



1 INTRODUCTION

This document outlines the specific procedures and requirements common to all Stage format competitions as played in the

- Cricket Illawarra Junior local competition
- Combined South Coast Cricket Illawarra competition

The term 'Association' within the rules means the governing committees of the above bodies.

1.1 The Competition

The Association has the responsibility to conduct a cricket competition for players (boys & girls) aged up to 17 years. The competition is to be structured and conducted to maximise participation and enjoyment for all players.

Every club, official and player participating in the Association competition has the responsibility to ensure each match is played in the finest spirit of the game of cricket.

1.2 Ideals of the Association

The ideals upon which the competition is based include:

- a belief that participating in the game of cricket is more important than the result of any match and/or competition;
- an expectation that all players, parents, supporters and officials demonstrate exemplary standards of sportsmanship and conduct at all times;
- an acknowledgment that every official has a responsibility to nurture and develop all players involved in the game;
- an acknowledgment that every official has a responsibility to encourage players to develop an appreciation and respect for the game of cricket, its history, rules, traditions and spirit of play;
- an acceptance of responsibility for conducting the competition in a fair, equitable, safe and efficient manner.

The Association acknowledges its responsibility in supporting coaches and officials to achieve these stated ideals.

1.3 Authority of Association

As part of the Associations' responsibility for upholding the stated ideals, it has the authority to take an appropriate course of action considered necessary to ensure these ideals are upheld. This may include the imposition of fines, penalties, suspensions or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

1.4 The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches, managers and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.

- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

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

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

1.5 The Traditions and Etiquette of Cricket

The Association believes it is vital to maintain, and in some cases recapture, the spirit and traditions in which cricket is played. The values of honesty, fair play, respect for others, accepting the umpire's decision, courtesy and self-discipline are enshrined in the game. Coaches, captains, players and administrators have responsibility for upholding these traditional values which make cricket such a great game.

Fieldsmen

- Enter the field of play after the umpires
- The captain should lead the team onto the field
- Between deliveries keep an eye on the captain for a possible change of position
- Keep position, don't stray
- Remember position for each bowler and each batsman
- Get the ball back to the bowler promptly
- Do not engage in unnecessary comments or actions in the guise of enthusiasm and motivation of own team
- Do not engage in frivolous appealing
- Only players in line with the wickets should appeal
- Do not charge the umpire when appealing
- Indicate immediately if you have not completed a fair catch
- Do not engage in chatter or movement likely to distract the batsman
- Do not engage in any form of sledging
- Always signal to the umpire when the ball reaches the boundary
- Do not sit on the ground - even if having a drinks break or a wicket has fallen
- Avoid walking on the pitch
- Acknowledge a significant score (50 and/or 100) scored by a batsman
- Acknowledge a bowler's good performance - clap him off the field

Bowlers

- Always say "thank you" to the umpire when passing to him, or receiving from him, your hat and/or jumper - never throw them or leave on the stumps or on the ground
- Always accept the umpire's decision
- If questioning the umpire on a point, do it calmly and politely - accept his response

- If the non-striker is leaving his crease early a quiet word via the umpire should solve the problem
- Apologise to the batsman immediately if a high full-pitched delivery accidentally slips out
- Do not engage in any form of sledging

Batsmen

- Enter the field of play after the fielding side
- When asking for ‘guard’ say "please"
- Always be ready to receive the ball when the bowler is ready to start his run-up
- Apologise if for some reason, such as adjustment to equipment, you have cause to make the bowler wait
- Accept the umpire's decision - when given out walk immediately without any show of emotion
- Do not engage in comments or gestures likely to cause conflict with the bowler or fieldsmen
- As the incoming batsman, cross the outgoing batsman on the field of play
- Always have clothing and equipment comfortable and fully adjusted so as not to cause delays when you are the incoming batsman - When taking runs always run to the side of the pitch

General

- Show respect for your captain, team-mates, opponents, umpires and the game's traditional values
- Do not be arrogant in victory nor surly in defeat
- When the ‘home’ team, create a hospitable environment for opponents and umpires
- Put team interests above your own
- Show self-discipline both on and off the field
- Look the part - clothing and equipment should be clean, tidy and properly worn - Show appreciation of the efforts of workers within the game - for example, the people who provide lunches and afternoon teas, ground staff and club officials
- Always be punctual for matches and training sessions
- At the end of the match shake hands with opponents and thank the umpires
- After the day's play participate in social interaction with team mates, opponents and umpires - it is amazing how much you can learn about the game on such occasions
- Take the opportunity to form new friendships and acquaintances

If you can observe and practise all of the above, you will gain maximum enjoyment from this great game and make it equally enjoyable for the other participants. You will also have made a significant contribution to the maintenance of the spirit and traditions of the game.

Note: This set of guidelines was prepared by Rick Evans, Director of Umpiring and Dean Holder, Director of Coaching for the WACA.

Contents

1 INTRODUCTION 1

1.1 The Competition 1

1.2 Ideals of the Association 1

1.3 Authority of Association 1

1.4 The Preamble – The Spirit of Cricket..... 1

1.5 The Traditions and Etiquette of Cricket 2

2 COMPETITION PROCESSES..... 7

2.1 Local Rules 7

2.1.1	Organisation	7
2.1.2	Rule Precedence	7
2.1.3	Reference Documents	7
2.1.4	Alterations to Rules	7
2.2	Use of MyCricket	7
2.3	Draws & Fixtures.....	7
2.3.1	Display	7
2.3.2	Draw Alterations.....	7
2.3.3	Venue Allocation.....	7
2.3.4	Staged Format Structure.....	8
2.4	Team Entry	8
2.4.1	Entry Procedure	8
2.4.2	Teams in same Stage / Level divisions	8
2.4.3	Late or Withdrawn Entries.....	8
2.4.4	Team Contacts	8
2.4.5	Final Team Entry Lists	8
3	THE PLAYERS.....	9
3.1	Player Eligibility.....	9
3.1.1	Overage & Underage Players	9
3.2	Qualification of Players	9
3.2.1	A Qualified Player	9
3.2.2	Playing fill in games in a Higher Stage Level / Division.....	9
3.2.3	Playing across teams in Same Stage Level / Division.....	9
3.2.4	Byes	9
3.2.5	Overage & Underage Player Restrictions.....	10
3.2.6	Breach of Qualifications and or Player Participation	10
3.3	Re-grade Applications.....	10
3.4	Dress Standards	10
4	MATCH PROTOCOL.....	10
4.1	The Umpires	10
4.1.1	Responsibility of Umpires	10
4.1.2	Appointment of Umpires	11
4.1.3	Changing Umpires.....	11
4.2	Scorers & Scoring.....	11
4.2.1	Scoring & Method	11
4.2.2	Electronic Scoring	11
4.2.3	Scorers Protocol.....	11
4.3	Risk Management (Game Day Checklist)	12
4.4	Team Management	12

4.5	Restrictions on Batters	12
4.5.1	Compulsory Retirement.....	12
4.5.2	Voluntary Retirement	12
4.6	Restrictions on Underage Bowlers.....	12
4.6.1	Bowler Restrictions	12
4.6.2	Bowler Match Limits	12
4.6.3	Bowler Type Limits.....	13
4.6.4	Bowlers own age level & participating in higher Stage formats.....	13
4.6.5	Definitions	13
4.6.6	Resting Pace Bowlers between Spells.....	13
4.6.7	Adherence to Bowling Restrictions	14
4.6.8	Breach of Bowling Limitations	14
4.7	Substitute Fielder.....	14
5	EQUIPMENT.....	14
5.1	Equipment Responsibility	14
5.2	The Ball.....	14
6	MATCH CONDITIONS	14
6.1	Playing Times	14
6.1.1	Definition of Lost Time.....	14
6.2	Wet Weather	15
6.2.1	Powers.....	15
6.2.2	Council Procedures	15
6.2.3	Notifications	15
6.3	Fitness for Play.....	15
6.3.1	Team Procedure	15
6.3.2	Disagreement as to Fitness for Play.....	16
6.3.3	Remaining at Venue.....	16
6.3.4	Wet Weather Match Results.....	16
6.4	Safety Codes	16
6.4.1	Junior Lightning Safety Code.....	16
6.4.2	Heat Policy	16
6.5	Forfeit.....	16
6.5.1	Protocol	16
6.5.2	Forfeit / Match Delay Procedure	16
7	THE MATCH RESULT	17
7.1	Declaration of Winner	17
7.1.1	Mistakes in Scoring.....	17
7.1.2	Disputed Matches & Protests	17
7.2	Submission of MyCricket Results	17

7.2.1	Procedure	17
7.2.2	Team Lists	17
7.2.3	Summary Scores	18
7.2.4	Scorecards	18
7.2.5	Final round & Semi-final Results	18
7.2.6	Submitting Results Late	18
7.3	Competition Points	18
7.3.1	Point Allocations	18
7.3.2	Ladders & Correctness	19
7.3.3	Competition Placing.....	19
7.4	Claims to Titles.....	19
7.4.1	General	19
7.4.2	Premiers – Combined Comps.....	19
8	FINAL SERIES.....	20
8.1	Type of Final Series	20
8.2	Player Eligibility.....	20
8.2.1	Minimum Conditions	20
8.2.2	Dispensations.....	20
8.3	Contesting Teams	20
8.3.1	Initial Team Ranking.....	20
8.3.2	Team Ranking (2-Stage Series Type)	20
8.3.3	Change of Team Ranking (4 Team 3-Stage Series Type).....	21
8.3.4	Change of Team Ranking (8 Team 3-Stage Series Type).....	21
8.3.5	Change of Team Ranking (6 Team 3-Stage Series Type with Lucky Loser).....	21
8.3.6	Match Result – Abandoned, Draw or Tie	22
8.4	Venues.....	22
8.4.1	Allocation.....	22
8.4.2	Setup.....	22
8.4.3	Fitness for Play.....	22
8.5	Umpire Appointments	22
8.5.1	Accredited Official Umpires	22
8.5.2	Club Based Neutral Umpires	22
8.5.3	Umpire Compliance	22
9	TROPHIES.....	22

2 COMPETITION PROCESSES

2.1 Local Rules

2.1.1 Organisation

Local rules are organised, outlined and detailed in separate documents to facilitate ease of reference, clarity and consistency. These documents govern for all Stage formats the;

- Association Competition Administration rules (ACAR),
- Junior General Competition conditions (JPC-GC),
- Specific Stage format & Levels playing conditions (JPC),
- Codes & policies.

2.1.2 Rule Precedence

Local rules and playing conditions are developed utilising the current MCC Laws of Cricket. Should any local rule and the MCC rules conflict, the local rule shall be binding.

2.1.3 Reference Documents

All approved reference documents can be found on the website.

2.1.4 Alterations to Rules

Any rule or policy that requires changing or clarification, the written consent to such change from a majority of member Clubs shall suffice in making the change effective until such time as the amendment can be ratified by an Association general meeting.

2.2 Use of MyCricket

MyCricket system will be used for processing player and match information (see ACAR-MyCricket).

2.3 Draws & Fixtures

2.3.1 Display

A full list of draws for all Stage formats will be available and displayed on MyCricket.

2.3.2 Draw Alterations

1. In cases of emergency the Association Competition Manager may alter the program with respect to dates of play and the venues on which matches will be played.
2. Should any changes become necessary after the Wednesday prior to the match the Association shall advise the respective Clubs and umpires accordingly.
3. No cricket is to be played on the gazetted public holidays of Christmas Day, Boxing Day and New Year's Day.

2.3.3 Venue Allocation

1. All matches must be played on the venues as programmed.
2. Matches will be played on synthetic covered or concrete pitches. Turf pitches may be used where available. Allocation and suitability will start from highest Stage format and Level.
3. Relocation of matches for any reason is not permitted without the Association Competition Manager permission.
4. Venues may only be changed if deemed unfit for play due to damage to a pitch or ground.
5. Venues will not be changed if a ground is unfit for play due to weather conditions on the day.
6. Requests for relocation will not be considered after 8:00pm of the evening before the match, unless teams arriving at a venue on the day find a pitch or ground damaged and then may request a venue change.

7. Relocations will only occur at the Association Competition Manager discretion if spare venues are available.

2.3.4 Staged Format Structure

1. Cricket Australia Staged formats will be used.
2. Entry Development Programs (non-competitive)
 - Clubs are expected to provide and co-ordinate these programs as stand alone or in conjunction with other clubs.
3. Staged Formats Competitions
 - Can be split into Levels which may be further split into divisions and or pools (draw & team number dependant).
 - Stage numbering – representing the increasing player development program (age indicative).
 - Level numbering – representing the improving player skill level within that Stage.
4. Champions Competitions
 - Mini Competitions (Age Specific) – specialised limited over matches based on team nomination numbers (Midweek or short duration).

2.4 Team Entry

2.4.1 Entry Procedure

1. A Club, when entering teams preseason;
 - a) Must be fully financial at that time to be accepted.
 - b) May nominate in all Stage formats and Levels.
 - c) Must provide applications in writing on the prescribed form.
 - d) Must include the minimum number of intending player names per team to suit that Stage format.
 - e) Must submit applications on or before the closing date specified for nominations.
2. Incorrect information and processing on team entry forms shall render the application void and applications will not be accepted.

2.4.2 Teams in same Stage / Level divisions

1. A Club having 2 or more teams in the same Stage format, shall
 - a) have at least one team entered in the 'higher Level' competition unless it can show and justify otherwise.
 - b) have each team registered separately and play in accordance with those team registrations.
 - c) be known distinguished by Club colours.
2. Clubs with single teams wishing to nominate in the 'lower Level' competition must show and justify reasons.

2.4.3 Late or Withdrawn Entries

1. Clubs nominating or withdrawing a team after the specified closing date may incur a fine for any redrafting required of the competition draws.
2. Late applications may not be accepted based on current draw structures.

2.4.4 Team Contacts

1. Each team entry shall include and advise its team official(s) – name and contact details.
2. Details of 1 team official (minimum) are to appear and be displayed on each Club website by October 1.
3. Failure to comply may result in a fine or a deduction of points.

2.4.5 Final Team Entry Lists

1. Clubs must submit final team entry lists in writing by November 30. A list of players who are to be registered within each team.

2. Failure to comply will render players and teams as ineligible and unqualified.

3 THE PLAYERS

3.1 Player Eligibility

1. Each player must be duly registered with the Association. (see ACAR-Clearances and Registration)
2. Players will qualify for a Stage format according to their **OWN** age as at August 31 of the current season.

Example: a player who is 10 years old on 31 August would qualify to play Stage 1 or higher.

3.1.1 Overage & Underage Players

1. Minimum age qualification is 7 years. This may be varied at the Association discretion.
2. Players may only play in a Stage format up to 2 years above their own age. This may be varied at the Association discretion.

Example: a player who is 9 years old on 31 August adds 2 years to their own age meaning 11 years and would then qualify to play up to Stage 2

3. Players once registered in an older Stage format team in which they would normally qualify, are not permitted to play in lower Stage formats without the Association permission.
4. Females may play up to 2 years below their own age with prior notification to the Association.
5. Overage players with disabilities or other specialised cases, may upon application and Association approval, may play in a Stage format one year lower than they would normally qualify.

3.2 Qualification of Players

3.2.1 A Qualified Player

1. A person to be a qualified player, must be;
 - a) a registered player (see Player eligibility)
 - b) eligible to play in the Stage format / Level / division for which they are playing (see Player eligibility)
 - c) registered within that team (see Final Team Entry Lists)
2. No player may nominated in or play for more than one team
 - a) in the same round of any competitions unless as a Representative replacement player.
 - b) on the same date, except as a substitute. (see Substitute player)

3.2.2 Playing fill in games in a Higher Stage Level / Division

Any player who plays in 3 matches during a season in any Stage format Level or division higher than that in which initially registered shall on completion of the third match remain in the higher Stage format Level or division and cannot return to their original team without prior Association consent.

3.2.3 Playing across teams in Same Stage Level / Division

Players are NOT INTERCHANGEABLE between teams, where a Club has multiple teams in the same Level / division, once final team entry lists are received without prior Association consent.

3.2.4 Byes

1. Should a team have a bye, players maybe used between teams in teams to a higher Level.
2. Where a player is required across teams in the same Stage Level, the 'Playing across teams in same Stage Level / Division' rule applies.
3. In all cases, the player must remain in that team for the whole match duration. (see Qualified player)

3.2.5 Overage & Underage Player Restrictions

1. All categories – must adhere to the innings batting and bowling restrictions of the Stage format in which they are playing.
2. Underage players – must adhere to their own age bowling restrictions when playing higher Stage formats.
3. Female & Overage dispensation players – when playing below their own age level, their own age will be considered lowered to that Stage format bowling restriction.

3.2.6 Breach of Qualifications and or Player Participation

1. Teams found playing an unqualified player (i.e. not registered correctly, incorrect clearance, incorrect Stage format Level or team, etc.) or in breach of player participation guidelines shall incur (after investigation and at the Association discretion) any of, or a combination of;
 - a) a fine for each offence , and/or
 - b) the loss of points for that match (or matches) and/or
 - c) a grading infringement team penalty adjustment penalty (see Competition Points).

3.3 Re-grade Applications

1. The Association will consider all player re-grade applications and it is the Clubs' responsibility concerned to seek approval.
2. For re-grade applications to be accepted and considered it must
 - a) Be submitted by the approved Club representatives.
 - b) Be provided in writing on the prescribed form.
 - c) Clearly state all the facts to the player performances.
 - d) Be submitted prior to the rounds concerned.
 - e) Be emailed and received by the Association no later than
 - Preliminary rounds – 9pm Thursday
 - Final Series rounds – 6pm Wednesday
3. The Association will provide written confirmation (via email) of decisions to the club concerned no later than
 - Preliminary rounds – 6pm Friday
 - Final Series rounds – 11:59pm Thursday
4. Failure to comply renders that player ungraded and unqualified and subject to the relevant grading rules.

3.4 Dress Standards

1. Players are required to observe the dress standards as stated (see ACAR-Playing Apparel). With discretion, umpires are empowered to request players be attired correctly.
2. It is the duty of all team officials in the first instance to inform any offender of the dress standard and not allow any player to participate unless they conform.
3. Persistent infringements will be dealt with by the Association who may fine a club, suspend a player or deduct competition points.

4 MATCH PROTOCOL

4.1 The Umpires

4.1.1 Responsibility of Umpires

1. Umpires have a responsibility to ensure that:
 - they have a thorough knowledge and understanding of MCC laws and local rules of play;
 - Laws/rules are applied with objectivity while officiating;
 - the conduct of all participants is of the highest standards; and
 - matches are played fairly and in the intended 'Spirit of Cricket'.

2. Umpires should confer before the match and agree on the match conditions and any differing rule interpretations.

4.1.2 Appointment of Umpires

1. The Association reserves the right to appoint umpires to matches as appropriate.
2. Appointed Umpires shall be the central umpire(s).
3. When one appointed umpire is in attendance, the square leg umpire must at all times be the team officials or a responsible supporter from the
 - a) fielding team – Stage 1 format
 - b) batting team – Stage 2 & 3 formats.
4. If the appointed Umpire(s) is not present at the specified start time, both teams are to appoint an umpire.

4.1.3 Changing Umpires

Team appointed umpires should only be changed during a break in play and after consultation with the previous umpire regarding the match agreements.

4.2 Scorers & Scoring

4.2.1 Scoring & Method

1. Each team will provide a competent scorer and the appropriate scoring material (score books / sheets, pens,) for the match.
2. Scoring methods can be manual on scoresheets and electronic using MyCricket Live ScoreApp.
3. Manual scoring method must be maintained throughout the match in case of any electronic method failure.

4.2.2 Electronic Scoring

- Live scoring is encouraged.
 - MyCricket only allows 1 device per match to Live score, while also uploading data at frequencies throughout the match or after the match.
 - In addition the Team list nomination requirements will then need to be met by both teams. (see Match Result-Submission of MyCricket Results-Team Lists)
1. Teams wishing to Live score must agree on which team Live scores. Home team has preference.
 2. Any scorer wishing to score by a device shall
 - a) prior to play, fully charge the device battery;
 - b) during inclement weather, power the device only by battery;
 - c) at the end of every over, save all records;
 - d) during every scheduled interval, print / display a full score record as required.

4.2.3 Scorers Protocol

1. Positioning – both teams' scorers are to sit together, observing 1.5m social distancing, to allow regular score checks. Preferably away from distractions.
2. Regular Score Checks – at the completion of each over, agree on full details of player batting & bowling figures; bowling order & spells; progressive run total & overs.
3. Match Guidance & Assistance – scorers are empowered to advise the umpire and fielding captain when bowling and batting restrictions are approaching or have been met.
4. Innings & Match conclusion – agreement is reached on all figures, match result is signed off (see Match Result requirements)
5. Discrepancies – follow requirement in Match Result-Declaration of Winner
6. MyCricket Data Entry – all after match requirements to be met (see Match Result-Submission of MyCricket Results).

4.3 Risk Management (Game Day Checklist)

1. Team officials / Umpires are responsible for ensuring the Game Day Checklist is completed on each day before the start of play via the
 - JLT App (mobile device) preferred method
 - JLT form (paper copy).
2. Home team officials complete the form WITH the Visiting team officials confirming agreement to conditions.
3. Completed checklists are to be emailed / returned to the Club Secretary for safekeeping.
4. Failure to comply on every day of every match may;
 - a) jeopardise any future insurance claims
 - b) result in club / team officials being held liable for damages if sued
 - c) result in the loss of competition points based on random checks by the Association.

4.4 Team Management

1. Captains of all teams (Stage 2 and above) are responsible for the setting of fields and on-field decisions.
2. Team officials may take the role of the team captain from time to time. This role is severely limited in its context in that it is an advisory role only. Loud and over coaching from on or off the field is not permitted.
3. When a team official is officiating, they may only instruct their team at the fall of a wicket or between overs.

Note: This policy is intended to develop the captaincy skills from an early age.

4.5 Restrictions on Batters

4.5.1 Compulsory Retirement

1. A batter must compulsorily retire on reaching the compulsory retirement method (balls faced) specified for the Stage format competition.
2. If a team is dismissed prior to the completion of allotted batting time, a batter who is compulsorily retired may return to complete their innings, in the order of their compulsory retirement.
3. For the purposes of determining averages, compulsory retirements shall be regarded and recorded in the scorebook as 'Retired Not Out'.

4.5.2 Voluntary Retirement

1. A batter may voluntarily retire (except Stage 1) prior to the compulsory retirement (balls) specified for the Stage format competition.
2. A batter who is voluntarily retired cannot resume their innings should a team be dismissed before the allotted batting time.
3. For the purposes of determining averages, voluntary retirements are considered dismissals and shall be recorded in the scorebook as 'Retired Out'.

4.6 Restrictions on Underage Bowlers

4.6.1 Bowler Restrictions

A bowler will be limited based on

- a) the type of Stage format match
- b) their style and type of bowling (pace or slow)
- c) their **OWN** age level (age at time of registration)

4.6.2 Bowler Match Limits

A bowler is limited to bowl in any particular innings a certain proportion (fraction) of the total allocated team overs for the specified competition match.

4.6.3 Bowler Type Limits

1. A Pace bowler (medium or fast) is limited to bowling a maximum number of overs in any spell and a maximum number of overs in a day's play based on their **OWN** age level.
2. A Slow bowler (spinner) has no restriction to the number of overs in a spell.

4.6.4 Bowlers own age level & participating in higher Stage formats

A bowler is limited to the number of overs relevant to their **OWN** age level, irrespective of the Stage format in which they may be playing. The coach and/or captain are responsible to notify the scorers of players playing above their age.

Example: A player who is 11 years of age at registration will complete the whole season using the 11 own age level restrictions whether participating in the Stage 2 or 3 competitions.

Bowler Own Age Restriction Table

Stage (Typical)	Own Age Level (CA Age group)	Pace Max overs in spell	Pace Max overs in a day
Stage 3	16 (U17)	6	16
	15 (U17)	6	16
	14 (U15)	5	12
	13 (U15)	5	12
Stage 2	12 (U13)	4	8
	11 (U13)	4	8
Stage 1	10 (U11)	2	4
	9 & below (U11)	2	4

4.6.5 Definitions

Overs in a bowling spell: the total number of overs bowled consecutively by the same bowler from one end.

Overs in an innings: the total number of overs bowled by the same bowler in all spells during an innings.

Overs in a day's play: the total number of overs bowled by the same bowler in all innings during a day's play.

Pace Bowler: a bowler who at any time during an innings or a day bowls consistently at a pace that, in the judgement of the umpires and relative to the Stage format, the wicket keeper would normally stand back to, irrespective of whether the wicket keeper is actually standing back or not.

4.6.6 Resting Pace Bowlers between Spells

1. A bowler must be rested for at least double the number of overs bowled in any bowling spell.
2. A bowler may change ends as part of a bowling spell, provided the bowler does not bowl consecutive overs. In this case, overs bowled from both ends are to be considered to be part of the same bowling spell.
3. A bowler may resume bowling prior to the completion of the minimum rest period however this will be considered an extension of the same bowling spell and then must not exceed the maximum spell limit. Following the completion of the spell, the normal rest between spells will apply – the mini break within the spell is disregarded.

Example: If the bowler's original spell was 4 overs, the bowler cannot bowl for another 8 team overs.

4.6.7 Adherence to Bowling Restrictions

The scorers and umpires together of both sides have a responsibility to communicate to ensure adherence to bowling restrictions and rest periods.

4.6.8 Breach of Bowling Limitations

1. Should a bowler inadvertently begin an extra over exceeding their spell, maximum innings or day limitation, such over or balls shall be disregarded and the scorebooks adjusted by deleting the runs scored and/or wickets taken from such deliveries. The over shall recommence with a new bowler.
2. Any breach found after the just completed over shall stand.

4.7 Substitute Fielder

1. A substitute is defined as a player who is acting as a fielder only and is not listed on the official team list.
2. To act as a substitute fielder a player must be a qualified player (see Qualification of Players) and may NOT bat or bowl.
3. The opposing team officials are to be informed when a substitute player is being used.
4. Any infringement will be dealt with under the Player qualification rule.

5 EQUIPMENT

5.1 Equipment Responsibility

1. Nominated Home team – responsibility
 - a) Providing the ground equipment (stumps, bails, boundary markers and spares if necessary),
 - b) Positioning the ground equipment within 15 minutes of the scheduled start time of play,
 - c) Freshen & remarking crease lines
 - d) Organising the opening & closing of facilities etc. at the match venue.
2. Each team – responsibility providing
 - Scoring material,
 - Balls required for bowling and fielding,
 - Measuring device (tape measure, rope or string) to accurately measure the boundary size each day.
 - Bowling markers at both ends for marking of the bowler's run-ups.
 - Players must provide their own playing equipment (helmets, batting pads and gloves, etc.),
 -
3. Compliance – Failure to comply may render the offending team liable to a fine, loss of points or the match being awarded to the away team, as determined by the Association.

5.2 The Ball

1. Only approved balls shall be used and will be advised to Clubs prior to the season commencing.
2. Ball – types and weight to be used are listed within each Stage format playing conditions.
3. Penalty for not adhering to this Rule is a fine in each instance.

6 MATCH CONDITIONS

6.1 Playing Times

1. Hours of Play & conditions – stated within each Stage format playing conditions.
2. Bowling must halt at the end of the over in progress when the scheduled finish time is reached.
3. MCC Law 12.6, 12.7, 12.8, 12.11 – Last hour of match – shall NOT apply.

6.1.1 Definition of Lost Time

1. Definition of Interruptions to Play – any unforeseen circumstance that stops play from commencing or continuing resulting in batting time being lost.

Example: a player injury, lost ball, playing conditions unsafe, weather conditions, grounds unfit for play.

2. Lost Time Procedure – detailed steps within each Stage format playing conditions.

6.2 Wet Weather

6.2.1 Powers

Whenever weather and venue conditions warrant, the Association shall

- a) have the power to cancel or abandon matches (including the final series), prior to play commencing on any day,
- b) be the sole judge as to the fitness for play of any ground in these circumstances,
- c) have the power to adjudicate on the fitness of the ground for play, in cases of disagreements after play commences.

6.2.2 Council Procedures

1. Where Wollongong City Council has;
 - a) Closed or made its venues unavailable, all matches scheduled in the Illawarra area will be cancelled.
 - b) NOT closed or made its venues unavailable, a decision shall be made for the Illawarra area only, by approximately 7am on the morning.
2. Where either Shellharbour or Kiama Councils have advised through media outlets of venue closures, all matches in these South Coast areas shall proceed as normal, on a ground-by-ground basis unless otherwise advised.

6.2.3 Notifications

1. The Association once a decision is made will by approximately 7am on the day,
 - a) notify the local media via Social Media of any cancellations.
 - b) post a MyCricket website notice, listing details of cancellations and ground closures that have been advised.
2. Cancellations should clearly advise the specifics for any competitions.
3. Radio cancellations for the Illawarra area typically occur regularly after news bulletins.

(Local radio stations details I98 FM: 42234170 or 42234198 and Wave FM: 42752965 or 42745444)

6.3 Fitness for Play

1. Pitches and grounds are fit for play unless
 - A venue has been closed by Wollongong City Council,
 - A venue has been declared unfit for play by the Association (prior to commencing play), or
 - The Umpires consider conditions to be a danger to the safety of players (at the commencement or during play).
2. Umpires shall be guided in their decision by noting and applying MCC LAW 2.7, 2.8, 2.11 for adverse conditions of ground, weather and light. 'The umpires together decide that conditions are dangerous or unreasonable, then play will be suspended'.

6.3.1 Team Procedure

1. Teams participating in matches not Association cancelled must proceed to the allocated venue otherwise forfeiture of points could result.
2. Should a team fail to turn up for the match prior to the scheduled start of play, and the opposition team official believes the ground is playable, the attending team must advise the Association within one hour. The Association shall investigate, and if agreed that the ground was playable, the attending team shall be entitled to claim a forfeit.
3. If in doubt, the accepted procedure is for the visiting team to check with the home team about playing conditions. If the visiting team has not contacted the home team and play is impossible, the onus is on the home team to contact their visiting team.

6.3.2 Disagreement as to Fitness for Play

1. In the event of either Umpire disagreeing as to the fitness of the ground for play, then the state of play existing at the time of disagreement shall continue.
2. Where an appointed official Umpire is present or where an Association member, who is otherwise not involved in the match, is available, they shall have the power to adjudicate on fitness of the ground for play.
3. Where there is no Official Umpire present and no Association member is available to adjudicate, each Coach shall submit a report, in writing, through their Club Secretary to the Competition Manager within 48 hours of the competition match.
4. The Association shall be empowered to award the match to the non-offending team where such suspension of play or delay is not considered to be justified in accordance with this Rule.

6.3.3 Remaining at Venue

1. Teams are required to remain at the venue should there be a disagreement;
 - a) (At the start of play) for at least half the scheduled playing time.
 - b) (After commencing play) the time required should there be a possibility of play continuing.
2. Coaches and/or captains may agree to abandon play prior to these times.

6.3.4 Wet Weather Match Results

Results must be entered into MyCricket by the stipulated time regardless of whether play proceeded or not. (see The Match Result-Submission of MyCricket Results)

6.4 Safety Codes

6.4.1 Junior Lightning Safety Code

1. Play shall cease immediately, in the event that a lightning flash is followed by thunder less than **30** seconds later.
2. Play shall not resume until 30 minutes after the last lightning flash.
3. No person should enter the field of play during the period that play is suspended under this rule.

6.4.2 Heat Policy

See policy on website

6.5 Forfeit

6.5.1 Protocol

1. A team unable to fulfil its engagement shall notify the Association of its intention to forfeit no later than 12 hours prior to the match.
2. A team which forfeits
 - a) will be responsible for all match related expenses.
 - b) two matches may, at the Association discretion, be withdrawn from the competition.
 - c) without notice as per clause (1) will be subject to a fine for each offence.
3. The Association shall
 - a) have discretionary powers in dealing with all forfeited matches referred to it.
 - b) under no circumstances, approve a request for a match to be deferred without a justifiable reason. A team, unable to fill its engagement, shall forfeit the match.

6.5.2 Forfeit / Match Delay Procedure

1. A team is deemed to have forfeited if, 20 minutes after the scheduled start time of a match, on any playing day, it does not have at least the **minimum** number of players in attendance. If play is delayed, the re-scheduled time is taken as the new start time.

2. If a team subsequently fulfils the requirement of clause (1) during this 20 minute period and the coin toss has occurred, the offending team will incur a 5 run penalty for every 5 minutes (or part thereof) for the time lost until play started.
3. In all circumstances, the match time will be shared equally and if clause (2) is invoked, the penalty runs will be added to the non-offending team's score.
4. Any team that forfeits a match shall be dealt with under the Forfeit Protocol rule.

7 THE MATCH RESULT

7.1 Declaration of Winner

1. The declaration of the winning team for a match shall be
 - a) the team, which both captains, umpires or team officials have agreed as being the winner of the match; and
 - b) made by the officials countersigning of scorebooks immediately after the match and prior to leaving the ground.
2. Failure to signoff – in the event of any further dispute will render the dispute invalid and result in no points being awarded.
3. Score sheets – copies must be kept for any possible scrutinising of a disputed match result or scorecard.

7.1.1 Mistakes in Scoring

1. If after leaving the field of play, the books reveal an error affecting the result, play shall recommence and continue, providing time permits, until the correct result is achieved.
2. If there is a discrepancy between the batting and bowling figures, the innings score shall be based on the bowling analysis, with the batting then adjusted accordingly.

7.1.2 Disputed Matches & Protests

1. In the event of a disputed match,
 - a) the match shall be played under protest.
 - b) the reasons for the dispute must be noted on the scoresheet, otherwise the result will stand.
 - c) both teams must provide and send the original sheet to the Association for ruling.
2. All protests / disputes / grievances shall be reported and handled in accordance with the Associations' Disputes document.

7.2 Submission of MyCricket Results

7.2.1 Procedure

1. Frequency – required on a weekly basis by each team for all match results and player statistics.
2. First Data Entry – Either team can enter the match results first, noting that it does so for both teams. i.e.
 - full match scorecards are required – both team scores, overs, itemised sundries
 - any match comments (if applicable requested bonus points)
 - update match result (with correct ladder result code)
3. Second Team Entry (Opposing team) – checks the accuracy and confirms the result (i.e. match result now agreed).

7.2.2 Team Lists

1. Pre-match timing – the evening prior (Friday) to each match, Clubs are required to enter their teams in MyCricket in order to facilitate the MyCricket Live Score App and or smooth manual processing of full scorecards by opposing teams.
2. After match – update and only include player names who participated in the match whether have batted or bowled or not.

7.2.3 Summary Scores

Match Summary deadline – entered no later than 11:59pm Sunday in MyCricket to allow for media publication of match scores and leading individual performers.

Match Score detail – wickets & runs, all extras itemised; overs bowled (to the ball level) & max over entitlement; match result selecting correct MyCricket code.

7.2.4 Scorecards

Full Player scorecards (including player batting, bowling & fielding analysis and adjusting team lists) must be entered no later than 11:59pm Sunday after match completion.

Player Batting detail – Batting position in scorecard; How out – with opposition fielder & bowler names (or Not out, retirements); Run scored (plus 4s & 6s); Balls faced & time (Stage format dependant); Fall of wicket score

Player Bowling detail – bowling order position in scorecard; itemised over & maidens bowled, wickets taken, runs conceded; itemised wides & no balls (Stage format dependant). *(Note: values must be included in runs conceded)*

Player Fielding detail – itemised outfield catches, wicket keeper catches, assisted runouts, unassisted runouts, stumpings

7.2.5 Final round & Semi-final Results

1. After the completion of both the last competition round and semi-finals; match results are to be submitted by 6:00pm on the match day.
2. Where match result is in dispute; the Association must be notified by 1:00pm on the match day.

7.2.6 Submitting Results Late

Results not submitted by the times specified above, may result in fines on a per team basis for each offence. In addition, continual offending teams may face loss of points.

7.3 Competition Points

7.3.1 Point Allocations

Ladder point values allocated are stated within each Stage format playing conditions.

7.3.1.1 Grading Infringement Team Penalty

Result	Points / Penalty
Offending team	0
Non Offending team	Maximum points gained from any match in that round and Stage format Level
Offending team match adjustment Limited over match (NRR)	Maximum overs for match

7.3.1.2 Team Withdrawal

1. Should a team be withdrawn from a particular competition during the season which creates a bye,
 - a) prior to halfway point, all matches played –
 - the points table will be adjusted accordingly to the bye points prior to the withdrawal.
 - all team stats per match for those matches to be readjusted to neutral effect (for & against overs, wickets & runs).
 - b) after the halfway point, all matches played –
 - the match points earned and all team stats per match will be retained.
 - all matches post withdrawal will be classed as byes.

2. In both cases however all player statistics will be retained.

7.3.2 Ladders & Correctness

1. MyCricket Ladder Tables – are automatically generated from the 'match result codes' entered.
2. Ladder Points Clarifications – requests can be made by contacting the Association MyCricket Manager.
3. Ladder Points Accuracy Disputes – all applications must be in writing to the Association (via Club officials) within 7 days of publication (i.e. after Match status being made Official result).

7.3.3 Competition Placing

1. Final Competition Ladder positions for team ranking is determined, ordered and differentiated by;
 1. Competition points earned, and if equal
 2. Separation factor – either Team Net Run Rate or Batting Average Difference
2. Separation factor type used is stated within each Stage format playing conditions.

7.3.3.1 Calculation of Net Run Rate

1. Net Run Rate (NRR) = (Runs For / Overs Faced) – (Runs Against / Overs Bowled)
2. Team ranking position = higher NRR value
3. In the calculation of NRR regarding overs
 1. (Uninterrupted match), a team NRR overs are:
 - a) 'All out' in less than its full quota of overs is deemed to have faced its full quota of overs (not the overs it faced)
 - b) Is not 'All out' is then deemed to only receive the actual overs faced to the exact ball. (e.g. 16.2 overs)
 2. (Delayed or interrupted match and the match becomes less than the scheduled overs per team) a team NRR overs are:
 - a) Team batting second – at the rate achieved in its innings based on the revised number of overs.
 - b) Team batting first – at the rate achieved in its innings based on the revised number of overs to which it would have been entitled.

7.3.3.2 Calculation of Batting Average Difference

1. Batting Average Difference = (Runs For / Wickets Lost) – (Runs Against / Wickets Taken)
2. Team ranking position = the higher Batting Average Difference value

7.4 Claims to Titles

7.4.1 General

1. Minor Premiers = team leading on the point score at the end of normal competition rounds.
2. Premiers = team winning the normal competition.
3. Champions = team winning all other competitions.
4. Titles not awarded – if the Association is of the view that insufficient matches have been played to award such titles.

7.4.2 Premiers – Combined Comps

1. For each particular Association, its Premier team will be the highest placed last standing team from the final series at the completion of the combined competition final.
2. For a particular Association should
 1. No teams contest the final series, option to determine its premier team of
 - a) the highest placed team, or
 - b) Play a final between its two highest ranked teams on the final series weekend.
 2. One team contest the semi-final or final series,
 - that team will be declared its premier team.
 3. Two teams be defeated in the semi-finals,

- a final will be played between those two teams on the same weekend as the overall combined competition final to determine the premier team.

8 FINAL SERIES

8.1 Type of Final Series

1. Format Details – each Stage format will be determined each season.
 - Contested (or not)
 - Dates (with or without reserve days),
 - Type & structure (number of teams & how contested),
 - Playing conditions (stated within each Stage format playing conditions).
2. General structuring considerations are;
 - a) 2-Stage type
 - Semi-finals – (pools in a Level / division) – Teams 1v4, 2v3 across the pools
 - Semi-finals – (pools in a Level / division) – Teams 1v2 across the pools
 - Semi-finals – Teams 1v4, 2v3
 - Final – SF winners
 - b) 3-Stage type
 - Semi-finals – (4 team) – Teams 1v2, 3v4
 - Semi-finals – (8 team single division only) – Teams 1v 8, 2v7, 3v6, 4v5
 - Semi-finals – (6 team single division only with Lucky Loser) – Teams 1v 6, 2v5, 3v4
 - Preliminary Final – SF winners
 - Final – SF winner v PF winner or PF winners
 - c) Other types
 - Final only – Teams 1v2
 - First ‘pass the post’ or other such format

8.2 Player Eligibility

8.2.1 Minimum Conditions

Players must participate in a minimum of 6 playing days for the club and be duly registered within that team to be eligible to play in the final series.

8.2.2 Dispensations

1. The Association only under exceptional circumstances may grant dispensation (such as injuries incurred during season or late starters, injuries to players at final series time).
2. The guidelines for dispensation shall be players must come firstly from the same Stage format Level (if possible) before any other lower Stage format Level and be of similar type and standard to any players being replaced.

8.3 Contesting Teams

8.3.1 Initial Team Ranking

Teams ranked in order of having the highest number of competition points, with ultimate placing, if necessary, determined by the Separation factor.

8.3.2 Team Ranking (2-Stage Series Type)

1. In this series type, the initial team ranking remains fixed throughout the whole final series (No second chance for any team).
2. Semi-finals (SF)
 - Winners move to final
 - Losers eliminated

3. Final
 - SF winners = higher ranked team having advantage in case of total washout.

8.3.3 Change of Team Ranking (4 Team 3-Stage Series Type)

1. In this series type, the initial team ranking may change depending on the match outcome (win or loss) after the semi-final stage.
2. Semi-finals (SF) – 1v2, 3v4
 - (i) Teams 1 & 2 – each receive a second chance advantage for its season consistency
 - Winner moves straight to final
 - Loser moves to preliminary final
 - (ii) Teams 3 & 4 – each have no second chance advantage
 - Losing team eliminated
3. Preliminary final (PF)
 - SF 1v2 loser = higher ranked team (being its second chance advantage to playing again)
 - SF 3v4 winner = lower ranked team
4. Final
 - SF 1v2 winner = higher ranked team (being its second chance advantage only)
 - PF winner = lower ranked team

8.3.4 Change of Team Ranking (8 Team 3-Stage Series Type)

1. In this series type, the initial team ranking may change depending on the match outcome (win) after the semi-final stage (No second chance for any team).
2. Semi-finals (SF) – Teams 1v8, 2v7, 3v6, 4v5
 - Winning teams = move to next stage
 - Losing teams = eliminated
3. Preliminary Final (PF)
 - SF Winners = ranking changed with each then ranked by its initial team ranking order – Highest to lowest
 - (PF1) Highest rank v Lowest rank, (PF2) Second rank v Third rank
 - Winning teams = move to final
 - Losing teams = eliminated
4. Final
 - PF winners = ranking based on PF ranking order.

8.3.5 Change of Team Ranking (6 Team 3-Stage Series Type with Lucky Loser)

1. In this series type, the initial team ranking may change depending on the match outcome (win or loss) after the semi-final stage.
2. Semi-finals (SF) – 1v6, 2v5, 3v4
 - (i) Teams 1 to 3 – one team only may receive a second chance advantage for its season consistency
 - Winning teams = move to next stage
 - Losing teams = each then ranked by its initial team ranking. Initial highest ranked (Lucky Loser) moves to next stage, others eliminated
 - (ii) Teams 4 to 6 – each have no second chance advantage
 - Winning teams = move to next stage
 - Losing teams = eliminated
3. Preliminary Final (PF)
 - SF Winners = ranking changed with each then ranked by its initial team ranking order – Highest to lowest
 - SF Lucky Loser = ranking changed to lowest PF ranked team moving forward (being its second chance advantage to playing again)
 - (PF1) Highest rank v Lucky Loser, (PF2) Second rank v Third rank

4. Final
 - PF winners = ranking based on PF ranking order (any Lucky Loser is lowest ranked)

8.3.6 Match Result – Abandoned, Draw or Tie

In all series types – highest ranked team from the contesting sides in the match declared winner and advances to the next stage.

8.4 Venues

8.4.1 Allocation

1. All final series matches shall be played on the best available pitches and grounds.
2. Competition manager may nominate reserve venues, where possible and appropriate.
3. Higher ranked team shall have the home area / venue advantage, where possible.

8.4.2 Setup

Nominated home team responsible for ground set up and must provide the stumps, bails & boundary markers as required.

8.4.3 Fitness for Play

1. Fitness for play shall be entirely in the hands of the officiating umpires.
2. Should the allocated venue be deemed unplayable for any reason; the match may be transferred to a suitable alternate reserve venue by agreement with the umpires and teams in consultation with the Competition manager.

8.5 Umpire Appointments

8.5.1 Accredited Official Umpires

If available and where possible, at least one accredited official umpire will be appointed per match starting from the highest Stage formats & Levels.

8.5.2 Club Based Neutral Umpires

1. All teams in all Levels of competition not qualifying for a final series match will be required to provide neutral umpires in all matches as appointed.
2. Teams losing in a final series match will be allocated to the next final series match.
3. Club appointed umpires
 - a) may be allocated across other Stage formats / divisions to provide neutrality.
 - b) will not be appointed to a match, which involves another single team from their Club.
 - c) may be appointed to a match, which involves two teams from their Club.

8.5.3 Umpire Compliance

Clubs failing to comply with requests or fails to attend match day, will attract a fine per match per day.

9 TROPHIES

Association Awards and Trophies will be issued and handled in accordance with the Association Awards & Trophy document.