
Non-Attendance at Board of Management meeting: 1st Offence	$25
Non-Attendance at Board of Management meeting: each time thereafter (apologies will not be accepted)	$50
Non-Attendance at Captains Meeting	$25 per team
Late or incorrect player registration	$50

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23. UMPIRES

23.1 The Association will endeavour to provide official Umpires for each match.

23.2 All official Umpires will be required to be a member of the WSC&CCA Umpires Association and are expected to attend meetings as directed.

23.3 The Executive, at its discretion, may appoint an Umpires Advisor.

23.4 Association appointed official Umpires must be correctly attired. Black trousers, Association shirt or jacket, white hat and black or white footwear is expected.

23.5 Official Umpires are to arrive at their appointed grounds no later than 30 minutes prior to the commencement of play.

23.6 Official Umpires will be the sole judge of fair / unfair play and any decision regarding adverse weather.

23.7 Umpires' fees will be set by the Executive and will be equally shared by the competing teams. Teams are requested to pay their Umpire at the exchange of team sheets prior to the game commencing. Umpire's fees not paid in full by the tea break will incur a fine. (BOM September 2021)

23.8 If an Umpire is present at the ground, but play is abandoned before any play occurs, they will be entitled to 50% of their normal match fee (shared by the competing teams). The Umpire must be present at the ground to receive any payment.

23.9 When the required number of overs to constitute a match has been completed, Umpires will be entitled to receive their full fee.

23.10 Official Umpires are required to enter a full and complete match report on PlayHQ, no later than the Sunday 8.00pm following the completion of the match. Fines may be applied for non-compliance.

23.11 Umpires may be requested to attend Association meetings and / or tribunal hearings by the Executive.

23.12 When making an official report of an offence to the Executive, Umpires are to use the Association Umpires Report Form in accordance with the Rules. No other form of report will be accepted.

23.13 Only those who have attended, or during that season will attend an Accreditation Program of Cricket Victoria or the VMCU, or another body approved by either of the aforementioned, and who are duly accredited by that authority, shall be permitted to umpire professionally in the WSC&CCA. This rule may be altered by the Executive to provide sufficient numbers of Umpires for Finals or Association Representative matches.

23.14 The Executive reserves the right to refuse an application to umpire from any person it deems unsuitable.

23.15 The Association recommends that clubs seek to have a suitable 'Club Umpire' available from within its members who can stand as Umpire at their home games when an official Umpire is not appointed.

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23.16 The Executive may request clubs not participating in Finals to nominate persons to act in the capacity of official Umpire for Semi-Final matches. The Umpires Committee will notify those selected of their appointment.

23.17 All persons standing as Umpire in any WSC&CCA match must be familiar with the WSC&CCA Competition Rules.

24. LAWS OF CRICKET

The Association plays under the Laws of Cricket, unless superseded by Competition Rules stated herein. The following definitions are taken from The Laws of Cricket (Marylebone Cricket Club) and are reproduced for clarification purposes only. https://www.lords.org/mcc/the-laws Law 22 Judging a Wide If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke. Law 25.5 Batting Runner The umpires shall allow a runner for a batter if they are satisfied that

- the batter has sustained an injury that affects their ability to run and that this occurred during the match.
- for any other wholly acceptable reason. In all other circumstances, a runner is not allowed. Law 27 The Wicketkeeper - The position of the wicketkeeper The wicketkeeper shall remain wholly behind the stumps until a ball delivered by the bowler touches the bat or person of the striker, or passes the wicket, or the striker attempts a run. In the event of the wicketkeeper contravening this Law, the square Umpire shall call and signal no-ball at the instant of delivery or as soon as possible thereafter.

Law 28.4 Limitation of On Side Fielders The only limitation of leg side fielders is that, at the instant of delivery, no more than 2 players behind square leg. In the event of an infringement by the fielding team, an Umpire shall call and signal no-ball as soon as possible.

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The Association does not play any other rule limiting the number of fielders on the leg side.

Law 36 Leg Before Wicket The striker shall be out LBW only in the circumstances set out below. (Refer to diagram).

Striker attempting to play the ball. The striker shall be out LBW if a fair ball first intercepts any part of their person, dress or equipment which otherwise would have hit the stumps and did not previously touch their bat or a hand holding the bat, provided that: The ball pitched in a straight line from stumps to stumps, or on the OFFSIDE of the striker's wicket, or in the case of the ball being intercepted in full pitch which would have pitched in the straight lines between the stumps, AND The point of impact is in the straight line between the stumps, even if above the level of the bails.

Striker making no attempt to play the ball. The striker shall be out LBW even if the ball is intercepted outside the line of off stump if, in the opinion of the Umpire, he has made no genuine attempt to play the ball with their bat but has intercepted the ball with some part of their person and it would have but for the interception gone on to hit the stumps.

THE LAWS OF CRICKET, LAW 36: LBW Flow (work down the list; stop at the first step that ends the decision)

Question	Answer	Decision
Was there an appeal?	NO	Say nothing.
Was it a fair delivery?	NO	Not out.
Did the ball pitch outside the line of the leg stump?	YES	Not out.
Did the ball hit the bat first?	YES	Not out.
Was the first point of impact outside the line of leg stump?	YES	Not out.
Was the first point of impact outside the line of off stump?	YES: ask whether a genuine attempt was made to play the ball with the bat. If YES, Not out. If NO, go to the last step.	Not out (if genuine attempt)
Would the ball have hit the wicket?	NO	Not out.
Would the ball have hit the wicket?	YES	Out.

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BY-LAWS

The following By-Laws apply to all members of the Western Suburbs Churches & Community Cricket Association.

1. BOARD OF MANAGEMENT

The quorum for BOM Meetings shall be half the number of Clubs in the Association represented by one (1) representative from each Club. (BOM Monday, 31st August 2020)

2. EXECUTIVE

The Executive shall be elected annually at the Annual General Meeting and the Executive shall consist of:

(i) President

(ii) Vice President

(iii) Administrator

(iv) Financial Director

(v) Registrar

(vi) and 7 Committee members (2025 AGM)

(b) A Quorum for the Executive will be a minimum of 50% of the elected members present and the duties of the Executive shall be:

(i) Inspect and approve all grounds.

(ii) Arrange draw and grade teams.

(iii) Appoint and allocate all umpires.

(iv) Make all arrangements for final and semi-final games, including selection of grounds.

(v) Deal with all protests, reported players, team or umpires.

(vi) Appoint any sub-committee deemed necessary by the B.O.M. or Executive

(vii) Manage the Financial affairs of the Association. For the purposes of clarification of powers and role of the Executive, the Executive has the power to appoint sub - committees to investigate reports or matters which have not been reported in conformance with Tribunal matters.

Such action by the Executive may arise from letters, verbal reports, match reports on activities which are alleged to have occurred at meetings, practices, games of the Association or other Association activities.

The sub - committee/s shall have power to investigate, call for information from Clubs, players, or any other interested person/s on the matter under consideration and if necessary, hear evidence.

The person/s - Club/s, involved are to be advised of the investigation and furnished with details concerning the matter and the time and place of any meeting to discuss the matter. (AGM August 2001)

(vii) To act for the association in matters of urgency and emergency.

(viii) To appoint a Selection Committee; and

(ix) To perform any other business that the Executive may deem fit.

(c) The Executive shall have the right to interpret these rules, inflict fines, or impose penalties on any Club, Umpire, or Player.

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(d) This interpretation, infliction, imposition, or penalty shall be subject to appeal to the Victorian Metropolitan Cricket Union (V.M.C.U.). Any Appeal must be made to the Administrator in writing or electronically, stating the full grounds of the Appeal and accompanied by a $500 fee.

3. OFFICE BEARERS OF THE EXECUTIVE

(a) Office Bearers need not be members of the Executive, however, if any Club Member be elected to the position of President, Vice President, Administrator, Financial Director he shall cease to be a Club Member, and their club shall elect another Club Member.

(b) Such Officers are to be elected annually or as vacancies occur and shall remain in office until the Annual General Meeting or as directed by the Executive.

4. ALTERATION OF CONSTITUTION AND RULES

The Constitution and Rules shall not be altered, amended, or repealed in any way except at an Annual General Meeting, and then only if notice in writing, setting out exactly the proposed repeal, amendment or alteration, be given to the Administrator of the Association not later than June 30 in each year.

The Association Administrator shall give not less than TWENTY-ONE (21) days' notice of the proposals to each Club Administrator and Association Office Bearers before the Annual General Meeting. A three-fourths majority of those present and entitled to vote shall be necessary for such repeal of, amendment or alteration to the Constitution and Rules.

5. BY-LAWS

The Association shall from time to time throughout the season make such By-Laws as are necessary for the proper conduct of the Association business. These By-Laws, when passed, shall not be altered, added to, or rescinded, except by a three-fourths majority of B.O.M. present at a Board of Management Meeting, Special or Annual meeting.

6. COMPETITION RULES

Competition rules may be altered by a three-fourths majority of members present at an Annual, Special, or Board of Management Meeting.

7. APPLICATION FOR MEMBERSHIP

(a) All affiliated Clubs must operate under a legally binding Constitution and a properly constituted Executive and must abide by the Constitution and Rules of this Association.

(b) The B.O.M. may at any time expel or refuse admittance to Club(s). Any Club(s) retiring from or on being disqualified from the Association during the season shall not have any claim upon the monies or any other assets of the Association. The interests of such Club(s) shall entirely cease, and all fees paid by such Club(s) in the Association after a period of three years shall be paid into Association funds.

(c) (i) In deciding the grades in which competing teams shall play, the Executive shall grade teams in the best interest of the Association. (BOM August 2020)

(ii) When a team is promoted or relegated during the season the points of the Clubs and the individual players' performances are carried into the new grade. (AGM July 2019)

(d) If, after the closing date for the team entries, a Club with more than one team in the Association wishes to withdraw a team for any reason, the team withdrawn shall be at the Executive's discretion. (BOM August 2020)

8. GROUNDS

All competition matches shall be played on grounds approved by the Executive and all participating Clubs shall be responsible for the maintenance of the grounds to be in good playing condition.

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Prior to each day's play, both Captains are to inspect the entire ground and ensure that it is safe for play. (BOM August 2020)

9. FIXTURES

The Executive shall create the season fixture based upon ground availability to maximise the number of matches in support of the Association Purpose.

(a) No alteration or variation to the fixtures as drawn up will be allowed except under special circumstances approved by the Executive.

(b) Open Age Grades shall recess for a minimum of two Saturdays over the Christmas - New Year break.

10. FINANCIAL OBLIGATIONS

(a) Affiliation Fee The affiliation fee to the Association shall be determined by the Executive and shall be charged to each club. This fee shall cover the cost of the administration of the association. The Executive reserves the right to add any relevant additional charges. The affiliation fee is to be approved at the B.O.M. meeting immediately after the Annual General Meeting. (BOM August 2020)

(b) Levy Account The Executive shall from time to time, when necessary for the conduct of the Association, impose a levy upon Clubs. The amount of such levy and the method of payment shall be decided at the Annual General Meeting or B.O.M.

(c) Time The affiliation fee must be paid to the Treasurer (or an appointed officer) on or before the third Monday in November. If not paid by the third Monday in November, the club is to be penalised six match points per team. If not paid by the third Monday in December, the Executive may consider suspending the club from the Association until the full amount is paid. (BOM August 2020)

(d) Penalties Failure to comply with 10(a) may result in loss of points gained in matches in which a club participates until such fees are paid in full. The Executive shall have the discretion to grant a stay of application upon receipt of a written application from the Club.

(e) Bonds

(i) Notwithstanding anything contained in Rule 11, any Club seeking Affiliation with this Association shall be required to lodge with their application of affiliation a bond, as determined by the Executive, against fines levied in accordance with Competition Rules.

(ii) If at any time the total fines exceed the amount of the bond lodged, the Executive reserves the right to without further notice suspend the defaulting Club from the Association and/or forfeit the bond in its entirety.

(iii) Any Club affiliating with the Association for the first time OR any club re-affiliating with the Association after a period of absence may be required to lodge a Bond of $500.

(iv) Subject to an Executive decision either: a. the full amount of the Bond will be returned. b. part of the Bond will be returned. c. none of the Bond will be returned. (BOM September 2018)

(f) Financial Obligations The maximum amount that a club can be in debt is $250 following the November BOM. (AGM July 2014)

(g) Cricket Balls: All cricket balls are to be purchased by cash, cheque, or direct debit on collection. (AGM July 2014)

11. FINES AND OUTSTANDING MONIES

(a) All fines levied against clubs must be paid to the Financial Director within 28 days of notification. (BOM August 2020)

(b) All money owed by clubs which are outstanding, as of the Monday prior to the last playing date of the home and away season, must be paid by Wednesday of that week. (BOM August 2020)

(c) All fines incurred by Clubs during the finals series shall be notified in writing within two (2) weeks following the scheduled date of completion of the finals series. Such amounts must be paid to the Financial Director within two (2) weeks of the date of notification.

(d) Any Clubs not complying to By-Law 10(b) shall be ineligible to participate in the finals series.

(e) Notwithstanding anything contained in this By-Law, all fines must be paid before a Club can reaffiliate with the Association.

(f) Bonds: Twenty-one days after the last Association function of the season (AGM excepted) any club that is unfinancial will be required to post a bond for the next season equal to the amount owing to the Association.

12. SPECIAL FUNCTIONS

When the Association conducts special functions to raise funds for Association purposes, all Clubs shall be required to contribute such minimum amount as may be decided upon by the Executive, and any Club defaulting in meeting this amount shall have the amount levied against it as an outstanding debt.

13. MEETINGS

The Annual General Meeting shall be held in July or August each year as deemed necessary by the Executive.

14. REGISTRATION OF PLAYERS

(a) Each new player is to be registered on PlayHQ by the Monday 7.30pm following the conclusion of the match. No 'Fill-in' players will be allowed. Should a Club need to add a 'Fill-in' player on match day to enable Live Scoring, the player must be registered on PlayHQ by the Monday 7.30pm following the conclusion of the match (AGM July 2024)

(b) Any number of players may be registered; however, any person who is not properly registered will not be allowed to play in any match. (AGM July 2008)

All new Registrations are to be in accordance with paragraph (a) above and if the player is not registered by this time and day then all points will be forfeited for the match that the Unregistered player has participated in. All other individual performances will still be applicable for Association Awards (Except those of the Unregistered Player/s) (AGM 1995/96)

Any Club continuing to play an unregistered player shall lose all points gained in such match or matches in which this player has participated.

(c) A player needs only be registered once by their club to be eligible to play in any grade, but in transferring from Grade to Grade, he must comply with By-Laws 19 (a) & (b) and By Law 20 (a), (b) & (e).

(d) The Executive may at any time refuse the registration of any player and retains the right throughout the season to revoke the registration(s) of any player(s) or Club(s). Any such player(s) or Club(s) have the right to appeal to the Association.

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(e) A player may register with one Club only; however, if their Parent Club so desires, it may, with the approval of the Executive Committee, grant the player a Permit to play with another affiliated Club in a Section of the Association in which their Parent Club does not compete. Such a permit will not allow the player to play in any other Grade with this Club without a full transfer from their Parent Club.

(f) A player registered with an affiliated Club but not having played with that Club during the preceding three (3) completed seasons shall not require a transfer to play with another affiliated Club in this Association. "Having Played" shall be defined as being named on a Match Report on PlayHQ. It shall be incumbent on the Club with which the player intends to play to ensure the player's eligibility.

(g) For the purpose of clarifying these By Laws the following practice must be followed: Players from Premier Grade cricket clubs or Sub District cricket clubs require a transfer before being allowed to play in the WSC&CCA. (BOM August 2020)

Such Transfers must be lodged in the hands of the Registrar of this Association, by the Wednesday, prior to the commencement of a match.

(h) Any team playing a player under another registered name shall be deducted 6 points in any match or matches in which the player has participated. The captain will be held responsible and could be penalised.

(i) Any breach of this By-Law may be penalised outlined in By-Law 16 (e)

15. RE-REGISTRATION OF PLAYERS

All players of the immediate past season desiring re-registration shall do so on PlayHQ.

16. TRANSFER OF PLAYERS

In the event of a Club being represented by three or more teams, no player shall be allowed to drop down to any Grade lower than their Club's next lowest team in successive matches in which he plays in that season, without first being granted a permit. However, a player may drop more than one grade provided that he goes from a two-day team to the club's next lowest two-day team. Alternatively, a player may drop more than one grade provided that he goes from a one-day team to the club's next lowest one day team. (AGM July 2016)

Please see diagram below (summary of the diagram in words):

Diagram: players move between the Divisions (Div 1 to Div 4) of the WSC&CCA and from other associations (SDCA, VTCA, etc), whose A Grade and B Grade sides sit alongside Div 1 and Div 2.

- Players may move upwards one or more Grades/Divisions, from one round to the next.
- Players may move downwards only one Grade/Division at a time, from one round to the next.
- Clubs with higher Grades in other competitions are required to follow this rule when selecting players to play within WSC&CCA.

(b) In the event of a Club being represented by three or more teams a player after missing three or more consecutive games in a higher grade is allowed to drop an extra grade subject to the approval of the Registrar. To be eligible to qualify the player concerned must have played in the current season. Example: Plays Round 1 in the Clubs highest grade and not available until Round 5 and is allowed to drop to the Clubs third Grade. The Club to apply via email to the Registrar by the Wednesday prior to the beginning of the match.

(c) A player who would normally play in a lower Grade and goes up more than one grade may apply for special permission to return to their normal lower grade the following round. This permission may be given to a player under the following circumstances: a last-minute inclusion into A HIGHER GRADE and / or a shortage of players in a higher grade. This allows the player to return to their previous lower grade as directed by the Registrar. Clubs must notify the Registrar of the name of the player by 10.30 p.m. the Monday following the match via email. (AGM July 2016)

(d) A player being granted a transfer from one Club to another affiliated with the Association is still subject to the limitations of movement as described in By-Law 19(a), based on the grade in which he last represented the Club from which he was cleared.

(e) In the event of By-Law 14, By-Law 16, By-Law 17 and/or By-Law 19 being breached, the offending Club will be penalised.

Such penalty may include:

(i) The team that breaches this rule, loses all points gained in the match and is fined $50.00. If the team that breaches the rule has lost the match, they lose 6 points and are fined $50.00. If they do not have any points, then the team goes into negative. (AGM July 2015)

(ii) The forfeiture of those points to the opposing team. (AGM July 2015)

(iii) In addition to (i) the club shall be fined $50.00 per player breaching this rule. (AGM July 2015)

(f) Notwithstanding any of the above, clauses (a) & (b) of By-Law 19 (Intra - Club Permits between Grades) shall apply in all other cases.

17. INTER-ASSOCIATION TRANSFERS (other Saturday Competitions) Permits and transfers are also required in the following cases:

(a) A player having played with a club of any association, before playing with a club in this Association, must first obtain a transfer from the club he wishes to leave. All transfers must go through PlayHQ. (BOM Monday, 31st August 2020)

(b) In the event of the Club refusing the transfer, the player may appeal to their Association. Should the Association also refuse their application, he may appeal to the Committee of the V.M.C.U. which decision shall be final and binding on all concerned for that season. To be eligible to play in the Association he joins a player shall comply with the Association's rules governing registration.

(c) Should a player be properly registered with more than one Association (whether they are affiliated with the V.M.C.U. or not) and he/she has played at least one match in each Association prior to commencement of the season in question, then a transfer shall not be necessary to either Association. Qualification rules of the Association involved shall determine their eligibility for the finals. (BOM August 2020)

(d) Any Club naming a player in any match, in the same age grade, whose name is also registered as playing with another Club in any other Association on the same match day or days shall lose any points gained in the match, and the player shall not be credited as playing in this Association in any such match.

(e) Further penalties under By-law 16 (e) may apply. (BOM August 2020)

(f) When a transfer application appears on PlayHQ, the club has ten days in which to respond. If the club fails to respond within ten days, then a transfer is automatically granted by the Association to the player. (BOM August 2020)

18. INTER-CLUB TRANSFERS (WSC & CCA)

(a) A player desiring to transfer from one Club to another within the Association must first obtain a transfer from the Club he is leaving through PlayHQ.

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(b) In the event of the Club refusing the Transfer the player may appeal to the Association Executive.

(c) When a transfer application appears on PlayHQ, the club has 10 days in which to respond. If the club fails to respond within five days, then a transfer is automatically granted by the Association to the player. (BOM August 2020)

19. INTRACLUB PERMISSION BETWEEN GRADES OR ASSOCIATIONS.

(a) Any member having played during the season MORE than 50 PERCENT of competition fixtured matches in a particular Grade must first obtain permission before playing in any team in a lower Grade competition match in that season. “Having Played” is defined as being named on a Team Sheet handed to an Official Umpire or opposition Captain and entered on PlayHQ. Any application for Permission to play in a lower Grade must be emailed and lodged with the Registrar by 9.00 p.m. on the Thursday evening prior to the commencement of the match in which the Permission is required and must state the reason for which the Permission is sought.

If the reasons for the Permission should be "FORM", the player's previous performances throughout the season must be shown in detail.

NO PERMISSION WILL BE GRANTED FOR SEMI-FINAL AND FINAL MATCHES (AGM July 2009) (AGM July 2009)

(b) Where a club has all its teams participating in finals matches on that day, the players may be selected in any grade. However, players must have played at least three games for their present club in the two-day graded competitions or at least four games for their present club in the one-day graded competitions. (BOM August 2020)

Notwithstanding any of the above, where a club has all its teams participating in finals matches on that day, and provided the players have played in the minimum number of matches stated above for the club during the current season the players may be selected in any grade. (AGM July 2016)

(c) A Club may enter two or more teams in any one Grade in the competition. A player having played in more than fifty per cent (50%) of the matches fixtured shall be denied from playing in the other team in the same Grade without permission from the Registrar.

Any application for permission must set out the reason for which the permission is sought.

However, if by promotion or relegation a Club has two or more teams in the one Grade, and wishes otherwise, it may apply to the Executive Grading Committee for regrading.

The Committee's decision in this matter shall be final.

(d) Where a Club has teams playing for another Association, the Club is expected to abide by By-Law 19 (Transfer of Players) whenever players are moving from one Association to another.

(e) (i) In the event of a club receiving a forfeit, walkover or second bye only that club has the option to forward a declared team for the match on PlayHQ and the players named shall be regarded as having played in the team for that round.

(ii) In the event of unforeseen circumstances in a one-day match when no play takes place both teams may lodge their teams on PlayHQ.

Both teams report to the Association Administrator the circumstances of why there was no play. If the Round has been cancelled by the Association, By-Law 19e does not apply.

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(f) (i) A player is eligible to play in any semi-final or final match in any Grade in which their CLUB PARTICIPATES, provided he has played in three (3) home and away matches in the two-day grades and at least four (4) matches in the one-day grades with that Grade team or a lower Grade team of their Club in

this Association. (AGM July 2019)

(ii) A player from a lower grade who qualifies under By-Law 19 f (i), may be promoted by no more than one Grade/Division (e.g. Division 10 to Division 11). However, a player may be promoted by more than one Grade/Division where the Club's two nearest-ranked consecutive teams are both competing in the Finals.

A Player may move up multiple Grades/Divisions where:

The intervening teams are the Club's nearest-competing teams; (e.g. Division 6 to Division 4 with no Division 5 team in between)

Both teams are competing in the semi-final or grand-final; and The player meets the eligibility requirements set out in Rule 19 f (i) (BOM 7/9/2026)

(iii) Prior to the Semi Finals, participating Clubs are to submit to the Association Registrar, by the Wednesday 8pm a squad of players which are to be verified by the Association Registrar for their eligibility to compete in the Semi Finals and Grand Finals. (AGM July 2014)

(iv) All Players participating in Finals must present official Government Approved identification to the umpire before the match, to verify player identity against the official team sheet of the match. Any player not correctly identified will not be eligible to play in the match. (AGM July 2026)

However, a club may apply for special permission for a player to play in any finals match where the player qualifies under By Law 19 (f) (i) but fails to qualify under By-Law 19 (c). Clubs applying for special permission must write (email) to the Registrar by 7.00 p.m. on the Wednesday prior to the finals' match stating the name of the player, the final in which the club wishes the player to compete in, the reason for asking for special permission and all batting, bowling, and fielding statistics for the current season. (AGM July 2017)

(v) The club with which a player was last registered and is currently playing with, is deemed to be their Parent Club.

When a player is transferred to another club and wishes to participate in that club's finals he MUST QUALIFY with their new Club in the grade or lower grade in which he is to participate with their new Club.

(vi) A Club which has two teams in the one grade. For a player to be eligible to play Finals for that Grade, the player must have played the minimum number of games as specified above in that Grade.

In the event of playing the minimum number of games as specified above in one Grade, the mentioned player shall only be eligible to play in the Finals side for whom he has played in the majority of games with.

In the event of playing an equal number of games in that Grade, he shall be eligible to play with either of the two sides in that Grade or a lower Grade. (AGM July 2005)

20. EXCHANGE OF PLAYERS

Teams participating in the Open Age Grade may, if they wish, lend surplus players to the opposing team for that game. The performances of these players will count for the Association Awards. (BOM August 2020)

Clubs to indicate on Match reports if a player has been exchanged.

21. REPRESENTATIVE MATCHES

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Players chosen for representative matches shall hold themselves at the disposal of the Association in preference to any other engagement. The Administrator shall notify in writing such player and their club of their selection to represent the Association and no refusal, unless in writing to the Administrator, shall be official. Players defaulting shall be dealt with by the Committee.

22. SHARING WICKETS

Secretaries of Clubs in this Association which share wickets with Clubs outside this Association must contact the other Club Secretary immediately the allocation of wickets is known in order that their fixture may be arranged to fit in with that of this Association.

23. PENALTIES

If any Rule, By-Law, or Competition Rule of this Association has been violated, the penalty for which has not been set down, the Executive Committee may fix any penalty it deems for such violations. All fines imposed upon Clubs, Players, B.O.M. Members or Umpires by this Association must be paid in full before such offender or Club may play or officiate in any game following the imposition of such fine, etc. No premiership points will be allocated to any defaulting Club until it fulfills its obligation.

24. TRIBUNAL

24.1 There shall be an Independent Association Tribunal whose functions shall be to hear and determine reports of players, teams, umpires and officials of Club(s) of the Association. (AGM July 1997) (AGM July 2001)

24.2 APPEAL AGAINST TRIBUNAL DECISION

1. Any Club, on behalf of its players or officials, or any WSC & CCA official may appeal for a review of the Tribunal decision.
2. Their Appeal must be made to the Administrator within 48 hours of the tribunal decision and must be in writing or electronically, stating the full grounds of the Appeal as below and accompanied by a $500 fee.

The fee of $500 accompanying an appeal against the Tribunal decision will be forfeited if the case is deemed frivolous by the Appeals Panel, otherwise 25% of the fee may be returned as soon as possible following the hearing. (amended AGM July 2024)

3. It should be noted that whilst the appeal is being formulated and heard, the player and or Official will comply with whatever penalty that has been awarded by the original Tribunal.
4. The grounds for appeal are;
   (i) Evidence not originally presented is available which may have reasonably affected the decision of the original ruling body; or
   (ii) Severity of sentence; or
   (iii) The appellant can demonstrate that a ruling was made contrary to the Rules & By Laws and/or the Constitution of the Association; or
   (iv) It is the opinion of the Executive that the Appeal in fairness should be heard. (AGM July 2010)

25. MEMBER, OFFICIAL OR PLAYER MISBEHAVIOUR

(A) SERIOUS MISBEHAVIOUR AND BRINGING THE GAME OF CRICKET INTO DISREPUTE

The B.O.M. shall each season have the authority to appoint an Independent Tribunal to deal with any reports received from Umpires or Officials. In some cases, the Association may choose to have an incident investigated by an Association appointed Independent Investigations Officer (Refer to 25.1.25)

25.1.1 Umpires Lodge Reports of Misbehaviour An Umpire may lodge a report with the Administrator of any member, official or player of any member Club who engages in misbehaviour or brings the game of cricket into disrepute.

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25.1.2 Notification of Report Where an Umpire intends to lodge a report to the Administrator, that Umpire shall notify the person concerned or the Captain or Official of the person's Club as soon as it is practicable on the day on which the behaviour or bringing the game of cricket into disrepute occurs.

25.1.3. Club to Attend Umpires.

For the purpose of ascertaining whether there are any persons reported, irrespective of any earlier notification, the captain or representative or Official of a Club shall attend and wait on the Umpires after the close of each day's play. If this does not occur, an Umpire shall be deemed to have fulfilled their responsibility with the lodgement of the report under these Rules.

25.1.4. No Person Available for Notification of Report. Where a reported person is not available for notification that an Umpire intends to lodge a report or the captain or representative or Official of a Club does not attend as required by these Rules, an Umpire shall be deemed to have fulfilled their responsibility with the lodgement of the Report under these Rules.

25.1.5. Lodgement of Report.

Within 48 hours of the conclusion of the match from which the report arises the Umpire shall lodge with the Administrator a report showing the reported person's name and Club, match and date of offence and detailing the nature of the report (e.g., misbehaviour or bringing the game of cricket into disrepute). Preliminary advice is to be given to the Administrator by 12 noon on the day following the completion of the match.

25.1.6. Association Lays Charge of Misbehaviour notifies person and Club of Charge and Sets Time of Hearing of Charge. Upon receipt of a report lodged by an Umpire the Administrator shall:

(a) cause the Association to lay a charge against the reported person.

(b) cause the reported person and the Club of the reported person to be notified that a charge has been laid against the reported person. Notification may either be by email or telephone to the Clubs registered contact.

(c) nominate the date and time of the Hearing of that charge. The charge shall, if practicable, be heard by the Tribunal on the Wednesday following the completion of the match from which a report arises or, if this is not practicable, at the earliest practicable time as determined by the Tribunal.

25.1.7. Tribunal to Receive Copy of Report. The Administrator shall cause a copy of the Report to be delivered to the Chairperson of the Tribunal

25.1.8. Notification of time of Hearing. The Administrator shall cause the reported person and Umpires involved in the report and any other person required to attend the hearing of the charge to be notified of the time and place of the hearing of the charge.

25.1.9. Election Procedure. An election to accept a penalty of suspension from playing in one match shall be lodged in writing with the Administrator not later than 12.00 p.m. on the day after the Administrator has caused the reported person or the Club of the reported person to be notified that a charge has been laid against the reported person.

25.1.10. Umpires or Administrator May Disallow Election. If any or all of the reporting Umpires or the Administrator consider that the circumstances of the report warrant a hearing of the charge the Administrator shall disallow the Election.

25.1.12 Hearing of the Charge if Election Disallowed or if Election Not Lodged in Time.

If the Administrator disallows the Election or if a notice of election is not lodged in time the Tribunal shall hear and determine the charge.

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25.1.13. Attendance.

The persons and Umpires involved in the Report and any other persons as deemed necessary or warranted by the Tribunal shall attend the Hearing of the charge.

25.1.14. Hearing of Charge May Proceed Despite Absence.

In the absence of the reported person, whether the Tribunal is with or without notice of the reason or reasons for the absence, the Tribunal may proceed with a Hearing of a charge or adjourn or postpone the Hearing to another date or a date to be fixed at its' discretion.

25.1.15. Tribunal to Regulate Own Procedures.

Subject to these Rules the Tribunal may regulate the Hearing of any charge in any manner as it thinks fit.

25.1.16. Inquisitorial and Informal Hearing. The Hearing before the Tribunal shall be:

(a) Inquisitorial in nature; and

(b) Conducted with as little formality and as much expedition as is deemed warranted by the Tribunal.

25.1.17 Conduct of Hearing. The Tribunal shall conduct a hearing in accordance with the Rules of Natural Justice.

25.1.18 Rules of Evidence.

The Tribunal may hear evidence from any person, or any source as is deemed necessary or warranted by the Tribunal and no Hearing before the Tribunal is bound by the Laws of Evidence which apply to Courts of Law.

25.1.19 No Reasons.

The Tribunal is not obliged to give reasons for any determination which it makes.

25.1.20 Legal Representation.

No person shall be represented by a Legal practitioner at any Hearing of the Tribunal unless such representation is with the leave of the Tribunal Chairperson.

25.1.21 Power to Impose Penalties.

Where the Tribunal is reasonably satisfied that a person is guilty the Tribunal may reprimand or fine or suspend or disqualify him or her from playing in such matches or for such time as the Tribunal deems to be appropriate to the nature and extent of the charge.

25.1.22 Powers to Impose Penalties on Non - Players.

Where the Tribunal is reasonably satisfied that a member, official or employee of a Member Club has engaged in misbehaviour or bringing the game of cricket into disrepute the Tribunal may reprimand or fine or suspend (or any combination of these or apply any other penalty as deemed suitable) the reported person or reprimand or fine their or her Club or may recommend to the Association that their or her Club be suspended or impose on the reported person or their Club any other penalty as the Tribunal deems to be appropriate to the nature and extent of the charge, the circumstances and the reported persons status in the Club.

25.1.23 Regard May be had to any Matters on Penalty.

Any and all matters deemed necessary or warranted by the Tribunal on the question of Penalty may be considered by the Tribunal when determining a Penalty under these Rules.

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25.1.24 Suspension to Apply to Next Match.

Unless the Tribunal stipulates otherwise a suspension penalty imposed by it or an elected suspension shall apply to the next match in which the player's Club competes.

25.1.25 Independent Investigations Officer The Independent Investigations Officer shall investigate any matters referred to them by the Executive. The Independent Investigations officer will operate within the following parameters:

(a) Investigate matters relating to the conduct of matches, whether before, during or after concerning Clubs, players, officials, umpires, spectators, etc., or other matters as deemed necessary to be investigated by the Executive.

(b) A formal, written complaint or application may be lodged by a Club signed by the Club Secretary requesting an investigation and must be sent to the Administrator before any investigation is instigated. If deemed necessary, the matter will be referred to the independent Investigations Officer for investigation.

(c) The Executive may also instigate an investigation without a complaint being made.

(d) Clubs are to provide the independent Investigations Officer with any assistance and all materials or items deemed necessary for a thorough investigation to take place.

The Independent Investigations Officer will provide a written report of their findings to the Executive who will have the final decision on the recommendations of the Investigations Officer.

The Independent Investigations Officer is responsibility is to only accept or provide information pertaining to the matter being investigated and may visit any Club with approval of the Administrator to assist in a thorough investigation.

(B) MINOR MISBEHAVIOUR

25.2.1. Umpires May Caution. Where an Umpire has occasion to speak to a player about their or her behaviour but does not consider the player's behaviour to be so serious as to warrant a report to the Administrator the Umpire shall caution the Player.

25.2.2. Umpires to Lodge Records of Cautioning.

The Umpire shall note a caution on the Umpires Match Report and shall lodge a record of the Caution with the Administrator.

25.2.3. Notification of Caution.

Where an Umpire cautions a player, he or she shall inform the cautioned player that the caution will be officially recorded for the attention of the Administrator and shall notify the Captain or Official of the person's Club of the

caution as soon as it is practicable on the day on which the caution occurs.

25.2.4 Clubs to Attend Umpires.

For the purpose of ascertaining whether there are any persons cautioned, irrespective of any earlier notification, the captain or a representative or an Official of all Clubs shall attend and wait on the Umpires after the close of each day's play.

25.2.5 No Person Available for Notification of Caution.

Where a cautioned person is not available for notification that an Umpire intends to record a caution or the Captain or an Official of the persons Club does not attend as required by these Rules, an Umpire shall be deemed to have fulfilled their responsibility with the lodgement of the caution under these Rules.

25.2.6. Lodgement of Report.

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Within 48 hours of the conclusion of a match from which a caution arises the Umpire shall lodge with the Administrator a report showing the cautioned player's name, Club and detailing the nature of the caution.

25.2.7 Player Three Times Cautioned to be Charged.

Should a player have three cautions recorded with the Administrator during the same season the Administrator shall:

(a) cause the Association to lay a charge against the cautioned player for misbehaviour or bringing the game of cricket into disrepute.

(b) cause the reported person and the Club of the reported person to be notified that a charge has been laid against the reported person.

(c) nominate the date and time of the hearing of that charge.

The charge shall, if practicable, be heard by the Tribunal on the Wednesday following the completion of the match from which the third caution arises or, if this is not practicable, at the earliest practicable time as determined by the Tribunal.

25.2.8. Cautioned Player May Elect to Forego Hearing and Accept Suspension.

A player against whom a charge has been brought as the result of being cautioned three times in the same Season may elect to have the charge determined without a Hearing by the Tribunal and to accept penalty of suspension from playing in one match.

25.2.9 Reported Player may Elect to Forego Hearing and Accept Suspension.

A player against whom a charge has been brought may elect to have the charge determined without a hearing by the Tribunal and to accept a penalty of suspension from playing in one (1) match, (one- or two-day match).

25.2.10. Election Procedure.

An election to accept a penalty of suspension from playing in one match shall be lodged in writing with the Administrator not later than 12.00 p.m. on the day after the Administrator has caused the cautioned person or the Club of the cautioned person to be notified that a charge has been laid against the cautioned person.

25.2.10. Umpires or Administrator May Disallow Election.

If any or all of the cautioning Umpires or the Administrator consider that the circumstances of the caution or cautions warrant a hearing of the charge the Administrator shall disallow the election.

25.2.11. Hearing of the Charge if Election Disallowed or if Election Not Lodged in Time.

If the Administrator or Umpire/s disallows the election or if a notice of election is not lodged in time the Tribunal shall hear and determine the charge as if the charge had been laid pursuant to Rule 25.1.

(C) YELLOW / RED CARD SYSTEM

A. PREAMBLE The WSC & CCA continue to be concerned about poor player behaviour, especially the lack of respect shown to other players and to umpires at playing venues and on the field. To improve player behaviour the WSC & CCA have introduced rules which allow umpires to immediately deal with misbehaviour so that the match may be conducted in the true spirit of cricket.

The scheme requires umpires to immediately penalise players and club officials who breach the WSC & CCA Code of Behaviour. The player and /or club official may also be reported and if found guilty the Tribunal may impose further sanctions. For most breaches of these rules a yellow card will be given by an umpire.

Attracting a second yellow card in the same match will result in an immediate send-off for the rest of the match. When the breach involves a serious offence, a red card will be given by an umpire and will result in an immediate send-off for the rest of the match and will be required to attend a Tribunal Hearing.

We believe and truly hope that umpires will not be called upon to use the cards.

B. DEFINITIONS

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(i) “Audible obscenity” includes a single outburst of swearing or obscene language, umpire or official that is heard by the umpire and:

a) If made on the field, is one which in the opinion of the umpire could be heard by a person outside the playing field; or

b) If made off the field, is heard by the umpire.

(ii) “Reportable Offence” includes the following offences which may be heard and determined by the WSC & CCA Tribunal:

a) A Serious Reportable Offence.

b) The second instance of an audible obscenity when both are a player making is a non-reportable offence; or

c) Where an audible obscenity is part of a sledging or part of abusive comments directed at a player, umpire or official, then such sledging or comments shall be treated as a reportable offence.

(iii) “Serious Reportable Offence” includes:

a) Physically assaulting an umpire, player, official or spectator.

b) Threatening to physically assault an umpire, player, official or spectator; or

c) Any act of violence on or off the playing field; or

d) Sustained and serious verbal abuse of an umpire, player, official, or spectator.

(iv) “Umpire” means a WSC & CCA appointed umpire.

C. PROCESS

(i) Audible obscenity: Where a player or official makes an audible obscenity not directed at another player or umpire, he or she commits a breach of these Rules. The umpire shall advise the player or Official that he has committed a breach and give the player or official a verbal warning. This breach may be treated by the umpire as a non-reportable offence. The Umpire shall note in their match report the name of any player committing an audible obscenity. The WSC & CCA shall keep a record of such breaches and if a player, in a season, receives three mentions in the umpires’ report for audible obscenity, suspend that player for one match.

(ii) Yellow card: Where a player or official commits a Reportable Offence, the umpire shall advise the player that he has committed such an offence and show the player a yellow card. The giving of a second yellow card in the same match equates to the giving of a red card and will be required to attend a Tribunal Hearing. The umpire shall note in their match report the name of any player receiving a yellow card for an offence deemed to be non-reportable. The WSC & CCA shall keep a record of the yellow cards and if player, in a season, receives three yellow cards for non-reportable offences, suspend that player for one match.

(iii) Red card: Where a player or official commits

a) A Serious Reportable Offence; or

b) A second yellow card breach in the same match the umpire shall advise the player or official that he has committed such an offence and show the player or official a red card and will be required to attend a Tribunal Hearing.

(iv) A player or official who is shown a red card must immediately and without further dissent leave the playing field and shall take no further part in the match in any capacity.

(v) Where a player or official refuses to leave the playing arena, the umpire shall call the captain of that player's team and advise them that the failure of the player to immediately leave the arena will result in the match being forfeited to the opposition team.

(vi) A player given a red card cannot be substituted for the remainder of the game, the team will field only ten players, bat only ten players and bowl only ten players. However, if the team has listed twelve players on the team sheet, then the team will field only ten players, bat only ten players but the eleven players still in the game can all bowl. (BOM August 2020)

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(vii) Where two umpires stand in a match one or both can give yellow or red cards.

(viii) When an umpire acts under these rules the player is reported.

(ix) Player to be reported in accordance with the WSC & CCA reporting procedures. (AGM July 2013)

(x) The fact of a player being sent off the ground is not relevant to any subsequent penalty consideration by a Tribunal. (AGM July 2010)

(D) BREACHES OF LAWS OF CRICKET

Where the Umpires have occasion to Caution, Warn or Report a player for a breach of a Law of Cricket the procedure in the law shall be satisfied by noting the details on the Umpires Match Report for action by the Administrator. (Delegates September 2007)

26. SPONSORSHIP LOGOS.

Subject to Association approval (size and wording) sponsorship logos may be worn on cricket attire (jumper and shirt) except for approved cricket hats (40 square centimetres).

27. INCORPORATION.

All Clubs affiliating with the Association must be Incorporated and furnish the Association evidence of their Incorporation and evidence of the lodgement of their Annual Statement to the Association prior to the commencement of the season excepting those Clubs covered by Private Charter (e.g. Schools). (AGM 1995/96 & BOM August 2020)

28. BANNED PLAYERS

A list of banned players is to be recorded by the Association Administrator on PlayHQ. Clubs are required to review players individual incident report in PlayHQ prior to accepting a player's registration.

29. LIFE MEMBERS

The Association shall have power to elect honorary Life Members [not more than two (2) in any one season]. Such membership is to be awarded to those who have rendered special services to the Association or the game.

Life Members shall only be elected by a three-fourths majority of members present at the Annual General Meeting, and then only provided that the nomination has been the recommendation of any meeting of the previous season.

Life Members shall have the same privileges as B.O.M. Members.

30. CHILD SAFEGUARDING & MEMBER PROTECTION

WSC&CCA is strongly committed to ensuring that all Players, Officials, Umpires and other representatives are able to participate in cricket in a safe environment.

All Clubs are to comply with Cricket Australia's Child Safety and Member Protection Policies, which include: Australian Cricket's Policy for Safeguarding Children and Young People Australian Cricket's 'Looking After Our Kids' Code of Behaviour for Affiliated Associations and Clubs Australian Cricket's Commitment to Safeguarding Children and Young People Cricket Victoria's Member Protection Policy Additional information about the Clubs responsibilities can be accessed on the PlayCricket website: (BOM September 2024)

All club volunteers, officials, team managers and coaches must register on PlayHQ and provide their WWCC or Victorian Institute of Education (VIT) or Police ID details and keep these up to date.

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Clubs must check regularly the volunteers, officials, team managers and coaches WWCC on the Working with children check status checker website and keep a record of the validation. (2025 AGM)

APPENDICES

APPENDIX INDEX

1. Duties of Office Bearers
2. Standing Orders
3. Application for Membership of the WSC & CCA (form, not reproduced)
4. Form of Appointment of Proxy for Meeting (form, not reproduced)
5. Form of Appointment of Proxy (form, not reproduced)
6. Form of Appointment of Position (form, not reproduced)

APPENDIX 1

DUTIES OF OFFICE BEARERS.

HON. ADMINISTRATOR The Administrator shall carry out all the directions given at the Executive and/or Board of Management meetings and shall keep all records and minutes. He shall call all meetings of the Association.

ASSISTANT ADMINISTRATOR He shall take down and record all minutes of meetings of the Association, shall assist the Administrator where possible and carry out all directions given by the Executive and/or Board of Management meetings.

HON. TREASURER The Hon. Treasurer shall pay all monies received by them into the Association's Account within forty-eight (48) hours of receiving same. All cheques must be signed by one of the following: - The Treasurer, Administrator, President and one of two other nominated executive officials. It will be the duty of the Treasurer to report at each meeting of the Executive on the financial position of the Association and to produce bank books at such meetings. He must prepare a statement of receipts and expenditure to May 31st. each year, which, after having been certified as being correct by the Hon. Auditors shall be submitted to the Annual Meeting for adoption. (AGM July 2004)

RECORD SECRETARY The Record Secretary shall keep all records of averages, such to be kept up to date; check all Umpires' reports and bring any irregularities before the Executive and/or Board of Management Meetings.

REGISTRAR The Registrar shall keep all records of all players registered, permits granted, and check players shown on team sheets with such records, any irregularities to be brought before the Executive.

APPENDIX 2

STANDING ORDERS.

1. If after half an hour subsequent to the time fixed for the meeting, no quorum is present, the meeting shall lapse. A quorum shall consist of a majority of elected Delegates present.
2. It is not incumbent on the Hon. Administrator to notify members or the regular members of the Association.
3. The chair shall be taken by the President or Senior Vice-President. In their absence, the Delegates shall elect a chairperson from the Vice-President present at the meeting.
4. The order of business shall be:
    - Reading and confirmation of the minutes of the previous meeting.
    - Business arises out of such minutes.
    - Correspondence.
    - Financial Statements.
    - Reports.
    - Motions on Notice.
    - General Business.
5. To deal with matters of extreme urgency the order of business may be altered by vote of the Association; the roll shall be called at 8:30 p.m. irrespective of business being conducted at that time.
6. After 10.00 p.m. formal business alone shall be gone on with.

7. To alter or rescind any resolution of the Association, seven days' notice must be given by the member proposing the alteration or rescission, except as provided for in Standing Order 19.
8. All questions shall be determined by a show of hands, unless afterwards a formal division be deemed, or votes ordered to be recorded, which shall be done at the request of any member, supported by no fewer than two others, in which case the members for and against shall be taken down by the Hon. Administrator and recorded in the minutes.
9. That each member, on speaking, shall rise and address themself to the Chairperson and not to any other member of the Association. No member shall speak for a longer period than three minutes except by consent of the Chairperson. During the time any member is speaking all other members shall remain seated. When the Chairperson rises to speak, no-one shall continue standing nor shall anyone rise until the Chair has been resumed. The Association may, by vote, resolve itself into a Committee of the whole Association and while, on the Committee, there shall be no restriction as to the number of times a member may speak on the question.
10. That the mover of every original motion, but not of the amendment (unless it becomes the motion) shall have the right to reply, not introducing therein any new matter, and confining themself strictly to any previous objections, immediately after which the questions shall be put from the Chair. No other member shall be allowed to speak more than once on the same question, unless permission is given to explain, or the attention of the Chairperson be called to a point of order.

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11. That each member, on speaking, shall rise and address themself to the Chairperson and not to any other member of the Association. No member shall speak for a longer period than three minutes except by consent of the Chairperson. During the time any member is speaking all other members shall remain seated. When the Chairperson rises to speak, no-one shall continue standing nor shall anyone rise until the Chair has been resumed. The Association may, by vote, resolve itself into a Committee of the whole Association and while, on the Committee, there shall be no restriction as to the number of times a member may speak on the question.
12. That the mover of every original motion, but not of the amendment (unless it becomes the motion) shall have the right to reply, not introducing therein any new matter, and confining themself strictly to any previous objections, immediately after which the questions shall be put from the Chair. No other member shall be allowed to speak more than once on the same question, unless permission is given to explain, or the attention of the Chairperson be called to a point of order.
13. That when an amendment is moved under a proposition, no further amendment shall be moved or taken into consideration until the first is disposed of, but any number of amendments may be brought forward in succession, and the question must be put in such a manner that if one amendment be negated, another may be moved on the original proposition; but if an amendment be affirmed, it shall form the proposition under consideration, whereupon further amendment may be moved. The question must ultimately be put on the original or amended proposition, as the case may be, in order for it to be passed as a resolution.
14. That all motions, whether original ones or amendments, shall if the Chairperson requests be reduced to writing signed by the mover and handed to the Hon. Administrator.
15. That if the Chairperson at any Association meeting shall be of the opinion that any motion proposed to be made thereat is of an objectionable character, it shall be competent for them, either before or after same is brought forward, to put it to the vote (on which no discussion shall be allowed) whether the same shall be entertained or not; and if three-fourths of the members present decide not to entertain such a motion, the same shall be considered disposed of for that day.
16. Any decision or ruling of the Chairperson may be dissented from and over- ruled by a majority of the voters present, but the motion of dissent from the Chairperson's ruling shall not be spoken to except by the dissentient, whose remarks must be confined to a period of five minutes, and to the Chairperson.
17. No motion to amend, repeal, or add to the standing orders shall be put to the vote, unless seven days' notice of such motion has been given, and no such motion shall be deemed to have been carried unless by a two-thirds majority of members present.
18. No member of the Committee shall leave the room while evidence is being taken on protests, appeals, or charges, except with the permission of the Chairperson.
19. In no ballot for elections shall plumping be allowed.

20. No application for the removal of a disqualification or suspension of penalty passed on any club, officer or member shall be dealt with unless seven days' notice shall have first been given to the Association on such application.
21. No disqualification of suspension or penalty passed on any Club, officer or member shall be removed or altered unless some fresh evidence is produced in support of same, and then only on a three-fourths vote of the members present.

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22. A resolution shall not be rescinded at the meeting of the Association at which it has been passed unless the motion to rescind shall be carried by three-fourths of the members present and voting.

APPENDIX A

Voting Rights in accordance with Clause 17 of the Constitution:

1. Each Member Club with one or more teams competing in the competition shall be allocated one vote on any question to be put to a vote at any meeting of the Association.
2. Each Life Member of the Association shall be allocated one vote on any question to be put to a vote at any meeting of the Association.
3. Each Associate of the Association shall be allocated one vote on any question to be put to a vote at any meeting of the Association.
4. The majority to be attained for a motion to be carried in accordance with the various clauses of this Constitution shall be, as the case may be, 50% or 75% of the sum total of all votes available to be counted in accordance with these provisions.