



PERTH SWAN CRICKET ASSOCIATION TWO DAY PLAYING CONDITIONS

Last Updated: August 2021

CONTENTS

1.	SPIRIT OF CRICKET	3
2.	PLAYERS	4
3	UMPIRES (PLEASE SEE UMPIRE RESPONSIBILITIES)	7
4	SCORING (PLEASE SEE SCORERS RESPONSIBILITIES)	9
5	PREPARATION OF THE PLAYING AREA AND FACILITIES (PLEASE SEE HOME TEAM RESPONSIBILITIES)	10
6	THE BALL	12
7	CONDITIONS OF TWO DAY MATCHES	13
8	WEATHER/ABANDON MATCHES	17
9	DUTY OF CARE	19
10	POINTS ALLOCATION	20
11	CAUTIONS, REPORTS, TRIBUNALS AND PENALTIES	21

Please note all Perth Swan Cricket Association matches shall be played in accordance with the MCC Laws of Cricket, except where they are negated or modified by the PSCA Playing Conditions and By-Laws.

1. SPIRIT OF CRICKET

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

The major responsibility for ensuring fair play rests with the Captains but extends to all players.

Respect is central to the Spirit of Cricket.

- Respect your Captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their success and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

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

2. PLAYERS

MINIMUM AGE FOR PLAYER

- 2.1 No player under the age of 14 can play or act as a substitute in any match.

PENALTIES FOR PLAYING INCORRECTLY REGISTERED, UNREGISTERED, UNCLEARED, OR INELIGIBLE PLAYERS

- 2.2 Any team which plays an incorrectly registered, unregistered, uncleared, or illegible player will forfeit all points for the match. No adjustment will be made to the other team's points. In all Finals matches, the team will lose the match.

NAMING TEAMS

- 2.3 Clubs must name all teams in MyCricket by 5.00pm Friday. The Association understands there may be unavoidable changes between the named team and the final team, and no penalties will apply where this occurs. Clubs must update MyCricket as soon as possible. Please inform the Executive Officer if there are to be more than two changes to a given side before the start of the match.
- 2.4 Captains must list their team on the team sheet prior to the toss, any changes prior to the start of play must be agreed to by the opposing captain and no changes can occur once the match has commenced.

ATTIRE

- 2.5 All players must wear the following:
- Long or short sleeve predominately cream or white shirt, shirts may have coloured collar, sleeve bands and/or panelling, shirts can have club and/or sponsors logo on chest, sleeves or back. Any shirts that fall outside of the above guidelines need Association Executive approval prior to implementation,
 - Long cream or white trousers (no shorts permitted),
 - Wide brim hats, caps and helmets must be cream, white, their clubs' colour, or the Association cap,
 - Long or short sleeve pullovers must be cream or white,
 - Shoes must be sport shoes, and no longer need to be predominately white.
- 2.6 Players in 1st, 2nd Grade One Day matches, and A and B Division One Day grades must wear:
- Long or short sleeve club coloured shirts that have been approved by the Association,
 - Coloured trousers, and
 - Batting and wicketkeeper clads.
- 2.7 All players who are batting, keeping up to the stumps or fielding within 7 metres of the batsman, except behind the wicket, must wear a British Standard Helmet at all times.

- 2.8 Umpires are to notify the Executive Officer of any breach of the above dress standards.

MINIMUM NUMBER OF PLAYERS

- 2.9 Each team must have a minimum of seven (7) players to start the game. If a team does not have the seven players, they have thirty (30) minutes to reach that total, before they forfeit the match. The team forfeiting will be liable for both clubs' umpires' fee.
- 2.10 If a team starts the match with the correct number of players but during the game lose players, which results in less than seven players being able to participate in an innings batting or fielding, they will forfeit the match.

SUBSTITUTES

- 2.11 Substitutes must be a registered member of any Club affiliated with Cricket Australia.
- 2.12 The consent of the opposing captain must be obtained for the use of a substitute if any player is prevented from fielding for any reason.
- 2.13 A player taking part in one match, may act as a substitute in another match.
- 2.14 No Player, who is currently under suspension or deregistered from any Association or Club affiliated with Cricket Australia, can act as a substitute.

LATE ARRIVAL OF PLAYER

- 2.15 A player who arrives for a match no later than 1 hour after the commencement of a day's play (due to work commitments only) may bowl as soon as he arrives, providing his Captain has informed the opposition Captain and the Umpire before the start of play. Players who arrive later than one hour and the opposing Captain and the Umpire have been informed before commencement of play must wait for the amount of time beyond the 1 hour grace period before they bowl.
- 2.16 If the Captain fails to inform the opposition Captain and the Umpire, the player cannot bowl until he has served the same amount of time in the field as the time he was absent to a maximum of 90 minutes.

FIELDSMAN LEAVING THE FIELD

- 2.17 The consent of the umpire at the bowlers' end must be obtained for a player to leave the field or return to the field during a session. If the player who leaves the field and is absent from the field for longer than 15 minutes will not be permitted to bowl after his return until they have been on the field for at least that length of playing time for which they were absent.

PLAYER BEHAVIOUR

- 2.18 Players are not permitted to smoke on the field during a match or drinks interval.
- 2.19 Players are not permitted to consume alcohol until the match is complete.

RUNNERS

- 2.20 Batsmen who injure themselves in any PSCA game can use a runner. Any player who has been injured at work during a two day game, may also use a runner, after informing the Association, Umpire and Opposing Captain prior to the start of the days play.
- 2.21 A batsman who had a runner in a previous match due to an injury, is not allowed a runner in the next match for the same injury.

3 UMPIRES (PLEASE SEE UMPIRE RESPONSIBILITIES)

NO UMPIRE APPOINTED

3.1 For matches where no umpire has been appointed, both captains may agree to appoint a person or persons to act as the umpire for the match. If no umpire is appointed, it is the responsibility of the batting team to umpire fairly and without bias during their innings.

APPOINTED UMPIRE UNAVAILABLE FIRST WEEK OF TWO DAY MATCH

3.2 If an umpire is appointed but is unable to perform his duties the first week of a two day match, both captains may agree to appoint a person or persons to act as the umpire for that week. If no umpire is appointed, it is the responsibility of the batting team to umpire fairly and without bias during their innings. The clubs must inform the Executive Officer and at the Associations discretion, the Association will decide whether the appointed umpire will umpire the second week or whether the match will continue as no umpire had been appointed.

APPOINTED UMPIRE IS UNABLE TO CONTINUE

3.3 If during a match an umpire is unable to continue their duty due to any reason, the Executive Officer is to be informed and the batting team is to continue the responsibility of umpiring as if no umpire were appointed.

STRIKERS END UMPIRE

3.4 For matches where there is only one or no umpire appointed, the batting side is responsible for providing a striker's end umpire. This umpire is only to adjudicate on run outs, stumpings, short runs and assist the bowlers end umpire where required. All other decisions are the responsibility of the bowlers end umpire. This umpire is required to use a ball counter to assist the bowlers end umpire. This umpire may hold a drinks container, but they are for the use of both the batting and fielding side. Players officiating as strikers end umpires are reminded that they are not batting coaches and communication should only be as an umpire.

CLUB UMPIRE ATTIRE

3.5 The minimum dress standard for club umpires (either bowlers or strikers end) is:

- Coloured shirt (not white), if wearing a white shirt must have a vest to distinguish from players,
- Shorts,

- Enclosed footwear.

UMPIRE PAYMENT

3.6 Association appointed are to be paid \$140 per umpire per day in all grades. Half of these amounts are paid by each team on each day of the match and must be paid prior to the start of the match. If there is no play both clubs are still required to pay the umpire. Please note the Association will pay umpire for all Grand Finals.

TEAM LISTS

3.7 The teams list and information concerning innings times, condition of the ground and pitch, players attire and conduct shall be forwarded by the umpire or home team to the Executive Officer by the first Tuesday following the completion of the match.

4 SCORING (PLEASE SEE SCORERS RESPONSIBILITIES)

APPOINTMENT OF SCORERS

- 4.1 Each team must provide their own scorer, if a team cannot provide their own scorer, the captain of the fielding side must ask the captain of the batting side for their side to complete both sets of scorebooks.

CORRECTNESS OF SCORES AND ACKNOWLEDGING SIGNALS

- 4.2 Scorers from both sides must sit together whilst scoring. It is the responsibility of the scorers to check and agree on the score at the end of every over. The scorers must add up all scores both batting and bowling at the fall of each wicket and at the tea interval and completion of an innings to maintain correctness. The scorers must pay attention to the umpire and acknowledge all signals. Having a routine will help when scoring by first adding runs to the batsman's score, second add runs to the team's total and then add runs against the bowler.

SCOREBOARD

- 4.3 The batting team must update the scoreboard every two overs during their innings and every over in the last ten overs.

OFFICIAL SCORE

- 4.4 At the completion of each innings the umpire (if appointed) and captains must agree on the official score, sign the scorebook, and enter the score on the team sheet. If there is a discrepancy between the batting and bowling scores, then the batting score is deemed correct. No new innings is to commence before the umpire and captains agree to the score of the previous innings.
- 4.5 In the event of a dispute in the scores, both scorebooks shall be impounded by the umpire, who shall forward them to the PCA within 48 hours of the close of play on the day of the dispute.

5 PREPARATION OF THE PLAYING AREA AND FACILITIES (PLEASE SEE HOME TEAM RESPONSIBILITIES)

CREASES

5.1 The home team (as mentioned first in the fixtures) must ensure the bowling and popping creases are marked on the pitch with a continuous white line, failure to do so will result in penalties. The popping crease is to continue a metre on either side of the pitch. The side of the pitch will be considered the return crease. For one day matches a marking 40cm and 1 metre from the middle stump on either side of the wickets to the batting crease will need to be marked as a guide for the umpires.

BOUNDARY LINE

5.2 The home team must mark the boundary with a clearly visible continuous line, as well as at least 20 markers to be placed on the boundary line.

WICKET BOXES

5.3 The home team must maintain a sufficient level of moist soil in the wicket boxes, to allow for the proper construction of the wickets.

EDGE OF PITCH

5.4 The home team must maintain that the grass on the edge of the pitch is not intruding on the pitch surface.

BOWLER'S RUN UPS

5.5 The home team must fill all potholes on the bowlers run up prior to the start of the match.

WICKETS, BAILS AND CHALK

5.6 The home team is to provide two sets of uniform wickets and bails are to be set up in position at least fifteen (15) minutes before the commencement of play. Chalk must be provided at both ends.

5.7 All clubs in 1st, 2nd and A Division One Day grade must use the middle stumps provided by the Association through the Middle Stump initiative in all games. Failure to do so, will result in penalties.

PITCH CONDITION

5.8 Every attempt must be made to minimise time lost due to clearing sand or water from the pitch. To facilitate this, adequate pitch sweeping equipment - including a heavy squeegee and broom must be made available by the Home Team. If the Home Team does not make every endeavour to return the ground and pitch to a playable condition, the PSCA Executive may award the match to the visiting team.

CHANGEROOMS/TOILETS

5.9 The Home team must ensure changerooms and toilets are made available to the participating teams.

6 THE BALL

APPROVED BALL

6.1 As the PSCA has a sponsorship arrangement with Kookaburra, the “Tuff Pitch” or “Special Test” balls are to be used exclusively by this Association in all matches. Practice balls, Red King, or Four piece balls, are not to be used.

6.2 In the 1st and 2nd Grade One Day Matches and the A and B Division One Day grades, White “Tuf Pitch” or “Special Test” balls will be used.

CONTROL OF THE BALL

6.3 The ball must be provided to the umpire by the fielding team prior to the commencement of the innings, at the fall of any wicket, at the drinks and tea breaks and at stumps if the innings is to continue into the second day.

NEW BALL

6.4 A new ball must be used in the first innings of both teams in any competition match. In the second innings a new or good quality used ball may be used at the option of the fielding team.

6.5 The captain of the fielding team may choose to introduce a new ball after 70 overs in two day matches.

BALL LOST OR BECOMING UNFIT FOR PLAY

6.6 If during play the ball cannot be found or recovered or the umpire decides that it has become unfit for play through normal use, the umpire shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement.

7 CONDITIONS OF TWO DAY MATCHES

START AND FINISH TIMES

7.1 Matches are to commence at 1.00pm and finish at 5.40pm (please note all times are a half hour earlier in October and Semi and Grand Finals), unless time has been lost or delayed due to weather in which case 30 minutes can be added to the finishing time on both days of the match to make up for lost time.

TEAM LIST AND COIN TOSS

7.2 The captains shall toss a coin after completing the team sheet. This must be done 30 minutes prior to the match and if possible, in the presence of the umpire. The captain who wins the toss must notify immediately the opposing captain and the umpire of this decision to bat or field and cannot change this decision.

SPLIT PLAYER OPTION

7.3 A team may name 12 or 13 players with 10A/11A (only available the first week) and 10B/11B (only available the second week) these players must be named on the team sheet prior to the toss. Only one of 10A or 10B and one of 11A or 11B can perform in a single innings as a bowler or a batsman. If 10A/11A has already batted or bowled on the first day of an innings which will recommence on the second day, the 10B/11B must wait until the start of another innings before being able to bowl or bat. A player named as 10A/11A or 10B/11B cannot play for any other grade including the one day grade for that round.

INTERVALS

7.4 A tea break interval of 20 minutes shall be taken from 3.30pm to 3.50pm. The tea break will be delayed 20 minutes if the batting team is 9 wickets down before or including in the last over before tea.

7.5 Should an innings close within 30 minutes of the tea break, the 20 minute tea break will be taken and will replace the 10 minute change of innings.

7.6 A drinks break of no longer than 5 minutes shall be taken on the field at the mid-point between the commencement of play and the tea interval and the tea interval and end of play. If play commences on time and no changes of innings or lost time has occurred, the times for a drinks break will be 2.15pm and 4.45pm. Umpires are to calculate the mid-point and inform the captains if there has been a change in innings or time lost. A drinks break must be offered to the players if the duration of play is longer than 70 minutes.

7.7 An additional drinks break will be taken on days when the Perth Weather Bureau has forecasted over 35 degrees. If play commences on time and no change of innings or lost time has occurred the times for a drinks break will be 1.50pm, 2.40pm and 4.35pm. The additional 30 minutes can be used for any delays occurred due to the additional drinks break.

7.8 An innings break shall be 10 minutes.

INNINGS AND OVERS

7.9 All matches shall be considered two innings for each side.

7.10 The side bowling first shall bowl 70 overs within the match times on the first day unless play is interrupted by bad weather, bad light or ground unfitness, in which event additional 30 minutes will be added. If more than 60 minutes of play has been lost (including the additional 30 minutes on each day) the number of overs required to be bowled will be reduced by one over for every four minutes. (Please see wet weather calculations) If the reduced number of overs have been bowled before 6.10pm, play will continue until 6.10pm or 70 overs whichever comes first.

7.11 If the side batting first is dismissed or voluntarily declares its innings closed prior to the 70 overs, play will continue with the side batting second batting until the scheduled finish time, with the side bowling having to bowl at least 1 over for every 4 minutes and it shall bowl on the second day 70 overs to the side batting second, or until they are dismissed or voluntarily declare, or whichever comes first. **(please see rule 9.19)**

7.12 Unless dismissed or voluntarily declares, the side batting first will declare its innings closed at the completion of the bowling of the 70 overs, and stumps shall be called and it shall bowl on the second day 70 overs to side batting second, or until they are dismissed or voluntarily declare, or whichever comes first.

7.13 If the team batting second is dismissed or voluntarily declares, the match will continue until 5.40pm.

7.14 If a result has already occurred and both captains agree that no further result will occur, stumps can be called at 3.50pm on the second day.

7.15 If more than 60 minutes of the match has been lost due to weather and the side batting first is still batting, the total remaining overs of the match and the overs already bowl shall be evenly divided and the team batting first shall compulsory declare at the halfway mark, unless dismissed or voluntarily declares then play will continue with the side batting second batting until 6.10pm on day two.

7.16 On either day, at the commencement of the 3rd or 4th innings a minimum of 1 over must be bowled for every 4 minutes of playing time remaining on that day. Play continues until those overs have been completed or until scheduled finish time whichever occurs last.

7.17 If the side batting second has not received the required number of overs due to play being lost due to weather and has either not passed the score or been dismissed, the match shall be a draw.

7.18 Teams failing to bowl the required number of overs, either 70 or the reduced amount in the allotted time shall continue to bowl the overs until completed and be penalised a penalty of 6 runs per over not bowled, with these runs being added to the batting teams score, the umpire must inform the fielding captain at each interval how they are tracking with their over rate. The umpire must inform both captains at 5.40pm or 6.10pm, if time was lost due to weather, the awarding of any penalty runs. If the umpire believes the reason for the delay is due to an injury, loss of ball, additional drinks interval or a result of the batting side no penalty will be enforced and must inform both captains.

As a guide teams should bowl 10 overs for every 35 minutes of play.

FOLLOW ON

7.19 The side which bats first and leads by at least 75 runs shall have the option of requiring the other side to follow on their innings. The captain shall notify the opposing captain and the umpire of his intentions to take up this option. Once notified the decision cannot be changed.

SIDE BATTING FIRST DISMISSED OR DECLARATIONS

7.20 If the side batting first is dismissed or declares within 30 minutes of stumps on the first day of the match, then the side that is to bat second can elect to call an early stumps, or may bat until time. It will then receive 70 overs on the second day of the match, or is it is dismissed or voluntarily declares, or whichever comes first.

BALLS PITCHING OFF THE WICKET

7.21 Any ball pitching off the prepared surface of the wicket is to be called a "No Ball".

SHORT PITCH BOWLING

7.22 Bowlers are permitted to bowl one short pitched delivery between the batsman's shoulder and head in an upright stance per over. This includes if the delivery is considered a "Wide" for passing over the batsman's head in an upright stance. If the bowler bowls more than one of these deliveries in an over the umpire at the bowler's end shall call and signal "No Ball" on each occasion.

NON-PITCHING DELIVERIES

7.23 Any delivery which passes without pitching above the waist of the batsman in an upright stance, the umpire shall call and signal "No Ball". The umpire shall caution the bowler, if the umpire considers this delivery to be dangerous to the batsman, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings. Should there be any further dangerous non-pitching deliveries above the waist be bowled by the same bowler in that innings, the bowler shall not be allowed to bowl again in that innings and the over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor be allowed to bowl any part of the next over.

LEG SIDE FIELDERS

7.24 A maximum of 5 fielders may be positioned on the leg side.

LAW 41 – UNFAIR PLAY

7.25 The 5 run penalty linked with Law 41 will not apply, the rest of the rule will apply and if a player breaches any of the rules under this law, the umpire will be encouraged to report the player and possibly captain.

MCC LAWS OF CRICKET

7.26 All matches shall be played in accordance with the MCC Laws of Cricket, except where they are negated or modified in this document.

8 WEATHER/ABANDON MATCHES

ABANDONING PLAY

- 8.1 In the event of inclement weather, the Association will decide by 11.00 am on match day if all games are to be abandoned for that day. The Executive Officer will contact clubs to notify.
- 8.2 At the ground, the umpire is the sole judge as to safety, and may suspend play if required. If the umpire considers play should cease because of bad weather, then play shall cease. After play has been suspended it is entirely up to the umpire as to when play should recommence. With the agreement of both captains, the umpire may abandon a day's play or the match.
- 8.3 If no umpire is appointed to the match, both captains must determine the safety and whether it is appropriate to play on. Both captains should make every endeavour to play cricket. If the captains cannot agree on whether there should be play, play continues if players are on the field, play does not re-commence if players are off the field. Common sense should prevail, and the reality of the existing weather conditions considered. Play should not take place in persistent or heavy rain where conditions make play unsafe for the batsmen or the bowlers and fieldsmen. If the players are off the field and the captains cannot agree regarding the recommencement of play, players of both teams must remain at the ground until the scheduled finish time and if players of one team leave the ground that team is liable to forfeit the match.
- 8.4 If a match is to be abandoned due to weather, the home captain must notify the Association.

INTERRUPTIONS TO PLAY

- 8.5 In the event of bad weather, playing times and intervals can be pushed back up to thirty minutes to make up the lost time.
- 8.6 In two day matches if an hour is lost on the first day, thirty minutes can be added on both days to make up the lost time.
- 8.7 Please see Playing Conditions (Innings and Overs) above for more details and use the wet weather tables

LOSE OF A FULL DAYS PLAY

- 8.8 In a two day match, if the first day's play is totally lost due to bad weather, the second day of the match will be played under One Day Rules.
- 8.9 If the second day's play is totally lost due to bad weather and no result has already occurred, the fixture is deemed to be a draw.
- 8.10 If the first day has been totally lost and the coin was tossed and Teams Lists exchanged on the first day – this shall be declared void and the captains shall toss and compile team lists prior to the commencement of play on the second day.
- 8.11 In a One Day game, the game shall be declared a draw.

TERMINATION OF MATCH

- 8.12 If play in any match is terminated prior to the scheduled time of completion of the match by any act of vandalism, deliberate sabotage or any other action which appears to have been done to cause a premature end to a match, such match shall be drawn or completed or replayed at the discretion of the Association Executive.

ARTIFICIAL LIGHT

- 8.13 No artificial lighting is to be used during any daytime match.

EXCESSIVE HEAT POLICY

- 8.14 All games will be cancelled on days when the Perth Weather Bureau has forecasted over 42 degrees. Clubs will be advised by 7pm on the Friday when this occurs.
- 8.15 An additional drinks break will be taken on days when the Perth Weather Bureau has forecasted over 35 degrees. The additional 30 minutes can be used for any delays occurred due to the additional drinks break. Umpires may not refuse to allow batsman, or fielders a drink, but the unofficial drinks must not hold up play. Square leg umpires may hold drink containers, but they are for the use of both batsmen and fielders. Please see Playing Conditions (Intervals) above for more details.

LIGHTNING POLICY

- 8.16 If lightning is in the immediate area, which is measured by less than 30 seconds between the lightning and thunder, play will be suspended, for 30 minutes after the last lightning flash. Captains are reminded that the state of the game does not override safety.

9 DUTY OF CARE

- 9.1 The Perth Swan Cricket Association recommends that Clubs should adopt a policy of due care in all games of cricket played under the auspices of the association.
- 9.2 Clubs should be aware that they have a duty of care to their players when they are training and playing and should always insist on a safety first policy.
- 9.3 Captains or a duly appointed senior player, are required for insurance compliance to inspect the grounds, and change rooms before the start of play (or training) and bring to the Club's attention, areas of concern, that may result in injury. (ripped carpets, potholes, worn or broken gear, etc).
- 9.4 Players should be made aware that they are playing a game that has a degree of personal risk and be aware and be made aware, that while they play and while the Clubs have insurance policies, they accept personal responsibility for any injuries suffered.
- 9.5 The Association and the Clubs do not accept responsibility for any injuries incurred.
- 9.6 Under no circumstances should any player named in a match, consume alcohol, or take illegal drugs while the day's play is in progress. Any transgressions of this Rule will result in the offender being reported for bringing the game into disrepute.

10 POINTS ALLOCATION

12 points Win outright by an innings

12 points Win outright after leading on the first innings.

12 points Win by forfeit in a two day game (will be more if incentive points implemented)

10 points Win outright after a tie on the first innings.

8 points Win outright after losing on the first innings.

8 points Tie (or outright tie) after leading on the first innings.

6 points Win on the first innings.

6 points Win by forfeit in a one day game (will be more if incentive points implemented)

4 points Lose outright after leading on the first innings.

4 points Tie (or outright tie) after losing on the first innings.

3 points Draw match or Tie on the first innings with no outright result

2 points Lose outright after a tie on the first innings.

Note: A "Tie" is when aggregate scores are level at stumps at the end of the match when the team batting last is dismissed.

An "Outright Tie" is when the team batting last is not dismissed.

11 CAUTIONS, REPORTS, TRIBUNALS AND PENALTIES

CAUTIONS

- 11.1 The umpire(s) may issue a caution to a player who has committed a misdemeanour in a Club competition match.
- 11.2 The umpire shall, not later than thirty (30) minutes after the close of play, on the day in which the offence was committed, attempt to, or notify the captain, or player acting in that capacity, or an official of the Club concerned, of the caution. The umpire shall request that person to sign the Team List/Umpire's Report form to signify their notification of the caution.
- 11.3 Failure by that person to sign the Team List/Umpire's Report form does not invalidate the caution but may render the cautioned player's Club liable to a fine.
- 11.4 The umpire shall make note of the caution on the Team List/Umpire's Report form and advise the Executive Officer verbally after the completion of the days play and forward the form to the Association Executive Officer no later than the first Tuesday following the completion of the match in which the offence was committed. The Club will be notified of the players caution verbally and in writing by the Association Executive Officer.
- 11.5 If a player receives two cautions in a 12 month period, they will be suspended from the next two Club competition match for which he is eligible. The player will be suspended from two more Club competition match for which they are eligible for each additional caution received during the current season.

REPORTS

- 11.6 Players may be reported for any breach of the PSCA Constitution or By Laws or Laws of Cricket.
- 11.7 Every Umpire shall have the power to report any player or member of an associated Club or Association for any of the following:
- Disputing an Umpire's decision.
 - Unduly interfering with, or assaulting, an Umpire or player.
 - Using abusive and/or threatening language towards an Umpire or player during the progress of a match or within the environs of the ground on the day of such match.
 - General misbehaviour during a match.
 - Any other behaviour or misdemeanour which may be considered improper or which may bring discredit to the Association.
- When a player/club/club member is reported by an umpire or charged with an infringement of any Rule of the Association, such umpire shall advise the Association Executive Officer verbally of the report at end of days play and

lodge written notice of the report to the Association Executive Officer within forty eight (48) hours.

- 11.8 Upon receiving notice that a club, player, or associated club member has been reported for any reason, the Executive Officer shall forward a copy of the report together with the time, date, and place when and where the matter will be heard.
- 11.9 All such reports shall be heard and decided upon a meeting of the Protests and Disputes Tribunal or the Executive Officer may offer the reported player a prescribed penalty when the report is at the bottom end of the report scale. Every effort should be made to convene such meeting before the commencement of the next Association home and away fixture.
- 11.10 Persons/Clubs who are the subject of such reports must attend such tribunal meeting.
- 11.11 Any player/club as applicable failing to attend such meeting is automatically suspended until they appear before the Protests and Disputes Tribunal.
- 11.12 The Executive Officer (after consulting with the umpire) may alter the charge(s) in the interests of clarity, or brevity, or to fully comply with these By-Laws or laws of the game.