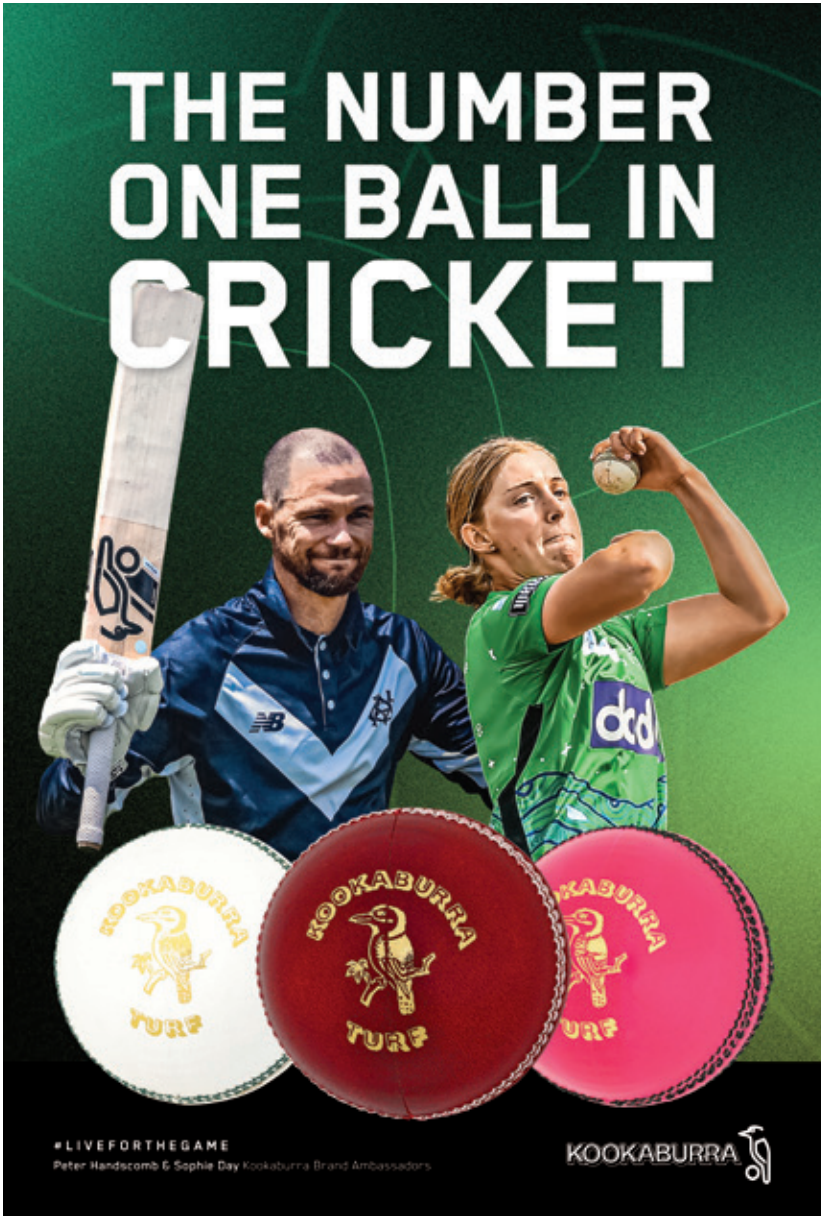
VSDCA

Reg No: A0024532W

HANDBOOK

Season 2026 / 2027


THE NUMBER ONE BALL IN CRICKET
KOOKABURRA
TURF
KOOKABURRA
TURF
KOOKABURRA
TURF
#LIVEFORTHEGAME
Peter Handscomb & Sophie Day Kookaburra Brand Ambassadors
KOOKABURRA

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VICTORIAN SUB-DISTRICT CRICKET ASSOCIATION Inc.

(Formed August 24, 1908) Reg. No: A0024532W. ABN: 39 364 079 275

Patrons: Ken Jacobs OAM & Jack Sheehan

Website : vsdca.com.au

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Position	Mob.	Tel.
BOARD CHAIRMAN Neil Burns **Email:** burnsneilk@hotmail.com	0478 415 412	
DEPUTY BOARD CHAIRMAN **& CRICKET OPERATIONS MANAGER** Dr Geoffrey Hart **Email:** drghart@optusnet.com.au	0414 575 431	9370 3391(H)
CEO (Secretary) Ken Hilton **Email:** kb.hilton@bigpond.com	0418 698 022	9584 6563 (H)
FINANCE DIRECTOR **& PLAY HQ CO-ORDINATOR** David Anning **Email:** davidswans@hotmail.com	0439 021 497	
UMPIRE APPOINTMENTS MANAGER Neill Murray **Email:** outlbw0@gmail.com	0419 881 226	
WET WEATHER COMMITTEE Ken Hilton	0418 698 022	
UMPIRE RECRUITMENT MANAGER John Doig Email: doigygo2@gmail.com	0407 042 247	
UMPIRES' COACH David Stein **Email:** docmal2000@yahoo.com	0435 434 571	

VSDCA BOARD

BOARD	Neil Burns (Chair), Dr Geoff Hart (Deputy Chair), David Anning, Brendan Davey, Gary Parsons, Geoff Richardson, James Sheehan

HONORARY OFFICIALS

HONORARY AUDITORS	Anderson & Associates
HONORARY SOLICITOR	Peter Ewin

BOARD COMMITTEES

RULES REVISION	Dr. Geoffrey Hart (Chair), David Stein, Geoff Richardson, Ian Boyle, Andrew Hart, Sean Molloy & Nathan Steele
UMPIRES	Cricket Operations Mgr, Secretary, Umpiring Mgr, Umpires' Coach
SELECTION	Paul Bain (Chair), Geoff Richardson, Tim O'Brien, Michael Sheedy & David Wildsmith
HALL OF FAME	Jack Sheehan (Chairman), Ken Jacobs OAM, Ken Hilton, Phil O'Meara, David Priddle
ASSOCIATION HISTORY	David Priddle (Chairman) Peter Vesty (Historian)
INVESTIGATION	Ian Crawford AM. (Chairman), Adrian Keane, Barry Neivandt, John Raglus, Peter Wells, John Zarb
APPEALS BOARD	Graeme Thompson (Chairman), Arthur Pritchard, Peter Simpson

DELEGATES TO AFFILIATED BODIES

CRICKET VICTORIA	Neil Burns, Geoff Richardson
(ALTERNATIVE DELEGATES)	David Anning, Dr. Geoffrey Hart
VCCL	Neil Burns

KOOKABURRA

CLUB DELEGATES

	Delegate	Delegate
Altona	Adam Lewis	Darren McConville
Balwyn	Dom Greene	Michael Letcher
Bayswater	Tim Emmett	Darryl Stranger
Box Hill	James Box	Ken Trollope
Brighton	James Perkins-Stafford	Nathan Steele
Brunswick	Andrew Read	Rod Browning
Caulfield	Ian Shinkfield	Jacob Thorne
Coburg	Shayne Rule	Ben Hart
Croydon	David Chambers	Stephen Potter
Donvale	Steve Darmody	Rohan Thompson
Elsternwick	John Dunnachie	Daniel Smith
Endeavour Hills	Gary Parsons	Sachira Weerasingha
Hoppers Crossing	Steven Barlow	Andrew Caleca
Ivanhoe	Nick McKenna	Tim Cheesewright
Kew	Bruce Bennett	Michael Letson
Malvern	Kerry McLeish	David Priddle
Melton	Anthony Gale	Ivanka Gale
Moorabbin	Andrew Davidson	Steve Lefebvre
Mt Waverley	Ian Boyle	Brett Troake
Noble Park	Craig Ortland	Geoff Richardson
Oakleigh	Trent Shields	Peter Webb
Ormond	Mathew Cousins	Liam Mulcahy
Plenty Valley	Mona Chaudhary	Vikram Multani
Port Melbourne	Rowan Groves	Chris Sewell
Preston	Lee Cooper	Stephen Wilson
Spotswood	Nick Bartol	Leonard Robbins
St Bernard's OC	Brendan Davey	Tom Isaacs
Strathmore	Ash Martin	Frank Merzel
Taylors Lakes	Mick Stephens	Paul Wolf
Werribee	Sean Molloy	Travis Bean
Williamstown	Jordan Doyle	Dr Geoffrey Hart
Yarraville	Matthew Beasley	Josh Torr
VCCL	Keith Thompson	

GROUND DIRECTORY

1st & 2nd XIs

CLUB	TURF PITCH LOCATION	MELWAY
Altona	Frank Kirk Oval - Grant Reserve – Civic Parade, Altona	54 G9
Balwyn	Gordon Barnard Reserve - Balwyn Road, Balwyn North	46 E4
Bayswater	Bayswater Oval - Bayswater Road, Bayswater	64 G2
Box Hill	Box Hill City Oval - Whitehorse Road, Box Hill	47 G9
Brighton	Brighton Beach Oval - South Road, Brighton Beach	76 D3
Brunswick	AG Gillon Oval - Pearson Street, Brunswick	29 E6
Caulfield	Caulfield Park - Balaclava Road, Caulfield North	59 B12
Coburg	Coburg City Oval - Harding Street, Coburg	29 J1
Croydon	Croydon Park Oval - Hewish Road, Croydon	50 K4
Donvale	Donvale Reserve (No.1 Oval) - Noonan Way, Donvale	48 E3
Elsternwick	Elsternwick Park (No.1 Oval) - Elsternwick	67 E3
Endeavour Hills	Sydney Pargeter Reserve - Durham Oval, Endeavour Hills	91 B1
Hoppers Crossing	Hogans Road Reserve (No.1 Oval) - Hoppers Crossing	202 G9
Ivanhoe	Ivanhoe Park - The Boulevard, Ivanhoe	31 H9
Kew	Victoria Park (North Oval) - High Street, Kew	45 G5
Malvern	Malvern Cricket Ground - High Street, Malvern	59 C7
Melton	MacPherson Park (No.1 Oval) - Coburns Road, Melton	330 H8
Moorabbin	Moorleigh Community Village - Bignell Rd, Bentleigh East	78 B5
Mt. Waverley	Mt Waverley Reserve – Charles Street, Mt Waverley	61 F12
Noble Park	Pat Wright Snr. Oval - Moodermere Street, Noble Park	89 D5
Oakleigh	DW Nicoll Reserve - Warrigal Road, Oakleigh	69 F6
Ormond	EE Gunn Reserve - Malane Street, Ormond	68 E7
Plenty Valley	Yarrambat War Memorial Park - Iron Bark Road, Yarrambat	184 G8
Port Melbourne	Port Melb. Cricket Ground - Williamstown Road, Port Melbourne	57 C1
Preston	Preston City Oval - Cramer Street, Preston	18 F12
Spotswood	Donald McLean Oval No.1 (East Grnd) - The Avenue, Spotswood	41 K12
St Bernard's OC	Murphy Oval - Gate 8 Hampton Road, Essendon	27 K3
Strathmore	Syd McGain Oval, Lebanon Reserve - Mascoma Street, Strathmore	16 H8
Taylors Lakes	Lionheart Reserve - Lionheart Avenue, Taylors Lakes	13 J3
Werribee	Chirnside Park - Watton Street, Werribee	205 H9
Williamstown	Williamstown Cricket Ground - Morris Street, Williamstown	56 D12
Yarraville	Yarraville Oval - Williamstown Road, Yarraville	41 K8

GROUND DIRECTORY

3rd & 4th XIs

CLUB	TURF PITCH LOCATION	MELWAY
Altona	Altona Green Primary School - 240 Victoria Street, Altona Mdws	208 G4
Balwyn	Gordon Barnard Reserve - Balwyn Road, Balwyn North	46 E4
Bayswater	Bayswater Park - Mountain Highway, Bayswater	64 G3
Box Hill	Springfield Park - Dorking Road, Box Hill Nth	47 F7
Brighton	TBA	
Brunswick	Allard Park - 174A Donald Street, Brunswick East	30 A5
Caulfield	Caulfield Park - (No.1 Oval) - Balaclava Road, Caulfield North	59 C12
Coburg	Hallam Reserve - Boundary Road, Pascoe Vale	17 D6
Croydon	Fred Geale Oval - Norton Road, Croydon	50 K5
Donvale	Donvale Reserve (No.2 Oval) - Noonan Way, Donvale	48 E3
Elsternwick	Holmes-Todd Oval, St Kilda Street, Elsternwick	67 D3
Endeavour Hills	Sydney Pargeter Reserve - Tierney Oval, Endeavour Hills	91 B1
Hoppers Crossing	Hogans Road Reserve (No.2 Oval) - Hoppers Crossing	202 G9
Ivanhoe	Chelsworth Park - Irving Road, Ivanhoe	31 G10
Kew	Victoria Park (South Oval) - Parkhill Road, Kew	45 G5
Malvern	T.H. King Reserve - High Street, Glen Iris	59 K9
Melton	MacPherson Park (No.2 Oval) - Coburns Road, Melton	330 H8
Moorabbin	EE Gunn Reserve (No.3 Oval) - Malane Street, Ormond	68 E7
Mt. Waverley	Pinewood Reserve - Pinewood Drive, Mount Waverley	70 G4
Noble Park	Ross Reserve - Memorial Drive, Noble Park	80 E12
Oakleigh	WA Scammell Reserve - Guest Road, Oakleigh South	69 G11
Ormond	EE Gunn Reserve (No.2 Oval) - Malane Street, Ormond	68 E7
Plenty Valley	Binnak Park, Anderson Parade, Watsonia North	10 D11
Port Melbourne	JL Murphy Reserve - Williamstown Road, Port Melbourne	56 K1
Preston	Crispe Park - Gloucester Street, Reservoir	18 E7
Spotswood	Donald McLean Oval No.2 (West Grnd) - The Avenue, Spotswood	41 K12
St Bernard's OC	Hilbert Oval - Gate 8 Hampton Road, Essendon	27 K3
Strathmore	Cross Keys Reserve (East Ground) - Woodlands Avenue, Essendon	28 K1
Taylors Lakes	Robert Bruce Reserve, Gould Street, Deer Park	25 E4
Werribee	Soldiers Reserve - Cnr. College & Duncans Roads, Werribee	206 A9
Williamstown	Bayside Secondary College - Bayview Street, Williamstown	55 K8
Yarraville	McIvor Reserve (No.2 Oval) - Fogarty Avenue, Yarraville	41 G10

COUNCILS	CLUBS
Banyule City Council	Ivanhoe, Plenty Valley
Bayside City Council	Brighton, Elsternwick
Boroondara City Council	Balwyn, Kew
Brimbank City Council	Taylors Lakes
Casey City Council	Endeavour Hills
Darebin City Council	Preston
Glen Eira City Council	Caulfield, Moorabbin, Ormond
Greater Dandenong City Council	Noble Park
Hobsons Bay City Council	Altona, Spotswood, Williamstown
Knox City Council	Bayswater
Manningham City Council	Donvale
Maribyrnong City Council	Yarraville
Maroondah City Council	Croydon
Melton Shire Council	Melton
Merri-bek City Council	Brunswick, Coburg
Monash City Council	Mount Waverley, Oakleigh
Mooney Valley City Council	St Bernard's OC, Strathmore
Nillumbik City Council	Plenty Valley
Port Phillip City Council	Port Melbourne
Stonnington City Council	Malvern
Whitehorse City Council	Box Hill
Wyndham City Council	Hoppers Crossing, Werribee

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CLUB OFFICIALS

ALTONA

Founded: 1961 **Colours:** Purple & Gold **Joined VSDCA:** 1974

	Ph:
President: Adam Lewis	0407 808 163
Secretary: Simone Whear	0417 347 823
Treasurer: TBA	

BALWYN

Founded: 1920 **Colours:** Navy Blue, White & Gold **Joined VSDCA:** 1949

	Ph:
President: Dom Greene	0429 038 912
Secretary: Ben Thiele	0435 235 593
Treasurer: Thomas Gill	0410 450 030

BAYSWATER

Founded: 1903 **Colours:** Green & Gold **Joined VSDCA:** 1987

	Ph:
President: Tim Emmett	0402 997 476
Secretary: Andrew Wheeler	0412 687 369
Treasurer: Max Sacristani	0483 865 574

BOX HILL

Founded: 1890 **Colours:** Green & Gold **Joined VSDCA:** 1964

	Ph:
President: Vernon Mital	0420 530 627
Secretary: James Box	0423 590 677
Treasurer: Steven Flinn	0488 008 597

BRIGHTON

Founded: 1842 **Colours:** Light Blue & Navy Blue **Joined VSDCA:** 1908

	Ph:
President: John Damiano	0402 936 301
Secretary: Nathan Steele	0401 937 563
Treasurer: James Perkins-Stafford	0421 785 143

CLUB OFFICIALS

BRUNSWICK

Founded: 1858 **Colours:** Black & White **Joined VSDCA:** 1909

	Ph:
President: Rod Browning	0409 961 128
Secretary: Andrew Read	0425 843 992
Treasurer: Brenton Allan	0400 765 542

CAULFIELD

Founded: 1888 **Colours:** Green & Gold **Joined VSDCA:** 1908

	Ph:
President: Ian Shinkfield	0410 479 104
Secretary: Ty Matthews	0401 997 867
Treasurer: Karen Macdermid	0438 150 407

COBURG

Founded: 1856 **Colours:** Maroon & Gold **Joined VSDCA:** 1908

	Ph:
President: William Tucknott	0422 954 325
Secretary: Andrew Hart	0411 372 782
Treasurer: Peter Ellis	0414 997 812

CROYDON

Founded: 1886 **Colours:** Green & White **Joined VSDCA:** 1974

	Ph:
President: Brian Mason	0419 134 960
Secretary: Tim O'Callaghan	0428 004 155
Treasurer: Matthew Bell	0418 519 545

DONVALE

Founded: 1964 **Colours:** Green & Gold **Joined VSDCA:** 2021

	Ph:
President: John Gunn	0417 008 343
Secretary: Rohan Thompson	0418 546 715
Treasurer: Thava Kana	0409 100 323

CLUB OFFICIALS

ELSTERNWICK

Founded: 1901 **Colours:** Dark Blue & White **Joined VSDCA:** 1908

	Ph:
President: John Dunnachie	0413 434 774
Secretary: Daniel Smith	0418 390 309
Treasurer: Robyn Christiansen	0401 644 624

ENDEAVOUR HILLS

Founded: 1977 **Colours:** Green & Gold **Joined VSDCA:** 1998

	Ph:
President: Gary Parsons	0408 154 332
Secretary: Sachira Weerasingha	0402 122 293
Treasurer: Jay Stent	0417 593 157

HOPPERS CROSSING

Founded: 1977 **Colours:** Navy & White **Joined VSDCA:** 2015

	Ph:
President: Greg Mitchell	0421 879 749
Secretary: Kris Balakrishnan	0421 112 875
Treasurer: Cathie Smith	0438 416 511

IVANHOE

Founded: 1906 **Colours:** Royal Blue & Light Blue **Joined VSDCA:** 1926

	Ph:
President: Tim Cheesewright	0414 267 234
Cricket Ops. Mgr.: Luke Kairn	0400 693 366
Treasurer: Nick McKenna	0400 069 481

KEW

Founded: 1859 **Colours:** Navy Blue & Light Blue **Joined VSDCA:** 1922

	Ph:
President: Ben Lowe	0410 313 201
Secretary: Rohan Black	0447 416 077
Treasurer: Oscar Welton	0452 336 093

CLUB OFFICIALS

MALVERN

Founded: 1859 **Colours:** Blue & Red **Joined VSDCA:** 1908

	Ph:
President: Matthew Elliott	0407 338 936
Secretary: Kym Gardiner	0422 374 805
Treasurer: Simon Walters	0439 822 790

MELTON

Founded: 1975 **Colours:** Red & White **Joined VSDCA:** 1985

	Ph:
President: Anthony Gale	0411 433 665
Secretary: Ivanka Gale	0400 657 310
Treasurer: Tony Mitchener	0423 004 955

MOORABBIN

Founded: 1924 **Colours:** Black, White & Red **Joined VSDCA:** 1964

	Ph:
President: Andrew Davidson	0407 750 750
Secretary: TBA	
Treasurer: Bikram (Andy) Riar	0422 350 844

MT WAVERLEY

Founded: 1906 **Colours:** Royal Blue & White **Joined VSDCA:** 1974

	Ph:
President: Stephen Golding	0411 696 817
Secretary: Ian Boyle	0417 399 389
Treasurer: Mark Miller	0408 565 190

NOBLE PARK

Founded: 1908 **Colours:** Blue & Gold **Joined VSDCA:** 1990

	Ph:
President: Craig Ortland	0416 101 396
Secretary: Geoff Richardson	0418 591 651
Treasurer: Geoff Richardson	0418 591 651

CLUB OFFICIALS

OAKLEIGH

Founded: 1879 **Colours:** Purple & Gold **Joined VSDCA:** 1949

	Ph:
President: Peter Webb	0412 533 732
Secretary: Robert Howes	0434 036 035
Treasurer: Michael Lawson	0422 173 883

ORMOND

Founded: 1947 **Colours:** Royal Blue & Gold **Joined VSDCA:** 1949

	Ph:
President: Russell Oaten	0423 637 088
Secretary: Mathew Cousins	0414 348 259
Treasurer: Liam Mulcahy	0414 695 848

PLENTY VALLEY

Founded: 1974 **Colours:** Royal Blue & Green **Joined VSDCA:** 2003

	Ph:
President: Mona Chaudhary	0430 235 577
Secretary: Karthik Singh	0410 782 730
Treasurer: Neeraj Sharma	0404 602 760

PORT MELBOURNE

Founded: 1874 **Colours:** Red & Blue
Joined VSDCA: 1908 (Left 2001, rejoined in 2021)

	Ph:
President: Chris Sewell	0402 536 359
Secretary: Rowan Groves	0458 623 570
Treasurer: Anthony Cullen	0417 265 944

PRESTON

Founded: 1860 **Colours:** Red & White **Joined VSDCA:** 1922

	Ph:
President: Lee Cooper	0417 973 114
Secretary: Daniel Cominotto	0432 797 219
Treasurer: Shreyas Jadhav	0426 176 933

CLUB OFFICIALS

SPOTSWOOD

Founded: 1929 **Colours:** Green & Gold **Joined VSDCA:** 2021

	Ph:
President: John Wheeler	0488 257 167
Secretary: Michael Szulikowski	0490 720 323
Treasurer: Craig Butterfield	0401 765 131

ST BERNARD'S OLD COLLEGIANS

Founded: 1969 **Colours:** Blue, Gold & Black **Joined VSDCA:** 2016

	Ph:
President: Brendan Davey	0422 174 911
Secretary: Alex Turner	0412 815 816
Treasurer: Terry Davis	0433 613 621

STRATHMORE

Founded: 1971 **Colours:** Navy Blue & Gold **Joined VSDCA:** 2021

	Ph:
President: Ash Martin	0420 962 800
Secretary: Frank Merzel	0411 407 991
Treasurer: Glenn Williams	0401 029 769

TAYLORS LAKES

Founded: 1982 **Colours:** Blue & Gold **Joined VSDCA:** 2016

	Ph:
President: Paul Wolf	0410 440 306
Secretary: Mick Stephens	0450 854 939
Treasurer: Jason Denny	0406 582 010

WERRIBEE

Founded: 1971 **Colours:** Black & Gold **Joined VSDCA:** 1973

	Ph:
President: Sean Molloy	0419 387 402
Secretary: Travis Bean	0435 138 630
Treasurer: Kartik Patel	0417 497 817

CLUB OFFICIALS

WILLIAMSTOWN

Founded: 1852 **Colours:** Royal Blue & Old Gold **Joined VSDCA:** 1908

	Ph:
President: Dr. Geoffrey Hart	0414 575 431
Secretary: Jordan Doyle	0403 210 709
Treasurer: Jarrod Flood-Bruce	0425 555 503

YARRAVILLE

Founded: 1906 **Colours:** Navy Blue & White **Joined VSDCA:** 1932

	Ph:
President: Matthew Beasley	0418 518 790
Secretary: Josh Torr	0401 961 956
Treasurer: David Keenan	0417 318 399

Victorian Sub-District Cricket Umpires' Association

UMPIRE
VSDCUA

President:
Colin Newport
Mob: 0401 536 306
Email: vsdcua1908@gmail.com

Secretary:
Joe Polzella
Mob: 0447 130 104
Email: vsdcua.secretary@gmail.com

Treasurer
Michael Lawson
Mob: 0422 173 883
Email: treasurer.vsdcua@gmail.com

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UMPIRE HONORARIUMS

1. PENNANT/SUNDAY GAMES (Two-Day & One-Day):
Panel Umpire - A flat rate of **$200** per day – irrespective of starting time.
NOTE: If only one umpire in attendance and officiates at both ends – **$225** per day.
Club Umpire (One end) - **$180**
Club Umpire (Both ends) - **$205**

2. PENNANT GAMES (T20):
Panel & Club Umpires – A flat rate of **$105** per day.
NOTE: If only one umpire in attendance and officiates at both ends, **$120** per day.
For Pennant Games abandoned at ground **$70**.

3. FINALS and REPRESENTATIVE GAMES:
Flat Rate of **$220** per day – irrespective of starting times.

4. T20 TWILIGHT GAMES:
Rounds 1-3 **- $90**
Semi Finals & Final **- $100**

5. JG CRAIG (Under 15) GAMES:
Rounds 1-7 – **$165.**
Only 1 umpire in attendance – **$190.**
Semi-Finals & Final – **$185.**
For JG Craig games abandoned at ground – **$70.**

All Honorariums to be paid by the VSDCA Board.

APPROVED CRICKET BALLS

Kookaburra VSDCA Branded Regulation (all XIs)

Kookaburra VSDCA Branded Club Match (3rd & 4th XIs only)

THE SPIRIT OF THE GAME / PLAYER BEHAVIOUR

Cricket is a game that owes much of its unique appeal to the fact that it is expected to be played not only within its laws, but also within the **SPIRIT OF THE GAME.** Any action, which is seen to abuse this spirit, causes injury to the game itself. **The major responsibility for ensuring the spirit of fair play rests with the Captains.**

1. **There are two Laws, which place the responsibility for the team's conduct firmly on the Captain.**
   Responsibilities 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.
   Players' Conduct
   In the event of any player failing to comply with the instructions of an umpire, criticising decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall, in the first place, report the matter to the other umpire and to the player's Captain requesting the latter to take action.
2. **Fair and Unfair Play**
   According to the Laws the umpires are the sole judges of Fair and Unfair Play. The umpires may intervene at any time and it is the responsibility of the Captain to take action where required.
3. **The umpires are authorised to intervene in cases of:-**
   *Time wasting *Damaging the pitch.
   *Intimidatory bowling. *Tampering with the ball.
   *Any other action that they feel to be unfair.
4. **The Spirit of the Game involves RESPECT for:-**
   *Your opponents. *Your own Captain and team.
   *The role of the umpire. *The game's traditional values.
5. **It is against the Spirit of the Game:-**
   To question an umpire's decision by word or gesture.
   To direct abusive language towards an opponent or umpire.
   Indulge in cheating or in any sharp practice, e.g.
   (a) appeal, knowing that the batsman is not out.
   (b) advance towards an umpire in an aggressive manner when appealing.
   (c) seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.
6. **Violence**
   There is no place for any act of violence on the field of play.
7. **Overall Conduct**
   Players, Captains and umpires together set the tone for the conduct of a cricket match, and every player is expected to make an important contribution to this.

VSDCA FIXTURES SEASON 2026 – 2027
1ST & 2ND XIs

SOUTH-EAST GROUP			NORTH–WEST GROUP		
ROUND 1: OCTOBER 3 & 10, 2026					
BALWYN	v	MALVERN	PLENTY VALLEY	v	ALTONA
BAYSWATER	v	OAKLEIGH	ST BERNARD'S OC	v	WILLIAMSTOWN
NOBLE PARK	v	ELSTERNWICK	KEW	v	MELTON
ENDEAVOUR HILLS	v	PORT MELBOURNE	IVANHOE	v	WERRIBEE
BRIGHTON	v	MT WAVERLEY	HOPPERS CROSSING	v	BRUNSWICK
MOORABBIN	v	CROYDON	TAYLORS LAKES	v	PRESTON
ORMOND	v	BOX HILL	YARRAVILLE	v	COBURG
CAULFIELD	v	DONVALE	SPOTSWOOD	v	STRATHMORE
ROUND 2: OCTOBER 17 & 24, 2026					
MT WAVERLEY	v	ORMOND	BRUNSWICK	v	YARRAVILLE
CROYDON	v	CAULFIELD	PRESTON	v	SPOTSWOOD
BOX HILL	v	BRIGHTON	COBURG	v	HOPPERS CROSSING
DONVALE	v	MOORABBIN	STRATHMORE	v	TAYLORS LAKES
MALVERN	v	NOBLE PARK	ALTONA	v	KEW
OAKLEIGH	v	ENDEAVOUR HILLS	WILLIAMSTOWN	v	IVANHOE
ELSTERNWICK	v	BALWYN	MELTON	v	PLENTY VALLEY
PORT MELBOURNE	v	BAYSWATER	WERRIBEE	v	ST BERNARD'S OC
ROUND 3: OCTOBER 31, 2026					
BALWYN	v	OAKLEIGH	PLENTY VALLEY	v	WILLIAMSTOWN
CROYDON	v	BRIGHTON	PRESTON	v	HOPPERS CROSSING
NOBLE PARK	v	PORT MELBOURNE	KEW	v	WERRIBEE
DONVALE	v	ORMOND	STRATHMORE	v	YARRAVILLE
MALVERN	v	BAYSWATER	ALTONA	v	ST BERNARD'S OC
MOORABBIN	v	MT WAVERLEY	TAYLORS LAKES	v	BRUNSWICK
ELSTERNWICK	v	ENDEAVOUR HILLS	MELTON	v	IVANHOE
CAULFIELD	v	BOX HILL	SPOTSWOOD	v	COBURG
ROUND 4: NOVEMBER 7, 2026					
MT WAVERLEY	v	CAULFIELD	BRUNSWICK	v	SPOTSWOOD
BAYSWATER	v	ELSTERNWICK	ST BERNARD'S OC	v	MELTON
BOX HILL	v	MOORABBIN	COBURG	v	TAYLORS LAKES
ENDEAVOUR HILLS	v	MALVERN	IVANHOE	v	ALTONA
BRIGHTON	v	DONVALE	HOPPERS CROSSING	v	STRATHMORE
OAKLEIGH	v	NOBLE PARK	WILLIAMSTOWN	v	KEW
ORMOND	v	CROYDON	YARRAVILLE	v	PRESTON
PORT MELBOURNE	v	BALWYN	WERRIBEE	v	PLENTY VALLEY
ROUND 5: NOVEMBER 14 & 15, 2026					
BALWYN	v	MT WAVERLEY	PLENTY VALLEY	v	BRUNSWICK
CROYDON	v	BAYSWATER	PRESTON	v	ST BERNARD'S OC
NOBLE PARK	v	BOX HILL	KEW	v	COBURG
DONVALE	v	ENDEAVOUR HILLS	STRATHMORE	v	IVANHOE
MALVERN	v	BRIGHTON	ALTONA	v	HOPPERS CROSSING
MOORABBIN	v	OAKLEIGH	TAYLORS LAKES	v	WILLIAMSTOWN
ELSTERNWICK	v	ORMOND	MELTON	v	YARRAVILLE
CAULFIELD	v	PORT MELBOURNE	SPOTSWOOD	v	WERRIBEE

VSDCA FIXTURES SEASON 2026 – 2027
1ST & 2ND XIs

SOUTH-EAST GROUP		NORTH–WEST GROUP	
ROUND 6: NOVEMBER 21 & 28, 2026			
MT WAVERLEY	v CROYDON	BRUNSWICK	v PRESTON
BAYSWATER	v BALWYN	ST BERNARD'S OC	v PLENTY VALLEY
NOBLE PARK	v ENDEAVOUR HILLS	KEW	v IVANHOE
DONVALE	v BOX HILL	STRATHMORE	v COBURG
BRIGHTON	v MOORABBIN	HOPPERS CROSSING	v TAYLORS LAKES
OAKLEIGH	v MALVERN	WILLIAMSTOWN	v ALTONA
ELSTERNWICK	v PORT MELBOURNE	MELTON	v WERRIBEE
CAULFIELD	v ORMOND	SPOTSWOOD	v YARRAVILLE
ROUND 7: DECEMBER 5 & 12, 2026			
BALWYN	v NOBLE PARK	PLENTY VALLEY	v KEW
CROYDON	v DONVALE	PRESTON	v STRATHMORE
BOX HILL	v MT WAVERLEY	COBURG	v BRUNSWICK
ENDEAVOUR HILLS	v BAYSWATER	IVANHOE	v ST BERNARD'S OC
MALVERN	v ELSTERNWICK	ALTONA	v MELTON
MOORABBIN	v CAULFIELD	TAYLORS LAKES	v SPOTSWOOD
ORMOND	v BRIGHTON	YARRAVILLE	v HOPPERS CROSSING
PORT MELBOURNE	v OAKLEIGH	WERRIBEE	v WILLIAMSTOWN
ROUND 8: DECEMBER 19, 2026 (T20)			
MT WAVERLEY	v BAYSWATER	BRUNSWICK	v ST BERNARD'S OC
CROYDON	v BALWYN	PRESTON	v PLENTY VALLEY
BOX HILL	v ENDEAVOUR HILLS	COBURG	v IVANHOE
DONVALE	v NOBLE PARK	STRATHMORE	v KEW
BRIGHTON	v OAKLEIGH	HOPPERS CROSSING	v WILLIAMSTOWN
MOORABBIN	v MALVERN	TAYLORS LAKES	v ALTONA
ORMOND	v PORT MELBOURNE	YARRAVILLE	v WERRIBEE
CAULFIELD	v ELSTERNWICK	SPOTSWOOD	v MELTON
ROUND 9: JANUARY 9, 2027			
BALWYN	v BRIGHTON	PLENTY VALLEY	v HOPPERS CROSSING
BAYSWATER	v MOORABBIN	ST BERNARD'S OC	v TAYLORS LAKES
NOBLE PARK	v ORMOND	KEW	v YARRAVILLE
ENDEAVOUR HILLS	v CAULFIELD	IVANHOE	v SPOTSWOOD
MALVERN	v MT WAVERLEY	ALTONA	v BRUNSWICK
OAKLEIGH	v CROYDON	WILLIAMSTOWN	v PRESTON
ELSTERNWICK	v BOX HILL	MELTON	v COBURG
PORT MELBOURNE	v DONVALE	WERRIBEE	v STRATHMORE
ROUND 10: JANUARY 16, 2027			
MT WAVERLEY	v OAKLEIGH	BRUNSWICK	v WILLIAMSTOWN
CROYDON	v MALVERN	PRESTON	v ALTONA
BOX HILL	v PORT MELBOURNE	COBURG	v WERRIBEE
DONVALE	v ELSTERNWICK	STRATHMORE	v MELTON
BRIGHTON	v BAYSWATER	HOPPERS CROSSING	v ST BERNARD'S OC
MOORABBIN	v BALWYN	TAYLORS LAKES	v PLENTY VALLEY
ORMOND	v ENDEAVOUR HILLS	YARRAVILLE	v IVANHOE
CAULFIELD	v NOBLE PARK	SPOTSWOOD	v KEW

VSDCA FIXTURES SEASON 2026 – 2026
1ST & 2ND XIs

SOUTH-EAST GROUP		NORTH-WEST GROUP	
ROUND 11: JANUARY 23, 2027			
BALWYN	v ORMOND	PLENTY VALLEY	v YARRAVILLE
BAYSWATER	v CAULFIELD	ST BERNARD'S OC	v SPOTSWOOD
NOBLE PARK	v BRIGHTON	KEW	v HOPPERS CROSSING
ENDEAVOUR HILLS	v MOORABBIN	IVANHOE	v TAYLORS LAKES
MALVERN	v BOX HILL	ALTONA	v COBURG
OAKLEIGH	v DONVALE	WILLIAMSTOWN	v STRATHMORE
ELSTERNWICK	v MT WAVERLEY	MELTON	v BRUNSWICK
PORT MELBOURNE	v CROYDON	WERRIBEE	v PRESTON
ROUND 12: JANUARY 30, 2027			
MT WAVERLEY	v PORT MELBOURNE	BRUNSWICK	v WERRIBEE
CROYDON	v ELSTERNWICK	PRESTON	v MELTON
BOX HILL	v OAKLEIGH	COBURG	v WILLIAMSTOWN
DONVALE	v MALVERN	STRATHMORE	v ALTONA
BRIGHTON	v ENDEAVOUR HILLS	HOPPERS CROSSING	v IVANHOE
MOORABBIN	v NOBLE PARK	TAYLORS LAKES	v KEW
ORMOND	v BAYSWATER	YARRAVILLE	v ST BERNARD'S OC
CAULFIELD	v BALWYN	SPOTSWOOD	v PLENTY VALLEY
ROUND 13: FEBRUARY 6 & 7, 2027			
MT WAVERLEY	v DONVALE	BRUNSWICK	v STRATHMORE
BAYSWATER	v NOBLE PARK	ST BERNARD'S OC	v KEW
BOX HILL	v CROYDON	COBURG	v PRESTON
ENDEAVOUR HILLS	v BALWYN	IVANHOE	v PLENTY VALLEY
BRIGHTON	v CAULFIELD	HOPPERS CROSSING	v SPOTSWOOD
OAKLEIGH	v ELSTERNWICK	WILLIAMSTOWN	v MELTON
ORMOND	v MOORABBIN	YARRAVILLE	v TAYLORS LAKES
PORT MELBOURNE	v MALVERN	WERRIBEE	v ALTONA
ROUND 14: FEBRUARY 13 & 20, 2027			
BALWYN	v DONVALE	PLENTY VALLEY	v STRATHMORE
BAYSWATER	v BOX HILL	ST BERNARD'S OC	v COBURG
NOBLE PARK	v CROYDON	KEW	v PRESTON
ENDEAVOUR HILLS	v MT WAVERLEY	IVANHOE	v BRUNSWICK
MALVERN	v CAULFIELD	ALTONA	v SPOTSWOOD
OAKLEIGH	v ORMOND	WILLIAMSTOWN	v YARRAVILLE
ELSTERNWICK	v MOORABBIN	MELTON	v TAYLORS LAKES
PORT MELBOURNE	v BRIGHTON	WERRIBEE	v HOPPERS CROSSING
ROUND 15: FEBRUARY 27, 2027			
MT WAVERLEY	v NOBLE PARK	BRUNSWICK	v KEW
CROYDON	v ENDEAVOUR HILLS	PRESTON	v IVANHOE
BOX HILL	v BALWYN	COBURG	v PLENTY VALLEY
DONVALE	v BAYSWATER	STRATHMORE	v ST BERNARD'S OC
BRIGHTON	v ELSTERNWICK	HOPPERS CROSSING	v MELTON
MOORABBIN	v PORT MELBOURNE	TAYLORS LAKES	v WERRIBEE
ORMOND	v MALVERN	YARRAVILLE	v ALTONA
CAULFIELD	v OAKLEIGH	SPOTSWOOD	v WILLIAMSTOWN

3rd & 4th XIs Fixtures:
Please refer to fixtures in Play HQ

Qualifying Finals: March 6 & 7, 2027
Semi-Finals: March 13 & 14, 2027
Group Final: March 20 & 21, 2027

Association Guidelines & Policies:

- CA Safe Guarding Children & Young People
- CA Concussion & Head Trauma
- CV Member Protection Policy
- Extreme Weather
- Match Day Apparel for Clubs
- Racial & Religious Vilification
- Social Media
- Player Points Assessment
- Fair Play Code [Sport and Recreation Victoria]

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VSDCA - RULES

FOR THE CONDUCT OF PENNANT GAMES

RULE 1: LAWS OF CRICKET 2017 CODE (4TH EDITION - 2026)

The Laws of Cricket 2017 Code (4th Edition – 2026) shall apply, except for Law 27.3.1 and as modified by these Pennant Rules.

RULE 2: CLUB TERRITORIES - COMMON TERRITORY

All areas of Victoria shall be common territory between all clubs.

RULE 3: PROGRAMME OF GAMES

3.1 All elevens of the clubs shall respectively compete in such Programme of Pennant Games and play on such grounds and under such conditions as may be determined by the Board.

3.2 The Board shall arrange the Programmes of Pennant, Finals Games and grounds upon which such games shall be played and it may, if necessary, alter the Programme of Pennant Games and play on such grounds and under such conditions as may be determined by the Board.

Note: Qualifying Finals, Semi-Finals and Group Finals will normally be played on the home grounds of the competing teams which finished higher on the Premiership Ladder than their opponents at the end of the "Home and Away" games. The higher elevens of the club taking preference.

3.3 Upon the joint application in writing of the competing clubs, the Board may fix days and times other than herein provided for commencing and continuing any match. Provided always that in the event of there being no play by any of the clubs on either of the allotted days, the Board shall have power to allot another day or days, or part thereof, to play games which are not played.

3.4 Any club wishing to change their ground must make application in writing to the VSDCA Board by June 30th each year outlining the reasons for the change of ground and providing information around facilities, both on and off field, and ground dimensions of the proposed ground. The Board decision in these matters shall be final and binding.

RULE 4: RESULTS OF GAMES

Two-Day games refer P.R.16.4.9, One-Day games refer P.R.17.5, T20 games refer P.R.19.9

RULE 5: POINTS AND PERCENTAGES

5.1 All games shall be played on the point system, viz.:-

Outright win if the point winning team leads on the first innings.....10 points
Outright win where the first innings is a tie .....8 points
Outright win if the winning team is behind on the first innings .....6 points
Outright tie - each team.....5 points
First innings win.....6 points
Tie on the first innings.....each team 3 points
Drawn and/or Abandoned game.....each team 3 points
Outright loss after a tie on the first innings .....2 points
Outright loss if the losing team leads on the first innings .....4 points
Bye..... .....Nil points
Forfeit.....Maximum points in that Group, Grade and Round

5.2 If 2 or more teams are equal, in points, their relative positions shall be deemed by percentages.

5.3 For the purpose of ascertaining percentages, the following system shall be adopted: The batting average of a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The batting average against such team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.

The former shall be divided by the latter. The team having the highest quotient shall be considered to have the better performance.

5.4 For the purpose of ascertaining such averages, a team shall be deemed to have lost the number of wickets which have actually fallen or been taken.

5.5 **(This rule only applies when the entire Pennant Competition is scheduled as all One Day games).**

When the entire Pennant Competition is only of **One Day Games**, percentages shall be replaced by the net run rate (NRR).

(a) NRR shall be calculated using the formula below:

NRR = (A ÷ B) minus (C ÷ D)

Where:

A = the runs scored by the team

B = the overs faced by the team

C = the runs conceded by the team

D = the overs bowled by the team

(b) If a team is bowled out, the overs faced shall be replaced with the overs entitlement

RULE 6: FINAL SIX (1st & 2nd XIs) & FINAL FOUR (3rd & 4th XIs)

6.1.1 Qualifying Finals (1st & 2nd XIs only)

The six leading teams in each group that have obtained the highest number of points at the completion of the 'Programme of Games' shall compete in a Qualifying Final round of games, first playing sixth, second playing fifth and third playing fourth on the list. Should any of the Qualifying Final games not reach a decision on the first innings, or a tie results, the winning team shall be the higher ranked team. For ranking purposes, the team will be ranked as if it had won the game.

6.1.2 (a) Semi-Finals (1st & 2nd XIs)

The Qualifying round winners ranked in order relative to their positions at the completion of the 'Programme of Games' and the highest ranked losing team as fourth in each group, shall compete in a Semi-Final round, first playing fourth and second playing third. Should any of the Semi-Final games not reach a decision on the first innings, or a tie results, the winning team shall be the higher ranked team in that match. For ranking purposes, the team will be ranked as if it had won the game.

(b) Semi-Finals (3rd & 4th XIs)

The four leading teams in each group that have obtained the highest number of points at the completion of the 'Programme of Games' shall compete in a Semi-Final round of games, with first playing fourth, and second playing third.

6.1.3 Group Final

The winners of the Semi-Finals in each group shall play in a Group Final for the Group Premiership. Should any of the Group Final games not reach a decision or a tie results, the higher ranked team in that match shall be declared the winner.

6.2 Second elevens of the clubs shall compete under conditions similar to the first elevens. Fourth elevens of the clubs shall compete under conditions similar to the third elevens.

6.3 The clubs winning the Group Finals shall be the "Group Premiers". Each Group Premier in the first and second elevens shall be awarded a Premiership Pennant and 15 Badges and/or Medallions. Each Group Premier in the third and fourth elevens shall be awarded a Premiership Pennant or Plaque and 15 Medallions.

6.4 Any prize money made available shall be allocated by the Board.

RULE 7: ELIGIBILITY OF PLAYERS

7.1 Each player taking part in the "Programme of Pennant Games" shall play with such one of the clubs as player is qualified or permitted to play with under the Incorporation Rules of the Board. **No player** unless permitted to do so by the Board **may play with more than one club in any one season.** The onus is on clubs to ensure that all players who participate in Pennant Games fully comply with the Pennant Rules.

7.2.1 Any player who played with a VSDCA club during the previous season may be transferred to another VSDCA club provided player obtains the approval of his former Club and of the Board.

7.2.2 Transfer Procedure

(a) This approval is obtained using the online procedure in the Play HQ system.

The club gaining the services of the player requiring the transfer is responsible for initiating the process via the Play HQ system.

(b) The ex-club has 5 days from the submission of the electronic transfer request to approve or deny the transfer.

(c) If the appropriate action is not completed at the expiration of 7 days, the Board may approve the transfer automatically.

Any club playing a player not possessing the requisite qualification may be declared to have lost the match or matches in which any such player took part in.

The Investigation Committee shall award match points to the opposition club and determine if club or player be subject to a further penalty. The decision of the Investigation Committee will be final.

7.3.1 A player transferring from interstate must obtain a transfer via the Play HQ system.

7.3.2 Transfer of a player from the Cricket Victoria Premier Cricket 1st & 2nd XI Competition of the current season shall cease on December 31 each year except in the case of a Cricket Victoria Premier Cricket player who is returning to the VSDCA club for which player last played VSDCA Pennant 1st, 2nd, 3rd or 4th XI, and then only play with the permission of the Board.

7.3.3 A fill-in is a non-registered player within the current season being played who is used to fill-in for **1 game only** where a club experiences a shortage of players in any 'home & away' game. They are entered via the admin or e-scoring portal.

Play HQ allows clubs to include fill-in players into a team line-up. Clubs should note that when a fill-in player is included in a team it does not create a registered participate profile, so no checks are undertaken to determine whether the player is suspended. Also, they are not covered under the National Insurance Scheme, their performances in the game are not included in their career profile and the games played will not be recorded against any participant record and not be counted for Finals eligibility (Note: This will not apply if the fill-in player subsequently has become a registered player of the club).

No fill-in player can participate in any 1st XI game and can only play **one home & away game** as a fill-in player in 2nd, 3rd, 4th and Sunday Competitions. A fill-in player cannot participate in any Finals games unless the player subsequently has become a registered player at the club.

7.4 Where games are scheduled concurrently, a player having played with any eleven shall not be eligible to play with another eleven in the same round of Pennant Games without first obtaining permission from the Board.

7.5 A player having played with an eleven of his club during the current season shall **not be permitted to play with an eleven more than one grade lower in the player's following match** except with the permission of the Board.

The Board may grant permission subject to any conditions it sees fit. Unless the Board's permission states otherwise, such conditions shall apply until the player plays in a higher grade or the Board amends or removes the conditions.

Should a club or player fail to comply with the provisions of this clause then, for the purposes of P.R.7.9, the team in which he played will be declared to have lost the match. The awarding of points to be allotted to the opposing club shall be left to the discretion of the Investigation Committee.

7.6 Representative Player Replacement

7.6.1 Definition: For the purpose of this rule a representative player is a player selected to play, or act as a manager or other official, in a match controlled by or under the sanction of Cricket Australia (CA) or Cricket Victoria (CV) or ICC Developing Nation Affiliate Countries.

7.6.2 Application: A representative player named as a member of a team in a VSDCA match of which a day of play coincides with a scheduled day or a match as defined in P.R.7.6.1 may replace or be replaced by a player approved by the Board.

7.6.3 Lower XI. The principle and provisions of the foregoing shall apply to allow consequential replacement and retention in the 2nd, 3rd & 4th XIs.

7.6.4 Where the representative player's club is aware of that player's representative commitments prior to the start of the relevant VSDCA match, the replacement player shall be nominated on the team sheet prior to the toss. This also applies for consequential replacement players in the lower XIs.

7.6.5 Where the representative player is selected for representative duties after the commencement of the relevant VSDCA match, that player's club shall inform the CEO and the opposition club of the proposed replacement player(s) within 24 hours of becoming aware of the selection. The opposition club shall have the right to refer any proposed replacement player(s) to the Cricket Operations Manager who will assess the suitability of the relacement player(s) with a strict interpretation of "like for like" with respect to the type of player nominated, and may impose restrictions on the replacement player's ability to bat or bowl.

7.7 Finals Qualification

7.7.1 No player shall play in the Finals games unless they shall have played in at least four games with VSDCA 1st, 2nd, 3rd or 4th XI of that club.

Note: The term 'Finals games' means all Qualifying Finals, Semi-Finals and Group Finals games.

7.7.2 A player shall not be eligible to play in the Finals games with the lower teams unless at least HALF the number of 'Home and Away' Pennant Games in which player has participated were those of the lower teams. Provided that where both the first and second elevens of a club are competing in the Finals games, a first eleven player may play with the second eleven and continue to play with that eleven or a higher eleven for the remaining Finals. The same principle shall apply to the second, third and fourth elevens.

Should a player who plays in a lower eleven under this provision return to a higher eleven and that higher eleven side subsequently loses, that player shall not be allowed to return to the lower eleven unless otherwise previously qualified.

7.7.3 A player acting as a substitute in any Finals match must have played at least one 'Home and Away' Pennant Game in that eleven or a lower eleven.

7.8 After the receipt of a notice from Cricket Victoria or any Affiliated Association of the suspension or disqualification of any player or member, no such player or member

shall be allowed to play in VSDCA games until further notice is received that such suspension or disqualification has been served, lifted or removed.

7.9 Any club playing a player not possessing the requisite qualification may be declared to have lost the match or games in which any such player took part and any such club and/or any such player or players offending shall be dealt with by the Investigation Committee.

The awarding of points to be allotted to the opposing club shall be left to the discretion of the Investigation Committee.

7.10 PLAYER POINTS (1st XI)

(a) The Board applies a points system whereby each 1st XI player is allocated points in accordance with the Player Points Guidelines [Refer to pages 62–65].

(b) Aggregate of player points shall be determined by the Board and advised to the clubs in February each year.

(c) Clubs must not play a player in their 1st XI with 'zero points'. If they do so, this player will be deemed an 'ineligible player' and club will be subject to penalty as outlined in (e) below.

(d) Using the template provided by the Association, clubs have until 8.00 pm on the Wednesday prior to the commencement of a Round to lodge with the Board a request for a new 'Player Points Assessment' for any player selected in their 1st XI with zero points.

The Board reserves the right not to process such requests if the information recorded on the template is incomplete or lodgement is not in accordance with the timeline stated.

(e) **Enforcement**

Should any club knowingly make a false or incorrect declaration regarding Player Points allocations or play a player in their 1st XI with zero points, the club may will be penalised by VSDCA Board in line with the penalties set out below.

Penalties may include (without limitation):

(i) Loss of points in current season

(ii) Suspension from Finals in current season

(iii) Player suspension

(iv) Club fined

(v) Any other penalty determined by the Board

7.11 Salary Cap

Member clubs are bound by all terms and conditions as outlined in the VSDCA Salary Cap Agreement

RULE 8: PROFESSIONAL PLAYERS

8.1 Each club can nominate a Senior Coach (Playing/Non-Playing) each season.

8.2 A member of a club's coaching panel must hold a Cricket Victoria accreditation (or other State, Territory, Overseas equivalent) to at least Level One. Any club failing to comply with this Rule shall be fined an amount to be determined by the board.

RULE 9: GENERAL PROVISIONS

9.1 A team which has less than 7 players in attendance, by 20 minutes after the time appointed for the match to commence, shall forfeit the match and the VSDCA Board shall have the power to award the points and/or impose on the forfeiting club a fine of a sum as determined by the Board.

Requests by clubs to forfeit a game will only be considered by the Board for 4th XI games.

In the case of 3rd and 4th eleven fixtures only, the competing clubs may agree to delay the scheduled commencement time for a match by up to 30 minutes when excessive travel requirements may cause genuine inconvenience. The times applicable to the match will be adjusted proportionally and it is the responsibility of the requesting club to notify the appointed umpires in advance. All arrangements and notifications must be completed by no later than the Thursday prior to the commencement of the round.

9.2 The Toss

The tossing of the coin for choice of innings should take place a minimum of 30 minutes prior to the commencement of play, or earlier if umpires and both Captains are in attendance.

Each club shall ensure that 11 players (1st XI) and 12 players (2nd, 3rd & 4th XI's) are allocated to teams (with a Captain nominated) in Play HQ by 8.00 pm on the night prior to the commencement of a round. Late team changes can be made up to the toss of the coin.

Refer also P.R.9.9.7 Underage Players.

Once the toss of the coin toss has been completed, no alteration shall be made to the teams without the consent of the opposing Captain (under advice to Umpires) excepting that where a second toss has been invoked as per PR 16.25; and clubs have the option to alter the allocation of players to teams in Play HQ.

9.3 All XIs

(a) The bowling side shall be required to bowl a minimum number of overs equal with the amount of on-field batting time, hereinafter called **"Actual Batting Time".**

(b) The required overs shall be the number listed on the **Calculator Table** for the amount of **"Actual Batting Time".**

9.4 If, for any reason, play does not commence or recommence within twenty (20) minutes of the time appointed during the match the umpires shall, on appeal, declare the match lost by the club unable, or refusing, to proceed with the match. Points shall be awarded by the Investigation Committee.

9.5 If sightscreens are available, and a batting side is wishing to use them, it shall be that side's responsibility to provide for any required adjustments, and to ensure there are no consequent delays in play.

9.6 Umpires Unavailable: 5 Runs Penalty Variation

9.6.1 If only one officially approved umpire is appointed to a match the umpire shall have sole responsibility for the awarding of all 5 runs penalties, under The Laws of Cricket 2017 Code (4th Edition - 2026).

9.6.2 If no officially approved umpires are appointed all provisions in the Laws for the award of 5 Runs Penalties, except in Law 28, shall be disregarded.

9.7 Boundaries

(a) Law 19 of The Laws of Cricket 2017 Code (4th Edition - 2026) shall apply.

(b) If an unauthorised person enters the playing area and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored, the ball treated as still in play, or called "dead ball", if a batsman is liable to be put out as a result of the unauthorised person handling the ball.

9.8 Special Conditions 2nd, 3rd & 4th XI - Pennant and all Finals games.

9.8.1 Second, third and fourth eleven teams may nominate up to 12 players prior to the toss.

9.8.2 Eleven of the nominated 12 shall bat in the course of an innings, the Captain is not required to nominate the 11 batsmen prior to the innings commencing.

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

9.8.4 Only 11 of the nominated 12 can take the field at any one time.

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

9.8.6 In 2nd, 3rd & 4th XI, when teams nominate twelve players, Law 24 from The Laws of Cricket 2017 Code (4th Edition - 2026) regarding fielders leaving the field **does not apply**. Therefore, there is no restriction on fielders leaving and entering the field, with the exception that only eleven of the nominated twelve can take the field at any one time.

9.9 UNDER AGE PLAYERS

9.9.1 Age of player

A player's age shall be determined as of 1st September in the current cricket season.

9.9.2 Helmet requirements

Players under the age of 19 must wear a cricket helmet fitted with face and neck guards when batting and fielding close (defined as closer than 10 metres to the stumps or in gully position).

If a keeper is fielding up to the stumps, they must wear a helmet fitted with a faceguard. Note: The use of a neck guard in this instance is optional, but highly recommended.

9.9.3 Under Age players bowling injury prevention (All XIs)

Bowling Type Definition

Bowlers of medium pace or faster, as determined by the umpire, are broadly defined as those for whom the wicket-keeper would normally stand back or any bowler who is not considered a spinner.

9.9.4 Bowling Limitations.

(a) Bowlers shall be limited to a maximum of consecutive overs in any one spell and to a maximum daily quota as follows

Age Group	Consecutive Overs	Daily Quota
Under 19	7	20
Under 17	6	16
Under 15	5	12
Under 13	4	8

(b) **A part of an over bowled under the provision of Law 17.8 shall be treated as one full over in the limit for any underage bowler concerned in the over.**

9.9.5 Break Between Spells: Length of Break

(a) The break between spells shall be a minimum of 60 minutes in a Two-Day match and 30 minutes in a One-Day match, including scheduled intervals and any unscheduled breaks in play.

(b) A bowler who has bowled a spell of less than the maximum spell permitted (according to their age group) may resume bowling prior to the completion of the break but this shall be considered an extension of the same spell and the maximum spell limit for the age of player shall apply. Following the completion of the extended spell, the normal break between spells as in (a) shall apply.

(c) If a change of innings occurs, and a bowler commences bowling in the new innings within 60 minutes of bowling in the previous innings, this shall be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.

(d) If any break in play or the end of a day's play results in an over not being completed then that part of the over bowled after the break shall constitute one over for the purpose of calculating the bowler's spell and daily limit. If this over is completed at the start of a new day the over shall be considered the first over of a new spell for the bowler and first over of the new daily limit.

9.9.6 Change of Bowling Type

(a) If a bowler begins with a medium pace or faster the bowler is classed as that for the rest of the day's play, even if he reverts to spin.

(b) If a bowler begins with slow bowling and the bowler changes to medium pace or faster the playing conditions applies from the time of the change, and any overs bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

9.9.7 Notification of Age

At the toss of the coin, Captains must notify the umpires with the names of under aged players (as of 1st September) to whom these playing conditions will apply.

9.9.8 Responsibilities of Captains and Umpires

(a) It is the responsibility of the captains and umpires to ensure this playing condition is upheld.

(b) Where umpires become aware of breaches of this playing condition they are to direct the captain to take the bowler off forthwith and if an over is in progress another bowler is to complete the over. That bowler must not have bowled the previous over, and shall not bowl the subsequent over.

(c) Should a dispute or uncertainty regarding the application of this playing condition occur during play the umpires shall make the final decision on its application based on the information available from the scorers or other sources.

9.9.9 Penalties. All breaches will be followed up by the Board and be subject to investigation by the Independent Investigation Committee for failure to abide by the playing condition. When breaches occur, fines, suspensions or loss of match points are all distinct possibilities.

RULE 10: COVERS

10.1 Covering of pitches shall be compulsory for all first and second eleven Pennant Games and all Final Games. For third and fourth eleven Pennant Games only, covering of pitches is optional, provided that any club wishing to use covers must, prior to the start of each season, seek approval in writing from the Board to use covers. Once such approval is granted, the club must continue to use the covers for the remainder of season in accordance with this Rule. Clubs must ensure that covers and underlay are maintained in satisfactory condition by undertaking inspection prior to the season commencement and regularly throughout the season. Covering of pitches shall conform to the following:

10.1.1 1st XI & 2nd XI on day prior to match

(a) One cover of a minimum size of 30 metres by 20 metres

(b) Pitch underlay material 25 metres by 2.5 metres (mandatory to be laid under the covers on match pitch)

(c) Covers to be pegged securely.

10.1.2 3rd XI & 4th XI on day prior to match

(a) One cover of minimum size 28 metres by 3.65 metres

(b) Optional pitch underlay material 25 metres by 2.5 metres (use of underlay material optional, but the use shall be the same on each day prior to a Two-Day match)

(c) Covers to be pegged securely.

10.1.3 That the cover must be laid by sunset on the evening of any day prior to a match-day and at the end of the day's play, when the second day's play is on the following day.

10.1.4 That on any match-day the cover is to be removed, at the discretion of the Curator or Ground Manager, with regards to prevailing weather conditions. In good conditions the cover must be removed no later than 8.30 am on match-day.

The cover must be re-laid on the morning of any playing day, should weather conditions necessitate.

10.1.5 That with the exceptions of P.R.10.1.3 and P.R.10.1.4 above, at all other times clubs or the Curator shall be permitted to use the cover at their discretion in order to maximise the opportunities for play to take place, and obtain the best possible playing conditions for each match day.

10.1.6 The umpires shall assume sole control of the covers sixty minutes prior to the scheduled starting time for play and make all decisions regarding the use of covers after this time, including directing both competing clubs to assist with cover management.

10.1.7 After play has commenced the covers may be used as directed by the umpires. Should the umpires decide that the cover is used during the course of the match then it will be the responsibility of both competing teams to assist with the labour required. Any club failing to comply with this rule shall be fined up to a maximum of $100.

10.1.8 The Board shall have the power to override P.R.10.1.3 above and instruct clubs that covers shall not be used on a specific day.

10.1.9 The Board may order the use of covers for any of the Final Series Games and, if necessary, vary the above conditions.

10.1.10 Any club failing to comply with directions outlined in P.R.10 may be fined a sum of up to a maximum of $1000 and the Investigation Committee shall have the authority to award points to the opposing club.

RULE 11: ADVERSE PITCH, GROUND, WEATHER & LIGHT CONDITIONS

11.1 Determining Fitness for Play

11.1.1 If the Board has not cancelled all games the fitness of conditions shall be determined as below.

11.1.2 The umpires shall be the sole judges of the fitness of the ground, weather and light for play.

11.1.3 Fitness for Play

(a) It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

(b) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

(c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

11.1.4 Suspension of Play in Dangerous or Unreasonable Conditions

(a) All references to ground include the pitch.

(b) If at any time the umpires together agree that conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence.

(c) When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon players to resume play.

11.2 Fitness of Ground

The umpires shall consider the ground as unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fieldsmen of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets. Play should NOT be suspended merely because the grass and the ball are wet and slippery.

If the umpires deem the playing area safe, it is acceptable to allow play to continue, start or resume in light rain.

RULE 12: GROUND AND PITCH

12.1 **Preparation – rolling, watering, sweeping**

Except as provided for in PR 12.2, the grounds may be rolled, watered or mown prior to each day's play, and the pitch may be rolled and/or swept before the commencement of each day's play.

In games to be played on consecutive days, the pitch may be rolled (the length time pitch is rolled to be at the discretion of the curator) swept and/or mown to provide pitch conditions as similar as is reasonably possible to the previous day's play at any time after the completion of the first day's play and prior to the commencement of play on the following day. Under no circumstances is the pitch to be watered or the ground to be mown throughout the game.

Except that water, from a hand-held container only, may be used to assist in the repair of foot holes made by the bowler in his delivery stride. Under no circumstances shall water be used in front of the popping crease.

12.2 **Timing of declaration**

If a side so desires, it may, through its Captain or acting Captain, declare its innings closed before the time of commencing play on any day or during an adjournment, but it must do so in sufficient time to enable the other side to roll.

12.3 The pitch shall be prepared to a minimum width of **3.05 metres (10 feet),** and marked in accordance with The Laws of Cricket 2017 Code (4th Edition - 2026) .

12.4 **Tampered pitch**

If, in the umpire's opinion, the pitch has been tampered with, the game may be awarded to the opposition by the Investigation Committee and/or a penalty of up to a **maximum of $1,000** may be imposed by the Investigation Committee.

12.5 Clubs are required to have a permanent white line as a boundary, and it is an insurance requirement that this boundary line must be at least 3 metres away from any off-field hazards including but not limited to fencing, concrete perimeters, trees or solid structures which may cause injuries to fielders. Hats or cones are to be positioned at regular intervals along the boundary line.

No player, support staff, club official or spectator should enter this area throughout the game. Umpires have the authority to halt games and request people to vacate this area. Non-compliance will result in the offending club being fined in accordance with the Board's Fine Schedule.

RULE 13: USE OF BALLS

13.1 New approved balls of the same brand shall be provided by the **home club** for the commencement of the first innings of each team.

13.2 In **any eleven**, should a new ball be used for the second innings, the team requiring it shall supply an approved ball.

13.3 Umpires, if requested by either Captain, shall decide if another ball is necessary and if they so decide then the rejected ball shall be replaced by a satisfactory ball, worn approximately to the same extent as the rejected ball.

13.4 In any eleven, the fielding side shall have the option to take a new ball after 80 overs and shall supply an approved ball.

Where, after 80 overs, a new ball is taken in the first innings, of any team, then this ball, or a new approved ball, must be used for the second innings of that team.

RULE 14: THE OVER (Refer P.R.16.14)

RULE 15: HOURS OF PLAY

Unless altered by the Board as provided in P.R.3 the hours of play and times for intervals shall be set out as per the following:

Two-Day (All XIs)	See P.R.16.1
One-Day (All XIs)	See P.R.17.1
T20 (1st & 2nd XIs)	See P.R.19.1
T20 (3rd & 4th XIs)	See P.R.19.2

RULE 16: TWO-DAY GAMES (All XIs)

16.1 Hours of play, Minimum Overs Requirements & Loss of Playing Time. Unless altered under PR3, hours of play commence at 12.30 pm and, except as provided hereafter, cease at 5.35 pm (for all XI's).

(a) On the first day where play has commenced, and no further play takes place after 2.30 pm, or there is less than 2 hours play within the scheduled period, the day's play shall be cancelled and all scores shall be declared null and void. The game shall become a One-Day game on the second day under conditions in P.R.17.

(b) If all play is abandoned by the Board, or if no play takes place on the first day prior to 3.15 pm, the game shall become a One-Day game on the second day under conditions in P.R.17.

(c) Should there be interruption/s to play on either day, up to 60 minutes may be recouped by extending the finish time up to 6.35pm

(d) For clarification, an interruption is when the umpires determine that conditions under P.R.11 or any other exceptional circumstance requires a suspension of play that causes a loss of playing time. A change of innings is not deemed to be an interruption in play (i.e. if a side is dismissed within the additional playing time but the minimum overs required for the day's play are not completed then play must continue until the minimum overs requirement has been completed for the day).

(e) Play shall continue past the cessation time applying until completion of the minimum overs requirement, but if an interruption occurs or continues after 6:35pm play shall not be resumed.

(f) On a day when there has been no loss of playing time or change of innings, play shall not end at the cessation time unless a minimum of 80 overs has been bowled.

(g) The umpire(s) shall advise both Captains of the minimum number of overs to be bowled at the commencement of each innings, along with any adjustments in overs entitlements during play on Day 1 and / or Day 2 for lost playing time due to interruptions.

16.2 **Interruptions - Day 1**

(a) Interruptions Not Exceeding 60 Minutes

If playing time not exceeding 60 minutes is lost on Day 1, the number of overs to be bowled for that day shall not be reduced. The scheduled finishing time for the game on Day 1shall be extended up to 6:35 pm.

(b) Loss of Playing Time Exceeding 60 minutes

If playing time exceeding 60 minutes is lost on Day 1 the scheduled finishing time for the game on Day 1and Day 2 shall be extended up to 6.35pm.

The number of overs to be bowled on Day 1 shall be reduced by the number equal to the time lost in excess of 60 minutes as per the Calculator Table in P.R.16.11).

16.3 **Interruptions Day 2**

(a) Interruptions Not Exceeding 60 Minutes

If playing time not exceeding 60 minutes is lost on Day 2, the number of overs to be bowled for that day shall not be reduced. The scheduled finishing time for the game on Day 2 shall be extended up to 6:35 pm.

If the side batting first resumes its innings on Day 2, and it is not dismissed or declared, it shall be compulsory closed after 80 0vers.

If side batting second resumes its innings on Day 2, and is not dismissed or declared, it shall be entitled to receive a minimum entitlement of 80 overs (based on maximum available batting time of 280 minutes).

If side batting second commences its innings on Day 2, and is not dismissed or declared, and side batting first was compulsory closed, the side batting second shall be entitled to receive the equal number of overs as side batting first.

The game shall continue up to or past 6.35 pm until the either the minimum entitlement or compulsory overs required to be bowled for the day are completed, but if interrupted at or after that time, play shall not resume, and game shall end.

(b) **Interruptions Exceeding 60 minutes**

If playing time exceeding 60 minutes is lost on Day 2 the scheduled finishing time for the game on Day 2 shall be extended to 6.35pm.

If the side batting first is not dismissed or declared its innings shall be compulsory closed on the completion of 80 overs.

If side batting second resumes or commences its innings on Day 2, and is not dismissed or declared, then entitlement overs for the day shall be reduced by the number of overs equal to the time lost in excess of 60 minutes as per the Calculator Table in P.R.16.11).

The game shall continue past 6.35 pm until the minimum number of overs required to be bowled for the day are completed, but if interrupted at or after that time, play shall not resume, and game shall end.

16.4 **OTHER GAME CONDITIONS**

16.4.1 **Overs Entitlements**

The innings of the side, which bats first, if not otherwise terminated, shall be compulsory closed on completion of 80 overs, and there shall be no further play on Day 1.

If the innings of the side batting first is compulsory closed, the side batting second, if it is not dismissed, shall be entitled to bat for the same number of overs as bowled to the side batting first and its innings shall then be compulsory closed.

If the innings of the side batting first has been completed, other than by compulsory closure, the side batting second, if it has not been dismissed, shall be entitled to bat for the bowling of the number of overs as received by the team batting first or the number of overs equal with the Actual Batting Time available until the scheduled or re-scheduled time for the game to cease (Refer Calculator Table P.R.16.11) whichever is the greater. These overs are the minimum requirement.

Note: The minimum over requirement shall be made as two calculations if the first innings of the side batting second commences on Day 1 (i.e. a number of overs that must be completed by the end of Day 1 plus the over requirement for Day 2 = the total minimum over requirement).

16.4.2 **The Over**

If an over can be started before the time fixed for play to cease, it shall be started, and time shall not be called until the over is finished, irrespective of whether a wicket and/or wickets fall or not, unless weather or light conditions prevent further play prior to the scheduled or re-scheduled cessation time, or unless an innings is compulsory closed during the over.

16.4.3 **Over Rates - Minimum over requirements**

In each game the bowling side shall be required to bowl a minimum number of overs commensurate with the amount of on-field batting time hereinafter referred to as 'Actual Batting Time'.

16.4.4 **Required Overs**

The required overs shall be the number listed in the Calculator Table in P.R.16.11 in respect of an adjusted batting time calculated by aggregating the actual batting times and deducting from this aggregate any allowances for on-field delays under P.R.16.9.2.

16.4.5 **Declarations & Termination of Innings**

At any time during a Two-Day game either side may declare its innings closed, provided the declaration is made not later than 15 minutes before the scheduled end of the day's play, or after the completion of the 75th over.

If the side batting first is dismissed within 15 minutes of the scheduled end of the day's play (5.35pm) or after the completion of the 75th over, there shall be no further play on the first day, except where the side batting second elects to commence its innings.

16.4.6 **Follow On**:

The side that bats first and leads by a minimum of 100 runs, shall have option of requiring the other side to follow on.

16.4.7 **Second Innings of Either Side**

If both sides complete a first innings and either Captain wishes to continue game, play shall continue up to / or until scheduled close of play, unless ended earlier by agreement of both Captains. Minimum entitlement overs for either sides second innings, shall be commensurate with Actual Batting Time available from start of each innings until scheduled or re-scheduled close of play as calculated per Calculator Table P.R.16.11.

16.4.8 **End of Game**

By agreement of both Captains, a game may end on the second day at any time after a result has been achieved and/or there is no likelihood of any further result.

16.4.9 **Result of Game**

(a) Win Outright

The team scoring an aggregate of runs in excess of the total runs made by the opposite team in its two completed innings shall be an outright winner.

(b) Tie Outright

If each team has two completed innings (as per Law 13.3 of Laws of Cricket 2017 Code (4th Edition – 2026) and the aggregate scores are equal the result shall be an outright tie.

(c) Win on First Innings

If the second innings of the team batting second remains uncompleted and has not played to a further result, the game will be decided on the first innings. The winner will be the side scoring the greater number of first innings runs, irrespective of wickets lost PROVIDED ALWAYS that if the side batting second has scored the lesser number of runs, it has received at least the same overs entitlement as the side batting first.

(d) Tie on First Innings

If each side has scored an equal number of first innings runs and the game has not played to a further result, it shall be a tie on the first innings.

(e) Drawn Game

The game shall be Drawn if none of the results in P.R.16.4.9(a)-(d) occur (and the game is not forfeited).

16.5 **Afternoon Tea**:

An adjournment of 25 minutes for afternoon tea shall be taken at 3.00 pm each day in a Two-Day game, except as follows:

(a) if an adjournment occurs between 2.15 pm and 3.00 pm - at the time of the adjournment.

(b) if play has not been commenced by 2.15 pm on either Day 1 or Day 2 - no afternoon tea adjournment.

(c) Where play has commenced; and there has been an adjournment (other than by the completion of an innings); and play has not recommenced by 2.15 pm, the afternoon tea adjournment shall be taken at 2.15 pm.

(d) If hours of play are re-scheduled on Day 2 due to lost playing time on Day 1, afternoon tea adjournment shall be reduced from 25 minutes to 20 minutes

(e) If playing time is lost on Day 2, prior to scheduled afternoon tea adjournment, adjournment shall be reduced from 25 minutes to 20 minutes.

(f) where a wicket falls during an over with less than 3 minutes remaining before the adjournment as per Law 12.5.2 of The Laws of Cricket 2017 Code (4th Edition - 2026). The over shall be completed (if necessary) on resumption.

(g) there are 9 wickets down as per Law 11.7 of The Laws of Cricket 2017 Code (4th Edition - 2026).

Should the afternoon tea adjournment of 25 minutes be exceeded, the offending club shall be fined $100.

16.6 **Drinks**:

Drinks may be arranged by the captains prior to the start of play but no drinks may be taken within 65 minutes of the time fixed for stumps to be drawn. Players are to remain on the field for the duration of the drinks break, and can only leave the field after first seeking the permission of the Umpire. However, in cases of extreme heat, the umpires may permit an additional drink break within that period. Umpires shall also allow additional drinks at any time during the day's play to ensure players remain hydrated. These individual drinks should only be taken between overs and must not unduly stop play.

16.7 **Fast Short Pitched Deliveries Limit**

16.7.1 **Fast Short Pitched Limit Per Over**

(a) A bowler shall be limited to 2 fast short pitched deliveries per over.

A fast short pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease.

(b) Should a third such delivery be bowled, in an over, either umpire shall call and signal No Ball and caution the bowler in accordance with Law 41.6.3.

(c) If the bowler is "No Balled" for the same offence a third time in the innings the final warning and removal procedures of Law 41.6.4 shall be invoked as applicable.

16.7.2 Fast Short Pitched Limit Delivery Not Within Striker's Reach

Any fast short pitched delivery, not being a No Ball otherwise, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled Wide by either umpire. Such a delivery shall be counted in the fast short pitched limit of two allowed in P.R.16.7.1.

16.8 Dangerous and Unfair Bowling: Slow High Full Pitched Deliveries

The dangerous and unfair bowling provisions of Law 41.7 (The Laws of Cricket 2017 Code (4th Edition - 2026) shall apply except that a slow high full pitched delivery above waist height of an upright striker, if considered not to have been deliberately so bowled, shall be called and signalled "No Ball" only. No cautionary and other action shall be taken.

16.9 **PENALTIES**:

16.9.1 **Bowling Side: Penalty Assessment**

If a bowling side bowls less than the number of overs required under P.R.16.4.4, the umpires may assess the number of overs which they consider should have been bowled, and shall advise this assessment in their game Report.

The CEO shall maintain a register of reported sides (and shall advise such clubs after they have reached 5 then 10 penalty overs respectively). Should the permitted allowance for the season of 15 overs be exceeded, a penalty of 0.1 points for each penalty over shall be deducted from that side's total game points. A team that reaches 16 Penalty Overs shall immediately have 1.6 points (16 x 0.1) deducted plus 0.1 for any additional Penalty Overs accrued throughout the remainder of the season.

16.9.2 **Allowances for On-field Delays**

The umpires are the sole judge of allowances for on-field delays. In determining penalties, the Umpires shall take into consideration the actual time for injuries requiring treatment or assistance to leave the field, cricket ball replacement, time taken for drinks breaks (to a maximum of 3 minutes), adverse weather conditions, other on-field delays unrelated to time wasting and any wilful time wasting for which the batting side is to be penalised under PR 16.9.3.

16.9.3 **Batting Side: Penalty Assessment**

A batting side shall be penalised at the same rate per over as in P.R.16.9.1 for the number of overs relative to the amount of batting time wilfully wasted by it in the game.

16.9.4 **Where Penalties Are Not Applicable**

Penalties will not apply:

(a) in an innings where a side is dismissed, declares its innings closed or where the side batting second passes the required score, prior to the specified finishing time.

(b) when play has commenced on any day and is subsequently abandoned for the day resulting in the loss of playing time exceeding 60 minutes.

(c) when the captains agree to end the game under P.R.16.4.7 and P.R.16.4.8.

16.9.5 **Record of Delays in Play**

The umpires shall keep a record of all delays or interruptions in a loss of playing time and shall be the sole judges of apportionment of penalty overs.

16.9.6 **Notification of Infringements and Penalties**

Within 15 minutes after the conclusion of each day's play, the captain or representative from each of the competing clubs must consult the umpires to ascertain if there

are any player reports, over penalties or any other infringements of the rules. The number of overs incurring a penalty and the apportionment to each side shall be noted in the space provided on the Umpires' Game Report Form.

16.10 **Disregarding of Toss**

If the captains have tossed preliminary to a game scheduled to be a Two-Day fixture, but no play takes place on the first appointed day owing to weather conditions, cancelled under P.R.16.1, or for other reasons, and the game becomes a one-day fixture, the captains shall toss again on the second day.

16.11 **Table for Calculation of Overs in P.R.16**

CALCULATOR TABLE
TWO-DAY GAMES

Mins.	Overs	Mins.	Overs	Mins.	Overs	Mins.	Overs
1 - 4	1	89 – 91	26	176 – 179	51	264 – 266	76
5 - 7	2	92 – 95	27	180 – 182	52	267 – 270	77
8 – 11	3	96 – 98	28	183 – 186	53	271 – 273	78
12 – 14	4	99 – 102	29	187 – 189	54	274 – 277	79
15 – 18	5	103 – 105	30	190 – 193	55	278 – 280	80
19 – 21	6	106 – 109	31	194 – 196	56	281 – 284	81
22 – 25	7	110 – 112	32	197 – 200	57	285 – 287	82
26 – 28	8	113 – 116	33	201 – 203	58	288 – 291	83
29 – 32	9	117 – 119	34	204 – 207	59	292 – 294	84
33 – 35	10	120 – 123	35	208 – 210	60	295 – 298	85
36 – 39	11	124 – 126	36	211 – 214	61	299 – 301	86
40 – 42	12	127 – 130	37	215 – 217	62	302 – 305	87
43 – 46	13	131 – 133	38	218 – 221	63	306 – 308	88
47 – 49	14	134 – 137	39	222 – 224	64	309 – 312	89
50 – 53	15	138 – 140	40	225 – 228	65	313 – 315	90
54 – 56	16	141 – 144	41	229 – 231	66	316 – 319	91
57 – 60	17	145 – 147	42	232 – 235	67	320 – 322	92
61 – 63	18	148 – 151	43	236 – 238	68	323 – 326	93
64 – 67	19	152 – 154	44	239 – 242	69	327 – 329	94
68 – 70	20	155 – 158	45	243 – 245	70	330 – 333	95
71 – 74	21	159 – 161	46	246 – 249	71	334 – 336	96
75 – 77	22	162 – 165	47	250 – 252	72	337 – 340	97
78 – 81	23	166 – 168	48	253 – 256	73	341 – 343	98
82 – 84	24	169 – 172	49	257 – 259	74	344 – 347	99
85 – 88	25	173 – 175	50	260 – 263	75	348 – 350	100

RULE 17: ONE-DAY GAMES (All XIs)

17.1 **Hours of Play and Interval**

17.1.1 Start of Play (unless altered under P.R.3)

Commence 12.30 pm (All XIs)

17.1.2 Interval: Time and Length

(a) If no scheduled playing time is lost, an interval of 25 minutes (all XIs) shall be taken at the end of the innings of the side batting first.

(b) If 60 minutes or more is lost, the interval shall be reduced to 15 minutes (all XIs).

17.1.3 Cessation of Play

Play shall cease as provided in P.R.17.3

17.2 First Batting Side: Compulsory Closure Overs

17.2.1 Uninterrupted Innings

If play is neither delayed nor interrupted, the innings of the side batting first shall close compulsory upon the completion of the scheduled overs, or the expiration of the allocated batting time (calculated from a standard 12:30 PM start time):

- (a) 1st, 2nd, and 3rd XIs: Maximum 45 overs. Allocated batting time: 170 minutes. First innings compulsory closure: 3:20 PM. Match cutoff: 6:35 PM.
- (b) 4th XIs: Maximum 40 overs. Allocated batting time: 155 minutes. First innings compulsory closure: 3:05 PM. Match cutoff: 6:15 PM.

17.2.2 **Delayed or Interrupted Innings**

(a) In the event of a delayed or interrupted match a minimum number of 25 overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

(b) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 25 overs the match shall be abandoned.

(c) Where 25 completed overs or more have been bowled and an interruption occurs, compulsory closure of the first side's innings shall occur when the reduced overs calculated in (a) equate with the number bowled.

(d) The side batting second, if there is no further time lost in it's innings, shall be entitled to receive the same reduced number, including any part over, as in (a) or (c).

(e) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 6.35 pm (All XIs) to less than that listed in the Table at PR 17.12.2 for those overs. In such case the overs for reduced time shall be its entitlement, even if less than 25 overs.

(f) If play ceases in accordance with PR 17.3(e) the overs already bowled to the second side shall be its entitlement for the purposes of this rule.

17.3 **Ending of Second Side's Innings and Match**

Play shall cease immediately one of the following circumstances applies if:

(a) the score of the opposite side is passed.

(b) the requirement of overs under P.R.17.3 is completed.

(c) the innings ends before completion of its required overs.

(d) the number of overs in (b) is less than 25, and both captains agree that a point result is no longer possible.

(e) the players are off the field at or leave after 6.35 pm (All XIs).

17.4 **Declarations**

Neither side shall be permitted to declare its innings closed.

17.5 **Results of Games**

17.5.1 Win or Tie: Second Side's Overs Entitlement Received.

If the second batting side receives its entitlement of overs under 17.2 or is dismissed in fewer overs, the winner shall be the side with the higher actual score and if the scores are equal the match shall be a tie.

17.5.2 Win or Tie: Fewer Overs for Second Side

If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under 17.2, a number of runs as calculated in 17.5.4 shall be the first side's score which, subject to the provision for a draw in 17.5.3, must be exceeded by the second side for a win. If score are equal the match is tied.

17.5.3 Drawn Match

If the side batting second receives fewer than 25 completed overs and no other result has been obtained, the match shall be drawn.

17.5.4 Calculation of Deciding Score

(a) Interrupted Matches – Calculation of the Target Score

If, due to suspension of play after the start of the Match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 25 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth-Lewis -Stern method calculated by the Competition Management System Live Scoring System.

(b) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 25 overs bowled) and it is not possible for the Match to be resumed, the match will be decided by comparison with the par score determined at the instant of the suspension by the Duckworth-Lewis-Stern method. If the score is equal to the par score, the Match is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

INSTRUCTIONS

1. Refer to PR 17.5.4
2. Refer to the Competition Management System Live Scoring System.
3. To adjust the over limit in an innings, select ACTIONS, then PARAMETERS.
4. Change the Over limit by using the plus and minus icons or enter the number in manually.
5. If the 2nd team is batting at the time of the stoppage, select DLS in the options available under TARGET.

6. Select UPDATE & RESUME to save the adjustments.

7. The new score limit and DLS Target will display in the Competition Management System Live Scoring System in the PARAMETERS SECTION of the scoresheet.

8. The innings or game will now automatically end when either the new over limit or target total has been reached.

(a) Captains and Umpires must complete and record the Duckworth-Lewis-Stern calculations at the change of innings and during any suspensions to play in the 2nd innings of a Match.

(b) Use of Duckworth-Lewis -Stern for games which are not Live Scored.
Where a game is not being lived scored, clubs are to use this link to access Duckworth-Lewis-Stern calculations -
https://cricclubs.com/home/viewDlsCalculator.do?clubId=29618

17.6 Over Limits for Bowlers

17.6.1 **Limit Per Bowler**

A bowler shall not deliver more than one fifth of the maximum of overs permitted for an uninterrupted innings but where the maximum is reduced for either innings because of interruptions the limit shall be one fifth of the adjusted maximum except for any bowler who has already exceeded the reduced limit.

17.6.2 Limit Reached or Exceeded

No further deliveries shall be made by a bowler who has reached, or exceeded, a re-calculated limit, except to complete an over previously commenced by the bowler.

17.6.3 Fractional Adjustments

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs.

17.6.4 Part-Over Incapacity or Suspension

A part of an over bowled under the provisions of Law 17.8 The Laws of Cricket 2017 Code (4th Edition - 2026) shall count as one full over in the limit of each bowler concerned in that over.

17.7 **Inner Field Area Restriction (All XIs)**

17.7.1 Area of Restriction

The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one at each side.

17.7.2 Semi-Circles and Line Measurements

The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.

Any club failing to comply with this Rule shall be fined an amount to be determined by the Board.

17.7.3 Marking of Area Limits

The limits of the restricted area shall be clearly marked by a white line or by white discs. The discs shall be in place approximately 2 metres apart with one disc at each extremity of the bases of the semi-circles.

17.8 **Fielding Restrictions**

17.8.1 On-Side Fieldsmen (All XIs)

At the instant of the bowler's delivery not more than 2 fieldsmen shall be behind the line of the popping crease on the on-side and, inclusive of those 2, not more than 5 fieldsmen on the on-side.

17.8.2 Fieldsmen Within Restricted Area (All XIs)

(a) Until the ball is delivered not more than 2 fieldsmen shall be outside the restricted area during the first 15 overs of an uninterrupted innings.

(b) If the number of overs is adjusted because of adverse conditions during the innings of the side batting first, to less than 43 overs, (1st, 2nd & 3rd XIs) and 38 overs (4th XI), the overs subject to restrictions in (a) above, shall be as follows:-

ADJUSTED OVERS (1st, 2nd & 3rd XIs)	**RESTRICTION OVERS**
40 - 42	14
38 - 39	13
36 - 37	12
33 - 35	11
30 - 32	10
27 - 29	9
25 - 26	8

ADJUSTED OVERS (4th XI)	**RESTRICTION OVERS**
36 - 37	14
34 - 35	13
32 - 33	12
30 - 31	11
28 - 29	10
26 - 27	9
25	8

(c) For the remaining overs to which (a) or (b) do not apply, no more than 5 fieldsmen shall be outside the restricted area.

(d) Any restrictions implemented in accordance with this rule shall apply in both innings and shall not be changed for any later reduction of either side's overs.

17.9 **No Ball (All XIs)**

17.9.1 Fielding Restriction Infringements

Either umpire shall call and signal "No Ball" for infringements of P.R.17.8.

17.9.2 Fast Short Deliveries Above Shoulder Height of Striker

(a) In any one over a bowler shall be permitted to bowl one fast short pitched delivery which, having bounced, passes or would have passed above shoulder height of the striker standing upright at the crease. Should there be a repetition in the same over either umpire shall call and signal "No Ball".

(b) Any fast short pitched delivery, not being a No Ball otherwise, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled Wide by either umpire. Such a delivery shall be counted in the fast short pitched limit of one allowed in P.R.17.9.2 (a).

17.9.3 Dangerous and Unfair Bowling: Slow High Full Pitched Deliveries

The dangerous and unfair bowling provisions of Law 41 shall apply except that a slow high full pitched delivery above waist height of an upright striker, if considered not to have been deliberately so bowled, shall be called and signalled "No Ball" only. No cautionary and other action shall be taken.

17.9.4 Free hit after any no ball (1st, 2nd and 3rd XIs only)

(a) The delivery following a No Ball (The Laws 21.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a wide), then the next delivery will become a free hit for whichever batsman is facing it.

(b) For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called wide.

(c) **Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.**

(d) The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm upwards and moving it in a circular motion.

17.10 **Wide Ball (All XIs)**

17.10.1 Any delivery, not being a No Ball, with which the striker has not made contact, shall be called a Wide Ball if:

(a) it passes to either side of the wicket so that the striker, whether moving from a normal stance at the crease or not, does not have a reasonable opportunity to score.

(b) it passes outside the on-side of the striker's pads and also outside the striker's leg stump.

(c) it passes above head height of the striker standing upright at the crease.

17.10.2 As a guide, a ball passing the striker on the off-side more than 75cm of the off stump shall be called a Wide Ball.

17.10.3 When a striker plays or prepares to play a switch hit or reverse sweep shot, the on-side Wide Ball interpretation is negated and the 75cm guideline shall apply on both the off-side and the on-side.

17.11 **Notification to Captains**

After each adjustment of an anticipated batting time the umpires shall inform both Captains of the reduced time and the effect on overs to be bowled, limitation for bowlers and fielding restrictions.

17.12 **Calculation Table**

17.12.1 Use of Table

(a) Calculations of overs for the purpose of this Rule shall be made from the table in P.R.17.12.2.

(b) Any fractional amount during the calculation of a batting time shall be rounded down to the next whole number.

17.12.2 Table for Calculation of Overs in P.R.17

CALCULATOR TABLE
ONE-DAY GAMES

Actual or Anticipated Adjusted Batting Times (Minutes)	Overs	Actual or Anticipated Adjusted Batting Times (Minutes)	Overs
1 - 4	1	96 - 99	26
5 - 8	2	100 - 103	27
9 - 12	3	104 - 107	28
13 - 16	4	108 - 111	29
17 - 20	5	112 - 114	30
21 - 23	6	115 - 118	31
24 - 27	7	119 - 122	32
28 - 31	8	123 - 126	33
32 - 35	9	127 - 130	34
36 - 38	10	131 - 134	35
39 - 42	11	135 - 138	36
43 - 46	12	139 - 142	37
47 - 50	13	143 - 146	38
51 - 54	14	147 - 151	39
55 - 57	15	152 - 155	40
58 - 61	16	156 - 157	41
62 - 65	17	158 - 161	42
66 - 69	18	162 - 164	43
70 - 73	19	165 - 167	44
74 - 76	20	168 - 170	45
77 - 80	21	171 - 174	46
81 - 84	22	175 - 178	47
85 - 88	23	179 - 181	48
89 - 92	24	182 - 184	49
93 - 95	25	185 - 188	50

RULE 18: OVER RATES - ONE-DAY GAMES (All XIs)

18.1.1 **Minimum Overs Requirement**

In each One-Day match a bowling side shall be required to bowl a minimum number of overs equal with the amount of on-field batting time hereinafter referred to as **"Actual Batting Time".**

18.1.2 The required overs shall be the number listed on the table in P.R.17.12 in respect of an adjusted batting time calculated by aggregating the **"Actual Batting Time"** and deducting from this aggregate any allowances under P.R.18.2.2.

18.2 PENALTIES

18.2.1 Bowling Side: Penalty Assessment

If a bowling side bowls less than the number of overs required under P.R.18.1.1 been bowled, and shall advise this assessment in their Match Report.

The CEO shall maintain a register of reported sides (and shall advise such clubs after they have reached 5 then 10 penalty overs). Should the permitted allowance for the season of 15 overs be exceeded, a penalty of 0.1 points for each penalty over shall be deducted from that sides total match points. A team that reaches 16 Penalty Overs shall immediately have 1.6 points (16 x 0.1) deducted plus 0.1 for any additional Penalty Overs accrued throughout the remainder of the season.

18.2.2 **Allowances for On-field Delays**

The umpires are the sole judge of allowances for on-field delays. In determining penalties, the Umpires will take into consideration the actual time for injuries requiring treatment or assistance to leave the field, cricket ball replacement, time taken for drinks breaks (to a maximum of 3 minutes), adverse weather conditions, other on-field delays unrelated to time wasting and any wilful time wasting for which the batting side is to be penalised under PR 18.2.1.

18.2.3 Batting Side: Penalty Assessment

A batting side shall be penalized at the same rate per over as in P.R.18.2.1 for the number of overs relative to the amount of batting time wilfully wasted by it in the match.

18.2.4 Penalties shall not apply in an innings where a side is dismissed or where the side batting second passes the required score and the adjusted batting time taken did not exceed that listed in P.R.17.12 for the overs which would have applied to compulsorily close the innings.

18.2.5 The umpires shall be the sole judges of apportionment of Penalty Overs.

18.2.6 Notification of Infringements and Penalties

Within 15 minutes after the conclusion of the day's play, the Captain or representative from each of the competing clubs shall consult the umpires to ascertain if there are any player reports, over penalties or any other infringements of the Rules. The number of overs incurring a penalty and the apportionment to each side shall be noted in the space provided on the Umpires' Match Report Form.

18.2.7 Under no circumstances is the pitch to be rolled, watered or the ground to be mown during a day's play.

RULE 19: T20 GAMES (All XIs)

19.1 **Hours of Play and Intervals**

First Session	1.00 pm - 2.15 pm
Interval	2.15 pm - 2.40 pm
Second Session	2.40 pm - 3.55 pm

Where two games are played on the same ground

Hours of Play and Intervals

Game 1	
First Session	12.30 pm - 1.45 pm
Interval	1.45 pm - 2.00 pm
Second Session	2.00 pm - 3.15 pm
Game 2	
First Session	3.40 pm - 4.55 pm
Interval	4.55 pm - 5.10 pm
Second Session	5.10 pm - 6.25 pm

19.2 **Intervals**

Intervals between innings shall be of 25 minutes' duration. No drinks intervals are permitted.

19.3 **Length of Innings**

Uninterrupted games

Each team shall bat for 20 overs unless dismissed. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs. Strict adherence to P.R.18 (over rates) must be observed.

19.4 **Interrupted games**

If a match is delayed or interrupted, 10 overs per side will constitute a minimum match requirement.

19.5 **Calculation of deciding score**

Calculation of the target score for all XIs shall be in accordance with the procedure in PR 17.5.4 substituting "25 over" with "10 overs" in 17.5.4 (a) and 17.5.4 (b).

19.6 If the match is delayed or interrupted during the innings of the team batting first, the overs requirement shall be reduced by 1 over for each 4 minutes of time lost or part thereof.

19.7 The innings of the side batting first will be compulsorily closed after the completion of its entitlement overs. If the entitlement overs are not completed within the scheduled time, then the entitlement overs of the side batting second may be reduced by the number of full overs bowled after the scheduled completion time.

Before any reduction in entitlement overs, the umpires must be satisfied any over bowled after the scheduled completion time was sole responsibility of the bowling side. Allowances must be made for injuries requiring treatment or assistance to leave the field, ball replacement, adverse weather effects, other on-field delays unrelated to time-wasting and any wilful time-wasting.

The umpires shall be the sole judges as to whether the side batting second has its entitlement overs reduced.

19.8 If the side batting second receives less than 10 completed overs and no other result has been obtained, that match shall be drawn.

19.9 **The Result**

When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

19.10 **Fielding Restrictions**

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27 metres. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 7-metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

(b) At the instant of delivery there shall not be more than five fieldsmen on the leg side.

(c) Fieldsmen permitted outside the field restrictions circles
- Overs 1 to 5, 2 fieldsmen
- Overs 6 to 20, 5 fieldsmen

(d) For the team batting first, in an interrupted match, the field restrictions will apply as follows:

Total Overs In Innings	No of overs for which restrictions apply
10-13	3
14-16	4
17-20	5

(e) For the team batting second, where the number of overs is reduced, the aim will be to maintain the restrictions in P.R.19.10 (d) for the same proportion of the second innings as they were maintained for the first innings (fractions to be ignored).

19.11 **Bowling Procedure**

No bowler shall bowl more than 4 overs in an innings.

19.12 **Declarations**

The captain of the batting side may not declare their innings closed at any time during the course of a match.

19.13 Free Hit after any No Ball

(a) The delivery following a No Ball (Law 21.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or wide), then the next delivery will become a free hit for whichever batsman is facing it.

(b) For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide.

(c) Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

19.14.1 Any delivery, not being a No Ball, with which the striker has not made contact, shall be called a Wide Ball if:

(a) it passes to either side of the wicket so that the striker, whether moving from a normal stance at the crease or not, does not have a reasonable opportunity to score.

(c) it passes outside the on-side of the striker's pads and also outside the striker's leg stump.

(d) it passes above head height of the striker standing upright at the crease.

19.14.2 As a guide, a ball passing the striker on the off-side more than 75cm of the off stump shall be called a Wide Ball.

19.14.3 When a striker plays or prepares to play a switch hit or reverse sweep shot, the on-side Wide Ball interpretation is negated and the 75cm guideline shall apply on both the off-side and the on-side.

19.15 **Law 31 - Timed Out**

Law 31 will apply. Either the incoming batsman or their partner, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make their way to the wicket immediately a wicket falls and is expected to jog to the wicket. The fielding team must appeal before a batsman can be given out 'timed out'.

RULE 20: INSTRUCTIONS TO UMPIRES

20.1 A condition of appointment of an umpire to the Umpires' Panel for any one season is that they join and pays the required subscription to the Umpires' Association.

20.2 Umpires shall advise both Captains 5 minutes prior to the scheduled start of play and then proceed to take up their positions at the wickets. Where an appointed umpire does not attend, or is rendered incapable of continuing their duties, a substitute umpire shall be forthwith elected by the Captains or acting Captains of the opposing teams. Where only one official umpire is in attendance he shall umpire the bowling from both ends.

20.3 Umpires shall, before play starts, put their watches into agreement.

20.4 For any interruption to play, caused through a closure of an innings, weather conditions, or from any other cause, (exception afternoon tea adjournment), the official time of lifting the bails by the umpires must be notified by them to the scorers immediately, or as soon as practicable thereafter.

Note: The length of any interruption in play, after the play has actually begun, shall be calculated by the umpires from the time they remove the bails after upholding an appeal, until the time they replace the bails and signal to the scorers, or, if no further play is deemed possible, then until the time fixed for play to cease under P.R.16 or P.R.17.

20.5 The umpire reporting for all games will be completed online via Play HQ and must be completed by 8 pm on the Monday following completion of a round.

20.6 No Balls and wides shall be recorded against the bowler and shall be counted in the match analysis and in the calculation of the Player's Bowling Average.

20.7 Any decision as to the correctness of scores shall be made in accordance with The Laws of Cricket Code 2017 (4th Edition – 2026), Laws 2.15 & 3.2. In games where there is no official scorer, (2nd, 3rd & 4th XI's), the scores are to be cross-checked and confirmed at the conclusion of every over.

Where there is a disparity between scores and the matter cannot be resolved satisfactorily by the umpires, they shall impound the score books and refer them to the Board.

20.8 As soon as a side has won outright the match is finished; nothing that happens thereafter, other than as a result of a mistake in scoring, shall be regarded as part of the match, though batsmen may be allowed to continue running, just in case there is an error in the scorebook.

20.9 Umpires must ensure the interval between innings does not exceed 10 minutes (Two-Day games) and that other intervals are restricted to the periods specified in the Rules.

Umpires are required to report to the CEO every instance of time wasting observed in the match.

Rule 21 Player Conduct New Sections Re Level 1 - 4 offences

RULE 21: PLAYERS' CONDUCT

(Also refer to "Victorian Code of Community Sport" and "The Spirit of the Game / Player Behaviour")

This Rule shall also be deemed to apply to a club official or club member or supporter.

21.1 An umpire may report any player for misbehaviour. Wherever possible, and as soon as is practicable after the occurrence of the event to which a report relates, an umpire shall inform the player so reported, and the Captain of the player's team or an official of the club, of the report.

In making a Report, the umpires at the conclusion of the game must immediately outline full details of the misbehaviour and state the 'Level' of misbehaviour that has taken place, then lodge Report in writing with CEO by 9.00pm on that day. The four levels of misbehaviour are identified as Level 1, Level 2, Level 3 and Level 4.

For Level 1 and Level 2 reports against a player, the player can accept the prescribed penalty and thereby forego the need to attend an Investigation Committee hearing.

The player charged has until 6.00 pm on the following day to advise whether they will accept the 'Prescribed Penalty'.

Should a player decide that they wish to have the report considered by the Investigation Committee, then the CEO will arrange a hearing in accordance with Pennant Rule 21.7.

Level 1 offences: Prescribed Penalty: Maximum of 2 games as determined by Chair of Investigation Committee after consultation with committee members.

- A player who displays dissent (by word or action) at an umpire's decision.
- Deliberately disobeying an umpire's instruction.
- Expressing an audible obscenity directed at either the umpire, opposition player, club official or supporter.

- Expressing personal abuse directed at the umpire, opposition player, club official or supporter.
- Using language which is considered obscene, offensive or insulting.
- Wilfully mistreating any part of the ground, pavilion or equipment used in the preparation of the game.
- Making an obscene gesture towards an umpire, opposition player, club official or supporter.
- Appealing excessively.
- Advancing towards an umpire in an aggressive manner when appealing.
- Smoking on the field of play.
- Attempting to gain an unfair advantage.
- Other misbehaviour, which in the opinion of the umpire, is equivalent to a Level 1 offence.

Level 2 offences: Prescribed Penalty: Maximum of 4 games as determined by Chair of Investigation Committee after consultation with committee members.

- A player who continues to display dissent in an aggressive manner (by word or action) at an umpire's decision.
- After being warned, a player continues to use language or gesture to the umpire, opposition player, club official and supporter which is considered to be obscene, insulting and delivered in a highly aggressive manner.
- Deliberately throwing the ball at an umpire, opposition player or other party in an inappropriate and dangerous manner.
- Engaging in behaviour unbecoming, or acting in a manner likely to prejudice the reputation of the VSDCA, or to bring the game into disrepute.
- Other misbehaviour, which in the opinion of the umpire, is equivalent to a Level 2 offence.

Level 3 offences:

Prescribed Penalty: Maximum of 6 games as determined by Chair of Investigation Committee after consultation with committee members.

- Intimidating an umpire by either use of language or gesture.
- Threatening to assault an opposition player, club official or supporter.

Level 4 offences: No prescribed penalty report referred direct to the Investigation Committee.

Any of the following actions by a player shall constitute a 'Level 4' offence:

- Threatening to assault an umpire.
- Making inappropriate or deliberate physical contact with an umpire.
- Making inappropriate or deliberate physical contact with an opposition player, club official or supporter.
- Committing any other act of violence.
- Drinking of alcohol or use of any illegal substance during the game.

21.2 The Investigation Committee shall have the power to inquire into and adjudicate upon

all matters of misbehaviour reported to it by umpires officiating at Pennant Games.

21.3 The specific powers and duties of the Investigation Committee in this regard shall be:

(a) to hear and determine a report of misbehaviour against a player. The Committee shall, at its absolute discretion, determine whether any report amounts to misbehaviour.

(b) any player found guilty by the Investigation Committee must be suspended. Suspended Sentences or Reprimands cannot be imposed for a person found guilty of any charge.

(c) When a player declines to accept the prescribed penalty offered to them and requests an Investigation Committee hearing and is found guilty of misbehaviour, the committee shall determine the penalty imposed and will not be bound by the prescribed penalties for Level 1, 2 or 3 offence.

(d) the Investigation Committee shall determine the penalty to be imposed for a player found guilty of a Level 4 offence.

21.4 Upon receipt of the report from an umpire the Secretary of the Investigation Committee shall immediately notify the Chairman of the Investigation Committee of the report.

21.5 Upon receipt of the report from an umpire the Secretary of the Investigation Committee shall immediately notify the Chairman of the Investigation Committee of the report.

21.6 Election to Forego Hearing and Accept Penalty

(a) A reported player may elect to have their case determined without a hearing, and to accept a penalty of suspension from playing in one VSDCA match.

(b) An election under the preceding sub-clause shall be lodged with the CEO within 48 hours of the completion of the match from which the report arises.

(c) Unless the Investigation Committee stipulates otherwise, an elected suspension penalty shall apply to the next VSDCA match in which the player's team is engaged.

(d) If a notice of election is not lodged in time, or the Secretary of the Investigation Committee, after such consultation as is deemed appropriate, considers that the circumstances of the report warrants greater consideration, the election shall be disallowed and a hearing shall be convened.

21.7 The Investigation Committee shall convene (in person or via zoom) at a time determined by the Chairman.

21.8 The Club Secretary shall be notified by the Secretary of the Investigation Committee of the time and place for the holding of the meeting of the Committee, and such a player shall be required to attend and give evidence at such meeting, if called upon.

21.9 The Committee may proceed with the hearing of a report against a player whether or not such a player is present at the hearing, provided that if the player reported submits to the Committee, either prior to or after the hearing, a reason for their absence the Committee may at its absolute discretion proceed with the hearing, or postpone the hearing, or convene a re-hearing, as it sees fit.

21.10 An umpire reporting a player shall be notified by the Secretary of the Investigation

Committee of the time and place for the holding of the meeting of the Committee and shall attend at such meeting and give evidence.

21.11 The Investigation Committee may allow such other person or persons to appear before it to give evidence, or receive written, dated and signed statements in evidence, as is deemed by the Committee necessary, or warranted. Should a person fail or refuse to appear before the Investigation Committee, the Committee shall have the discretion to suspend that person if a player of a club or fine that person if an official or member of a club.

21.12 The VSDCA shall appoint an Umpire's Representative who shall present the case against the player reported and who shall have the right to call witnesses, cross-examine any witnesses called on behalf of the player and make any submissions to the Investigation Committee.

21.13 A player appearing before the Investigation Committee shall be entitled to be represented by a member of the Committee of the player's club who shall have the right to represent the player's interests, including calling witnesses on the player's behalf, cross-examining any witnesses and making submissions on behalf of the player.

21.14 A player who is dissatisfied with a decision of the Investigation Committee may, by no later than 12.00 noon on the day following the decision, lodge or cause to be lodged by the player's club with the Secretary of the Appeals Board, notice of appeal together with a fee of **$500 (non refundable).** The Appeals Board shall hear such appeal as soon as practical.

21.15 The grounds for Appeal are as follows;

i. Evidence not originally presented or available at the time of the Investigation Committee hearing which may have reasonably affected the decision of that committee.

ii. The appellant can demonstrate that the ruling made was contrary to the Competition Rules.

In lodging an Appeal, the club or player must submit in writing the grounds for an Appeal.

The Chair of the Appeals Board after reviewing written submission will then decide whether 'Grounds for Appeal' have been met and a hearing be convened.

21.16 There shall be no right of appeal from a decision of the Appeals Board.

21.17 For the purpose of this Rule, a reference to "umpire(s)" where occurring shall refer:

(a) where an umpire has been officially appointed to a match, to an umpire officiating at that match, or

(b) where no umpire has been officially appointed to the match, to the opposition Captain or an official of the club who was present and witnessed the breach of conduct.

RULE 22: MINOR MISBEHAVIOUR

22.1 Umpires may Caution

Where an umpire has occasion to speak to a player about their behaviour, but does not consider the player's behaviour to be so serious as to warrant a report to the CEO, the umpire shall caution the player.

22.2 Umpires Lodge Records of Cautioning

An umpire shall note a caution on the Umpires' Match Report and shall lodge a record of caution with the CEO.

22.3 Notification of Caution

Where an umpire cautions a player the umpire shall inform the cautioned player that the caution will be officially recorded for the attention of the CEO, and shall notify the cautioned person or 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.

22.4 Consultation with Umpires

For the purpose of ascertaining whether there are to be any persons cautioned, irrespective of any earlier notification, the Captains or representative from each of the competing clubs shall consult the umpires within 15 minutes after the conclusion of each day's play.

22.5 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 representative of a club does not attend as required by P.R.22.4 above, an umpire shall be deemed to have fulfilled his or her responsibility with the lodgement of the caution under these directions.

22.6 Lodgement of Report

Within 48 hours of the completion of the day's play in which the caution arises, the umpire shall lodge with the CEO a record on the appropriate form showing the cautioned player's name and club and detailing the nature of the caution.

22.7 Player Twice Cautioned during the same season to be charged with Level 1 offence

Should a player have two cautions recorded with the CEO during the same season the CEO shall immediately advise both the cautioned player and club of the second caution and inform parties that player has been charged with a Level 1 offence.

The player charged has until 6.00 pm on the following day to advise whether they will accept the 'Prescribed Penalty'. Should a player decide that they wish to have the report considered by the Investigation Committee, then the provisions of PR 21.3 shall apply. The CEO will arrange to convene a meeting of the Investigation Committee.

22.8 Player Twice Cautioned in a Game

Any player who receives two cautions in a game, will be charged with a Level 1 offence.

The player charged has until 6.00 pm on the following day to advise whether they will accept the 'Prescribed Penalty'. Should a player decide that they wish to have the report considered by the Investigation Committee, then the provisions of PR 21.3 shall apply. The CEO will arrange to convene a meeting of the Investigation Committee.

RULE 23: DISPUTES, PROTESTS AND CONTRIVED RESULTS

23.1 The Investigation Committee appointed by the Board shall have the power to inquire into all disputes and protests arising out of or in connection with any match

in the "Programme of Pennant Games". However the decision of the Investigation Committee shall be subject to an appeal to the Appeals Board, whose decision shall be final.

Dispute:

23.2 Secretary of club disputing result must notify CEO in writing by 9.00pm following conclusion of game of full details of the dispute. Failure to do so will result in dispute not being considered and the game declared a draw.

If scorebook dispute, then umpires must follow process outlined in Pennant Rule 20.7, with umpires to notify CEO in writing by 9.00pm following conclusion of game of full details of the dispute.

Within 24 hours after the completion of the match in which the cause of the dispute had occurred, the club shall forward a statement in writing of the matter in dispute to the CEO together with a fee of $500 (non refundable). It shall also within the same time, forward a copy of such statement to the Secretary of the other club affected.

Protest:

A club may protest the result of a game if they consider a competition rule (or rules) has been breached.

Secretary of club lodging protest must notify Association CEO in writing by 9.00pm following the conclusion of game of full details of the protest, which must include specific reference as to the competition rule (or rules) that has been breached, and outline how the breach has incurred.

Investigation Committee:

23.3 The Chair Person of the Investigation Committee shall have the ability to decline to convene a hearing if he deems the matter to be frivolous. Should the Chair Person decide to hear the dispute or protest, the CEO shall call on the competing clubs to appear before the appointed Committee, which shall have power to call such witnesses and other evidence as is deemed by the Committee necessary or warranted. Should a person fail or refuse to appear before the Investigation Committee, the Committee shall have the discretion to suspend that person if a player of a club or fine that person if an official or member of a club. Following the Investigation Committee's determination, all clubs shall be notified of the outcome of the dispute or protest.

23.4 A club against which a decision is given under this rule, may, by no later than 12 noon on the day following the decision, lodge with the CEO notice of appeal, together with a fee of **$500 (non refundable)**. It shall lodge a copy of the notice of appeal with the Secretary of the other club affected. The Appeals Board shall hear such appeal at a date to be determined by the CEO.

Appeals Board:

23.5 The grounds for Appeal are as follows;

i. Evidence not originally presented or available at the time of the Investigation Committee hearing which may have reasonably affected the decision of that committee.

ii. The appellant can demonstrate that the ruling made was contrary to the Competition Rules.

In lodging an Appeal, the club or player must submit in writing the grounds for an Appeal.

The Chair of the Appeals Board after reviewing written submission will then decide whether 'Grounds for Appeal' have been met and a hearing be convened.

General:

23.6 Any club refusing or neglecting to abide by the decision of the Investigation Committee or, where applicable, the Appeals Board shall be excluded from competing in such games for such time, or shall pay such sum by way of a fine, as the Board may direct and if in default of such payments, the club shall not be allowed to continue in the competition.

Contrived Result:

23.7 The Investigation Committee shall have power to investigate a game or the actions of the Captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club has colluded to contrive the result of a match. If the Investigation Committee decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.

23.8 If the Investigation Committee finds that the clubs, Captains or players have colluded to contrive the outcome of a match, the Investigation Committee may, in its absolute discretion, impose any penalty including:

(i) fine a club, Captain or player
(ii) suspend a Captain or player from playing in any match or games
(iii) disallow any points earned by a club in respect of the match
(iv) declare the match a 'no match' for the purpose of player qualification requirements
(v) reprimand a club, Captain or player

RULE 24: MATCH DAY REQUIREMENTS - Entering Teams, Live Scoring & Screening, Scores & Results

24.1 Prior to a player playing their first game in each season, clubs shall ensure a player is registered using the online Play HQ system. Any club failing to comply with this requirement will be deemed to have played an ineligible player and will be subject to penalty imposed by the Investigation Committee (i.e. fine or possible loss of match points).

24.2 The Secretary of each club shall ensure that 11 players (1st XI) and 12 players (2nd, 3rd & 4th XIs) are allocated to teams in the Play HQ system by **8.00 pm** on the night **prior** to the commencement of the first day's play. Late team changes can be entered prior to the scores being listed. Any club failing to comply with this Rule shall be fined an amount to be determined by the Board.

24.3 1st & 2nd XI games: The home club shall be responsible for live scoring using the Play HQ E-Scoring Application. The away team shall score using a paper scorebook. If the match is unable to be live scored, the home club shall ensure that the match result and player scores are entered into Play HQ by 8.00pm on the night of the day's play.

24.4 For 3rd & 4th XI games, it is recommended that games are live scored using the Play HQ electronic scoring application. The home club shall have the choice of scoring electronically or using a paper scorebook. If the home club chooses to score electronically, the away club shall score using a paper scorebook. If the home club chooses to score using a paper scorebook, the away club shall have the choice of scoring electronically or using a paper scorebook. If both clubs score using a paper scorebook. the home club shall be responsible for entering the match results into Play HQ by 8.00 pm on the night of the actual day's play.

Any club failing to comply with this Rule shall be fined an amount to be determined by the Board.

24.5 For 3rd & 4th XIs, for games scored using a paper scorebook, each club shall ensure that within 24 hours of completion of the actual days play, the player scores are entered online through the Play HQ system. Any club failing to comply with this Rule shall be fined an amount to be determined by the Board.

24.6 If the **club** which has not entered the match result as outlined in clause 24.3 or 24.4, wishes to dispute the match result entered, shall notify the CEO in writing by 9.00pm following completion of the match outlining full details of the dispute.

24.7 Each club shall enter online through a Play HQ generated email, the Captain's Report on Umpires (which shall include reports on club umpires) and Captain's Pitch Ratings by 12 noon on the Monday after the conclusion of the match. Any club failing to comply with this Rule shall be fined an amount to be determined by the Board.

24.8 Following non-compliance of Play HQ requirements, clubs have until 12 noon on the Friday to action requirements, otherwise a further fine will apply for each default.

RULE 25: MATTERS FOR NOTING BY CLUBS

25.1 Any club failing to meet its engagement, or, with due regard to the weather, to have its ground, or a ground to be approved by the Board, in proper condition for play, may be fined a sum of **up to a maximum of $1,000** and/or the Investigation Committee shall have the power to award points to the opposing club unless satisfactory reasons be forwarded to and approved of by the said Committee.

25.2 Umpires shall be appointed to games by the Umpires' Committee and paid an honorarium (an amount determined by the Board), unless the Board notifies in advance that the game an Umpire has been appointed to will not to take place. All honorariums shall be paid by the Board.

25.3 If it appears from the Umpires' Reports furnished under P.R.20.5 that play has not commenced at the time appointed, any club offending shall be fined an amount to be determined by the Board**.**

25.4 If there is no play at all in any match, and if the round of games has not been abandoned, the Secretary of the home club shall notify the CEO to that effect by 6.45 pm on the scheduled playing day. **In any such case a list of players is not required**. Any club failing to comply with this Rule shall be fined and amount to be determined by the Board.

RULE 26: ALTERATION OF RULES

No Pennant Rule shall be repealed or altered during the season, nor any new rules added without the consent of a majority of all the member clubs.

In each year prior to July 31, the Board will conduct a ballot via email where each member club will be provided an opportunity to vote on the rule proposals.

The Board has the power to correct any drafting errors or amend the wording of subsequent rules resulting from the changes adopted.

The foregoing Pennant Rules were adopted by the Board on July 20, 2026.

Dr. Geoff Hart
Deputy Board Chairman & Cricket Operations Manager
Ken Hilton
CEO (Secretary)

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PLAYER POINTS
INFORMATION & GUIDELINES

PREAMBLE:

- A club's 1st XI aggregate of player points shall not exceed **19 points.**
- Any player who fits into more than one category shall be in the category which attracts the most points.
- Points to reduce by one for each consecutive season played after the initial assessment to a minimum of 1 point. Players who have been assessed in any given season but **not played 1st XI** shall **NOT** be entitled to a discount.
- Clubs can only claim a deduction for players under the category the player is assessed against.
- The points assessments below relate to the initial assessment of players, the deductions for time spent away from Premier and First Class are not applicable season on season. Once a player has been initially assessed the only discount applicable is to reduce by 1 point for each consecutive season played.
- In requesting an assessments of a player's points, clubs are required to provide full details of playing careers, including overseas and interstate records.
- Should an information breach be identified this will be subject to investigation and may result in loss of points for any game the player participated in.
- Test Cricket – Where a player has played Test Cricket in the previous 3 seasons and joins a VSDCA club they shall not be entitled to a discount year on year until such time as they have ceased playing Test Cricket for 3 seasons. Additionally, if a player leaves the VSDCA to play Test Cricket then returns to the VSDCA they shall not be entitled to any discounts and will be re-assessed as a new player.
- In situations where players fall outside the Guidelines or leave the VSDCA to play elsewhere in the off season, the Player Points Committee will make a recommendation to the VSDCA Board regarding an allocation of points.

The VSDCA Board shall have the power to make interpretations and determinations in all situations relating to player points and their decision shall be final and binding.

DEFINITIONS / GLOSSARY:

Season	A 'Season' is defined as a full Australian Cricket Season being October 1 to March 31 e.g. in assessing the term "if a player has not played First Class for 3 Seasons." If they have played one First Class game between October 1 – March 31 they will be considered to have played in that season. To be eligible for a discount they are required to be out of First Class Cricket for a period of three full Australian Cricket Seasons.
Premier Cricket	Premier Cricket is defined by Cricket Australia within each State and Territory and labelled 'Premier Cricket' within the online cricket management system the relevant State Body is using at the time.

First Class	As defined within ICC regulations as 'First Class'. Guidelines below may be subject to update via the ICC website. This includes Test Cricket https://resources.pulse.icc-cricket.com/ICC/document/2020/08/10/f8e2b1fd-8ad2-44ca-a488-f865aacedb71/ICC-Classification-of-Official-Cricket-July-2020.pdf
International Equivalents to English County 2nd XI	Equivalents noted below, levels of cricket outside this list may be assessed by the player points committee as the same level if they are below First Class: • List A • Big Bash League, IPL and other T20 National tournaments • Australian State and Territory 2nd XI (usually called List A) • Games involving 'top 8' Associate Teams as defined by the ICC - https://resources.pulse.icc-cricket.com/ICC/document/2020/08/10/f8e2b1fd-8ad2-44ca-a488-f865aacedb71/ICC-Classification-of-Official-Cricket-July-2020.pdf
Senior VSDCA player	Must have played at least one game of VSDCA Pennant Cricket at 1st, 2nd, 3rd or 4th XI level. This does not include T20 Twilight Games, these games are not considered relevant for any discounts.
Junior player	This includes players who are returning to a club where they have played at least one non-VSDCA game, this includes junior games and other Non-VSDCA senior games (e.g. 5th XI in the VTCA, ECA, DDCA, CSB etc). Players with a record of having played only Craig Shield are not entitled to a discount.

	CATEGORY	DESCRIPTION	POINTS ALLOCATION
1	First Class (Including Test Cricket)		**5**
2	Premier Cricket 1sts [as assessed by Cricket Australia regardless of which State/Territory player has played] (21 or more games), English County 2nds & international equivalents (see glossary)	Deduct 1 point if the player has not played Premier Cricket 1sts or English county 2nds for two Seasons. Deduct a further 1 point for each additional Season in which the player has not played at the relevant level, until the player is back to 1 point.	**4**

	CATEGORY	DESCRIPTION	POINTS ALLOCATION
3	Premier Cricket 1sts (1-20 games inclusive)	Deduct 1 point if the player has not played Premier Cricket 1sts for two Seasons. Deduct a further 1 point for each additional Season in which the player has not played at the relevant level, until the player is back to 1 point.	**3**
4	Premier Cricket 2nd XI player	Deduct 1 point if the player has not played Premier Cricket for two Seasons.	**2**
5	VSDCA 1st XI player (16 or more games) from another current VSDCA club	Deduct 1 point if the player has not played 1st XI in the previous two Seasons. Deduct a further 1 point for each additional Season in which the player has not played at the relevant level.	**4**
6	VSDCA 1st XI player (1 – 15 games inclusive) from another current VSDCA club	Deduct 1 point if the player has not played 1st XI in the previous two Seasons. Deduct a further 1 point for each additional Season in which the player has not played at the relevant level.	**3**
7	VSDCA 1st XI player from a previous VSDCA club no longer affiliated with the VSDCA		**1**
8	VSDCA 2nd, 3rd & 4th XI player from another VSDCA club & Premier Cricket 3rd & 4th XI player		**1**

	CATEGORY	DESCRIPTION	POINTS ALLOCATION
9	Any player from another cricket association e.g. VTCA, ECA, DDCA, Southern Cricket Bayside (CSB) but not limited to just these associations and international equivalents		**1**
10	All other players		**1**
Discounts / Deductions **For returning players**		Deduct 2 points if a player is returning to a club where they were a former Senior VSDCA player from First Class or Premier Cricket 1st XI. Deduct 1 point if a player is returning to a club where they were a former Senior VSDCA player from Premier Cricket 2nd XI or VSDCA 1st XI. Deduct 1 point if a player is returning to a club where they were a former 'junior player' having played at least 1 Non-VSDCA game for that club.	

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VSDCA North-West
Sunday Competition Rules

RULES

1. Laws and Rules to Apply

1.1 The competition will be played under the VSDCA Pennant Rules applicable to 4th XI matches except as varied hereunder.

1.2 The Laws of Cricket 2017 Code (4th Edition-2026) as published by the Marylebone Cricket Club, will apply expect where otherwise provided in the VSDCA Pennant Rules or in these rules.

1.3 All games will be played as One-Day games of 40 overs under VSDCA Pennant Rule 17: One-Day Games.

1.4 VSDCA Pennant Rules 17.7 and 17.8.2 do not apply.

1.5 VSDCA Sunday Competition games will begin at 12 noon.

1.6 Players can wear a white club top or coloured One-Day club top only. All players must wear white pants. All players must be in same uniform.

1.7 Kookaburra VSDCA Branded Regulation or Club Match cricket balls can be used however a club must supply the same quality ball for both innings in a match.

1.8 VSDCA Sunday Competition games do not count towards qualification for VSDCA 1st XI to 4th XI Finals and vice-versa.

1.9 VSDCA Sunday Competition match points do not count towards the VSDCA Club Championship.

1.10 Players who make a century (100 runs) will be compulsory retired.

2. Eligibility of Players

2.1 Players must be registered players of the Club they represent or otherwise be qualified or permitted to play with that Club via Play HQ.

2.2 Any player who in the previous or current season has played in Premier Cricket 1st XI , 2nd XI or 3rd XI competition and/or VSDCA 1st XI or 2nd XI competition and/or in a 1st XI grade at any VMCU-affiliated or VCCL-affiliated club or clubs is ineligible to play in any VSDCA Competition game.

2.3 Subject to rule 2.2, a VSDCA Sunday Competition team may select a maximum of four (4) players who have played in any VSDCA, VMCU or VCCL competition match on the Saturday prior. This rule does not apply to players aged under 18 years of age or 45 years of age or older as at 1st of September in the current season.

2.4 A suspended or disqualified player in any CV, Premier, VSDCA, VMCU or VCCL competition, or other competition, is ineligible to play in the VSDCA Sunday Competition.

3. Selection of Teams

3.1 Teams must be entered in Play HQ no later than 11.30am on the day of play.

4. Covers

4.1 Covers will be optional for VSDCA Sunday Competition games. If a club nominates to have covers at their ground, then their cover management will fall in line with the Association's Covers Guidelines as stipulated by the VSDCA Rule 10.

5. Eligibility and Qualification for Semi Finals and Finals Matches

5.1 To be eligible to play or be named with a club in a team for a Semi-Final or Final, a player must have participated in at least three (3) of the scheduled playing dates in the home and away season.

5.2 Any competition game that is abandoned will not count towards a player's match total for qualification.

5.3 Teams must be lodged on Play HQ by 8pm on Friday prior to any Finals games to enable eligibility cross-checking.

6. Wet Weather

6.1 For inclement weather, all games will be 'Report to Grounds' unless advised otherwise.

7. Future Participation

7.1 Clubs are to advise the VSDCA General Secretary in writing prior to May 1st each year to confirm their participation in the VSDCA North-West Sunday Competition for the upcoming season.

8. Rules Revision

8.1 Any club wishing to submit changes to the rules will do so in accordance with the current Rules Revision conditions.

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VSDCA Under 18 Sunday Competition Playing Rules

Rules

1. Laws and Rules to Apply

1.1 The competition will be played under the VSDCA Pennant Rules applicable to 4th XI matches except as varied hereunder.

1.2 The Laws of Cricket 2017 Code (4th Edition – 2026) as published by the Marylebone Cricket Club, will apply expect where otherwise provided in the VSDCA Pennant Rules or in these rules.

1.3 All matches will be played as one day games of 40 overs under VSDCA Pennant Rule Rule 17: One-Day Games

1.4 VSDCA Pennant Rules 17.7 and 17.8.2 do not apply.

1.5 VSDCA Under 18 Grade matches will begin at 12pm

1.6 Players are to wear a club's coloured one-day club top only. All players must wear white pants. All players must be in same uniform.

1.7 Red Kookaburra VSDCA Branded Regulation or Club Match balls can be used however a club must supply the same quality ball for both innings in a match.

1.8 VSDCA Under 18 Grade games do not count towards qualification for VSDCA 1st XI to 4th XI finals and vice-versa.

1.9 VSDCA Under 18 Grade points do not count towards the VSDCA Club Championship.

1.10 Players who make a century (100 runs) will be compulsory retired.

2. Eligibility of Players

2.1 Players must be registered players of the Club they are representing or otherwise be qualified or permitted to play with that Club via Play HQ.

2.2 Players must be under the age of 18 as of 1st September 2026.

2.3 A suspended or disqualified player in any CV, Premier, VSDCA, VMCU or VCCL competition, or other competition, is ineligible to play in the VSDCA Under 18 Grade.

3. Selection of Teams

3.1 Teams must be posted on Play HQ no later than 11.30am on the day of play.

WHACK SPORTS T20 TWILIGHT COMPETITION RULES

1 Playing Conditions

The Laws of Cricket 2017 Code (4th Edition - 2026) and Pennant Rules, except as varied hereunder, shall apply.

2 Duration of Match & Nomination of Teams

The games will consist of one innings per side, each innings being limited to a maximum of 20 overs.

Teams shall be 11 per side and shall be nominated as per P.R.9.2.

3 Each club will be required to play a minimum of 3 registered players from their club under the age of 21 (as per the 1st September of the current season), and also have the option to play one guest or invitation player. The guest or invitation player can play in Semi-Final or Final games as long as they have played in at least one Preliminary match. Apart from the 'Guest Player' all other participants must have played a minimum of 3 games in the VSDCA Pennant Competition with that club in the current season. The Board has the power to grant an 'exemption' regarding a player's eligibility which has prevented a player from participating in 3 games.

3.1 Any player(s) serving a suspension at the time of a scheduled T20 match is ineligible to play. A suspended player may not count a T20 match towards reducing his suspension.

4 Hours of Play and Intervals

Standard Scheduled Start and Cessation Times are as follows:

First Session	5.30 pm – 6.45 pm
Interval	6.45 pm – 6.55 pm
Second Session	6.55 pm – 8.10 pm

Note: Start times may only be altered with the approval of the Captains and umpires or the Board

Intervals

Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted.

If no play is possible, or the match is a tie or no result, a 'Super Over' may take place (refer Rule 7.2 for details).

If no play is possible due to wet weather, the game will be abandoned and each club will be awarded 3 points.

5 Length of Innings

5.1 Uninterrupted games

Each team shall bat for 20 overs unless dismissed. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the bowling side fails to bowl its quota of 20 overs within the 75 minutes allocated, the bowling side will be penalised 8 runs for every whole over not completed within the allocated time. In applying the penalty the umpires can make allowances to the bowling side for injuries requiring treatment or assistance in leaving the field, ball replacement or any other on-field delays.

5.2 Interrupted games

If a match is delayed or interrupted 5 overs per side will constitute a minimum match requirement.

5.2.1 Calculation of the target score for all XIs shall be in accordance with the procedure in PR 17.5.4 substituting "25 over" with "5 overs" in 17.5.4 (a) and 17.5.4 (b).

5.3 If the match is delayed or interrupted during the innings of the team batting first the overs requirement shall be reduced by 1 over for each 4 minutes of time lost or part thereof.

5.4 The innings of the side batting first will be compulsorily closed after the completion of the over in progress at 6.45 p.m. or the completion of 5 overs whichever happens later. The team batting second shall be entitled to bat for only the same number of overs as bowled to the side batting first.

5.5 If the side batting second receives less than 5 completed overs and no other result has been obtained, that match shall be drawn.

6 Cricket Balls

The VSDCA branded 'Kookaburra Club Match White Cricket Ball' is the recommended cricket ball to be used in all T20 games. Clubs may use a 'Kookaburra branded Regulation White Cricket Ball' if they desire to do so.

Each club will supply their own cricket ball for all Rounds apart from the Final, where the cricket balls will be supplied by Kookaburra Sports.

7 The Result

7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

7.2 Super Over

In the event of a tie, a 'super over' will be played to determine the result.

7.2.1 Super Over procedures

Each team selects four batsmen, giving them three wickets for their Super Over. The team which batted second in the match, bats first in the Super Over, while the bowling team chooses the end to bowl from.

If the Super Over of both teams also ends in a tie, then a second Super Over is played.

If a winner cannot be determined after the completion of a second Super Over, the winner shall be decided by the combined number of boundaries scored throughout the two Super Over games.

7.2.2 Super Over not possible

If circumstances make the playing of a Super Over not possible, the match shall be declared a tie.

8 Semi-Finals and Final:

8.1 Venues for Semi-Finals and Final games will be determined by the Board.

8.2 If a result cannot be achieved in Semi-Finals or Final games, the Board will determine if the game is to be rescheduled.

9 Fielding Restrictions

9.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27 metres. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 7 metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

9.2 At the instant of delivery there shall not be more than 5 fieldsmen on the leg side.

9.3 Fieldsmen permitted outside the field restriction circles
- Overs 1 to 5, 2 fieldsmen
- Overs 6 to 20, 5 fieldsmen

9.4 For the team batting first, in an interrupted match, the field-restrictions will apply as follows:

Total Ovs In Innings	No of overs for which restrictions will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-20	5

9.5 For the team batting second, where the number of overs is reduced, the aim will be to maintain the restrictions in Rule 9.4 for the same proportion of the second innings as they were maintained for the first innings (fractions to be ignored).

10 Bowling Procedures & Slow Over Rate Penalty

(a) Overs are to be bowled in 5 over blocks alternating between ends, i.e. overs 1-5 are bowled from one end, overs 6-10 are bowled from the other end, etc.

(b) At the end of each over, only the 2 batsmen change ends. Apart from the normal field position changes, the fieldsmen only change after each 5 over block. At the end of each 5 over block, the batsmen remain at the same end.

(c) No bowler shall bowl more than 4 overs in an innings.

(d) The fielding side is allocated 75 minutes to bowl its allotted 20 overs.

(e) The Umpires will strictly monitor time requirements (this will include 90 seconds for new striker to face next delivery), and advise fielding Captain after the completion of each 5 over block as to whether fielding side is meeting its time requirements. (Allowances are to be made for interruptions to play e.g. lost ball, injured player etc).

(f) If a fielding side fails to complete its 15 overs within the allotted time (57 minutes plus any allowances), it will be restricted to **4 fieldsmen** outside the field restriction circles for overs 16-20.

11 Declarations

The captain of the batting side may not declare his innings closed at any time during the course of a match.

12 Free Hit after any No Ball

(a) The delivery following a No Ball Law 21.5 (The Laws of Cricket 2017 Code (4th Edition - 2026)) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a wide), then the next delivery will become a free hit for whichever batsman is facing it.

(b) For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called wide.

(c) Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

13.1 Any delivery, not being a No Ball, with which the striker has not made contact, shall be called a Wide Ball if:

(a) it passes to either side of the wicket so that the striker, whether moving from a normal stance at the crease or not, does not have a reasonable opportunity to score.

(b) it passes outside the on-side of the striker's pads and also outside the striker's leg stump.

(c) it passes above head height of the striker standing upright at the crease.

13.2 As a guide, a ball passing the striker on the off-side more than 75cm of the off stump shall be called a Wide Ball.

13.3 When a striker plays or prepares to play a switch hit or reverse sweep shot, the on-side Wide Ball interpretation is negated and the 75cm guideline shall apply on both the off-side and the on-side.

14. Fast Short Deliveries Above Shoulder Height of Striker

(a) In any one over a bowler shall be permitted to bowl one fast short pitched delivery which, having bounced, passes or would have passed above shoulder height of the striker standing upright at the crease. Should there be a repetition in the same over either umpire shall call and signal "No Ball".

(b) Any fast short pitched delivery not being a "No Ball" under (a), which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled "Wide Ball" by the umpire at the bowler's end.

15. Law 31 - Timed Out

Law 31 will apply. Either the incoming batsman or his partner, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

16. Clothing

Players shall be permitted to wear coloured clothing and or equipment as approved by the Board.

17. Instructions to Clubs

17.1 The Secretary of each club shall ensure that 11 players are allocated to their team in the Play HQ system by 8.00 pm on the night **prior** to the commencement of a game. Any club failing to comply shall be fined $50 for each game of default.

17.2 The Secretary of the home club shall ensure that by 8.00 pm on the night of the **actual day's play**, the scores are entered online into the Play HQ system. Any club failing to comply shall be fined $30 for each game of default.

17.3 The completion of scorecards in the Play HQ system is optional for T20 games **except for Semi-Final games and the Grand Final game**, where they must be entered by the nominated home clubs within 48 hour following the completion of the game and confirmed by the nominated away clubs within 72 hours following the completion of the game. Any club failing to comply shall be fined an amount to be determined by the Board.

18. Umpires

18.1 The Association shall appoint umpires for all games with the competing clubs sharing the cost of the umpires. All umpires must be registered VSDCA umpires and shall be properly attired as per Association requirements.

18.2 Umpires shall be appointed to games by the Umpires' Committee and paid an honorarium (an amount determined by the Board), unless the Board notifies in advance that the game

an Umpire has been appointed to will not to take place. All honorariums shall be paid by the Board

18.3 The umpires will submit Match Report in accordance with P.R.20.5. (Captains' Report on Umpires is not required.)

19. Covers

19.1 It is NOT compulsory to cover pitches on the evening prior to a T20 Twilight match, unless directed to do so by the Board. If such a direction is given by the Board, clubs on day prior to match shall conform to the following:

(a) Cover must be laid by sunset on the evening of the day prior to the match.
(b) One cover of a minimum size of 30 metres by 20 metres
(c) Pitch underlay material 25 metres by 2.5 metres (mandatory to be laid under covers on match pitch)
(d) Cover(s) to be pegged securely

19.2 In the event of inclement weather during a game, the decision to use covers is at the discretion of the umpires and, should such a decision be made, it is the responsibility of both teams to assist with the labour required in laying and/or removing the cover(s).

WHACK
SPORTS
NEVER BEATEN

HELMET & NECKGUARD REGULATIONS

HELMETS ARE MANDATORY FOR JUNIOR CRICKETERS

(THOSE UNDER 18 YEARS OF AGE), INCLUDING WHEN THEY ARE PLAYING SENIOR CRICKET.

In junior cricket helmets with both a face and neckguard must be worn when batting and/or in certain circumstances when wicket-keeping. Helmets are not mandatory for junior cricketers while fielding, as junior cricketers are not permitted to field in close proximity to the batter i.e. within 10 or 15 metres of the batter depending on the junior format being played. CA recommends British Standard 7928:2013 compliant helmet be worn.

JUNIOR WICKET-KEEPERS (UNDER 18)

Helmets must be worn by all junior wicket-keepers when keeping up to the stumps.

Association Administrators, club coaches, team managers, parents and other volunteers are also encouraged to consider madating the use of helmets for junior wicket-keepers (even if 'standing back' to medium/ fast bowlers) if there are concerns about the skill level of the wicket-keeper, bowlers and fielders. In many instances, the skill levels of the wicket-keeper, bowlers and fielders may still be developing and when combined with variable pitch/ground conditions it may place wicket-keepers at greater risk of receiving a facial/head injury from the ball.

SENIOR CRICKET

In the VSDCA (across all senior & U18 competitions) where a batter or close-in fielder decides to wear a helmet (CA recommended British Standard 7928:2013 compliant) it must be fitted with a neck-guard.

When a keeper is standing up to the stumps, it is not compulsory to have a neck-guard fitted, however it is highly recommended.

In elite cricket a zero reaction time position is considered any position within 7 metres of the batter except any position behind square on the off side - therefore, if fielding at silly mid-off or short-leg you would need to wear a helmet, whereas you would not if fielding at gully or (regulation) slip to a spinner.

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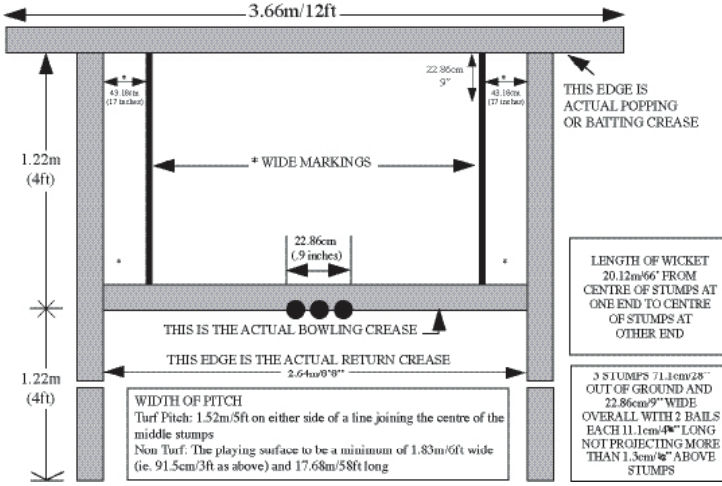
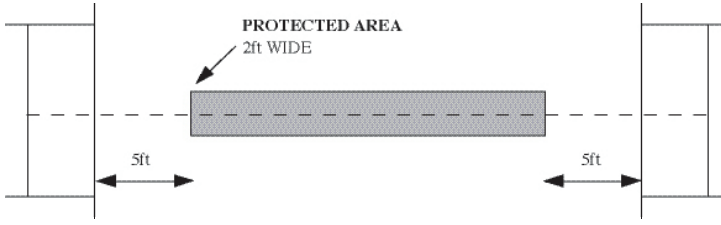
CREASE MARKINGS

As per The Laws of Cricket 2017 Code (4th Edition - 2026)



Note: The wide markings are for 1st &2nd XI One-Day games.

AREA TO BE PROTECTED



Law 42.11(b) Damaging the pitch - Area to be protected

(b) An area of the pitch, to be referred to as "the protected area" is defined as that area contained within a rectangle bounded at each end by imaginary lines parallel to the popping crease and 5ft/1.52m in front of each and on the sides by imaginary lines joining the centres of the two middle stumps, each parallel to it and 1ft/30.48cm from it.

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Suspect Bowling Actions

Suspect Actions Advisory Group (SAAG)

Cricket Victoria has established a procedure to specifically deal with suspect actions and they give approval for the VSDCA to follow the procedures as detailed below.

LEVEL 1:

In any VSDCA match, if there is a doubt, the first mention* is to be made by the umpire(s) to the VSDCA on a note, separate from the Match Report, naming the bowler and expressing what the concerns are. Upon receipt, contact will be made with the club Secretary/coach and ask the club to investigate the matter and take remedial action if necessary.

LEVEL 2:

If there is a second mention* (same process - umpire(s) make a separate report to the VSDCA), the bowler will then be requested to undergo a Bowling Unit analysis. The first session will be at the expense of Cricket Victoria. Further sessions are available, if desired, at the cost of the club or the individual. (The cost is $100 per session). The bowler/club is provided with a video analysis and a report. At the analysis session a CV person will consult with the bowler on areas he can work on to rectify any problems he may have with his action.

There will be an 8 week "intervention period" following this analysis to allow remedial work to be undertaken. During this intervention period the player will be permitted to bowl in games.

Umpires will be advised of the player's situation.

(If there is any doubt* during this intervention period then the umpire(s) will continue to make a separate report to the VSDCA.)

Should the bowler/club decide not to co-operate or participate in this part of the procedure the player will immediately be classified as Level 4, and will be suspended from bowling for 12 months.

LEVEL 3:

Following the intervention period, at Level 2, should there be a further mention* the bowler will not be permitted to bowl in the VSDCA for a period of 8 weeks. This is to allow any remedial work to be continued, without the pressures of bowling in games.

LEVEL 4:

Following Levels 1 ,2 & 3 if the bowler is mentioned* again, he will not be permitted to bowl in the VSDCA for a period of 12 months.

"The procedure is ongoing and players do not return to Level 1 each season. Each mention will progress the procedure, irrespective of time"

SUBSEQUENT MENTION:

If a player suspended from bowling at Level 4 resumes bowling after the specified suspension period, and is mentioned* again, he is immediately at Level 4 and suspension from bowling will apply forthwith.

***THIS ENTIRE PROCESS DOES NOT PRECLUDE ANY UMPIRE FROM CALLING A BOWLER FOR THROWING, AT ANY TIME, IF THE UMPIRE IS IN DOUBT.**

Throughout the process, clubs and coaches are to act in the best interests of the player and cricket in general with the overall welfare of the player and the game being the prime consideration.

Injury Code

1. Where a player or umpire during the course of a game, suffers an injury which causes bleeding, then the umpires shall decide that the player must immediately retire from the game until such time as First Aid has been administered to prevent further bleeding. He cannot resume playing unless:
   (a) the bleeding has stopped; or
   (b) the wound is securely covered.
2. A batsman who is injured and has temporarily retired under Clause 1, and who is unable to return after the fall of the ninth wicket, shall be deemed "Retired Hurt" and the innings of the batting team shall be deemed closed.
3. Where an injury occurs to a batsman involved in th e tenth wicket partnership, a maximum of 10 minutes will be allowed in order to conform with Clause 1. Where this injury occurs within 10 minutes of the scheduled tea adjournment, tea shall be taken immediately with no extra time being added. If that batsman is unable to continue within the 10 minutes time limit, then he shall be deemed "Retired Hurt" and the innings of the batting team shall be deemed closed.
4. There shall be no reduction in the number of overs to be bowled when time is lost due to an injury.
5. All home teams shall provide a First Aid Kit to be available at the ground for the use of both competing teams. Such kit shall comprise, as a minimum standard: bandages, cotton wool, gauze, adhesive plaster, Band-Aids, closures, scissors, tweezers, antiseptic, disposable gloves, disposable plastic bags and ice-pack.
6. Penalty for not providing an adequate First Aid Kit - $50.00.

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