



PERTH SWAN CRICKET ASSOCIATION BYLAWS AND PLAYING CONDITIONS

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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. TEAM NOMINATIONS

GRADE NOMINATIONS

- 2.1 All clubs must nominate how many two and one day teams they will be entering 28 days prior to the season, any changes to these nominations need to be informed to the Executive Officer at the earliest possible opportunity.
- 2.2 The Association will grade the teams at their own discretion, with no more than eight teams in each grade unless authorised by the Association.

PROMOTION

- 2.3 Unless otherwise determined by the Association, the team that wins the Grand Final, in each of the two and one day grades and do not have a team playing in the immediate grade above will be promoted. Other teams who the Association deem suitable may be promoted at the discretion of the Association.

RELEGATION

- 2.4 Unless otherwise determined by the Association, teams finishing the qualifying matches last on the ladder will be relegated to the next lowest grade at the discretion of the Association. Other teams who the Association deem suitable may also be relegated at the discretion of the Association.
- 2.5 If a team is relegated to a grade where that club already has a team, that team will also be relegated if not eligible for promotion.

ORDER OF GRADES

- 2.6 The order of gradings
 - 1st Grade Two Day Grade
 - 2nd Grade Two Day Grade
 - A Division One Day Grade
 - B Division One Day Grade
 - 3rd Grade Two Day Grade
 - 4th Grade Two Day Grade
 - C Division One Day Grade
 - D Division One Day Grade
 - E Division One Day Grade
 - F Division One Day Grade
 - G Division One Day Grade
 - H Division One Day Grade
 - I Division One Day Grade

CLUB GRADINGS

2.7 A club may not have more than one team in each grade.

TEAM WITHDRAWS AFTER START OF THE SEASON

2.8 If a club withdraws a team after the start of the qualifying games, it is at the discretion of the Association to determine how ladder points will be affected and depends on when the team withdraws. Options include removing all matches points earned against the withdrawing team or awarding average points earned to teams that did not play withdrawn team.

TEAM ENTERS AFTER START OF THE SEASON

2.9 If a team joins the competition after the start of the qualifying games there will be no adjustment or ladder points provided to that team.

2.10 If a team joins the competition after the start of the qualifying games and creates or removes a bye, it is at the discretion of the Association to determine how ladder points will be affected and depends on when the team enters. Options include fixture changes to even matches played by each team or average points awarded to teams that have additional byes.

EXECUTIVE DISCRETION

2.11 If a team is deemed to be too strong or weak for the grade in which they started the season, the Association may order them to move up or down a grade. The Association reserves the right to adjust their points tally, (up or down) if they require a team to move to a separate grade during the season.

3. PLAYERS

REGISTRATION LISTS

- 3.1 The Association Executive Officer, when setting up a new season in PlayHQ, will deregister all players and clubs must reregister any player who will play for their club in the coming season.
- 3.2 Clubs are to ensure that their Registration List on PlayHQ is displaying the player's correct full name, date of birth, address, telephone number and email address. Players who are no longer part of your club are not to be deleted and remain with No Role in PlayHQ.

NEW REGISTRATIONS

- 3.3 Clubs must register all new players into PlayHQ prior to the commencement of the first game the players pay for the club. Before creating a new player, clubs must search PlayHQ to check if the player has a previous PlayHQ ID and apply for a clearance where necessary.
- 3.4 All players must be registered by the Thursday before their first match. If a player is added after the Thursday the club needs to inform the Association Executive Officer as soon as possible.

CLEARANCES AND TRANSFERS

- 3.5 Clubs must apply for a clearance in PlayHQ for any player who has been registered with another club in the preceding 3 seasons, except as a junior club or an interstate or overseas club.
- 3.6 A player requiring a clearance must not play a match with their new club until a clearance has been accepted by their previous club in PlayHQ. It is the responsibility of the new club to contact the old club to have this resolved before the player plays a match. If for some reason the previous club cannot accept the clearance in PlayHQ before the playing date, the previous club must email the Association Executive Officer that they accept the clearance and will accept in PlayHQ as soon as possible.
- 3.7 A club must upon application grant a clearance for a player unless the player is liable for any outstanding monies.
- 3.8 If a clearance is withheld, refused for a financial player or a club does not reply to a clearance application for 7 days after receiving it, the Association may upon application, grant a clearance.
- 3.9 A permit is only to be used in PlayHQ for the following reasons,
 - Where a player is currently registered and playing with a junior club and will also be playing at a senior club,
 - Where a player is currently registered and playing with another club and filling in for a club for a one-off Saturday match or in the Tuesday Twenty20 competition,
 - To allow for historical data to be entered into PlayHQ.The Executive Officer must be informed of any permits that occur in PlayHQ.
- 3.10 No clearance can be lodged between 31st March and 31st July each season.

MINIMUM AGE FOR PLAYER

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

ASSOCIATION RIGHT

3.12 The Association has the right to refuse or cancel the registration of any player.

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

3.13 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

3.14 Clubs must name all teams in PlayHQ 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 PlayHQ 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.

3.15 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

3.16 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.

3.17 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.

- 3.18 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.
- 3.19 Umpires are to notify the Executive Officer of any breach of the above dress standards.

MINIMUM NUMBER OF PLAYERS

- 3.20 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.
- 3.21 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

- 3.22 Substitutes must be a registered member of any Club affiliated with Cricket Australia.
- 3.23 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.
- 3.24 A player taking part in one match, may act as a substitute in another match.
- 3.25 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

- 3.26 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.
- 3.27 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.
- 3.28 No player arriving after the tea break will be able to take an active role in the match unless agreed to prior to the match by the opposition captain.

FIELDSMAN LEAVING THE FIELD

- 3.29 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

- 3.30 Players are not to leave the field during a drinks interval without umpires consent
- 3.31 Players are not permitted to smoke on the field during a match or drinks interval.
- 3.32 Players are not permitted to consume alcohol until the match is complete.

RUNNERS

- 3.33 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.
- 3.34 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.

TRANSFERRING PLAYERS TO A HIGHER GRADE

- 3.35 As many players as a club likes may transfer from a lower grade team to a higher grade team.

DROPPING PLAYERS TO A LOWER GRADE

- 3.36 A player in a club's top grade may only drop one grade lower within his club from where he played the preceding round for the club.
- 3.37 A player will not be able to play in a lower grade once he has scored 250 runs or taken 20 wickets in the higher grade during the season. (Please note Order of Qualification)
- 3.38 A player may drop from a clubs top two day grade team to a one day grade team but must play in that clubs top one day grade team.

DROPPING PLAYERS DURING A BYE

- 3.39 Only two players who played in the preceding match for the team which has the bye can play for that club in a lower grade during the round that team has the bye, as long as the player or players meet rule 3.36 and 3.37.

4 FORFEITS

LOWEST GRADE FIRST

4.1 If a Club has more than one grade and must forfeit a match, the match must be their lowest grade. Failure to comply will result in the forfeit of match points for all lower grades.

EARLY NOTIFICATION

4.2 If a club needs to forfeit a scheduled fixture for one or more of their lowest teams, they will need to notify the Executive Officer prior to 7.00pm on the Thursday before the match. The penalty for an early forfeit notification will be \$100.

LATE NOTIFICATION

4.3 If a club forfeits a team after 7.00pm on the Thursday, they will be liable for \$200 fine plus both clubs umpires' fee. The club forfeiting must contact the opposing club and either the Executive Officer, Match Day Referee or Umpire Advisor. Failure to do so will result in further penalties.

NUMBER OF FORFEITS BEFORE TEAM IS WITHDRAWN

4.4 If a club forfeits on three occasions during the season, then the Association will determine whether that team is withdrawn from the competition.

MATCH WON ON FORFEIT

4.5 If a team wins a match on a forfeit, it shall enter the completed teams list in PlayHQ showing the names of its players before 6.00pm on the Tuesday after the completion of the scheduled match.

5 UMPIRES (PLEASE SEE UMPIRE RESPONSIBILITIES)

APPOINTMENT OF UMPIRES

5.1 The Association through the Umpire Coordinator or Executive Officer will endeavour to appoint an umpire at all matches and where possible appoint two. The appointing of two umpires is at the discretion of the Association. The Executive Officer will notify the captain of the teams where no umpire has been appointed or an umpire is unable to attend and no replacement is available.

NO UMPIRE APPOINTED

5.2 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

5.3 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

5.4 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

5.5 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.

UMPIRE ATTIRE

5.6 All umpires must wear the following:

- Black dress trousers,
- An Association provided umpires shirt,
- Either Association provided umpires hat or a predominately white hat
- Enclosed footwear.

CLUB UMPIRE ATTIRE

5.7 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

5.8 Association appointed umpires are to be paid as follows \$200 per umpire per day in 1st and A grade, \$180 per umpire per day in 2nd and B grade and \$160 in all other 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 SHEETS

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

6 SCORING (PLEASE SEE SCORERS RESPONSIBILITIES)

APPOINTMENT OF SCORERS

6.1 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

6.2 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

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

OFFICIAL SCORE

6.4 At the completion of each innings the umpire (if appointed) and captains must agree on the official score, enter the score on the team sheet and sign. 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.

6.5 In the event of a dispute in the scores, both scorebooks shall be impounded by the umpire, who shall forward them to the PSCA within 48 hours of the close of play on the day of the dispute.

MATCH AND PLAYER SCORES

6.6 The match scores and result must be entered in PlayHQ by 12pm on the day following the match.

6.7 Players scores must be entered in PlayHQ by 5pm by Tuesday after the match.

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

CREASES

7.1 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

7.2 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

7.3 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

7.4 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

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

WICKETS, BAILS AND CHALK

7.6 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.

7.7 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

7.8 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

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

EXECUTIVE NOTIFICATION

7.10 Umpires are to notify the Executive Officer of any breach of the above playing area standards.

8 THE BALL

APPROVED BALL

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

8.2 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

8.3 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

8.4 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.

8.5 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

8.6 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.

9 CONDITIONS OF TWO DAY MATCHES

START AND FINISH TIMES

9.1 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

9.2 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

9.3 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

9.4 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.

9.5 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.

9.6 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.

9.7 An additional drinks break will be taken on days when the Bureau of Meteorology 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.

9.8 An innings break shall be 10 minutes.

INNINGS AND OVERS

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

9.10 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.

9.11 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)**

9.12 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.

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

9.14 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.

9.15 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.

9.16 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.

9.17 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.

9.18 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

9.19 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

9.20 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

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

SHORT PITCH BOWLING

9.22 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

9.23 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

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

LAW 41 – UNFAIR PLAY

9.25 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

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

10 CONDITIONS OF ONE DAY MATCHES

START AND FINISH TIMES

- 10.1 Matches are to commence at 1.00pm and finish at 6.20pm (please note all times are half hour earlier for matches in October and in Semi and Grand Finals), unless time has been lost or delayed due to weather in which case 30 minutes can be added to make up for lost time.

TEAM LIST AND COIN TOSS

- 10.2 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

- 10.3 Teams have the option to name 12 players, any 11 of whom may bat or bowl, provided there are only 11 players on the field at any time and all 12 names are included on the teams list before the toss has occurred. Teams do not have to nominate who will be the 11 batsmen on the team sheet, as long as only 11 players' bat.

INTERVALS

- 10.4 A tea break interval of 20 minutes will be taken at the conclusion of the side batting first innings.
- 10.5 A drinks break interval of no longer than 5 minutes shall be taken on the field at the mid-point of each innings.
- 10.6 An additional drinks break will be taken on days when the Bureau of Meteorology has forecasted over 35 degrees. If play commences on time and no change of innings or lost time has occurred a drinks interval will occur after the 14th and 27th over of each innings. An additional 30 minutes can be used for any delays occurred due to the additional drinks break.

INNINGS AND OVERS

- 10.7 All matches shall be considered one innings for each side.
- 10.8 Both sides are entitled to 40 overs per innings.
- 10.9 The side bowling first shall bowl 40 overs by 3.30pm or 3.00pm in October or Finals unless play is interrupted by bad weather, bad light or ground unfitness, in which event an additional 30 minutes will be added. If more than 30 minutes of play has been lost (including the additional 30 minutes each day) the number of overs required for each side to be bowled will be reduced by one over for every eight minutes. (Please see wet weather calculations)

If the side bowling first fails to bowl 40 overs by 3.30pm or the reduced number by the scheduled time and this is not due to time lost for injury, loss of ball, additional drinks interval or a result of the batting side, the Umpire will inform both captains the number of overs that have been bowled by 3.30pm and the side bowling first will need to continue to bowl the overs until the 40 overs is complete or the other team is dismissed and be penalised for every over behind will result in a penalty of 6 runs per over not bowled. Umpire must inform the fielding captain every 50 minutes how they are tracking with their over rate. 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.

- 10.10 If the side batting first is dismissed prior to receiving 40 overs or time, the side batting second is still entitled to their allotted 40 overs.
- 10.11 Unless dismissed, the side batting first will declare its innings closed at the completion of the bowling of the 40 overs or reduced number due to interruption.
- 10.12 If the side batting second has already passed the score before receiving 20 overs, the match will continue until 20 overs have been completed and stumps will be called. If the score is passed after 20 overs, stumps is called once the team batting second passes the score.
- 10.13 If more than 30 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 shall be evenly divided and the team batting first shall compulsory declare at the halfway mark of the total remaining overs, unless dismissed, then play will continue with the side batting second batting until a result has occurred or 6.50pm.
- 10.14 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.
- 10.15 If a minimum of 20 overs per side cannot be allotted to the team batting first and it is not dismissed, the match will be declared a draw.
- 10.16 If the team bowling second failing to bowl the required number of overs, either 40 or the reduced amount in the allotted time shall continue to bowl the overs until completed and be penalised as follows:
- For every over behind will result in a penalty of 6 runs per over not bowled,
 - These runs will be 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 time, either 6.20pm or 6.50pm, 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.

BOWLER RESTRICTIONS

- 10.17 A bowler may bowl a maximum of 8 overs in an innings.

10.18 If a bowler cannot complete an over it shall be completed by another bowler and that over shall count as one over for both bowlers.

10.19 If total overs have been reduced due to the loss of time the following calculation will come in affect:

Total overs in innings	Maximum overs per bowler
36-40 overs	8 overs
31-35 overs	7 overs
26-30 overs	6 overs
21-25 overs	5 overs
20 overs	4 overs

BALLS PITCHING OFF THE WICKET

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

SHORT PITCH BOWLING

10.21 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 delivers in an over the umpire at the bowler's end shall call and signal "No Ball" on each occasion.

NON-PITCHING DELIVERIES

10.22 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 by the same bowler in that innings, the bowler shall not be allowed to bowl again in the 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.

WIDE DELIVERIES (Please refer to diagram)

10.23 For judging leg side wides lines shall be marked 40 cm either side of the middle stump at each end. If a ball passes the stumps outside these lines a "Wide" is to be called but only if the ball first passes behind both legs of the striker.

10.24 For judging off side wides lines shall be marked 1 metre either side of the middle stump at each end. If a ball passed the stumps outside these lines a "Wide" is to be called.

FIELDING RESTRICTIONS

In 1st and 2nd Grade and A and B Division

10.25 For the first 8 overs of each innings, only two fieldsmen are permitted to be outside the 30 metre fielding restriction circle.

10.26 For the remaining overs of each innings, only 5 fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

10.27 In circumstances where the number of overs has been reduced, the fielding restrictions overs will be reduced as per below:

LEG SIDE FIELDERS

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

LAW 41 – UNFAIR PLAY

10.29 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

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

11 CONDITIONS OF TWENTY20 MATCHES – SATURDAY

START AND FINISH TIMES

- 11.1 Matches are to commence at 1.00pm and finish at 4.00pm, unless time has been lost or delayed due to weather in which case the match can be played until 5.30pm to make up for lost time.

INTERVALS

- 11.2 A tea break interval of 20 minutes will be taken at the conclusion of the side batting first innings.
- 11.3 There are no drinks break intervals.

INNINGS AND OVERS

- 11.4 All matches shall be considered one innings for each side.
- 11.5 The captains shall toss a coin after completing the team sheet to determine which side will decide whether to bat or bowl first. This must be done 30 minutes prior to the match and if possible, in the presence of the umpire.
- 11.6 Both sides are entitled to 20 overs per innings.
- 11.7 The side bowling first shall bowl 20 overs by 2.20pm unless play is interrupted by bad weather, bad light or ground unfitness, in which event the innings must begin by 2.30pm and completed no later than 3.50pm. If more than 90 minutes of play has been lost the number of overs required for each side to be bowled will be reduced by one over for every eight minutes. (Please see wet weather calculations)
- 11.8 If the side bowling first fails to bowl 20 overs by 2.20 pm and this is not due to time lost for injury, loss of ball, additional drinks interval or a result of the batting side, the Umpire will inform both captains the number of overs that have been bowled by 2.20pm and this will be the number of overs the side batting second will receive. The side bowling first will need to continue to bowl the overs until the 20 overs is complete or the other team is dismissed. Umpire must inform the fielding captain every 20 minutes how they are tracking with their over rate.
- 11.9 If the side batting first is dismissed prior to receiving 20 overs or time, the side batting second is still entitled to their allotted 20 overs.
- 11.10 Unless dismissed, the side batting first will declare its innings closed at the completion of the bowling of the 20 overs.
- 11.11 If more than 90 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 shall be evenly divided and the team batting first shall compulsory declare at the halfway mark of the total remaining overs, unless dismissed, then play will continue with the side batting second batting until a result has occurred or 5.30pm.

11.12 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.

11.13 If a minimum of 5 overs per side cannot be allotted to the team batting first and it is not dismissed, the match will be declared a draw.

11.14 If the team bowling second failing to bowl the required number of overs, either 20 or the reduced amount in the allotted time shall continue to bowl the overs until completed and be penalised as follows:

- For every over behind will result in a penalty of 5 runs per over not bowled,
- These runs will be added to the batting teams score,

The umpire must inform the fielding captain every 20 minutes on how they are tracking with their over rate. The umpire must inform both captains at time, 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.

BOWLER RESTRICTIONS

11.15A bowler may bowl a maximum of 4 overs in an innings.

11.16 If total overs have been reduced due to the loss of time the following calculation will come in affect:

Total overs in innings	Maximum overs per bowler
16-20 overs	4 overs
11-15 overs	3 overs
6-10 overs	2 overs
5 overs	1 over

BALLS PITCHING OFF THE WICKET

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

SHORT PITCH BOWLING

11.18 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 delivers in an over the umpire at the bowler's end shall call and signal "No Ball" on each occasion.

NON-PITCHING DELIVERIES

11.19 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 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.

WIDE DELIVERIES (Please refer to diagram)

11.20 For judging leg side wides lines shall be marked 40 cm either side of the middle stump at each end. If a ball passes the stumps outside these lines a “Wide” is to be called but only if the ball first passes behind both legs of the striker.

11.21 For judging off side wides lines shall be marked 1 metre either side of the middle stump at each end. If a ball passed the stumps outside these lines a “Wide” is to be called.

FIELDING RESTRICTIONS

11.22 For the first 6 overs of each innings, only two fieldsmen are permitted to be outside the 30 metre fielding restriction circle.

11.23 For the remaining overs of each innings, only 5 fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

11.24 In circumstances where the number of overs has been reduced, the fielding restrictions overs will be reduced as per below:

Total overs in innings	Number of Fielding Restriction Overs
20 overs	6 overs
17-19 overs	5 overs
14-16 overs	4 overs
10-13 overs	3 overs
7-9 overs	2 overs
5-6 overs	1 over

LEG SIDE FIELDERS

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

FREE HIT AFTER FOOT FAULT NO BALL

11.26 The delivery following a No ball called for a foot fault (MCC Law 24.5) 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 ball), then the next delivery will become a free hit for whichever batsman is facing it. The umpire will indicate the free hit delivery by crossing and recrossing his wrists above the head. 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 ball. Field changes are permitted for free hit deliveries.

LAW 41 – UNFAIR PLAY

11.27 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

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

12 CONDITIONS OF TWENTY20 MATCHES - TUESDAY

START AND FINISH TIMES

12.1 Matches are to commence at 4.45pm and finish at 7.10pm.

INTERVALS

12.2 An innings interval of 5 minutes will be taken at the conclusion of the side batting first innings.

12.3 There are no drinks break intervals.

INNINGS AND OVERS

12.4 All matches shall be considered one innings for each side.

12.5 The captains shall toss a coin after completing the team sheet to determine which side will decide whether to bat or bowl first. This must be done 15 minutes prior to the match and if possible, in the presence of the umpire.

12.6 Both sides are entitled to 20 overs per innings.

12.7 The 1st 10 overs are to be bowled from one end and the 2nd 10 overs are to be bowled from the other end. If total overs have been reduced, half of the overs are to be bowled from either end.

12.8 The side bowling first shall bowl 20 overs by 5.55pm unless play is interrupted by bad weather, bad light or ground unfitness, in which case the number of overs required for each side to be bowled will be reduced by one over for every eight minutes. (Please see wet weather calculations)

12.9 If the side bowling first fails to bowl 20 overs by 5.55 pm and this is not due to time lost for injury, loss of ball, additional drinks interval or a result of the batting side, the Umpire will inform both captains the number of overs that have been bowled by 5.55pm and this will be the number of overs the side batting second will receive. The side bowling first will need to continue to bowl the overs until the 20 overs is complete or the other team is dismissed. Umpire must inform the fielding captain every 15 minutes how they are tracking with their over rate.

12.10 If the side batting first is dismissed prior to receiving 20 overs or time, the side batting second is still entitled to their allotted 20 overs.

12.11 Unless dismissed, the side batting first will declare its innings closed at the completion of the bowling of the 20 overs.

12.12 If time has been lost due to weather and the side batting first is still batting, the total remaining overs of the match shall be evenly divided and the team batting first shall compulsory declare at the halfway mark of the total remaining overs, unless dismissed, then play will continue with the side batting second batting until a result has occurred or 7.10pm.

12.13 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.

12.14 If a minimum of 5 overs per side cannot be allotted to the team batting first and it is not dismissed, the match will be declared a draw.

12.15 If the team bowling second failing to bowl the required number of overs, either 20 or the reduced amount in the allotted time shall continue to bowl the overs until completed and be penalised as follows:

- For every over behind will result in a penalty of 5 runs per over not bowled,
- These runs will be added to the batting teams score,

The umpire must inform the fielding captain every 20 minutes on how they are tracking with their over rate. The umpire must inform both captains at time, 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.

BOWLER RESTRICTIONS

12.16A bowler may bowl a maximum of 4 overs in an innings.

12.17 If total overs have been reduced due to the loss of time the following calculation will come in affect:

Total overs in innings	Maximum overs per bowler
16-20 overs	4 overs
11-15 overs	3 overs
6-10 overs	2 overs
5 overs	1 over

BALLS PITCHING OFF THE WICKET

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

SHORT PITCH BOWLING

12.19 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 delivers in an over the umpire at the bowler's end shall call and signal "No Ball" on each occasion.

NON-PITCHING DELIVERIES

12.20 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 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.

WIDE DELIVERIES (Please refer to diagram)

12.21 For judging leg side wides lines shall be marked 40 cm either side of the middle stump at each end. If a ball passes the stumps outside these lines a “Wide” is to be called but only if the ball first passes behind both legs of the striker.

12.22 For judging off side wides lines shall be marked 1 metre either side of the middle stump at each end. If a ball passed the stumps outside these lines a “Wide” is to be called.

FIELDING RESTRICTIONS

12.23 For the first 6 overs of each innings, only two fieldsmen are permitted to be outside the 30 metre fielding restriction circle.

12.24 For the remaining overs of each innings, only 5 fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

12.25 In circumstances where the number of overs has been reduced, the fielding restrictions overs will be reduced as per below:

Total overs in innings	Number of Fielding Restriction Overs
20 overs	6 overs
17-19 overs	5 overs
14-16 overs	4 overs
10-13 overs	3 overs
7-9 overs	2 overs
5-6 overs	1 over

LEG SIDE FIELDERS

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

FREE HIT AFTER FOOT FAULT NO BALL

12.27 The delivery following a No ball called for a foot fault (MCC Law 24.5) 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 ball), then the next delivery will become a free hit for whichever batsman is facing it. The umpire will indicate the free hit delivery by crossing and recrossing his wrists above the head. 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 ball. Field changes are permitted for free hit deliveries.

LAW 41 – UNFAIR PLAY

12.28 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

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

13 WEATHER/ABANDON MATCHES

ABANDONING PLAY

- 13.1 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.
- 13.2 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.
- 13.3 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.
- 13.4 If a match is to be abandoned due to weather, the home captain must notify the Association.

INTERRUPTIONS TO PLAY

- 13.5 In the event of bad weather, playing times and intervals can be pushed back up to thirty minutes to make up the lost time.
- 13.6 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.
- 13.7 Please see Playing Conditions (Innings and Overs) above for more details and use the wet weather tables

LOSE OF A FULL DAYS PLAY

- 13.8 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.
- 13.9 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.
- 13.10 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.
- 13.11 In a One Day game, the game shall be declared a draw.

TERMINATION OF MATCH

13.12 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

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

EXCESSIVE HEAT POLICY

13.14 All games will be cancelled on playing days when the Bureau of Meteorology forecasts the Perth Metropolitan temperature to be 42 degrees or above the following day. Clubs will be advised of the cancellation by 7pm on the evening before the match.

13.15 An additional drinks break will be taken on days when the Bureau of Meteorology 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

13.16 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.

14 DUTY OF CARE

- 14.1 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.
- 14.2 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.
- 14.3 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).
- 14.4 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.
- 14.5 The Association and the Clubs do not accept responsibility for any injuries incurred.
- 14.6 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.

15 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.

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

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.

16 FINALS

STRUCTURE

- 16.1 In each grade all teams shall be ranked according to their relative positions after the home and away rounds.
- 16.2 Finals matches will be contested between the top 4 teams in each grade at the completion of the qualifying matches. If 2 or more teams are level on points, the positions will be decided by the formula below to separate the teams. (Runs scored/wickets lost) divided (Runs against/wickets taken) The team with the higher points under this formula will be placed in the higher position on the ladder.
- 16.3 A team declaring its innings closed is deemed to have lost the number of wickets that have fallen.
- 16.4 A team that is dismissed shall be deemed to have lost 10 wickets, even if they have less batsman or batsmen who are absent, ill, or injured.
- 16.5 Semi-Finals shall be played as follows:
First Semi Final 2nd vs. 3rd and Second Semi Final 1st vs. 4th placed teams at the end of the qualifying rounds.
Grand Final shall be played between the winners of first and second semi-finals.

GROUND ALLOCATIONS

- 16.6 For Semi Finals the team that finishes higher on the ladder will have the opportunity to host the final if the Association deems the ground to be suitable for finals and shall perform the duties as the home team.
- 16.7 For Grand Finals, the grounds are selected at the sole discretion of the Association. The hosting club shall perform the duties of preparing the playing area.

UMPIRE ALLOCATIONS

- 16.8 Umpire' Appointments for all Finals matches are at the sole discretion of the Executive.

RESULTS

- 16.9 If a two day final is not won outright, the winner is the team that lead on first innings.
- 16.10 If play is interrupted by bad weather, bad light or ground unfitness and no result is possible, the side which finished highest on the premiership ladder at the end of the qualifying season shall be deemed to be the winner.
- 16.11 If any finals match is tied or drawn, the side which finished highest on the Premiership Ladder at the end of the qualifying games, shall be deemed to be the winner.

16.12 If no result is possible in any finals match, the side which finished top on the premiership ladder at the end of the qualifying season shall be deemed to be the winner.

PLAYER ELIGIBILITY

- 16.13 No player shall be eligible to play with any Club in finals matches unless they have played at least six qualifying playing dates with that Club.
- 16.14 A player shall automatically qualify for finals in a grade once they have played 8 weeks in that grade, even if they play more weeks in a higher grade. If a player does not play 8 weeks in one grade but meets By-Law 16.13, they qualify for the team which they played the most weeks, if there is an equal number of weeks the player qualifies for the higher grade.
- 16.15 If a player changes clubs during the season within the Association, that player must play at least six qualifying playing dates with his new club to be eligible for finals.
- 16.16 For qualification, being named a 12th man or substitute is not considered a playing date.
- 16.17 Players may be selected for teams above the grade in which they are qualified, but they may not be selected in teams below the grade in which they are qualified, unless open selection is applicable.

OPEN SELECTION

- 16.18 Open selection is applicable when a Club has teams in consecutive grades within their clubs' structure, both qualified for the finals.
- 16.19 Open selection allows clubs to pick their players in the immediate grade below if both teams are in the finals, irrespective whether the player has qualified for that grade, as long as the player has played six playing dates for the club.
- 16.20 Open selection ends when one of the teams is eliminated from the finals.
- 16.21 If a player is selected for a final for which they were not originally qualified under open selection, the exemption for that player shall continue through to the grand final, even if the Club's open selection status has changed after the completion of the semi-final.
- 16.22 For order of grading for open selection please see Order of Qualification By Law 16.23

ORDER OF QUALIFICATION

- 16.23 1st Grade
2nd Grade
A Division One Day Grade
B Division One Day Grade
3rd Grade
4th Grade
C Division One Day Grade
D Division One Day Grade

E Division One Day Grade
F Division One Day Grade
G Division One Day Grade
H Division One Day Grade
I Division One Day Grade

PRESIDENT'S CUP

16.24 The top team in 1st Grade during the One Day Matches and the top team of the A Division after round 14 will play for the President's Cup.

17 ASSOCIATION TROPHIES

INDIVIDUAL TROPHIES

- 17.1 1st Grade Cricketer of the Year – voted 3,2 and 1 by umpire/s each game.
- 17.2 Champion Player Award each grade – 1 point per run, 10 points per wicket and 10 points per catch/stumping.
- 17.3 Batting Average and Aggregate Awards each grade - eight (8) innings and a minimum of two hundred and fifty (250) runs.
- 17.4 Bowling Average and Aggregate Awards each grade – a minimum of twenty-five (25) wickets
- 17.5 Wicket-Keeping Award – most dismissals in each grade
- 17.6 All Clubs are to ensure that PlayHQ is up to date (all matches entered) for each participating team within one week of the completion of the final round of qualifying games.
- 17.7 Champion player, best bowling, best batting data will be kept in camera for the last six weeks of the season on PlayHQ.
- 17.8 If a player changes clubs during the year, their points from both clubs, for awards, will be combined for each grade in which they play.
- 17.9 No game will be reopened for Clubs to enter extra data for one week prior to the last game starting and until the Wednesday before finals start.

TEAM TROPHIES

- 17.10 In each grade, Trophies will be awarded to the Minor Premiers and the Premiers. All premiers will receive a pennant and shield on the grand final day.

MEDALLIONS

- 17.11 In each grade, medallions will be awarded to each player in the Premiership team.
- 17.12 The Player of the Match as determined by the umpires in the Grand Finals will receive a medallion.

18 CAUTIONS, REPORTS, TRIBUNALS AND PENALTIES

CAUTIONS

- 18.1 The umpire(s) may issue a caution to a player who has committed a misdemeanour in a Club competition match.
- 18.2 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 Sheet to signify their notification of the caution.
- 18.3 Failure by that person to sign the Team Sheet does not invalidate the caution but may render the cautioned player's Club liable to a fine.
- 18.4 The umpire shall make note of the caution on the Team Sheet 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.
- 18.5 If a player receives two cautions in a 12 month period, they will be suspended from the next two playing dates for which he is eligible. The player will be suspended from two more playing dates for which they are eligible for each additional caution received during the current season.

REPORTS

- 18.6 Players may be reported for any breach of the PSCA Constitution or By Laws or Laws of Cricket.
- 18.7 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.

- 18.8 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.
- 18.9 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.
- 18.10 Persons/Clubs who are the subject of such reports must attend such tribunal meeting.
- 18.11 Any player/club as applicable failing to attend such meeting is automatically suspended until they appear before the Protests and Disputes Tribunal.
- 18.12 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.

PRESCRIBED PENALTIES

- 18.13 Umpires may recommend a prescribed penalty and Players may request a prescribed penalty but the PSCA Executive reserves the right to refer the report to the Tribunal for adjudication.
- 18.14 Two reports of the same charge, in the one season, will mean that the player must attend a tribunal hearing.
- 18.15 Reportable Offences: (Indicative match penalties, ONLY)
- Intimidating or putting an umpire under pressure by gesture or words
(2 playing Dates)
 - Making disparaging remarks about an umpire
(2 playing Dates)
 - Persistent sledging of opposition players(s) after umpire warning
(2 playing Dates)
 - Player acting as a square leg umpire giving a blatantly incorrect decision
(1 playing Dates)
 - No action taken by captain to control his players after umpires' request
(2 playing Dates)
 - Throwing bat, gloves, helmet, or other equipment
(2 playing Dates)
 - Kicking or knocking over stumps deliberately
(4 playing Dates)
 - Deliberate time wasting
(1 playing Dates)
 - Fieldsman making continuous ridiculous appeals
(1 playing Dates)
 - Fieldsman directing a batsman off the ground, by gestures or words
(2 playing Dates)
 - Fieldsman making disparaging remarks about a batsman's ability

(2 playing Dates)

Dissent of an umpire's decision by gestures or words

(2 playing Dates)

Player entering field to query or dispute an umpire's decision

(2 playing Dates)

Abusing or swearing at an opposition player or teammate

(2 playing Dates)

Abusing or swearing at an umpire

(3 playing dates)

Loud audible obscene language that can be heard from the boundary, (first offence)

(caution)

PROTEST AND DISPUTES

- 18.16 The Match Committee shall consider and adjudicate upon all protests, disputes, and complaints against Clubs and/or individual players and/or members of a Club lodged by the Association, an Umpire, Clubs and/or other players. The Match Committee shall be appointed by the President of the Association at the first executive meeting following the AGM. Members of the Executive outside of the appointed match committee may be called upon to adjudicate on rulings should appointed match committee be unavailable or involves their own clubs.
- 18.17 Any Club may appeal (in writing) to the PSCA Executive on any by-law, ruling or decision but any such appeal will incur a deposit of \$200 which will only be returned if the appeal is upheld. In the case of Match Committee decisions, the Executive Officer shall refer the appeal to the President of the Association who shall act as the Chair of the Match Committee for their adjudication. Should the President be unavailable or the decision involves their club they may appoint another member of the executive to adjudicate on their behalf providing that person was not involved in the original decision.
- 18.18 Clubs may ask (formally in writing through the Association) that any dispute regarding umpiring decisions be referred to the Association for adjudication and clarification on future rulings. However the Umpire's decision on the day will stand.

PROTEST AND DISPUTES TRIBUNAL

- 18.19 The player must attend the tribunal unless they have a valid reason and notifies the Association Executive Officer as early as possible, of their unavailability. Under certain circumstances, they may be given special dispensation to play before his case is heard.
- 18.20 If he does not inform the PSCA Executive Officer, or his reason is unsatisfactory, the evidence will be heard, and he will be suspended until he appears before the Board.
- 18.21 The club must supply an advocate to assist the player. remember, as the advocate always remains in the room, they cannot give evidence on the case. They can give a character reference for the player and help the player present their case. The advocates job is not act as defence lawyer for the reported player, but they are only

a witness, to see that the player receives a fair hearing and to report the results to the club. Failure to provide an advocate can result in a fine for the club.

18.22 Where a player has been infringed against, they must attend the Tribunal to give evidence. They must also be represented by an advocate. The Infringed players advocate is also unable to give evidence.

18.23 The PSCA will endeavour to have three members hear any report but if they are unable to get the required number, they can start with a minimum of two members.

TRIBUNAL PROCESS

18.24 Chair introduces tribunal panel members.

18.25 Chair reads charges.

18.26 Checks player's identity and whether they played in the game. Note! Spelling mistakes of names are not grounds to dismiss any charges.

18.27 Asks player for a plea. - Guilty or Not Guilty

If Guilty Plea

- Hear report of the Umpire.
- Through the Chair the player may cross examine Umpire. Note if the player cross examines the Umpire, they have the right to cross examine the player when the player gives their statement.
- Player gives account of incident. Can include mitigating circumstances.
- Tribunal may or may not hear from witness', they must stay until given permission to leave, even after appearance.
- Receive character reference from Advocate including player's record.
- Tribunal members may ask questions of all witness' and Advocate to clear any areas of doubt. Usually done when others have finished questioning the witness through the Chair.
- Please note personal abuse will not be tolerated and will be severely dealt with.

Tribunal retires to consider penalty.

Chair announces penalty, if any.

If Not Guilty Plea

- Hear report of the Umpire.
- Through the Chair the charged player may cross examine the Umpire.
- Tribunal may cross examine the Umpire.
- Tribunal hear charged player's statement.
- Through the Chair the Umpire may cross examine the player.
- The tribunal may cross examine the player.
- Tribunal hear from witness' (including player transgressed against).
- Through the Chair the charged player may cross examines witnesses.
- Tribunal cross examines witnesses.
- Tribunal hears Character reference and player's record from Advocate.
- Tribunal retires to consider evidence.

- Tribunal Chair announces decision and penalty (if any, in writing and a copy is given to the player or advocate).

NOTES (FOR GUIDANCE)

When an Umpire reports a player it is considered a Prima Facie case. That is, it is considered that the player has a case to answer. A player must show cause why, or what, the Umpire has said is wrong. The Umpire is appointed by the Association and is considered an unbiased witness and unless the player can create doubt, or prove their recollection is wrong; the tribunal will support their evidence.

Witnesses. As a general rule, a player from the same team, may not be considered a credible witness.

APPEAL PROCESS

- 18.28 An Appeal must be lodged in writing (giving grounds of appeal) of original hearing, or ruling. With tribunal hearings, the only grounds for appeal, is new evidence. With an appeal, the tribunal may reduce or increase the sentence, if it deems it necessary.
- 18.29 The advocate informs the Tribunal Chair that the player is present for the hearing. They also Inform, names of advocates and witness' (if any). Player may call any (new) witness as long as they are relevant to the case, or was unable to attend the original hearing. Witnesses are asked to leave room.
- 18.30 The advocate informs tribunal grounds for appeal.
- 18.31 The player or advocate provides the new evidence.
- 18.32 The Tribunal Head questions the player or advocate on evidence.
- 18.33 The player calls new witness (if any)
- 18.34 The player makes statement.
- 18.35 The Tribunal Chair asks all parties to leave and considers decision
- 18.36 The Tribunal gives appeal verdict.
- 18.37 The Association Executive Officer informs the club in writing the outcome of the appeal and reasons within one week of hearing.

PENALTIES

- 18.38 The Association or Protests and Disputes Tribunal may disqualify any player from playing for his Association Club for any time if they are found guilty of:
- Assaulting or striking or attempting to strike an opposition player,
 - Assaulting or striking or attempting to strike an umpire,
 - Misconduct,
 - Threatening an opposition player,
 - Threatening an umpire,
 - Calling a player a cheat,
 - Using obscene language,
 - Disputing an Umpire's decision,
 - Refusing to obey an Umpire's order or direction,
 - Infringing any Association Rule,
 - Any action by word or deed that brings the game into disrepute,

- Any other act, matter or thing, which in the opinion of the Association or Protests and Disputes Panel requires such punishment.

PLAYER RE-REGISTRATION

18.39A player who has been suspended for longer than four playing dates, must apply to the PSCA Executive to reregister and the PSCA Executive may ask for a bond (to be paid in advance) prior to that player being reregistered. The player loses the bond if they are reported or receives an official caution for the period nominated by the PSCA Executive.

18.40A player who receives more than three official cautions in a 12 month period, will automatically have their player registration removed and must apply to the PSCA Executive for re-registration. They may also be asked to pay a bond (to be paid in advance) and the player will lose the bond if they are reported, or receives an official caution, for the period nominated by the PSCA Executive.

SOCIAL MEDIA

18.41 Players or officials who make derogatory comments on social media in regards to PSCA cricket matters, or about officials, decisions made by officials and/or other players, may be charged with bringing the game into disrepute by the PSCA and could also face the possibility of legal action by the offended party.

INDISCRETIONS

18.42 The following penalties will be enforced for the following indiscretions:

INDISCRETION	WARNING	\$20 FINE	\$100 FINE	LADDER POINTS (GRADE)	LADDER POINTS (CLUB)
Association Fees not paid on time	1 week late		2 weeks late		6 points per team from week 3, with an additional 6 points per team for each week after
Ground Set Up - Boundary, crease lines and markers	1st offence	2nd offence		3rd offence	4th offence
Not providing a scoreboard	1st offence	2nd offence		3rd offence	4th offence
Not updating the scoreboard	1st offence	2nd offence		3rd offence	4th offence
Not providing afternoon tea	1st offence	2nd offence		3rd offence	4th offence
Not providing drinks at drinks break	1st offence	2nd offence		3rd offence	4th offence
Not providing toilets at ground	1st offence	2nd offence		3rd offence	4th offence
Player smoking on the field			All offences		
Player drinking before end of match				No match points	
Clubs entering incorrect player details in PlayHQ	1st offence		2nd offence		3rd offence 6 points per team, with an additional 6 points per team for each offence
Playing a player without a clearance				No match points	
Not completing Umpire Assessment by 5.00pm Tuesday	1st offence	2nd offence		3rd offence	4th offence

Team not named in PlayHQ by 5.00pm Friday	1st offence	2nd offence		3rd offence	4th offence
Not entering match scores by 12.00pm Sunday	1st offence	2nd offence		3rd offence	4th offence
Not entering player scores by 5.00pm Tuesday	1st offence	2nd offence		3rd offence	4th offence
No advocate at tribunal			All offences		

Diagrams

Wide Markings - Twenty20 and One Day Matches

