

CAMDEN DISTRICT CRICKET ASSOCIATION INC



2024/2025 SEASON RULE BOOK

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I. PREAMBLE

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the Spirit of the game. Any actions that are seen to be an abuse of the Spirit of Cricket are also seen to be causing injury to the game itself.

The laws of cricket clearly explain the expectations of how participants will behave on the field. The major responsibility for ensuring that the Spirit of Cricket is maintained lies with the Captain's. There are two laws that outline this responsibility.

1. Responsibility of Captains. The Captain's are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
2. Players conduct in the event of a player failing to comply with the instructions of an umpire or criticizing by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall first report the matter to the other umpire and to the player's captain and instruct the latter to take action.

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

The umpires are authorised to intervene in cases of

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action they might deem to be unfair

The Spirit of the game involves respect for

- Your Opponents
- Your own Captain and team
- The role of the umpires
- Club and association volunteers and committee members
- The game and its traditional values

It is against the Spirit of the Game

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, e.g.
- To appeal knowing that the batter is not out
- To advance towards an umpire in an aggressive manner when appealing
- To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

There is no place for any act of violence on or off the field of play. Club officials, players, or spectators at Association matches shall not assault or attempt to assault an umpire or any other player, club official or spectator.

Captains and umpires set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The use of language throughout the text indicating male gender is purely for brevity. Except where specifically stated otherwise the laws shall apply equally to both genders and opportunities to participate in the game as a player, umpire, coach or scorer should be equally available to women and girls as they are for men and boys.

It is expected that the use of social media will remain in keeping with the Spirit of Cricket and breaches of the Spirit of Cricket using social media will be dealt with consistently with any other breach.

All CDCA matches shall be played in accordance with the Laws of Cricket excepting where local amendments stated in this rulebook apply. It is encouraged that all umpires and captains avail themselves of a copy of the Laws of Cricket and familiarise themselves with the contents.

The onus will be placed upon the team captain and/or team official to understand, comply and implement the rules.

In cases where the CDCA rulebook and the Laws of Cricket are not clear on a matter the CDCA executive shall have the authority to rule on the matter, taking into account the intentions of both of the abovementioned publications being the facilitating of cricket matches as per the Spirit of the game.



II. CONTACT INFORMATION

2024/2025 CDCA EXECUTIVE COMMITTEE OFFICE BEARERS

President	Michael Ross	rossy01@optusnet.com.au	0410 516 863
Secretary	Ben Watkinson	Ben.Watkinson@bdo.com.au	0424 082 067
Treasurer	Jason Darr	jason.darr@nepean.com	0417 910 487
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Records Officer	Debbie Stewart	cdcarecords@gmail.com	0414 437 121
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Child Safety & Welfare Officer	Grant Plasto	cdcacswo@gmail.com	0403 001 962
Cricket Manager - Macarthur	Jock McIlhatton	Jock.McIlhatton@cricketnsw.com.au	0439 690 026

CLUB PRESIDENTS

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CDCUA	David Stewart	dstewart@macarthur.nsw.edu.au	0434 314 701

CLUB SECRETARIES

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CDCUA	Vicki Maher	cdcuasecretary@gmail.com	0414 676 403

III. IMPORTANT DATES

1) REAFFILIATION OF CLUBS

- 14 days prior to the AGM

2) ANNUAL GENERAL MEETING

- July of each year

3) DEFERRED ANNUAL GENERAL MEETING

- Approximately 2 weeks after AGM

4) GENERAL MEETINGS

- September
- January
- March

5) JUNIOR TEAM NOMINATIONS

- Two weeks prior to competition start - Thursday night 7pm.

6) SENIOR TEAM NOMINATIONS

- Two weeks prior to competition start - Thursday 9pm.

7) COMPETITION DATES

- COMPETITION dates will be finalised upon publication of the draw.
- All necessary changes to these dates will be communicated via club secretaries.

8) REPRESENTATIVE TRIALS

- Representative trials to be held in April/May after the completion of the season.
- Refer to CDCA Representative co-ordinator (contact details on Page 6) for specific dates and venues.

IV. AFFILIATION & REGISTRATION

1) AFFILIATION

1. Affiliation Fees, Scorebooks and half of each team's registration fee must be paid prior to the commencement of Round 1 and the remainder is to be paid by the 30th November of the current season. All other expenses raised to be paid within 28 days as per Constitution Rule 3.6.2.
 - a. Club with no Junior Team.....\$450
 - b. Club with one Junior Team.....\$225
 - c. Club with two Junior Teams.....\$180
 - d. Club with three or more Junior Teams.....\$130
2. Affiliation Fees, Scorebooks and half of each team's registration fee must be paid prior to the commencement of Round 1 and the remainder is to be paid by the 30th November of the current season. All other expenses raised to be paid within 28 days as per Constitution Rule 3.6.2.
3. As an affiliated Association, the C.D.C.U.A will invoice each club for its umpire fees for the season. This will be based on the number of teams each club has entered and will relate to the competition format, i.e. seven (7) one-day games and seven (7) two-day games, or twenty-one (21) rounds for any one-day competition, as required. A pro-rata payment of these fees will be made by the end of rounds 3, 8 and 14. If any club so desires, payment in full can be made upfront. Adjustments for washouts, byes etc., will be made as the season progresses and the final balance owing is due by the end of round 14. All payments to be made to the C.D.C.U.A.
4. **Penalty:** Failure to make payment by such dates shall constitute Default. All Clubs in breach of this rule will receive no points for each game in each grade in which they participate, until the payment is received by the Association Treasurer. The awarding of points will recommence from this time and no lost points will be restored.

2) REGISTRATIONS

- Registration per Team.....\$210
 - Insurance per Team.....As advised by Cricket NSW
 - Presidents Cup Fee (Per entry)FREE
 - Wests T20 cup (per team) \$210
1. To permit original registration of teams, at least:
 - a. Eleven (11) players must be nominated for senior competitions.
 - b. Nine (9) players must be nominated for junior teams – Stage 3 & Under 14 – Under 16 Division 1.
 - c. Eleven (11) players maximum to be nominated for Junior teams – Stage 2.
 - d. Five (5) players minimum to be nominated for Junior team – Stage 1.
 2. Along with their previous grade, age, division or experience and proof of age documents for newly registered 10's -16's. These team sheets must be forwarded to the Secretary as follows:
 - a. Junior Teams Under 10's to 16's two weeks prior to the commencement of competition - Thursday 7pm.

- b. Senior nominations two weeks prior to the commencement of competition - Thursday 9pm.
3. All players shall be correctly registered. Failure to comply with Competition Rules regarding registrations, will result in no points being awarded to the offending team in a match(s) that the player takes part. Also, such player's performances shall not be considered for the purposes of District Trophies.
4. The Grading Committee shall recommend to the Executive Committee prior to the commencement of the competition each year, the number of teams in respective grades. A final division shall be based on the decision of the Grading Committee and ratified by the Executive Committee.
5. New players (U10-16) when registered must produce to their Club an original of an accepted form of proof of age e.g. birth or baptismal certificate, passport, rugby league or soccer ID card. The Club is to be responsible for passing on the endorsed copy of the proof of age to the Records Officer. The CDCA is to keep a permanent record of player registrations. These details are to accompany the official registration forms or for late registrations within one (1) week of the player's first match. Players without proof of age will be deemed as unregistered. The team(s) will lose points for all games where the unregistered player(s) has taken part.
6. If a club does not have eleven (11) players for a match, five (5) in Stage 1 (U10, U11) or seven (7) in Stage 2 (U12, U13) matches it may play unregistered player(s) providing that a completed Player Registration Form for those players, together with any proof of age and/or insurance details where required, shall be in the hands of the Records Officer by 6 PM on the Wednesday following the completion of the match that the unregistered player(s) participates in. If the Executive Committee considers that the standard of the player(s) is above the Grade in which the player(s) participated in then the team with which the player(s) competed with will not be credited with any points. This will not apply to players being regraded.
7. In the event that a player makes application for registration with more than one Club, he will be deemed to be registered for the club with which he first plays.
8. In Junior Competitions, each team for each Age group will be limited to four (4) Representative players per team (excluding girls) unless the player(s) have played with the same club since they started their playing career. Representative players are defined as players that have played for the CDCA representative teams in the previous season. This does not include current Under 16 players if there is no representative team entered for their age group.
9. If a current Rep player wishes to move to a Club that has reached its quota, that Rep player through the Club he wishes to move to apply in writing to the CDCA Grading Committee for special circumstances.
10. Any Club entering two (2) teams in any one grade must nominate both teams, so that players will not be interchangeable between the teams without the Executive Committee's permission.
11. The Executive Committee shall have the power to refuse the registration of any player on the grounds that the inclusion of such a player would materially strengthen the nominating team to the detriment of a lower grade competition.
12. Permission for players residing outside the district to play with Affiliated Clubs may be granted at the discretion of the Executive Committee.
13. No player shall play with more than one Club in the same Competition in a season after playing in one match for that particular Club, except in the event that when a player is regraded to a higher grade for which the player's Club does not field a team, that player may transfer to a Club with a team in that higher grade. This transfer is subject to the player having first obtained a financial clearance from his original Club and must complete the season with the Club to which he has been transferred. Applications may be made to CDCA Inc Executive Committee for consideration of any special circumstances.

14. The competition shall be conducted in the following formats for Seniors:
 - a. Single grades for two (2) and one (1) day competitions. (e.g., 1st, 2nd, 3rd)
 - b. Two (2) or three (3) divisions of multiple grades set by the CDCA executive for one (1) day and T20 competitions.
15. Junior competitions (10-16's) to be conducted in single age groups, (e.g., 12's, 13's, 14's) unless the CDCA has insufficient numbers to format a competition and believes combining age groups is in the best interests of the CDCA.
 - a. Ages for 10-16's will be determined as at September 1st of the current season. Female players may register in an age group two years less than that for male players i.e., an Under 13 may compete in an Under 11 competitions.
 - b. Grading of teams shall be the responsibility of the Grading Committee and subject to ratification by the Executive Committee prior to the commencement of the competition each year.
 - c. The number of teams per grade in each Division of the competition shall not be fixed.
 - d. Minimum age of a player to be on a team sheet or sub field for senior competition is thirteen (13).
16. Competitions are deemed to be:
 - a. Senior
 - b. Junior - Under 16's
 - c. Junior - Under 10's -15's
17. Clubs who do not field 1st and 2nd Grade should be permitted to have grades as low as 4th grade play games on their turf wickets.
18. A player shall not play in a grade lower than that in which he is registered without the consent of the Executive Committee except that they may play one (1) C.D.C.A. Senior Grade lower than their original registration until the commencement of the last round the end of January. e.g., Original registration 3rd Grade, lowest Grade allowed will be 4th Grade etc.
19. Once a player has played five (5) matches Senior Competition or three (3) matches 10-15's in grades higher than that in which he was first registered, his registration will be transferred to the lower of the higher grades he has played.
20. Clubs may apply to the Grading Committee for regrading of players. This application must be made in writing to the Secretary.
21. Regraded players must play a minimum of three (3) games in new grade before an appeal is lodged.
22. No Affiliated club may register a team with another NSWDCA affiliated association or another Association without the CDCA Executive committee's written permission. A Player may not play for another NSWDCA Affiliated Association or another Association in the same season, without approval from the Executive Committee and appropriate transfers being obtained excluding any SCA registrations. However, a club or player will be allowed to play in the Winter Cricket Cup.
23. Clubs, who withdraw teams after the completion of the competition draw, shall be fined a sum equivalent to the registration fee for that team.

24. Qualifications for Under 16 registrations:

- a. Any player under the age of 16 as at the 1st September that season is eligible to play.
- b. Any player 15 years or under may be registered and play in a normal Under 10's-15's competition with one club but may be registered and play in the Under 16 competitions with the same club or a different club.
- c. Genuine Under 16 players must not be denied the opportunity to register and compete in the Under 16 competitions.

25. Failure to comply with the above conditions will result in loss of the match in which such player takes part. No points will be awarded to the offending team.

26. Grading table for Stage 1 – Under 10 players based upon their age and relative experience.

- a. Each player competing in the Stage 1 Under 10 competition is given a point rating (see grading table) based upon age and experience. (NB previous season/s player stats are not relevant)
- b. Each nominated team will then receive a point rating based upon the combined total of the individual player ratings. (Team points based upon 7 players).
- c. In the event that only 5-6 players are initially nominated the “missing” players will be given a point rating based upon the average points rating +1 of players already nominated for that team. (i.e. average player rating = 5. Therefore “missing” players rating = 6.
- d. In the event that 8 or more players are nominated the player/s with the lowest points rating will be disregarded for the purposes of grading.
- e. The team total will then be the basis upon which grading decisions are made. Starting with the team with the highest rating being first allocated to the highest division and then in descending order until a balanced draw is achieved.
- f. Female players will be rated on their age minus 2 years.
- g. Clubs will be allowed to nominate a team to play in the 10 Red division if they so desire regardless of the points allocated. Acceptance of this grading will be at the discretion of the CDCA Grading Committee.

Stage 1 Grading – Under 10 Only

Experience	New Player	1 Year	2 Years	3 Years	4 Years
Under 10	4	5	6	7	8
Under 9	3	4	5	6	7
Under 8	2	3	4	5	0
Under 7	0	1	2	0	0
Under 6	0	0	0	0	0

27. No junior registrations after 31 January – unless CDCA Executive permission is granted.
28. No senior registrations after 31 January.
29. No senior player can receive financial gain above the waiving of his or her registrations fees, this figure should not exceed \$500 and players providing goods and services that are part of their day-to-day employment to clubs or club members and officials will not be considered financial gain. Failure to comply with Competition Rules regarding registrations, will result in no points being awarded to the offending team in a match that the player takes part. Also, player's performances shall not be considered for the purposes of District Trophies.

3) DEFAULTERS

1. The Secretary shall maintain a list of fee defaulters as advised by affiliated Clubs no later than August 1st in the year that the competition(s) shall commence. The Secretary shall advise all Clubs by August 14th also in that year of such defaulters as well as advise Cricket NSW. Any such person listed as a defaulter shall be ineligible to compete in CDCA competitions until their financial obligations to the Club in advisement have been resolved and that Club has notified the Secretary. The player(s) will be considered as unregistered if this is not adhered to. The team(s) concerned will lose points for all games where an unregistered player(s) has taken part.
2. Any player appearing on the Associations Defaulter List is not permitted to play, coach, manage or act as a representative of a club within the Association or the CDCA Inc Executive whilst they remain in default. This includes the Club he is in default to. A player appearing on the Association defaulters list may only umpire within the CDCA with the approval of the CDCA executive and provided that all fees earned from the umpiring duties are used to repay any outstanding monies only.

4) SENIOR IDENTIFICATION CARD

1. Where required, senior players may be asked to produce and legitimate form of (government issued) photo identification.

V. GENERAL CDCA RULES

1) CORRESPONDENCE

1. Applications for registrations, re-gradings and all other correspondence to be forwarded to Secretary. All financial matters should be forwarded to the Treasurer.

2) REPORTING RESPONSIBILITIES

1. Match results – All match results including players scores are to be entered into Play HQ by:
Juniors - Under 10 – Under 15 - Thursday 8am following completion of the round.
Juniors – Under 16 – Friday 10am following the completion of the round.
Seniors – Thursday 1.30pm following the completion of the round.
PENALTY: Failing to enter will be \$10 per team capped to a maximum of \$50.
2. All results including players scores are to be entered into PlayHQ by the above time following the completion of the round. **PENALTY:** Failing to enter result/player scores by the due date will result in a fine of \$10 per week capped to maximum of \$50, if the results and players score remains not entered and/or loss of points.
3. Captain reports (Senior competitions only) to be forwarded via email or as directed by the secretary of the CDCUA Inc no later than Wednesday 8.00pm after the completion of the match (email address will be located on the current year Captains report). **PENALTY:** Failure to send report by the due date will result in a fine of \$5 per team per offence payable to the CDCUA Inc.
4. Match reports and Captains reports are required to be completed for all games, including washouts.

3) REPRESENTATIVE CRICKET (CAWSEY- WEBLIN SHIELDS)

1. Any player registered and actively participating in the CDCA will be eligible to trial to represent the CDCA.
2. CDCA representative players are expected to represent the CDCA by:
 - a. Committing to attend all team functions, training and games.
 - b. Committing to better his/her cricket and that of their teammates.
 - c. Wearing the CDCA clothing when instructed with pride.
 - d. Assist the CDCA representative Coordinator, team coaches and managers to fulfil their duties.
 - e. All players must meet the eligibility requirements set down in the Cricket NSW Youth Championships player qualifications guidelines.
3. Parents and guardians of CDCA representatives are expected to encourage and support players to fulfil their requirements as stated in 2.

4) DRESS AND PROTECTIVE EQUIPMENT

1. All players shall be fully attired in cream or white, (this includes batting pads) excluding headgear. Coloured shirts shall be allowed in all competitions only after approval being granted by the CDCA executive. All footwear to be predominantly white. Shorts are not permitted in senior grades. Shorts only permitted for aged divisions. 1st Grade and 2nd Grade collared shirts to be worn. A player wearing spikes of a hard texture shall not be permitted to bowl or bat in a match played on a concrete wicket.

2. All junior teams are given the option to play in full colour in the junior competition. This includes pants and playing shirts pending the approval of the CDCA executive. All team members must take the field in the same uniform, whether that be coloured, cream or white.
3. All junior players must wear a hat.
4. The use of helmets (with proper fitting face guard) is mandatory for all batters under the age of 17, in all competitions, at all times whilst on the field of play during a match.
5. No fielders under the age of 17 to field within 10 metres of the striker. NB. This does not apply to the 90-degree area behind the bat on the off side (slip, gully area). The bowler shall not be allowed to bowl if there is any infringement of this rule until it is adhered to. NB The CDCA recommends all Wicket Keepers standing within 2 metres of the stumps wear a helmet with a grill.
6. Sponsors logos shall be allowed provided that they are appropriate in nature for the competition being played and approved by the CDCA Executive.
7. The Umpire may take action on his own initiative, regarding apparel or on appeal from either captain.

5) ALCOHOL CONSUMPTION, SMOKING AND MOBILE PHONE USE

1. For Senior competition, partaking of alcoholic beverage, vaping and or illicit substances by player(s) during the match is not permitted.
2. Consumption of alcohol, vaping and or use of illicit substances by any person at any match 10-16's is not permitted.
3. Failure to observe this rule may result in the suspension of the player(s) and/or fines to any person or club found guilty as well as result in loss of points for that match to the player's/person's/club's team.
4. The use of any mobile phone and/or pager on the field of play during a match by an official is prohibited. Any official accused of breaching this rule may be cited to appear before the Judiciary Committee and if found guilty, may be suspended or fined a maximum of \$30 per breach or both.
5. Section 6A of the Smoke-free Environment Act 2000 makes a number of outdoor public places smoke-free. As a result, from 7th January 2013, smoking was banned in spectator areas at public sports grounds and other recreational areas in NSW during organised sporting activities. Any participant (player, coach, umpire, spectator etc) at a CDCA sanctioned game accused of breaching this rule may be cited to appear before the Judiciary Committee. This includes the smoking of e cigarettes and vaping.

6) PROTESTS, COMPLAINTS, CITATIONS & INCIDENTS

1. All reports of incidents, complaints, protests, and citations shall be lodged in writing with the Secretary of the Association within four (4) days of the completion of the match in which the incident, leading to such complaint, protest or citation occurred. Protests must be accompanied by a fee of \$50.00, which shall be forfeited to the funds of the Association if the protest is deemed frivolous.
2. All citations must be heard within 14 days of the complaint being received unless further investigation is required.
3. The Association Executive MAY, if it deems appropriate, award maximum points to the offended team, or deprive both or either team of all points gained in the match, unless a specific penalty is applied in respect of other competition rules.
4. The intention to cite a player when possible is to be made to the umpire at the ground during the hours of play. The Secretary of the Association is to be informed as soon as possible after the completion of the match by the club offended against.

5. The Club of the side making such complaint must forward a written report of the incident to the Secretary of the Association no later than four (4) days after the completion of the match in which the incident occurred.
6. The Secretary of the Association shall table all such protests, complaints, citations and reports of incidents at the next Executive meeting. Citations will be passed to the Judiciary Committee for hearing and the Secretary of the nominated Clubs player(s) so cited will be informed within seven days of this action and of the reason for the citation. A hearing date will be set by the Chairman of the Judiciary and the Club Secretary notified. Any matters dealt with by the Association Executive will be brought to the attention of the Club Secretary(ies) concerned with seven days' notice prior to its next meeting so that they may reply in writing or appear as required.
7. Following the decision of the CDCA Executive in respect of protests, complaints, or incidents, Clubs have the right of appeal to the New South Wales District Cricket Association, within 14 days of the decision of the CDCA Executive Committee. The decision of the New South Wales District Cricket Association shall be final.
8. If a player is found guilty of an offence and is suspended by the Judiciary Committee, for two (2) or more matches, his team will be penalised maximum competition points provided that only one penalty of points will be imposed on any team per match.

7) FORFEITS

1. A team must have a minimum of seven (7) and five (5) in Stage 1 (U10,U11) of the nominated players in attendance at a match during the playing times set down. Failure to do so will result in forfeiture of the match. Teams are to wait at least 15 minutes at the ground before claiming a forfeit. Offending team that is late is to forfeit the toss.
2. All Competitions, a team forfeiting shall forward an explanation in writing to the Secretary of the Association no later than four (4) days after the scheduled completion of the match. The team forfeiting shall receive no points and shall be fined \$100 which will be forwarded to the team receiving the forfeit.
3. A team claiming a forfeit shall notify the Secretary of the Association within four (4) days of the scheduled completion of the match and forward a list of players selected for the match where possible.
4. A team receiving a forfeit shall be awarded the maximum number of points gained by any team in that Grade for that round of matches.
5. Any decision made by the CDCA regarding forfeits will be final.

8) VENUES

1. All matches shall be played on wickets within the Association; these wickets will be either concrete or turf. Concrete pitches shall be covered by surfaces approved by the Executive Committee of the Association.
2. During the course of a match, playing surfaces must be of the same material. Change of venue during the course of the match is not permitted unless approved by the CDCA Executive, this excludes turf wickets. For matches played on turf wickets, if covers are available at the ground, they must be used for Senior Competitions only.
3. Clubs are not permitted to change venues prior to the match without approval of the Executive Committee.
4. It is the responsibility of all clubs with turf wickets to contact the Secretary prior to 10:30am on Saturday morning if ground is unplayable. A text message from the groundsman to confirm that wicket is unplayable.
5. The umpires or opposing team officials (Juniors) will decide on the playing conditions of the ground allocated. Teams must be in attendance at the ground for the scheduled start of play.

Should they disagree on the suitability of the ground for play and play does not commence, the offended team must advise the Executive Committee via the Association Secretary within seven days that play could have taken place. In these circumstances, the Executive Committee may re-schedule the match. Under this rule, if play has not commenced within 30 minutes of the scheduled commencement of that day's play, play shall be abandoned for the day.

6. It is the duty of teams to attend the ground set for play, by the scheduled start of play. It is the duty of the home team to supply stumps and clearly mark the boundary by the scheduled start of play. An offending team may lose the match and points be allocated at the discretion of the Executive Committee. Further a fine of \$50 will be imposed on the offending team.
7. The Umpires (officials) will have the right to set suitable boundaries for the age of the competition being played and should use an appropriate measuring device to determine and agree on these boundaries. Boundaries will be determined by the natural layout of the ground.
8. A recommendation of a minimum 40 metre boundary for Stage 1, 45 metre boundaries for Stage 2 and 50 metre boundaries for Stage 3 are to be applied (except where existing fences or boundaries exclude this). Coaches are encouraged to select maximum reasonable boundaries. All home teams are required to place boundary markers at a minimum 2.74 metres inside a permanent fence, structure, scoreboard or any other obstruction. Clubs may use cones, ropes or permanently marked boundary lines.
9. The 'home' team will supply and have in place by the normal commencement time, stumps and boundary markers (if applicable). Teams offended against will gain points as those laid down for forfeit.

9) GAME CHANGE REQUESTS

1. 2-day games shall not be requested to be changed to 1-day games unless under exceptional circumstances as determined by the CDCA Executive. Where a team is not able to field the minimum number of players for one weekend only of a two-day game then instead of forfeiting the game the club may request a 1-day game on the day they have sufficient players. For this to occur the process is as follows:
 - a. Write to the Secretary of CDCA advising the circumstances and requesting a 1-day match.
 - b. If the request is viewed as reasonable, CDCA Secretary to contact opposition Secretary for approval.
 - c. A minimum of 7 days' notice to be given.
 - d. This type of match shall only be played if play on the first day of a scheduled two-day match is not possible during non-daylight-saving time.

10) POINTS SCORE

1. The system of calculating points shall be as follows:

Outright win after leading in the 1 st Innings	13 Points
Outright win after losing in the 1 st Innings	8 Points
Win on the 1 st Innings	7 Points + Bonus Points
Loss on the 1 st Innings	1 Point + Bonus Points
Outright Loss	0 Points
Loss Outright after leading in the 1 st Innings	5 Points
Tie on Played-out Match	6 Points
Tie on 1 st Innings	5 Points + Bonus Points
Tie on 1 st Innings and Lose Outright	3 Points
Tie on 1 st Innings and Win Outright	10 Points
Draw (including matches where no play takes place due to weather)	4 Points
Bye (Senior Competitions)	0 Points
Bye (Junior Competitions)	7 Points
Forfeit	0 Points
Win by Forfeit	Maximum points for the round in that Grade

2. The system of calculating points shall be as follows:

- a. Bonus points will be awarded on the second innings of all scheduled senior 2-day competition games including one day fixtures caused by no play on week one of 2-day games and Under 14 – Under 16 Division 1 games unless specific rules limit these games to single innings only.

i. BATTING

- 75 runs - **1 Point**
- 125 runs – Under 14-16 Division 1 - **2 Points**
- 150 runs Seniors - **2 Points**

ii. BOWLING

- 3 Wickets - **1 Point**
- 7 Wickets - **2 Points**

- b. Bonus points will be awarded on the first innings of all scheduled matches and Senior 1-Day competition matches as follows:

i. BATTING

- Chase down opposition total with 20% of overs spare - **1 Point**
- Chase down opposition total with 40% of overs spare - **2 Points**

ii. BOWLING

- Restrict opposition to 80% of the total runs - **1 Point**
- Restrict opposition to 60% of the total runs - **2 Points**

3. In the case of an outright, tie on a play-out match or a draw result. Neither side will be entitled to receive bonus points.
4. In the event of a first innings result being achieved prior to the stated finishing time, a team shall not be denied the opportunity to obtain an outright result provided that the stated finishing times are observed.
5. Once a second innings commences play shall continue until the scheduled finish time unless weather intervenes or both Captains agree to end play.

11) UMPIRES

1. All senior matches shall be controlled by umpires appointed by the Camden District Cricket Umpires Association Inc (CDCUA). In the event of an umpire(s) not being available to fulfil an appointment, a club will be nominated by CDCUA Inc to provide an umpire to officiate at the nominated fixture. The umpire(s) shall be of satisfactory standard.
2. Supply of Umpires. All teams competing in the CDCA competition will be required to supply or pay for an umpire for a maximum of half the scheduled games until Semi-Finals. In the circumstance where a club that is not allocated to provide an umpire for a game, voluntarily provides an umpire for a club that is unable to meet its obligations to provide an umpire, then the club providing the umpire will have its action taken into account in lieu of any penalty being imposed.
3. Failure to supply umpires will result in the following penalties being imposed.
 - a. **1st Offence** – the Club will be fined an amount equal to the umpiring fee set plus \$10 per day per umpire for non-attendance. The money is to be split between the two Clubs who did not receive the Umpire. Club is to receive an official warning.
 - b. **2nd Offence** - the Club will be fined an amount equal to the umpiring fee set plus \$10 per day per umpire for non-attendance. The money is to be split between the two Clubs who did not receive the Umpire. The teams from the Club who was responsible for supplying the umpire will lose one (1) competition point each.
 - c. **3rd Offence** - the Club will be penalised as in ii. above and the Club will be instructed to appear before the Association's Executive Committee to explain why it is not fulfilling its umpiring commitments.
 - d. **4th Offence** – the Club will be penalised as in ii. The Club will be instructed to appear before the Association's Executive Committee to explain why it is not fulfilling its umpiring commitments. If the Club does not furnish a satisfactory explanation the Club will either lose all competition points gained by its teams or the Club will be removed from competition. In the event of the Club being removed from the competition, the Executive Committee of the Club will not be entitled to serve on any Club Executive for a period of two years. If the fine for non-attendance of umpires is not paid by the Club, all members of that Club will be declared as Defaulters to the Association.
4. All of the above penalties will be enforced at the discretion of the Executive Committee.
5. One offence shall mean failure to supply an umpire for both days play of a two-day game. Failure to supply an umpire for one day of a two-day game shall constitute half an offence. A 'One Day' game shall constitute one offence.
6. If neutral umpires fail to attend a match the Captains shall arrange the nomination of Umpires.
7. Clubs will be required to nominate umpires or captains of a satisfactory standard for duties in the Semi-finals and Finals where needed. The allocation of umpiring duties will then be at the discretion of the CDCUA.
8. Clubs are to pay fees as determined by the CDCA to the Camden District Cricket Umpires Association. Clubs can nominate umpires for 50% of the teams they nominate in the competition. If they nominate the required number of umpires, they will not be charged again.

9. Umpires' fees will be determined by the Office Bearers. Where play is not possible after hand over & the Umpire has attended the ground, the full fee must still be paid.

12) SCORE BOOKS

1. Each team shall arrange to keep the opposing as well as its own bowling and batting analyses if required. Should these analyses not agree the Executive Committee shall decide on allocation of points for the match.
2. PlayHQ live scoring by computer or appropriate device is permitted. One (1) printed or handwritten score record shall be available at all times during play if live scoring is used.
3. The home team shall be given priority if both teams wish to use live scoring.
4. Score books shall be signed by the Captains or Official Umpires after each day's play.
5. The Executive Committee shall have the power to reject any score book or books in which it considers the average, or scores have been improperly kept.

13) GRADE CRICKET CALL UP

1. If a SCA Grade Club requires a player and this occurs on the second day of a CDCA competition match, an eligible replacement player may be chosen who shall be allowed to bat, bowl and keep wickets.

14) GENERAL

1. Any Club or player failing to comply with the Association's Rules shall be liable to disqualification or otherwise dealt with.
 - a. Any player suspended by the Association cannot act as a representative of a club within the Association or CDCA Inc Executive for that period.
 - b. Any player suspended by the Association is not permitted to umpire.
2. Any matter not governed by these rules may be decided by the Executive Committee. The Executive Committee may overrule or alter an existing rule if it is within the intent/spirit of the rule and the primary interest of the player or the competition.
3. Player Eligibility – A player is deemed to have played a competitive match only if he/she:
 - a. Was nominated on the team sheet and
 - b. Was legitimately recorded in the match results as having participated in the match.
4. A team coach/official shall have the right to coach his team in all divisions in all grades in all competition matches only after a particular ball has become dead.
5. Each junior team shall have at least one responsible person from their affiliated Club in charge to act as 'team coach', who shall be an accredited coach under the National Cricket Coaching Plan holding a Level O Certificate as minimum requirement. All coaches are encouraged to gain Level 1 qualification and an Umpire's Certificate.
6. Mankading is not allowed in all Under 10 – Under 16 junior competitions. If a batter trying to leave the batting crease unfairly before the bowler releases the ball the player is to be warned by the umpire and the delivery signalled dead ball.

VI. GENERAL GAMES RULES

1) LIGHTNING RULE

1. It is the responsibility of the official umpires or team captains when no official umpire is present to implement the rule. Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during this period. If it is clear that conditions are dangerous due to lightning (e.g. lightning strikes a tree on the ground etc.) play may be suspended without implementing the lightning rule.

2) OVER RATES

1. Minimum over rates must be maintained throughout all matches as follows:
 - a. U10 and U11 competitions - teams must maintain an over rate of fifteen (15) overs per hour and complete innings by the time set down.
 - b. All other matches (U12-16 and seniors) - teams must maintain an over rate of seventeen (17) overs per hour and complete innings by the time set down.
2. If an offended team considers that the failure to abide by the over rate minimums has had a decided effect upon the result of the game, they should show details in the scorebook and forward a letter of protest to the Secretary of the Association within four (4) days of the completion of the match. This protest will be heard under the provisions of the rules pertaining to protests, complaints, citations and incidents.
3. Teams that fail to abide by over rate minimums and cannot show that the reason for not abiding by over rate minimums was beyond their control, may be liable to loss of points and the match may be awarded to the other team at the discretion of the Executive.
4. Continued failure to complete overs within the specified time allocated may result in investigation and subsequent fine or loss of points if deemed deliberate by the CDCA.

3) CRICKET BALLS

1. At the beginning of each match each team shall provide a new ball for its own use. Types of balls used will be of Australian manufacture and comply with the following requirements of the particular competition:

GRADE/AGE/STAGE	BALL COMPOUND	BRAND
Stage 1: Under 11	Two Piece Leather	Kookaburra Crown - 135g, Kookaburra King, Colt, Practice or Zenith - 142g
Under 10 Red	Two Piece Leather	Kookaburra Crown - 135g, Kookaburra King, Colt, Practice or Zenith - 142g
10 Green	Compound	Kookaburra Rookie, Star - 130g
10 White	Compound	Kookaburra Rookie, Star - 130g
10 Blue	Compound	Kookaburra Rookie, Star - 130g
Under 9 Transition	Compound	Kookaburra Rookie, Star - 130g
Stage 2: Under 12 & Under 13	Two Piece Leather	Kookaburra King, Colt, Practice, Zenith - 142g
Stage 3 & Division 1: Under 14 – Under 16	Two Piece Leather	Kookaburra King, Colt, Red King, Tuf Pitch - 156g
1 st , 2 nd , 3 rd & 4 th Grade on Turf	Four Piece Leather	Kookaburra Regulation, Club Match - 156g
All other Senior Grades	Two Piece Leather	Kookaburra King, Colt, Red King, Tuf Pitch - 156g

2. A new ball must be used in the first innings of each team in all Stage 2, Under 14-16 Division 1, Stage 3 & Senior competitions (refer to Under 10 rules for new balls). However, the use of a new ball in the second innings is optional for the fielding team.
3. A new ball will not become available during an innings no matter how long the innings is.
4. From season 2022/2023 to season 2026/2027 all teams will use CDCA Stamped Kookaburra balls as per sponsorship arrangements.
5. A used ball may only be used in the first innings with the consent of the Umpires and Captains.

4) INCLEMENT WEATHER – (All matches except Stage 1 Cricket)

1. If time is lost due to inclement weather or other unforeseen circumstances during the innings of the team batting first, then the match is to be played on a split over basis. The number of overs for the match being reduced by 2 overs for every 7 minutes lost (this may mean that the first batting side complete their calculated number of overs on the second day of a Two-Day match).
2. In the event of time being lost due to inclement weather or other unforeseen circumstances during the innings of the team batting second, that will prevent that team from receiving its entitled number of overs (or a result is not obtainable) in the time allowed, then the match shall be declared a draw.
3. Once the ground is handed over to the Umpire(s), they shall have the sole responsibility for determining the continuation of play should bad weather/light intervene.
4. Covering of Turf Wickets – all 1st & 2nd Grade matches.
 - a. If the wicket is affected by rain before 7PM Friday it is the home Club's responsibility to inform the CDCA of the condition of the ground by this time via email or text message to the CDCA Secretary. By doing so it will be deemed that the condition of the wicket is outside the control of the home Club, but all efforts should be made to get the wicket to a playable standard from this point on.
 - b. Covers must be down by 7pm Friday. If no covers have been laid, the home team for the respected match is to contact the Secretary of the CDCA by 7pm on the Friday. If pitch is then affected by weather on the pursuing Saturday due to covers not being put down, the home team will receive zero (0) points for that match. The affected away team shall be awarded the maximum points gained by any team in that Grade for that round.

5) LATE STARTS

1. Scheduled start times for matches are set out in Specific Match rules.
2. If play commences after the scheduled start time, a margin notation will be added in the scorebooks: - home team late, visiting team late, both teams late, rain delayed play, etc., whichever is applicable.
3. If an offended team considers that the late start has a decided effect upon the result of the game, they should forward a letter of protest to the Secretary of the Association within four (4) days of the completion of the match. This protest will be heard under the provisions of Protests, Complaints, Citations and Incidents.
4. If no play is possible by the scheduled tea break on the first day of a two-day game (i.e. Senior 70 or 80 over matches), play for that day will be abandoned and the match will be played as a one-day game the following week.

6) FOLLOW ON

1. A team that bats first and leads on the 1st innings shall be permitted to request the opposition to follow on provided the lead is:
 - a. 50 runs or more (junior games U14 – U16 Division 1 excluding semis and finals)
 - b. 75 runs or more (junior games U14 – U16 Division 1 semis and finals)
 - c. 75 runs or more (All Senior games including semis and Final)

7) BOWLING RESTRICTIONS

1. Cricket Australia measures to assist in the prevention of injury to young fast bowlers will be applied as set out hereunder.
 - a. All team declaration slips must indicate and identify any player who is Under 19, Under 18, Under 17, Under 16, Under 15, Under 14, Under 13. In circumstances where the player is playing in an age group older than that to which he qualifies, the restrictions applying to his own chronological age apply.
 - b. No medium-pace or faster bowler (broadly defined by one or both umpires as one to whom a wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play, set out below:

Player's Age at the 31 st August	Maximum Overs in a Spell	Maximum Overs in a Day's Play
Under 19	8	20
Under 18	7	18
Under 17	6	16
Under 16	6	14
Under 15	5	12
Under 14	5	10

Seam Bowling Restrictions for Underage Players in Senior Competitions

2. If a wicketkeeper chooses to stand at the stumps to a medium or pace bowler, this action does not, of itself, exclude the bowler from this restriction.
3. Following a spell, the bowler shall have a rest period equivalent to twice the number of overs in the spell (e.g., spell of 4 overs – rest before being able to bowl again is 8 overs)
4. ***The competition rules for many junior competition formats contain restrictions on bowling more stringent than the restrictions above for the purposes of increasing participation levels. Please refer to the specific rules for these age groups for details.**
5. **Penalty:** If these bowling limitations are breached in the first innings, that team shall forfeit all points gained from the match. If these bowling limitations are breached during the second innings, that team shall lose all points gained in that innings i.e., first innings points shall stand.

8) OTHER PLAYING RULES APPLYING TO ALL GAMES

1. All efforts must be made by BOTH teams to start and complete all games. Should either team not allow this to happen, the CDCA Executive shall decide on the outcome of the match and invoke any penalty (either loss of points or fines or both) as deemed appropriate. Before the toss is taken, each team must declare its players by giving a written list of the players to the team officials of the opposing team.
2. A team shall consist of 12 players per match. However, only a maximum of 11 players are to be on the field. Only a maximum of 11 players may bat and a maximum 11 players may bowl. If a team nominates between 7 and 11 players only for the game, all must have the opportunity to bat and/or bowl. Players in excess of the 12 nominated may be substituted into the game but may not bat, bowl or wicket keep. You must list on the declaration sheet the player's age group i.e. Under 14, Under 15. **Note:** This rule does not apply to Stage 1 & Stage 2. Substitute fielder may act as a wicketkeeper only with the consent of opposition captain and Umpire.
3. If a player fails to take the field with his/her side at the start of a day's play and the fielding side has not used a substitute fielder, then the player may bowl immediately he/she is available. The opposing team captain and umpire(s) must be informed. Penalty time for players absence does not carry over to a subsequent day's play. (i.e., a player listed in the 12 players can play week 2 immediately if they missed week 1).
4. Team officials and/or their assistants shall be responsible for umpiring and scoring in all matches. However, the Executive Committee reserves the right to appoint Umpire(s) to any match junior or senior competitions. Furthermore, the Association shall appoint an umpire to any game in which a Club has requested an umpire to officiate. As least 48 hours' notice must be given to both Clubs involved and the Umpire(s) fees will be paid equally by both Clubs prior to the commencement of that match.
5. A team official (Junior games) or umpire must sign each team's scorebook at the end of each day's play, after checking that scores have been recorded correctly. Batting and bowling figures must be recorded and agree in both books. In addition, commencement and finishing times (especially for the batter) as well as periods of interruption must be noted in the scorebooks. If any dispute over hours of play arises, notation is to be made on the score sheets. If teams consistently (more than twice) infringe the rules concerning hours of play, the Executive Committee has the power to fine Clubs up to \$25.
6. Team officials and players are expected to uphold the highest level of sportsmanship both on and off the field i.e., to deter swearing, showing of dissent at any time, the damaging of equipment, sledging etc. The Executive Committee reserves the right to impose any penalty it sees fit on offenders. Clubs will be held responsible for any unseemly behaviour by team officials or supporters at grounds where matches have been set down. The Executive Committee has the right to impose any penalty it sees fit.
7. Any ball pitched off the surface and this may mean that the ball lands off the pitch on a second or subsequent bounce, shall be called a 'no-ball', normal conditions for run scoring and dismissal shall operate. A maximum of 2 short pitched deliveries (above shoulder height) as indicated by the umpire per over and subsequent short pitched deliveries shall be called no-ball. Bowlers are restricted to a maximum of two short pitched deliveries per over. A short-pitched delivery is defined as one which after pitching passes above shoulder height of a batter standing upright at the popping crease. For each short-pitched delivery as defined above, excess of two per over, the umpire shall call no ball.

8. Bowling of dangerous and unfair non-pitching deliveries

- a. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be called a No ball.
 - b. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair if in the opinion of the bowler's end umpire, is likely to inflict physical injury on the striker.
 - c. In the event of a bowler bowling a high full pitched ball as defined in clause 41.7 (b) (i.e., a beamer), the umpire at the bowler's end shall, in the first instance, call & signal No ball and when the ball is dead, caution the bowler. The caution shall apply throughout the innings. The umpire shall inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.
 - d. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning. This warning shall also apply throughout the innings.
 - e. The umpire will inform the other umpire, fielding captain and batter" to section 1D (final warning).
 - f. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
 - g. The bowler thus taken off shall not be allowed to bowl again in that innings.
 - h. The umpire shall report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
 - i. For the purposes of these rules, waist height is defined as the point of which the top of the batter's trousers would conventionally be when he/she are standing upright at the popping crease.
9. The side scoring the most runs shall be deemed the winner provided both teams have had equal batting opportunity and the conditions of the competition have been met. If it is not possible for both teams to receive the same amount of overs due to inclement weather etc. the match shall be declared a draw.
10. A completed innings shall be deemed to have satisfied the limited overs rules.
11. Only MCC Law 41 is to apply for penalty runs.
12. Substitutes: Eligibility - Substitute fieldsmen shall be allowed, provided that the substitute is qualified by age and is a registered member of the CDCA with the club for which they are substitute fielding.
13. Should a wicket fall within three minutes of the appointed time for the drawing of stumps in a day one of a two-day match, and there has been a change of innings during the day's play, then stumps will be drawn, and "Time" shall be called.
14. Under 14-16's Division 1 Competitions – One Day Games
- a. Matches are to be played primarily as single innings per team matches on Saturdays or Sundays (or any other day should the situation arise) as declared by the CDCA prior to the commencement of the season as either: -
 - b. If a 50 over afternoon match is allocated in the draw, then this fixture shall be a 1st innings match only with bonus points allocated on first innings results **ONLY**.

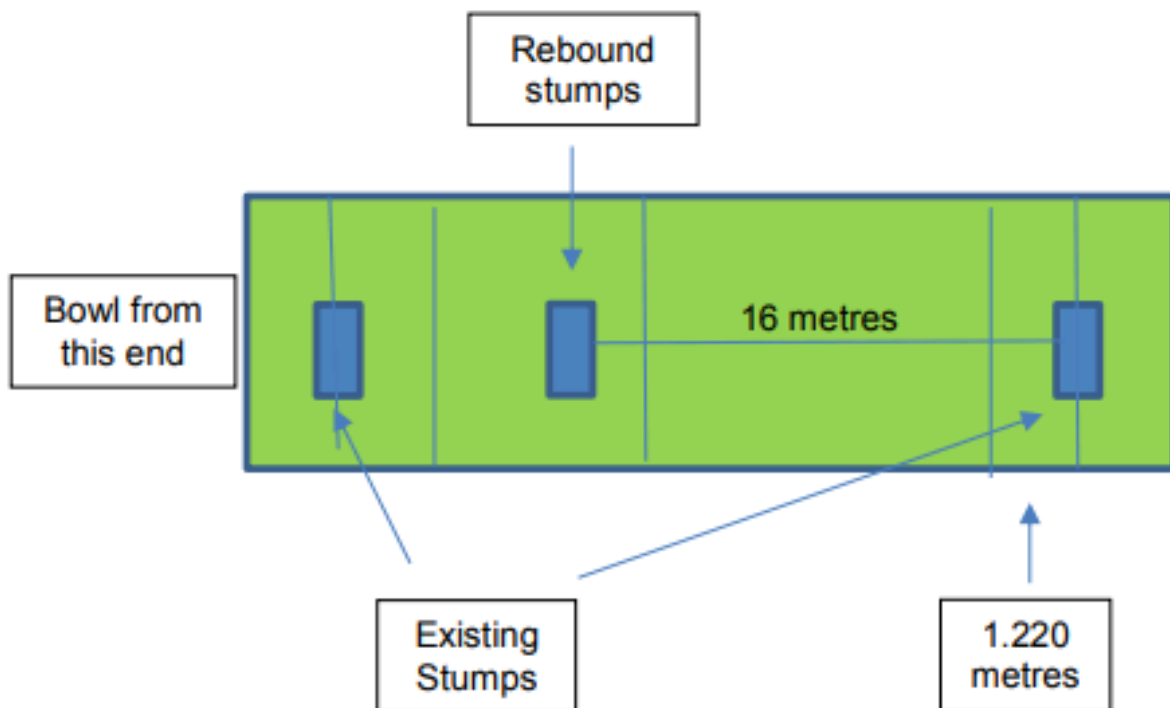
VII. SPECIFIC GAMES RULES

1) STAGE 1 - UNDER 10 and UNDER 11 COMPETITIONS

1. A new ball is required for every odd round (e.g., Round 1, 3, 5, 7 etc), including washouts. Semi-finals and finals a new ball must be used.
2. The LBW law shall be disregarded in this competition.
3. A team shall consist of maximum 9 players. Minimum 5 players per team required to play the game. Only 7 players per team on field.
4. Match is to be played only as single innings per team (i.e., points will only be awarded for the first innings results) on Saturdays, or Sundays (or any other day should the situation arise) as declared by the CDCA prior to the commencement of the season.
5. One Day Games (8am – 11am) of 20 overs per team. The innings of the first batting team to conclude no later than 9.25am and the other team's battings innings to commence no later than 9.35am.
6. The runs scored by each batter will be recorded along with the dismissals and sundries on the CDCA score sheet. At the end of each innings, four (4) runs per dismissal shall be added to the opposition total score. The team with the highest score, plus or minus wins the match.
7. In all matches, each team to constitute a match must receive a minimum of 20 overs. All efforts must be made by BOTH teams to start and complete all games.
8. As there is no provision for reduction of overs in this competition, in the event of time being lost due to inclement weather or other unforeseen circumstances during the innings of the team batting second, that will prevent that team from receiving it's entitled number of overs or a result is not obtainable then the match shall be declared a draw.
9. Batting/Bowling & Fielding:
 - a. 5 player team – 5 players bowl 4 overs.
Batting retirement 24 balls.
 - b. 6 player team – 2 players bowl 4 overs, 4 players bowl 3 overs.
Batting retirement 20 balls.
 - c. 7 player team – 6 players bowl 3 overs, 1 player bowls 2 overs.
Batting retirement 17 balls
 - d. 8 player team – 4 players bowl 3 overs, 4 players bowl 2 overs.
Batting retirement 15 balls
 - e. 9 player team – 7 players bowl 2 overs, 2 players bowl 3 overs.
Batting retirement 13 balls
 - f. 2 players are to Wicket keep for 10 overs.
 - g. Wicket keeper must wear helmet.
 - h. All batters must wear helmets and protector.
 - i. Bowlers to bowl from one end for entire game. Bowling run up restricted to maximum of 10 metres.
 - j. Wides/no balls to be included in the batter's ball count and not to be re bowled (max 6 balls per over).
 - k. Batter to swap ends following a dismissal. If there is a run out, the not out batter to face the next delivery. There are unlimited dismissals, and each player will face the nominated number of balls each.

- l. No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles & safety.
 - m. Rotation of fielders is recommended to ensure all players experience all positions. It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl maximum overs throughout the season.
 - n. If more than seven (7) players are present at a match, they should rotate onto the field at the end of each over whilst only allowing the maximum of seven (7) players on the field at any one time.
10. Boundary – 40 metres maximum circle - measured from batter's end stumps.
11. The pitch shall be marked by the home team. The pitch is 16 metres in length from stumps to stumps. (Stumps and Stumps with base and bails shall be Set 16 metres from Centre to Centre). Batting end Stumps are to be set of 1.000 metre to a maximum of 1.220 metres from any existing popping crease mark and marked with chalk, tape or stickers. Existing painted creases may be utilised.

STAGE 1 PITCH



2) STAGE 2 - UNDER 12 and UNDER 13 COMPETITIONS

1. All modes of dismissal count.
2. A team shall consist of maximum 11 players. Minimum 7 players per team required to play the game. Only 9 players per team on field.
3. Match is to be played only as single innings per team (i.e., points will only be awarded for the first innings results) on Saturdays, or Sundays (or any other day should the situation arise) as declared by the CDCA prior to the commencement of the season.
4. In all matches, each team to constitute a match must receive a minimum of 20 overs. All efforts must be made by BOTH teams to start and complete all games. **In a 30 over game** unless a result has been achieved. A team may only declare a close to its innings after the completion of the 20th over.
5. It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl maximum overs throughout the season.
 - a. Teams have the option to change wicketkeepers after 10 overs (T20), 15 overs (30 over games). For teams with more than 9 players, teams have the option to have one wicket- keeper for the whole inning.
 - b. Wicket keeper must wear helmet at all times.
 - c. All batters must wear helmets and protector.
 - d. Bowlers to bowl from one end for the entire game.
 - e. Bowlers may only bowl a maximum of 4 overs in one spell.
 - f. Wides/no balls to be included in the batter's ball count.
 - g. 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).
 - h. All batters retire at 20 balls (**T20 games**) and 30 balls (**30 over games**), depending on number of players.
 - i. Any retired batters can return when all other have batted, in the order they retired.
 - j. The inning is deemed as closed after 6, 7 or 8 wickets have fallen (depending on the number of players nominated on the team sheet).
 - k. No fielders within 10 metres of batter or each other (except regulation offside slips, gully & wicket keeper).
 - l. Rotation of fielders is recommended to ensure all players experience all positions.
 - m. If more than nine (9) players are present at a match, they should rotate onto the field at the end of each over whilst only allowing the maximum of nine (9) players on the field at any one time.
 - n. Coaches/managers must make every effort to ensure all players have played an active part in the match.
 - o. In situations where players have not bowled or batted, the CDCA may penalise teams the maximum allowable points. Coaches/managers should consider opening the batting with players who have not bowled to ensure all players have played an active role in the game.
 - p. A new ball is to be used for each game.

6. Boundary – 45 metres maximum - measured from the batter's end stumps.
7. The pitch shall be marked by the home team. The pitch is 18 metres in length from stumps to stumps. (Stumps and Stumps with base and bails shall be Set 18 metres from Centre to Centre). Batting end Stumps are to be set of 1.000 metre to a maximum of 1.220 metres from any existing popping crease mark and marked with chalk, tape or stickers. Existing painted creases may be utilised.

T/20 GAMES

1. **T20 Games - (8am – 11am)** of 20 overs per team. The innings of the first batting team to conclude no later than 9.25am and the other team's battings innings to commence no later than 9.35am.
2. 7 player team – 3 players bowl 4 overs, 2 players bowls 3 overs, 2 players bowl 1 over.
Batting retirement 20 balls.
3. 8 player team – 6 players bowl 3 overs, 2 players bowl 1 overs.
Batting retirement 20 ball.
4. 9 player team – 1 player bowls 4 overs, 2 players bowl 3 overs, 4 players bowl 2 overs, 2 players bowl 1 over.
Batting retirement 20 balls.
5. 10 player team – 1 player bowls 4 overs, 3 players bowl 3 overs, 2 players bowl 2 overs, 3 players bowl 1 over.
Batting retirement 15 ball.
6. 11 player team – 4 players bowl 3 overs, 2 players bowl 2 overs, 4 players bowl 1 overs.
Batting retirement 15 ball.

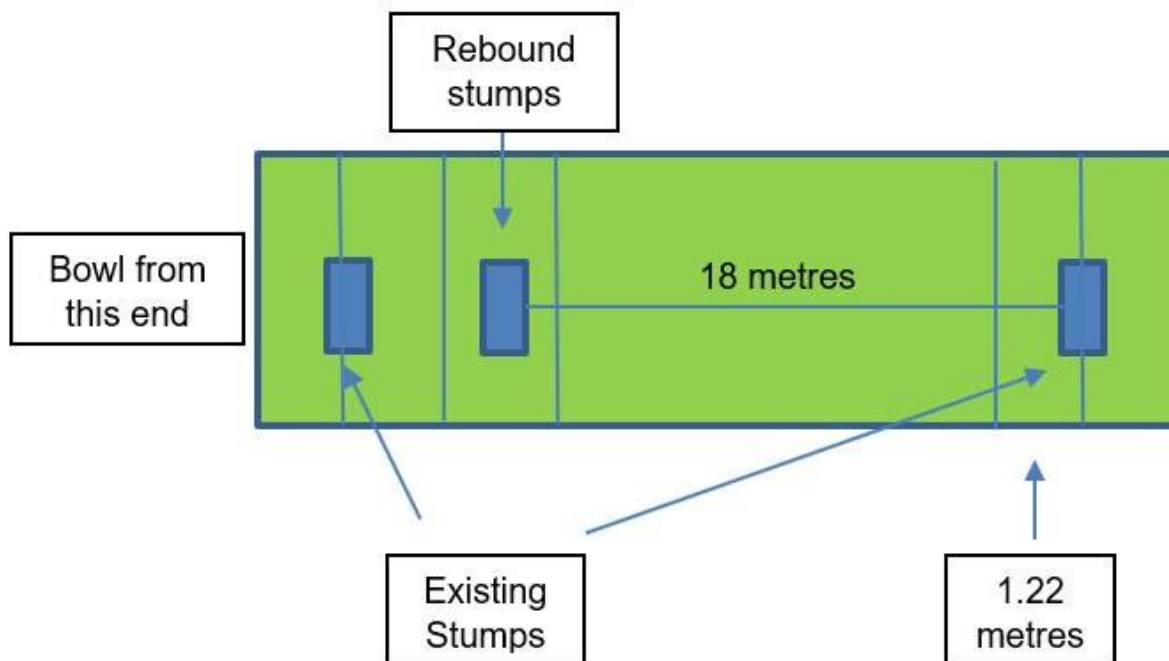
30 OVER GAMES

1. **30 Over Games (8am – 12 noon)** of 30 overs per team. The innings of the first batting team to conclude no later than 9.55am and the other team's battings innings to commence no later than 10.05am. Drinks break may be taken after 15 overs.
2. **30 Over Games (10am – 2.30pm) – Semi Finals and Finals.** The innings of the first batting team to conclude no later than 12 noon, followed by a ½ hour luncheon interval. The innings of the second batting team shall commence no later than 12.30pm. **TO BE PLAYED ON A SUNDAY. If play is delayed due to wet weather, the game can be extended to finish at 5pm. A minimum of 20 overs per side is to constitute a game.**
3. 7 player team – 4 players bowl 5 overs, 1 players bowls 4 overs, 2 players bowl 3 overs.
Batting retirement 30 balls.
4. 8 player team – 6 players bowl 4 overs, 2 players bowl 3 overs.
Batting retirement 30 balls.
5. 9 player team – 2 players bowl 5 overs, 2 players bowl 4 overs, 2 players bowl 3 overs, 3 players bowl 2 overs.
Batting retirement 30 balls.
6. 10 player team – 2 players bowls 5 overs, 2 players bowl 4 overs, 2 players bowl 3 overs, 3 players bowl 2 overs.
Batting retirement 25 balls.
7. 11 player team – 4 players bowl 4 overs, 2 players bowl 3 overs, 4 players bowl 2 overs.
Batting retirement 20 balls.
8. When overs are lost in a 30 over game due to inclement weather, a corresponding proportional reduction is made in the number of overs which can be bowled by any individual bowler.

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Total Time lost	Overs deducted from match	Overs deducted per inning (30 over game)	Innings per team (30 over game)	PLAYERS PER TEAM				
				7	8	9	10	11
15 mins	4 overs	2 overs	28 overs each	2 x 5 overs 3 x 4 overs 2 x 3 overs	4 x 4 overs 4 x 3 overs	1 x 5 overs 2 x 4 overs 3 x 3 overs 3 x 2 overs	1 x 5 overs 2 x 4 overs 3 x 3 overs 3 x 2 overs	2 x 4 overs 4 x 3 overs 4 x 2 overs
30 mins	8 overs	4 overs	26 overs each	1 x 5 overs 3 x 4 overs 3 x 3 overs	3 x 4 overs 4 x 3 overs 1 x 2 overs	2 x 4 overs 4 x 3 overs 3 x 2 overs	2 x 4 overs 4 x 3 overs 3 x 2 overs	1 x 4 overs 4 x 3 overs 5 x 2 overs
45 mins	12 overs	6 overs	24 overs each	3 x 4 overs 4 x 3 overs	2 x 4 overs 4 x 3 overs 2 x 2 overs	1 x 4 overs 4 x 3 overs 4 x 2 overs	1 x 4 overs 4 x 3 overs 4 x 2 overs	5 x 3 overs 4 x 2 overs 1 x 1 over
1 hour	16 overs	8 overs	22 overs each	3 x 4 overs 3 x 3 overs 1 x 1 overs	1 x 4 overs 4 x 3 overs 3 x 2 overs	1 x 4 overs 3 x 3 overs 4 x 2 overs 1 x 1 over	1 x 4 overs 3 x 3 overs 4 x 2 overs 1 x 1 over	4 x 3 overs 4 x 2 overs 2 x 1 over
1 hr 15 mins	20 overs	10 overs	20 overs each	3 x 4 overs 2 x 3 overs 2 x 1 overs	6 x 3 overs 2 x 1 overs	1 x 4 overs 2 x 3 overs 4 x 2 overs 2 x 1 over	1 x 4 overs 3 x 3 overs 2 x 2 overs 3 x 1 over	4 x 3 overs 2 x 2 overs 4 x 1 overs
Greater than 1 hr 15 mins	Match abandoned			N/A				

STAGE 2 PITCH



3) UNDER 14 and UNDER 15 DIVISION 1 COMPETITIONS

1. Should turf wickets be allocated, suitable back-up grounds shall be also allocated and shall be utilized at the discretion of the umpires/officials/grounds person.
2. Matches are to be played primarily as single innings per team matches on Saturdays or Sundays (or any other day should the situation arise) as declared by the CDCA prior to the commencement of the season as either: -
 - i. **One Day Games (8.00am - 12.00pm) of 30 overs per team.** The innings of the first batting team to conclude no later than 9.55am and the other team's battings innings to commence no later than 10.05am.
 - ii. **Two Day Games (8.00am - 11.00am each day) of 50 overs per team.** Should the first batting team's innings finish at or prior to 10.30am, the second team's batting innings shall commence on the first day. Should play not be possible on the first day for weather or any other unforeseen circumstances, the match shall be played on the second week (if possible) as a One Day Match.
 - iii. **All Day Games (10.00am - 5.00pm) of 50 overs per team.** The innings of the first batting team concluding no later than 1.15pm, followed by a 1/2-hour luncheon interval. The innings of the second batting team shall commence no later than 1.45pm.
 - iv. **T/20 Games (8.00am - 11.00am) of 20 overs per team with a maximum of 1 innings per team. The maximum number of overs is 4 per bowler.** The innings of the first batting team to conclude no later than 9.25am, the second team's batting innings to commence no later than 9.35am.
3. Where the format of the game is not more restrictive bowling restrictions shall be as follows:

Player's Age at 31st August	Maximum Overs									
	In a Spell (Fast/Medium Bowlers)				In an Innings				In a Day's Play (excl T20)	
	1 Day (30 Overs)	2 Day	All Day	T20	1 Day (30 Overs)	2 Day	All Day	T20	Fast/Medium	Spinners
Under 15	5	5	5	4	5	10	10	4	10	10
Under 14	5	5	5	4	5	10	10	4	10	10
Under 13	4	4	4	4	4	8	8	4	8	8
Under 12	4	4	4	4	4	8	8	4	8	8
Under 11	4	4	4	4	4	8	8	4	8	8

4. In the event of a first innings result being achieved prior to the stated finishing time, a team shall not be denied the opportunity to obtain an outright result provided that the stated finishing times are observed (T20 format excluded).
5. In 30 over matches, a minimum of 20 overs must be received by each team to constitute a match. In 50 over matches, a minimum of 30 overs must be received by each team to constitute a match. Unless a result has been achieved, a team may not declare or close its innings prior to the close of the 20th over in a 30 over match or the 30th over in a 50 over match.
6. In an all-day game, if no play is possible by 1.30pm, the match shall be abandoned. Prior to this time, both captains may approach the Umpires, who, at their discretion, may abandon the match.

7. T/20 Team Nomination

- i. Each game will be played between two teams of up to twelve (12) players. In each team, six (6) players will be nominated as "batters", five (5) players will be nominated as "bowlers", one (1) player nominated as the "wicketkeeper".
- ii. Players will not be permitted to alternate between batter and bowler nominations during a game. However, the wicketkeeper is able to be interchanged at the mid-innings break (10 overs) with that player then being eligible to bowl during the second half of the innings. The nominated wicketkeeper is also able to bat in any position in the batting order with subsequent players dropping down one place.
- iii. Players nominated as "batters" will bat before all of the nominated bowlers. The remaining players can bat in any sequence.
- iv. Players nominated as "bowlers" will be the first five (5) bowlers used in the fielding innings. Other bowlers (e.g., the nominated batters) will only be permitted to bowl once each of the nominated bowlers has bowled at least 2 overs.
- v. Only eleven players will be permitted on the field at any one time. Fielders (excluding the wicketkeeper) will be permitted to rotate on and off the field between overs without restriction (with no delay to play). At least one umpire must be notified prior to each fielding substitution.
- vi. Where a team has less than 12 players, they are required to comply with rule above in respect of "bowling requirements" (i.e. five nominated bowlers are required to bowl two overs each prior to the nominated batters bowling).

4) STAGE 3 - UNDER 14 and UNDER 15 DIVISION 2 COMPETITIONS

1. All modes of dismissal count.
2. Should turf wickets be allocated, suitable back-up grounds shall be also allocated and shall be utilised at the discretion of the umpires/officials/grounds person.
3. Matches are to be played as single innings per team matches on Saturdays or Sundays (or any other day should the situation arise) as declared by the CDCA prior to the commencement of the season as either:
 - a. **Two Day Games** (8am – 11am) of 40 overs per team - One inning only. Should the first batting team's innings finish at or prior to 10.30am, the second team's batting innings shall commence on the first day. Should play not be possible on the first day for weather or any other unforeseen circumstances, the match shall be played on the second week (if possible) as a T/20 game. Drinks may be taken at 17 overs.
 - i. 6 balls per over (all wides and no-balls are to be rebowled)
 - ii. A minimum of 5 players must bowl.
 - iii. Maximum of 8 overs per bowler.
 - iv. Maximum of 4 overs per spell.
 - b. **T/20 Games** (8.00am - 11.00am) of 20 overs per team with a maximum of 1 innings per team. The innings of the first batting team to conclude no later than 9.25am, the second team's batting innings to commence no later than 9.35am.
 - i. 6 balls per over (all wides and no-balls are to be rebowled)
 - ii. A minimum of 5 players must bowl.
 - iii. Maximum of 4 overs per bowler.
 - c. **40 OVER Games (10am – 3.30pm) – Semi Finals and Finals.** The innings of the first batting team to conclude no later than 12.30pm, followed by a ½ hour luncheon interval. The innings of the second batting team shall commence no later than 1pm.
4. No fielders within 10 metres (except regulation offside slips, gully and wicketkeeper).
5. Wicket keeper must wear helmet within 7 metres of the batting stumps.
6. The CDCA can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.

5) UNDER 16 DIVISION 1 COMPETITION

1. Competition will be played predominately on Sundays using the best grounds available. Should turf wickets be allocated, suitable back-up grounds shall be also allocated and shall be utilised at the discretion of the umpires/officials/grounds person. During the representative season games will be allocated on Saturdays to maximize player availability.
2. For all players who are under 16 as at 1st September of the season in question. Min age for players is 13 years of age.
3. Matches are to be played primarily as single innings per team matches as either:
 - i. **One Day Games (8.00am - 12.00pm) of 30 overs per team.** The innings of the first batting team to conclude no later than 9.55am and the other team's battings innings to commence no later than 10.05am.
 - ii. **Two Day Games (8.00am - 11.00am each day) of 50 overs per team.** Should the first batting team's innings finish at or prior to 10.30am, the second team's batting innings shall commence on the first day. Should play not be possible on the first day for weather or any other unforeseen circumstances, the match shall be played on the second week (if possible) as a One Day Match.
 - iii. **All Day Games (10.00am - 5.00pm) of 50 overs per team.** The innings of the first batting team concluding no later than 1.15pm, followed by a 1/2-hour luncheon interval. The innings of the second batting team shall commence no later than 1.45pm. **All games are to be a 1st innings match only. Bonus points allocated as per page 19 for all round games.**
 - iv. **T/20 Games (8.00am - 11.00am) of 20 overs per team** with a maximum of 1 innings per team. **The maximum number of overs is 4 per bowler.** The innings of the first batting team to conclude no later than 9.25am, the second team's batting innings to commence no later than 9.35am.
4. Where the format of the game is not more restrictive bowling restrictions shall be as follows:

Player's Age at 31st August	Maximum Overs									
	In a Spell (Fast/Medium Bowlers)				In an Innings				In a Day's Play (excl T20)	
	1 Day (30 Overs)	2 Day	All Day	T20	1 Day (30 Overs)	2 Day	All Day	T20	Fast/Medium	Spinners
Under 16	5	5	5	4	5	10	10	4	10	10
Under 15	5	5	5	4	5	10	10	4	10	10
Under 14	5	5	5	4	5	10	10	4	10	10
Under 13	4	4	4	4	4	8	8	4	8	8

5. In the event of a first innings result being achieved prior to the stated finishing time, a team shall not be denied the opportunity to obtain an outright result provided that the stated finishing times are observed (T20 format excluded).

6. In 30 over matches, a minimum of 20 overs must be received by each team to constitute a match. In 50 over matches, a minimum of 30 overs must be received by each team to constitute a match. Unless a result has been achieved, a team may not declare or close its innings prior to the close of the 20th over in a 30 over match or the 30th over in a 50 over match.
7. In an all-day game, if no play is possible by 1.30pm, the match shall be abandoned. Prior to this time, both captains may approach the Umpires, who, at their discretion, may abandon the match.
8. T/20 Team Nomination
 - i. Each game will be played between two teams of up to twelve (12) players. In each team, six (6) players will be nominated as "batters", five (5) players will be nominated as "bowlers", one (1) player nominated as the "wicketkeeper".
 - ii. Players will not be permitted to alternate between batter and bowler nominations during a game. However, the wicketkeeper is able to be interchanged at the mid-innings break (10 overs) with that player then being eligible to bowl during the second half of the innings. The nominated wicketkeeper is also able to bat in any position in the batting order with subsequent players dropping down one place.
 - iii. Players nominated as "batters" will bat before all of the nominated bowlers. The remaining players can bat in any sequence.
 - iv. Players nominated as "bowlers" will be the first five (5) bowlers used in the fielding innings. Other bowlers (e.g., the nominated batters) will only be permitted to bowl once each of the nominated bowlers has bowled at least 2 overs.
 - v. Only eleven players will be permitted on the field at any one time. Fielders (excluding the wicketkeeper) will be permitted to rotate on and off the field between overs without restriction (with no delay to play). At least one umpire must be notified prior to each fielding substitution.
 - vi. Where a team has less than 12 players, they are required to comply with rule above in respect of "bowling requirements" (i.e. five nominated bowlers are required to bowl two overs each prior to the nominated batters bowling).

6) WEST'S T/20 CUP RULES – Under 16's

1. Twenty overs to be bowled within 70 minutes with 10-minute change of innings.
2. Six run penalty for each over not started within allocated time. The overs must still be bowled.
3. Bowlers limited to two overs each. Wicket keeper can be interchanged with bowler.
4. Only one short-pitched ball over shoulder height per over otherwise a no ball is called.
5. Free hit for all no balls.
6. No more than two fieldsmen outside the circle for the first six overs. No more than five fieldsmen outside the circle after six overs.
7. Incoming batter have to be ready to face within 90 seconds of a wicket falling or six run penalty against batting side will apply.
8. A "rolling" batting order must be used. For e.g. if batters 4 & 5 not out, they should open the next game and the batting order continued. These batting restrictions not to apply for semi-finals & Finals.
9. All batters must retire at 30 and can return if all players dismissed.
10. Teams to be ready to play at allocated time.
11. Captains to go to meet Umpire 10 minutes before start of play for toss.
12. Fielding team and batters must be in place at starting time. Either side not ready will incur a six-run penalty
13. The overs must be a maximum of 8 balls only.
14. For the last over of each team's innings, all no balls and wides MUST be re bowled to a maximum of 12 deliveries.
15. 12th man rule can be used 1 nominated batter 1 nominated bowler.
16. Super over to decide draws.
17. Each team to supply scorer per match and supply results to official's area.
18. Batting team to supply square leg umpire.
19. New ball will be supplied per team per game.
20. Club shirts can be worn to promote club sponsors. (Pre-approval requirements as per CDCA Rule book Clause 4.4)
21. Points:
 - a. 3 points for a win
 - b. 2 points for a tie
 - c. 1 point for a loss
 - d. 0 points for forfeit
22. Top four teams play off in semis.
23. Two winners of semis play off for Wests Cup
24. Two losers of semis play off for third and fourth place.
25. In the event of teams finishing equal on points quotients will be used to determine places of teams (number of runs scored divided number of wickets lost) divided (number runs conceded divided number of wickets taken).
26. Results will not be entered into Play HQ.

7) SENIOR COMPETITIONS

1. All Senior Competition matches played within the Association are to be conducted as follows:
 - a. 70 over two-day game to be of two innings each side if time permits and limited to 70 overs per team in the first innings.
 - b. First and second grade only, 80 overs two-day game to be of two innings each side if time permits and limited to 80 overs per team in the first innings.
 - c. Full day matches, limited to 50 overs per team, in its first innings.
 - d. Single afternoon matches, limited to 50 overs per team, in its first innings. (Note: This type of match shall also be played if play on the first day of a scheduled two-day match is not possible during daylight saving time)
 - e. Single afternoon matches, limited to 40 overs per team, in its first innings. (Note: This type of match shall only be played if play on the first day of a scheduled two-day match is not possible during non-daylight-saving time)
 - f. Single afternoon 20 overs game
2. With reference to hours of play - DST = Daylight Saving Time; EST = Eastern Standard Time)

70 OVER MATCHES

1. Team lists shall be exchanged and the toss for choice of innings shall be made no later than 1.20pm (DST), 12.50pm (EST).
2. Play shall commence at 1.30pm (DST), 1.00pm (EST), on both days.
3. Play shall cease, as set out in Rule 16 of the Laws of cricket at 6pm (DST), 5.30pm (EST) and there will be no extension of time.
4. If no time has been lost and the first innings of the side batting first has not been completed, the over in progress at the scheduled time of stumps shall be completed.
5. Afternoon Tea will be taken at 3.35pm to 3.55pm (DST), 3.05pm to 3.25pm (EST). Drinks may only be taken on agreement of the respective Captains and so as not to reduce the number of overs to be bowled nor extend the playing time past 6pm (DST), 5.30pm (EST).
6. If play starts more than 30 minutes late on either day, or more than 30 minutes is lost prior to the tea break, there will be no tea break.
7. The first innings of each team shall be limited to 70 six (6) ball overs (420 balls). The second innings of each team shall have no restriction on overs.
8. If a team batting in its first innings is dismissed inside 70 overs, then the over limit for that innings is satisfied.
9. If each team has received 70 overs, or has been dismissed earlier, the team scoring the most runs is the winner on the first innings.
10. Teams batting in their first innings may not declare its first innings closed prior to the 34th over, unless a lead has been achieved.
11. If the team bowling first on the first day fails to bowl the required number of overs (being 70 or that amount calculated for reduced overs), and they have not dismissed the team batting first by the close of the first day's play, then the innings of the team batting second will be reduced to an equivalent number of overs (e.g.: 68 of 70 overs bowled on day one, then the team batting second will receive a maximum of 68 overs).
12. If a team batting first is dismissed inside the 70 overs, then the team batting second is to receive a number of overs which will take the first day's total to 68 overs. However, the team batting second may elect instead to bat until the scheduled close of play irrespective of overs.

This decision must be made known to both the umpire and the opposing Captain prior to the commencement of their innings. The team batting second will still be limited to a maximum of 70 overs in its first innings with the remaining overs to be bowled on the second day.

13. Provided a minimum of 70 overs have been bowled to the team batting first, the second team shall not be required to bat irrespective of the time. However, the team batting second may elect to bat until the scheduled close of play.
14. No team batting in its 2nd innings can declare their innings closed behind the total score of the opposing team. This action can be considered a contrived result and point's allocation for the match will then be at the discretion of the Executive Committee. The captain of the offending team will have to appear before the Executive Committee to explain his actions.
15. Note: that if a team is dismissed during the 70th over then that over is deemed to be completed.

80 OVER MATCHES (1st and 2nd Grades only)

1. Team lists shall be exchanged and the toss for choice of innings shall be made no later than 12.50pm (DST), 12.20pm (EST).
2. Play shall commence at 1.00pm (DST), 12.30pm (EST). on both days.
3. Play shall cease as set out in Rule 16 of the Laws of Cricket at 6pm(DST), 5.30pm (EST) and there will be no extension of time.
4. If the 80th over has been commenced in the first innings of the match when the scheduled time for stumps is reached, it shall be completed.
5. Afternoon Tea will be taken at 3.20pm to 3.40pm (DST). 2.50pm to 3.10pm (EST). Drinks may only be taken on agreement of the respective Captains and so as not to reduce the number of overs to be bowled nor extend the playing time past 6pm (DST), 5.30pm (EST).
6. If play starts more than 30 minutes late on either day, or more than 30 minutes is lost prior to the tea break, there will be no tea break.
7. The first innings of each team shall be limited to 80 six (6) ball overs (480 balls). The second innings of each team shall have no restriction on overs.
8. If a team batting in its first innings is dismissed inside 80 overs then the over limit for that innings is satisfied.
9. If each team has received 80 overs, or has been dismissed earlier, the team scoring the most runs is the winner on the first innings.
10. Teams batting in their first innings may not declare its first innings closed prior to the 34th over unless a lead has been achieved.
11. If the team bowling first on the first day fails to bowl the required number of overs (being 80 or that amount calculated for reduced overs), and they have not dismissed the team batting first by the close of the first day's play, then the innings of the team batting second will be reduced to an equivalent number of overs (e.g.: 76 of 80 overs bowled on day one, then the team batting second will receive a maximum of 76 overs).
12. If a team batting first is dismissed inside the 80 overs, then the team batting second is to receive a number of overs which will take the first day's total to 78 overs. However, the team batting second may elect instead to bat until the scheduled close of play irrespective of overs. This decision must be made known to both the umpire and the opposing Captain prior to the commencement of their innings.
13. The team batting second will still be limited to a maximum of 80 overs in its first innings with the remaining overs to be bowled on the second day.

14. Provided a minimum of 78 overs have been bowled to the team batting first, the second team shall not be required to bat irrespective of time. However, the team batting second may elect to bat until the scheduled close of play.
15. Note that if a team is dismissed during the 78th over then that over is deemed to be completed.
16. No team batting in its 2nd innings can declare their innings closed behind the total score of the opposing team. This action can be considered a contrived result and point's allocation for the match will then be at the discretion of the Executive Committee. The captain of the offending team will have to appear before the Executive Committee to explain his actions.

50 OVER AFTERNOON MATCHES

Note: If a 50 over afternoon match is allocated in the draw, then this fixture shall be a 1st innings match only with bonus points allocated as per page 20. 2nd innings provisions are only for 50 over matches originally scheduled as 2-day games.

1. Team lists shall be exchanged and the toss for choice of innings shall be made no later than 12.20pm.
2. Play shall commence at 12.30pm.
3. Play shall cease in accordance with Law 16 of the Laws of Cricket and under normal circumstances no later than 7.00pm and there will be no extension of time. However, if the Umpire(s) is/are of the opinion that either team has not been given an equal opportunity to achieve a 1st Innings result due to misadventure or reckless delays by either side, an extension of time up to a maximum of 15 minutes may be allowed. Under such circumstances the Umpire(s) may allow play to continue until:
 - a. a 1st Innings result is achieved, or
 - b. an equal number of overs have been faced by each team, or
 - c. an additional 15 minutes play is completed d) Under no circumstances is play to proceed beyond 7.15pm. There is to be no extension of time for second innings.
 - d. Uncontrollable delays, i.e. rain, lightning, bad light, player injury or others do not warrant an extension of time.
4. If an over has been commenced in either innings of the match when the scheduled time for that innings to finish is reached, then that over shall be completed.
5. Tea will be taken at the change of innings and be of 20 minutes maximum duration. Drinks may only be taken on agreement of the respective Captains and so as not to reduce the number of overs to be bowled nor extend the time for either innings.
6. The first innings of each team shall be limited to 50 six (6) ball overs (300 balls). The second innings of each team shall have no restriction on overs.
7. If a team batting in its first innings is dismissed inside 50 overs, then the over limit for that innings is satisfied.
8. If each team has received 50 overs, or has been dismissed earlier, the team scoring the most runs is the winner on the first innings.
9. Teams batting in their first innings may not declare its first innings closed prior to the 20th over unless a lead has been achieved.
10. Bowlers are limited to a maximum of 10 overs each in the first innings of each team. No such restriction applies to the second innings of either team.
11. If play commences after 12.30pm the maximum number of overs for each team's first innings shall be reduced by one (1) over per every seven (7) minutes.

12. If play is not possible by 3.00pm the match shall be abandoned.
13. The team that bats first shall complete its innings no later than 3.35pm or the completion of the over in progress at this time. If time has been lost however the innings shall be completed no later than half the number of minutes lost past 3.35pm.
14. The team that bats second shall commence its innings no later than 3.55pm. If time has been lost however the innings shall be completed no later than half the number of minutes lost past 3.55pm.
15. Once play has commenced the match shall be reduced by one (1) over for each team for every full seven (7) minutes of play lost, to a minimum of 30 overs each team unless a result has been achieved.
16. If the team bowling first fails to bowl the required number of overs by the time scheduled to do so and have not dismissed the team batting first, the umpire is to record how many overs were bowled at the schedule time. The team is then to bowl out their 50 overs with time taken out of the break. The team batting second only receives the amount of overs bowled by them at the schedule time.
17. No team batting in its 2nd innings can declare their innings closed behind the total score of the opposing team. This action can be considered a contrived result and point's allocation for the match will then be at the discretion of the Executive Committee. The captain of the offending team will have to appear before the Executive Committee to explain his actions.
18. There is no count back system, match must be completed as above.
19. No bowler shall be allowed to bowl more than 10 of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
20. If the total overs allowed is not divisible by five, one more over is allowed to the maximum number per bowler necessary to make up the balance.

40 OVER AFTERNOON MATCHES

Note: If a 40 over afternoon match is allocated in the draw, then this fixture shall be a 1st innings match only with bonus points allocated as per page 20. 2nd innings provisions are only for 40 over matches originally scheduled as 2-day games.

1. Team lists shall be exchanged and the toss for choice of innings shall be made no later than 1.20pm.
2. Play shall commence at 1.30pm.
3. Play shall cease in accordance with Law 16 of the Laws of Cricket and under normal circumstances no later than 6.30pm and there will be no extension of time. However, if the Umpire(s) is/are of the opinion that either team has not been given an equal opportunity to achieve a 1st innings result due to misadventure or reckless delays by either side, an extension of time up to a maximum of 15 minutes may be allowed. Under such circumstances the Umpire(s) may allow play to continue until:
 - a. a 1st Innings result is achieved, or
 - b. an equal number of overs have been faced by each team, or
 - c. an additional 15 minutes play is completed.
 - d. Under no circumstances is play to proceed beyond 6.45pm. There is to be no extension of time for second innings.

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- e. **Note:** Uncontrollable delays i.e., rain, lightning, bad light, player injury or others do not warrant an extension of time.
4. If an over has been commenced in either innings of the match when the scheduled time for that innings to finish is reached, then that over shall be completed.
 5. Tea will be taken at the change of innings and be of 10 minutes maximum duration. Drinks may only be taken on agreement of the respective Captains and so as not to reduce the number of overs to be bowled nor extend the time of either innings.
 6. The first innings of each team shall be limited to 40 six (6) ball overs (240 balls). The second innings of each team shall have no restriction on overs.
 7. If a team batting in its first innings is dismissed inside 40 overs, then the over limit for that innings is satisfied.
 8. If each team has received 40 overs, or has been dismissed earlier, the team scoring the most runs is the winner on the first innings.
 9. Teams batting in their first innings may not declare its first innings closed prior to the 20th over unless a lead has been achieved.
 10. Bowlers are limited to a maximum of 8 overs each in the first innings of each team. No such restriction applies to the second innings of either team.
 11. If play commences after 1.30pm the maximum number of overs for each team's first innings shall be reduced by one (1) over for every full seven (7) minutes of play lost.
 12. If play is not possible by 2.30pm the match shall be abandoned.
 13. The team that bats first shall complete its innings no later than 3.55 pm or the completion of the over in progress at this time. If time has been lost however, the innings shall be completed no later than half the number of minutes lost past 3.55 pm.
 14. The team that bats second shall commence its innings no later than 4.05pm. If time has been lost however the innings shall be completed no later than half the number of minutes lost past 4.05 pm.
 15. Once play has commenced the match shall be reduced by one (1) over for each team for every full seven (7) minutes of play lost, to a minimum of 30 overs each team unless a result has been achieved.
 16. If the team bowling first fails to bowl the required number of overs by the time scheduled to do so and have not dismissed the team batting first, the umpire is to record how many overs were bowled at the schedule time. The team is then to bowl out their 40 overs with time taken out of the break. The team batting second only receives the amount of overs bowled by them at the schedule time.
 17. No team batting in its 2nd innings can declare their innings closed behind the total score of the opposing team. This action can be considered a contrived result and point's allocation for the match will then be at the discretion of the Executive Committee. The captain of the offending team will have to appear before the Executive Committee to explain his actions.
 18. There is no count back system, match must be completed as above.
 19. No bowler shall be allowed to bowl more than 8 of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
 20. If the total overs allowed is not divisible by five, one more over is allowed to the maximum number per bowler necessary to make up the balance.

T20 MATCHES

1. Team lists shall be exchanged and the toss for choice of innings shall be made no later than 10 minutes prior to the scheduled starting time.
2. Play shall commence at the scheduled starting time. There shall be only one innings of 20 overs per team and no declarations shall be permitted. There shall be no bonus points awarded in this format.
3. Each team will have 1 hour and 25 minutes to bowl their allotted 20 overs.
4. Bowlers shall be restricted to a maximum of 4 overs per innings.
5. If the team bowling first fails to bowl the required number of overs by the time scheduled to do so and have not dismissed the team batting first, the umpire is to record how many overs were bowled at the schedule time. The team is then to bowl out their 20 overs with time taken out of the break. The team batting second only receives the amount of overs bowled by them at the schedule time.
6. Play shall cease in accordance with Law 16 of the Laws of Cricket and under normal circumstances no later than 3 hours after the scheduled starting time and there will be no extension of time. However, if the Umpire(s) is/are of the opinion that either team has not been given an equal opportunity to achieve a result due to misadventure or reckless delays by either side, an extension of time up to a maximum of 15 minutes may be allowed. Under such circumstances the Umpire(s) may allow play to continue until:
 - a. A 1st Innings result is achieved, or
 - b. An equal number of overs have been faced by each team, or
 - c. An additional 15 minutes play is completed.
7. If an over has been commenced in either innings of the match when the scheduled time for that innings to finish is reached, then that over shall be completed.
8. Tea will be taken at the change of innings and be of 10 minutes maximum duration. Drinks may only be taken on agreement of the respective Captains and so as not to reduce the number of overs to be bowled nor extend the time of either innings.
9. If a team batting in its first innings is dismissed inside 20 overs, then the over limit for that innings is satisfied.
10. No bowler shall be allowed to bowl more than 4 of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
11. If the total overs allowed is not divisible by five, one more over is allowed to the maximum number per bowler necessary to make up the balance.

40 OVER ONE DAY COMPETITION

1. Team lists shall be exchanged and the toss for choice of innings shall be made no later than 12.20pm(EST), 12.50pm(DST).
2. Play shall commence at 12.30pm(EST), 1.00pm(DST)
3. Play shall cease in accordance with Law 16 of the Laws of Cricket and under normal circumstances no later than 5.30pm(EST), 6.15pm(DST) and there will be no extension of time. However, if the Umpire(s) is/are of the opinion that either team has not been given an equal opportunity to achieve a result due to misadventure or reckless delays by either side, an extension of time up to a maximum of 15 minutes may be allowed. Under such circumstances the Umpire(s) may allow play to continue until:
 - a. a result is achieved, or
 - b. an equal number of overs have been faced by each team, or
 - c. an additional 15 minutes play is completed.
4. Under no circumstances is play to proceed beyond 5.45pm (EST), 6.15pm(DST).
5. Note: Uncontrollable delays i.e. rain, lightning, bad light, player injury or others do not warrant an extension of time.
6. If an over has been commenced in either innings of the match when the scheduled time for that innings to finish is reached, then that over shall be completed.
7. Tea will be taken at the change of innings and be of 10 minutes maximum duration. Drinks may only be taken on agreement of the respective Captains and so as not to reduce the number of overs to be bowled nor extend the time of either innings.
8. The innings of each team shall be limited to 40 six (6) ball overs (240 balls).
9. If each team has received 40 overs, or has been dismissed earlier, the team scoring the most runs is the winner on the first innings.
10. Teams batting in their innings may not declare its innings closed prior to the 30th over unless a victory has been achieved.
11. Bowlers are limited to a maximum of 8 overs.
12. If play commences after 12.30pm(EST), 1.00pm(DST) the maximum number of overs for each team's innings shall be reduced by one (1) over for every full seven (7) minutes of play lost.
13. If play is not possible by 1.30pm(EST), 2.00pm(DST) the match shall be abandoned.
14. The team that bats first shall complete its innings no later than 2.55 pm(EST), 3.25(DST) or the completion of the over in progress at this time. If time has been lost however, the innings shall be completed no later than half the number of minutes lost past 2.55 pm(EST), 3.25pm(DST).
15. The team that bats second shall commence its innings no later than 3.05pm(EST), 3.35pm(DST). If time has been lost however the innings shall be completed no later than half the number of minutes lost past 3.05 pm(EST), 3.35pm(DST).
16. Once play has commenced the match shall be reduced by one (1) over for each team for every full seven (7) minutes of play lost, to a minimum of 30 overs each team unless a result has been achieved.
17. If the team bowling first fails to bowl the required number of overs by the time scheduled to do so and have not dismissed the team batting first, the umpire is to record how many overs were bowled at the schedule time. The team is then to bowl out their 40 overs. The team batting second only receives the amount of overs bowled by them at the schedule time.

18. No team batting in its innings can declare their innings closed behind the total score of the opposing team. This action can be considered a contrived result and point's allocation for the match will then be at the discretion of the Executive Committee. The captain of the offending team will have to appear before the Executive Committee to explain his actions.
19. There is no count back system, match must be completed as above.
20. Grading is based on CDCA grading, players cannot play one grade down at any time in this competition.
21. No bowler shall be allowed to bowl more than 8 of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
22. If the total overs allowed is not divisible by five, one more over is allowed to the maximum number per bowler necessary to make up the balance.

PRESIDENTS CUP

1. All Clubs shall be required to nominate at least one team for the Presidents Cup.
2. All Clubs will be required to pay the set nomination fee (if applicable) which will be charged to the Club accounts.
3. Non-participation in the Competition without reasonable written explanation being forwarded to the Secretary of the Association, no less than 28 days prior to the Competition, will result in the nomination fee still being charged.
4. Points:
 - a. 3 points for a win
 - b. 2 points for a tie
 - c. 1 point for a loss
5. Top four teams play off in semis
6. Two winners of semis play off for Presidents Cup
7. Two losers of semis play off for third and fourth place viii. In the event of teams finishing equal on points quotients will be used to determine places of teams (number of runs scored divided number of wickets lost) divided (number runs conceded divided number of wickets taken).

VIII. SEMI FINALS AND FINAL

1) SEMI FINALS GENERAL

1. Semi-finals and finals shall be played to decide competition winners. Competition rules shall apply to these matches except as follows.
2. **Eligibility**
 - a. **Juniors** – Any registered player (under 10 to Under to Under 15), must participate in a minimum of 50% of completed matches to qualify for semi-finals/finals. Any team, (under 10 to Under 16), which reaches the semi-finals or finals, shall be able to play a player who has previously played at least 5 competition matches with their Club in a lower grade or division in the current season if an injury occurs in that team. A bona fide medical certificate forwarded to the CDCA Secretary stating that the player was genuinely incapacitated by serious injury or illness.
 - b. **Senior** - Any finals games with a club, and in a particular grade, they must have played a minimum of five games in that grade, or a lower grade in that season. Washouts/no-play does not constitute a game. For a player in the one-day competition to be eligible for finals, they must have played a minimum of 50% of the games in the one-day competition. Grade/Division washouts/no-play does not constitute a game.
 - c. A list of all players and their eligibility for all final's matches will be sent to all participating clubs at the completion of the regular season.
3. Under 16 - All registered players must participate in a minimum of 50% of completed matches to qualify for semi-finals/finals unless one of the following applies:
 - a. a bona fide medical certificate is produced to the CDCA Secretary (who will refer such bona fide medical certificate to the CDCA Executive Members) stating the player was genuinely incapacitated by serious illness or injury.
 - b. The player has a CDCA Watson Shield representative commitment.
 - c. A player who has represented the CDCA in a younger representative age group during the current representative season, may apply to CDCA Executive to have those games accredited to his/her percentage of completed matches to permit her/his eligibility for semi-finals/final.
 - d. The player has an Emerging Blues commitment.
 - e. NSW City Commitment.
 - f. National Commitment.
 - g. A list of all players and eligibility for semi-finals to be sent to all clubs.
4. In all cases as set out above notification in writing must be delivered to the Secretary prior to the match(es) in which they cannot play. For the purpose of this rule, matches do not include byes in the competition. If the number of completed matches is an odd number (i.e. 3,5,7,9) then the qualifications will be 1,2,3 or 4 matches.
5. Notwithstanding that the conditions of registration being met, any disputes, protests or appeals over eligibility of players will be heard by the Executive Committee and their decision will be final.
6. Semi-final games will be played between the teams finishing 1 and 4 and 2 and 3 in the normal competition. Where two or more teams are on equal points, a quotient will be calculated to determine the final position of each team. The quotient will be calculated as follows:

- a. For the batting average FOR the team, divide the numbers of runs scored by the total number of wickets lost.
 - b. For the batting average AGAINST the team, divide the numbers of runs scored against it by the total number of wickets taken.
 - c. Divide the former (a) by the latter (b) to achieve the quotient figure. The high quotient figure shall apply.
 - d. Where two or more Stage 1 teams (Under 10s and 11s) are on equal points, the Net Run Rate will be used to determine the final position of each team.
7. If any team plays a match with less than 11 players and they are all out, the District, in calculating the quotient for that team shall divide the number of runs by 10 as though a full side took the field. (Except for Stage 1).
 8. Once the ground is handed over to the Umpire(s), they shall have the sole responsibility for determining the continuation of play, should bad weather/light intervene.
 9. In the event of time being lost due to inclement weather or other unforeseen circumstances, during the innings of the team batting second, which will prevent that team from receiving it's entitled number of overs, and provided that the team has wickets intact, then the match shall be declared a draw.
 10. In the event of a tie, draw or wash out in a semi-final or final, the winner of the match shall be decided by the team finishing higher on the competition points table being declared the winner. No rescheduling of a semi-final is possible. No joint premierships will be awarded.
 11. Turf Wickets: If covers are available at the ground they MUST be used during the Semi-finals and Finals. Only proper covers or tarpaulins are to be used to cover turf wickets. If for any reason the turf wicket cannot be covered an explanation must be forwarded to the CDCA Secretary.

2) JUNIOR SEMI FINALS AND FINAL

1. Stage 1, no ball decisions are to be strictly enforced for balls bouncing a second time before the popping crease or landing off the pitch. Umpires are not to provide leniency, so that it is then fair for both teams and in accordance with the Laws of Cricket.
2. In Under 11 matches, a team official from the fielding side may stand with square leg umpire or where so directed by the umpire. In Under 10 matches, a team official from both sides may stand with the square leg umpire or where so directed by the umpire. In both cases, he/she will only be allowed to coach once the ball has become dead.
3. All matches shall be played on the best available grounds, including turf wickets for Under 15's. Back up grounds are to be nominated for turf wickets and are to be utilised as deemed necessary by the Umpire(s).
4. If an innings finishes within 30 minutes of a scheduled break, a break equivalent to the length of that break will be taken. Both teams are to have the opportunity to face their allocated overs and teams must maintain a bowling rate of at least 17 overs per hour.
5. For Under 16's, if for reasons of ground closure, rain, pitch condition or any other unforeseen circumstances, play in the Final cannot commence, the umpire(s) shall:
 - a. Re-locate the match (via the CDCA Secretary) to another of the district's turf wickets if available. If this is not possible then –
 - b. Re-locate the game to the allocated super turf back-up. If this is not possible then –
 - c. Re-schedule the match to be played on the pre-determined back-up day as allocated by the Draw and Grading Committee. If no play is possible on this day, then the team finishing higher on the points table will be declared the winner. There will be no further provision for the match to be replayed.

6. If there is 1 Division of 8 teams or more, they will be split for Semi Finals 1-4 and 5-8. Games will be played under the same rules they have played all season.

3) SENIOR SEMI FINALS AND FINAL

1. Duration of the first innings shall be 90 overs for 1st and 2nd grade only and 70 overs for all grades and 40 overs for 1-day competition irrespective of time lost. The side batting first is to complete its innings by close of play on day one unless time is lost (see below). Provided the overs for the team batting first have been bowled on the first day to the team batting first, the second team shall not be required to bat irrespective of time, unless they so choose i.e. there is scheduled playing time remaining after allowing for the 10-minute break between innings. If they choose to bat to time, then play will end at the scheduled finishing time.
2. If the team batting first is dismissed inside their allocated overs, then the second team is to receive a number of overs which will take the first day's total to 88 for 1st and 2nd grade and 68 for all other grades, if they choose to bat to time, then play will end at the scheduled finishing time. 1st and 2nd grade teams are entitled to bat their full amount of overs in semi-final and final matches, irrespective of time - 90 overs.
3. Hours of play, on both days shall be:

Eastern Standard Time (1st & 2nd Grade)	Daylight Savings Time (1st & 2nd Grade)
10:00 AM – 12:00 PM 12:40 PM – 2:40PM 3:00 PM – 5:00 PM	11:00 AM – 1:00 PM 1:40 PM – 3:40 PM 4:00 PM – 6:00 PM
Eastern Standard Time (3rd Grade onwards)	Daylight Savings Time (3rd Grade onwards)
1:00 PM – 3:05 PM 3:25 PM – 5:30 PM	1:30 PM – 3:35 PM 3:55 PM – 6:00 PM

4. Should time be lost on the first day, play shall commence early on Sunday by an amount of time equivalent to the time lost but no earlier than half an hour prior to the scheduled start time.
5. On the first day, play shall continue to time if the match enters its 3rd innings and enough time remains for a 2nd 10-minute change of innings. This situation is to be observed irrespective of the decision of the team batting second was to play to overs. However, play shall cease at overs if the team batting second still has wickets in hand when it reaches that total number of overs and has elected to bat to overs. (In short- 2 completed innings with time remaining means the days play shall be played to time).
6. If weather or ground conditions (or other intervention allowed by the umpires) preclude the side batting second from receiving at least the same number of overs as the side batting first, and a result has not been achieved, then the match shall be declared a draw.
7. If each side has bowled an equivalent number of overs or a side has been dismissed earlier, then the team scoring most runs is the winner of the first innings. Should time permit an outright result may be pursued by either side provided play ceases at the scheduled finishing time.
8. In the event of a tie or draw in the semi-finals, the team with the higher finishing position after the competition rounds will be declared the winner.
9. If a turf ground has been allocated for 3rd grade and below, then a backup ground will also be allocated (if available) to be used if the umpires deem that a game cannot commence on the original venue. Start time at the nominated back up ground will be as soon as the umpire deems practicable.

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10. Semi-Finals and Finals for the one-day competition will be scheduled to be played on the Saturday of the finals round. If no play has been achieved on the Saturday, the games are to take place on the Sunday.

11. Hours of play for either day will be:

Eastern Standard Time	Daylight Savings Time
12:30 PM – 2.55 PM 3:05 PM – 5:30 PM	1:00 PM – 3:25 PM 3:35 PM – 6:00 PM

12. Will be played as per Competition Rules. Starting and finishing times as per Competition Rules. If no play is possible on Saturday. Reserve date is the Sunday.

X. PREMIERSHIP SHIELDS AND TROPHIES

ALL COMPETITIONS

1. Premiership Shields for Annual Competition shall be presented to winning Clubs who shall hold the Shields in trust until required by the Association. The Shields shall remain the property of the Association who may demand possession of the shield at any time.
2. The team winning the Annual Competition shall be presented by the Association with thirteen (13) honour caps or equivalents.
3. Qualification attached to Senior Trophies:
 - a. A player must complete a minimum of seven matches in the Grade to be eligible for trophies in that Grade.
 - b. Batting Averages: Score not less than 350 runs.
 - c. Bowling Averages: A player shall take no less than 25 wickets.
 - d. All-rounders: All-rounders to qualify must score not less than 250 runs and take not less than 20 wickets.
4. Trophies will be awarded subject to qualifying criteria for:
 - a. Best Batting Average in each Grade
 - b. Best Batting Aggregate in each Grade
 - c. Best Bowling Average in each Grade
 - d. Best Bowling Aggregate in each Grade
 - e. Most Dismissals by a Wicketkeeper in each Grade
 - f. Most Catches in each Grade
 - g. Best All-rounder in each Grade (10 points per wicket taken. 1 point per run scored. 10 points per dismissal (catches and/or stumpings)
 - h. Highest partnership in ANY Grade (Jack Cummins Shield)
 - i. Highest Individual Score in ANY Grade (R.A. Gartrell Shield)
 - j. Best Bowling figures in an innings in ANY grade. (Duncan Scott Glassock Award)
 - k. Any players suspended are ineligible to receive any Association awards.
 - l. Qualifications for most catches will be 5 minimum, including those catches taken as a substitute player. Qualifications for wicketkeeper will be 5 catches and/or stumpings.
 - m. If these figures are not reached in a particular grade, the allocation of trophies is to be left to the discretion of the Executive Committee.
5. Qualification attached to Junior Trophies:
 - a. A player must play in at least half of the completed competition matches to be considered eligible for CDCA trophies.
 - b. Stage 1 - Under 10 - There is no trophy qualifications for batting, bowling and catches.
 - c. Stage 1 - Under 11 - For batting trophies, 150 runs must be scored and for bowling trophies, 10 wickets must be taken.
 - d. Under 12 – 16 – For batting trophies, 200 runs must be scored and for bowling trophies, 15 wickets must be taken.

- e. Runs, wickets, catches and wicket keeping dismissals achieved in forfeited games to count towards the awarding of CDCA trophies.
 - f. Qualifications for most catches will be 5 minimum, including those catches taken as a substitute player. Qualification for wicketkeeper will be 5 catches and/or stumpings.
 - g. If these figures are not reached in a particular age group, the allocation of trophies is to be left to the discretion of the Executive Committee.
6. Trophies in each age group/grade:
- a. Batting Aggregate, Batting Average (Excludes Stage 1 batting aggregate)
 - b. Bowling Aggregate, Bowling Average
 - c. Most Catches (Excluding wicketkeeper)
 - d. Wicketkeeper Points basis: 10 points per catch 10 points per stumping minus 1 point for each bye conceded.
 - e. All Rounder Points Basis:
 - i. 10 points per catch
 - ii. 10 points per stumping
 - iii. 10 points per wicket
 - iv. 1 point per run

7. THE PAUL PINNINGTON SHIELD

For the promotion of Junior Cricket. To be awarded annually, by Presidential nomination, to the Club deemed to have best fulfilled the aims of this award.

8. UNDER 16 PLAYER SERVICE TO CRICKET AWARD

At the conclusion of the competition, a resume shall be prepared of eligible Under 16 players by the Secretary of each Club using all information available, including district, club and other personal information. The resume shall be submitted to the CDCA Secretary for the consideration of the CDCA Office Bearers **OR** Sponsor who shall determine the player and the two runners up to be awarded. Eligibility for the award shall be:

- a. Must be an Under 16 player and over 15 years at 1st September of the current season.
- b. Achievement in all CDCA Under 10 - Under 16 competitions.
- c. Preferably played in CDCA Watson Shield – if applicable.
- d. Achieved any further representative honours.
- e. Past achievements including representative honours.
- f. Attitude to cricket on and off the field.
- g. Sportsmanship.
- h. **MUST BE RELEVANT TO JUNIOR CRICKET ONLY**

9. THE GRAYDEN NOBBS MEMORIAL SHIELD.

This award is presented to the player who has accumulated the highest number of All Rounder points in any Age/Division.

10. CLUB CHAMPIONSHIP

- a. Senior Club Champions (minimum of three (3) teams to qualify and must have junior teams) Junior Club Champions (minimum of four (4) teams to qualify) Association Champions (minimum of three (3) Senior teams and four (4) Junior teams to qualify).

- b. At the conclusion of the competition rounds (excluding semi-finals and finals), each team will be awarded a points value.
- c. Should teams finish on equal competition points the Club Championship points for those positions will be added together and divided by the number of teams involved.
- d. The total number of Championship points per Club will then be divided by the number of teams in that Club. The Club with the highest quotient will be the Club Champions.
- e. A further calculation will be added to determine the Senior Club Champions – in determining the senior club champion, each team in a grade will be awarded a weighting factor based upon competition points earned as follows:
 - i. 1st Grade competition points earned x 3.0
 - ii. 2nd Grade competition points earned x 2.5
 - iii. 3rd Grade competition points earned x 2.0
 - iv. 4th Grade competition points earned x 1.8
 - v. 5th Grade competition points earned x 1.6
 - vi. 6th Grade competition points earned x 1.5
 - vii. 7th Grade competition points earned x 1.4
 - viii. 8th Grade competition points earned x 1.3
 - ix. 9th Grade competition points earned x 1.2
 - x. 1 Day competition points earned x 1.2
 - xi. 10th Grade competition points earned x 1.1
 - xii. 11th Grade competition points earned x 1.0
- f. A further calculation will be added to determine the Junior Club Champions – in determining the Junior Club Champion, each team in a division will be awarded a weighting factor based upon competition points earned as follows:
 - i. Division 1 competition points earned x 1.5
 - ii. Division 2 competition points earned x 1.0
 - iii. Division 3 competition points earned x 1.0
- g. The total number of points per Club will be calculated and added together, then divided by the number of teams in that Club. The Club with the highest number of points will be the Senior Club Champion Club.

11. 1ST GRADE MEDAL

A First Grade Medal will be awarded to a First-Grade player who receives the most number of points awarded by the umpire/s at each completed competition game.

- a. Points will be awarded on a 3/2/1 basis at the end of each competition round and will be held by the Executive (in secret) and will be announced at the Presentation Night.
- b. If at the end of voting, players are equal on points, a count back system will determine the winner e.g. most three-point votes, then most two-point votes, etc.
- c. Any player found guilty of a breach of the rules or is disqualified for default, or any other reason shall be debarred from winning any Association Trophy or Medal.

XI. EXTREME HEAT POLICY

The CDCA's Extreme Heat Policy applies to all Players, Player Support Personnel and Match Officials (collectively known as Participants) involved in any Camden District Cricket Association (CDCA) competition. **This Policy shall apply to all CDCA Cricket matches.**

This policy aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players, umpires and administrators. It is recognised that CDCA matches are not resourced with medical and emergency support to the extent of First Class matches and therefore it may be unsafe to continue play during conditions of extreme heat.

1) TEMPERATURE THRESHOLD

1. Where a temperature threshold is stated, the following measurements shall apply.
2. Air Temperature is a measure of how hot or cold the air is. It is the most commonly measured weather parameter;
3. Feels Like Temperature: The "Feels like" temperature is a measurement of how hot or cold it really feels like outside. The "Feels Like" temperature relies on environmental data including the ambient air temperature, relative humidity and wind speed to determine how weather conditions feel to bare skin. The "feels like" temperature may vary from the air temperature depending on the level of humidity and wind.

2) SMARTPHONE APP

The BOM (Bureau of Meteorology) Weather App is to be the official App for sourcing temperature data. The App displays the actual air temperature as well as the "feels like" temperature at a particular location. Smartphone location settings must be enabled. Alternative weather apps may be used if the BOM App's data appears to be inaccurate or not up to date.

3) CESSATION, RESUMPTION AND ABANDONMENT OF PLAY – JUNIOR COMPETITIONS

1. **Level 1** – The umpires, coaches or captains shall schedule additional drinks intervals in the event that the "feels like" temperature exceeds 32 degrees Celsius. Players and umpires may leave the field of play during this interval.
2. **Level 2** – Play shall cease immediately in the event that the BOM "feels like" temperature, at the location, reaches or exceeds 38 degrees Celsius.
3. **Resumption of play** – Play shall resume if the "feels like" temperature drops below 38 degrees or less.

4) LOSS OF PLAYING TIME (DUE TO EXTREME HEAT)

Is to be treated as adverse weather conditions as if the game was stopped for a rain delay.

5) INCREASED DRINKS BREAKS AND EXTENDED INTERVALS

Forecast temperature exceeding 32 degrees

1. Prior to the start of play on any match day, the umpires if assigned, coaches and captains shall conduct a heat safety briefing –
 - a. to determine increasing the number and duration of drinks intervals, and;
 - b. to determine whether to extend the duration of interval between innings.

6) CESSATION, RESUMPTION AND ABANDONMENT OF PLAY – SENIOR COMPETITIONS

1. **Cessation of Play:** In the event that either the Air temperature or the “Feels Like” temperature reaches or exceeds 40 degrees Celsius; the umpires shall cease play.
2. **Resumption of Play:** Following a cessation of play under 6(a) above, play shall only resume if the air temperature drops to, or below, 38 degrees Celsius within 1 hour after a cessation of play, otherwise, the day’s play shall be abandoned.
3. **Abandonment of Play:**
 - a. The day’s play shall be abandoned in the event that play does not resume within 1 hour after a cessation of play (refer 6b above); or
 - b. Notwithstanding 6(c)(i) above, the umpires, in consultation with the captains, may abandon the day’s play immediately following a cessation, if the BOM App’s hourly forecast does not show a fall in temperature to 38 degrees within 1 hour after the cessation. In other words, there may be no requirement to wait 1 hour before a decision is made to abandon the day’s play.
4. There shall be no discretion to allow a resumption of that day’s play once play has been abandoned due to extreme heat.

7) PLAYER HEALTH AND WELFARE

1. Notwithstanding (3 & 6) above, the umpires shall have the sole discretion to abandon play if they consider that, to continue play during prolonged or excessive heat, it would be dangerous to the health and welfare of any, or all, of the participants. To assist the umpires in exercising their discretion, they may –
 - a. take into account any apparent signs of heat stress being displayed by any of the participants.
 - b. refer to an air temperature thermometer, if properly installed in the shade at the match venue.

8) ADDITIONAL DRINKS INTERVALS AND EXTENDED INTERVALS

1. Prior to the commencement of play, the umpires and captains shall conduct a heat safety briefing:
 - a. to determine increasing the number and duration of drinks intervals and allowing players and umpires to leave the field of play during drinks intervals; and
 - b. to determine whether to extend the duration of lunch and/or afternoon tea intervals.

9) REVIEW OF MATCH RESULT

1. Where a club considers that the application of the Extreme Heat Policy has created an outcome that has disadvantaged its team, it may lodge a written submission to the CDCA requesting a review of the match result. A submission shall only be made in consideration of the following –
 - a. where the match was drawn, and a club considers its chances of a win on first innings were disadvantaged by the application of the Policy; or
 - b. where a club considers its chances of outright victory were disadvantaged by the application of the Policy, despite a result already being achieved on first innings.
2. Any club wishing the CDCA to adjudicate on any dispute in connection with the application of the Extreme Heat Policy, shall, within 1 working day after the completion of the match, forward to the CDCA a clear submission in writing (no more than one page in length) signed by the Secretary or other Office-Bearer of the club. Consideration and adjudication of submissions will be carried out by the CDCA.
3. The CDCA's powers include, but are not limited to, the power to:
 - a. dismiss a submission that fails to address how the Extreme Heat Policy has created a disadvantage to a team as outlined in 6(a) and 6(b) above.
 - b. deduct such competition points from, or award competition points to, either team in a match, as the CDCA in its absolute discretion thinks fit.

10) ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY

The CDCA has the power to cancel a day's play in the event that, on the day prior to scheduled play, the forecast is for extreme temperatures which are likely to result in conditions that would be unsafe for players / officials.

11) AMENDMENT TO PLAYING TIME

By monitoring 7-day temperature forecasts and seeking to maximise opportunities for play during times of extreme heat, the CDCA has the power to reschedule the start of play in any match, in order to maximise the opportunity for play during a cooler time of day. The CDCA will seek to provide clubs with ample advance notice that an amendment to playing time may be imminent. All participants in every match are to strive to maximise opportunities to play.

XII. AIR QUALITY / SMOKE POLLUTION GUIDELINES

1) AIR QUALITY MEASUREMENTS

To allow consistent use of terminology and data, the CDCA recommends one source of information across all states and locations, which can be found at: www.aqicn.org

The CDCA have adopted from the Australian Institute of Sport and NSW Public Health Unit recommendations on the impact of air quality measures on community cricket noted below.

Community Cricket	
Air quality measure	Action
VERY GOOD (0-33)	Enjoy activities
GOOD (34 -66)	Enjoy activities
FAIR (67-99)	Asthmatic athletes: Should have medical review prior to performing high intensity extended training outdoors
VERY POOR (100-149)	<i>AIR POLLUTION HEALTH ALERT</i> Asthmatics or symptomatic non-asthmatics should not compete or train outdoors. Minimise asymptomatic athlete exposure
HAZARDOUS (150+)	<i>AIR POLLUTION HEALTH ALERT</i> Outdoor training should be rescheduled indoors, and exposure should be minimised for everyone. Serious consideration should be given to delaying or cancelling play.

2) Suspension of Play

1. The CDCA will seek to make a decision by 7.30pm on the Friday of that round and communicate to all players, clubs and umpires on the cancellation of Saturday's play where the AQI forecast (Particles PM2.5) is greater than 150.
2. The CDCA also reserves to right and has the discretion to cancel play where it deems it 'Hazardous' per the definitions noted above.
3. Where a decision is made to cancel play on a Saturday or Sunday before or during play, the CDCA will inform all umpires through the CDCUA, clubs and players through their club secretaries and presidents.
4. Where play is called off, all game results will be posted as draws unless a result from the previous week (day 1 of a day 2 game) has been achieved and completed.
5. A decision for Sunday games within the CDCA will be made at 7pm on the Saturday evening using the same process noted above.
6. Where AQI readings are below 150, the CDCA will still have discretion to make a decision on the cancellation of play.
7. Where games commence but are subject to air quality issues and no directive from the CDCA has been communicated, captains, coaches, and umpires can decide on continuing, suspending or ceasing a game. The following points must be considered and if a decision is made to suspend play, captains and umpires must note the same reasons for a suspension of play in their reports. For junior matches, notes must be made in both scorebooks as to the suspension of play.

3) If any of the air quality measures are 150 and over, play must be suspended.

1. Play can only continue where the air quality reading is between 100 and 149, if captains, coaches, umpires consider and agree on:
 - a. There is NO risk to the well-being of their players (those with any chronic illness, asthma, juniors playing in seniors)
 - b. Visibility is not an issue and noting that poor visibility due to smoke means that air quality will also be poor.
 - c. If there is no umpire, coaches / captains should contact their clubs or the district to assist on a decision on proceeding with the game.

XIII. CA & CNSW HELMET POLICY

1. Cricket Australia Helmet Policy that requires players to wear cricket helmets that meet the British Standard BS7928:2013.

JUNIORS

1. Mandatory wearing of helmets for all stages of Junior Cricket.
2. Helmets must be worn at all times whilst batting and wicketkeeping.
3. Juniors playing in senior and other competitions.

SENIORS

1. Cricket Australia strongly recommends that community associations take all practical steps to adopt the ICC directive and mandate that all junior and senior players wear British Standard 7928:2013 compliant helmets from 2019/20 season onwards when batting, wicket-keeping up to the stumps and fielding in close to the batter.

This policy strongly recommends that Senior players wear helmets.

XIV. COMMUNITY CRICKET CONCUSSION GUIDELINES

Executive Summary

- 1.1 Community Cricket representatives and participants should take a conservative approach to managing concussion.
- 1.2 Participants in Community Cricket should wear appropriate and well fitted protective gear including helmets and neck protectors.
- 1.3 Any player or official that has a suspected concussion should:
 - 1.3.1 Be immediately removed from the training and playing environment;
 - 1.3.2 Not return on the same day without medical clearance;
 - 1.3.3 Not drive a motor vehicle or take part in any activity that puts them or others at risk; and
 - 1.3.4 Be assessed by a qualified medical doctor.
- 1.4 Any player or official with a confirmed concussion should:
 - 1.4.1 Not return to play or train on the same day; and
 - 1.4.2 Only return to play or train once cleared by a qualified medical doctor but no earlier than:
 - (a) 13 days from the concussion incident for adult players/umpires; and
 - (b) 14 days from the date the player became symptom-free for junior players.

Introduction

- 2.1 Australian Cricket (**AC**) considers it critical to pursue best practice in prevention and management of concussion and head trauma arising while participating in organised cricket competitions and training sessions, including Community Cricket.
- 2.2 Cricket Australia (**CA**) endorses the 2023 Amsterdam Consensus Statement on Concussion in Sport (**Consensus Statement**), 2023 AIS Concussion and Brain Health Position Statement, and 2018 International Cricket Council Concussion Guidelines. The aim is for the AC Community Cricket Guidelines to be consistent with the International Consensus Statement, and the AIS and ICC Guidelines where appropriate.

Scope

- 3.1 These Guidelines apply to:
 - (a) all players; and
 - (b) umpires,
(collectively referred to as **Participants**):
- 3.1.1 participating in any organised community (that is, non-elite including Premier Cricket) cricket competitions and matches or training for such competitions or matches collectively, **Community Cricket**); and
- 3.1.2 who receive a blow to the head or neck (either bare or while wearing protective equipment), whether by ball or otherwise.
- 3.2 Affiliated Clubs and Associations should enforce these Guidelines for Participants taking part in Community Cricket training, matches and competitions.

Related Documents

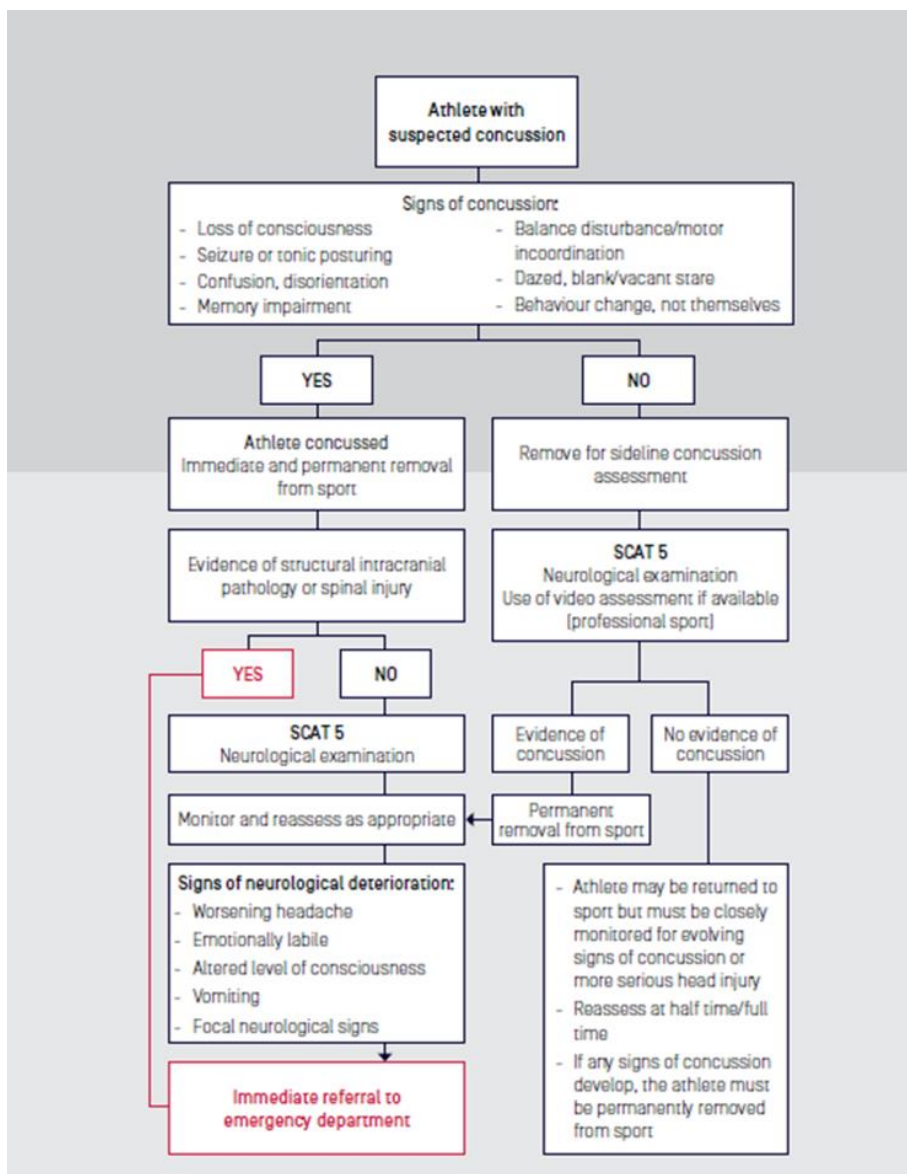
- 4.1 [Community Cricket Concussion Guidelines FAQ](#)
- 4.2 [AC Helmet Recommendations](#)

Protective Equipment Requirements

- 5.1 Players should wear:
 - (a) properly fitted British Standard (BS7928:2013) compliant helmets; and
 - (b) products/attachments properly fitted to helmets that provide additional protection for the vulnerable upper neck (occipital) area of the batsman or close in fielder (**Neck Protectors**), when batting, fielding within seven meters of the bat (except for off-side slips and gully fielders) and when wicket-keeping up to the stumps (regardless of age).
- 5.2 Umpires should wear properly fitted BS7928:2013 compliant helmets in higher risk situations (umpiring for T20 formats or when there is a match situation where attacking batting is being played).
- 5.3 Helmets should be replaced immediately following a significant impact (a blow to the helmet) in accordance with the manufacturer's recommendations.

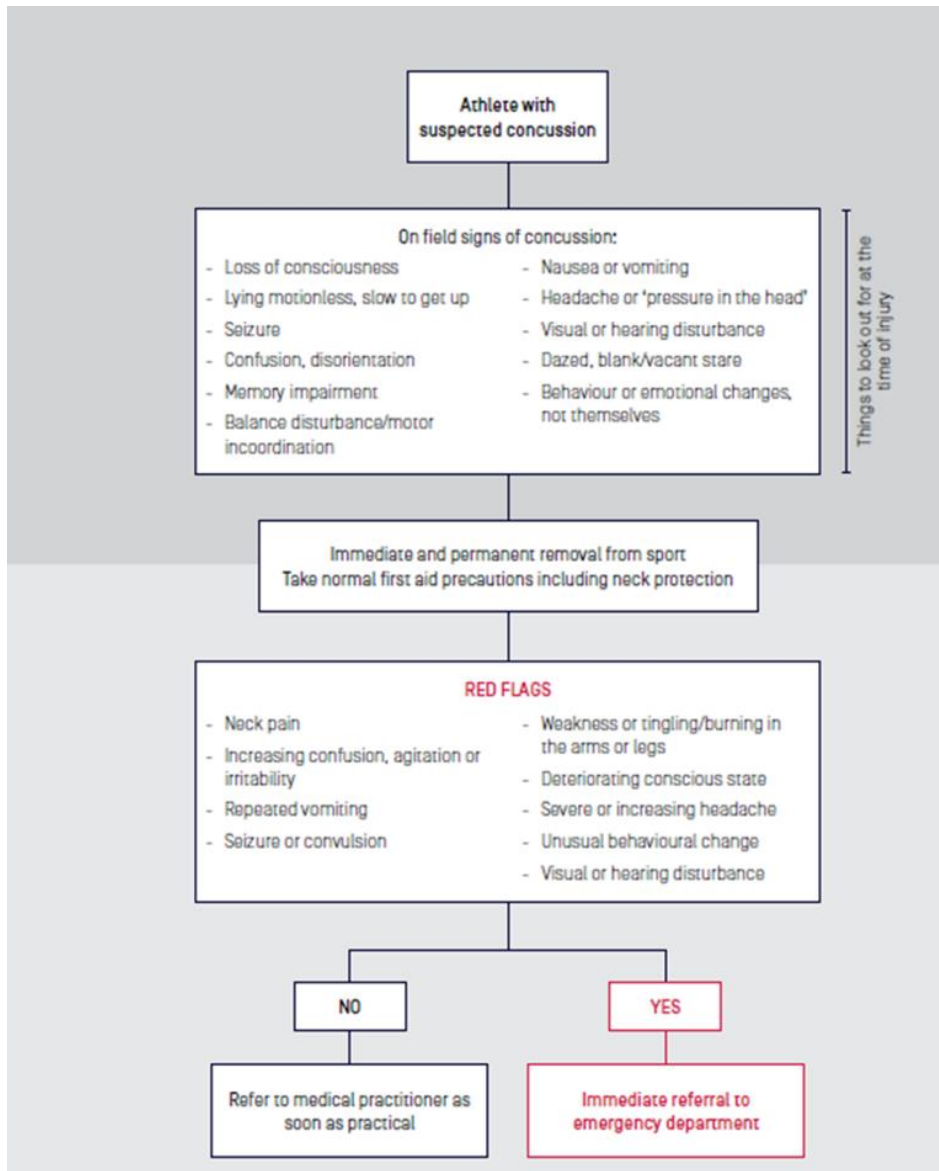
Diagnosis Of Concussion

- 6.1 If a Participant receives a blow to the head or upper neck (whether wearing protective equipment or not), these Guidelines should be followed:
 - 6.1.1 Medical or First Aid Assistance
 - (a) If **there is doctor or other medically trained person available**, they should be informed about the impact immediately if they did not witness it and should attend to the Participant and use the process outlined below and in the Concussion Assessment Flowchart.



**Concussion Assessment Flowchart for Medical Personnel
(AIS Concussion and Brain Health Position Statement February 2023)**

- (b) If **there is no doctor or medically trained person available**, another Participant (a player, coach or administrator etc.), ideally from the same team, or a match official (if there is one appointed) should assist managing this process.



**Concussion Assessment Flowchart for Non-Medical Personnel
(AIS Concussion and Brain Health Position Statement February 2023)**

6.1.2 Before play resumes, the Participant should be asked some general questions that they should be able to easily answer to ascertain if they are orientated. These questions are known as modified ‘Maddocks’ questions and should include some or all of the following:

- What happened?
- What day is it? What month is it?
- What venue are we at today?
- What is the current innings score (if on match day)?
- Who was the opposition at the last match you played (if during the cricket season)?
- Who bowled the ball to you (if blow was from batting at a team training)?

If the Participant cannot answer the questions satisfactorily, they should be immediately removed from the field of play (or training environment) and considered as ‘concussion likely’ and be required to undertake an assessment from a qualified medical practitioner.

6.1.3 Before play resumes after the head or neck blow, the Participant should be asked if they are currently experiencing any symptoms since the blow to the head or neck.

If the Participant reports any of the following symptoms they should be immediately removed from the field of play (or training environment) and considered as ‘concussion likely’ and be required to undertake an assessment from a qualified medical practitioner.

- Headache
- Sensitivity to light
- Neck pain
- “Pressure in head”
- Nervous or anxious
- Sensitivity to noise
- Balance problems
- Fatigue or low energy
- Difficulty concentrating
- Nausea or vomiting
- “Don’t feel right”
- Difficulty remembering
- Drowsiness
- More emotional
- Feeling slowed down
- Dizziness
- More irritable
- Feeling like “in a fog”
- Blurred vision
- Sadness

6.1.4 The Participant should be instructed that if the Participant experiences any of the above symptoms over the 72 hours after the head or neck blow, they should assume that it is a sign of delayed concussion and be required to undertake an assessment from a qualified medical practitioner.

If the Participant suffers from any symptoms that are severe, or worsening rather than improving, the participant should seek further medical care at a local medical centre, hospital or general practitioner / medical doctor before resuming playing, training or umpiring.

6.1.5 If the Participant is witnessed or suspected to have demonstrated any of the following signs after the head or neck blow, it should be assumed that they have sustained a concussion and be removed from the field of play immediately:

- loss of consciousness;
- no protective action in fall to the ground observed directly or on video;
- impact seizure or tonic posturing;
- confusion;
- disorientation;
- memory impairment (e.g. fails Maddocks questions – see above);
- balance disturbance (e.g. ataxia);
- athlete reports significant new or progressive concussion symptoms;
- dazed or blank/vacant stare;
- not their normal selves; or
- observed behaviour change.

- 6.1.6 An ambulance should be called (by dialling 000) if the Participant has any of the following signs or symptoms;
- loss of consciousness for any time;
 - amnesia – inability to remember recent details;
 - inability to keep balance;
 - nausea or vomiting not explained by another cause, such as known gastroenteritis; or
 - fitting.

In no circumstance should the Participant return to playing, training or umpiring until an assessment is made by a qualified medical doctor. The Club or Association may request clearance by a qualified medical doctor prior to permitting the Participant to return to playing, training or umpiring.

- 6.2 If the Participant is suspected, presumed or has an established concussion, the Club or Association should seek a clearance by a qualified medical doctor before the Participant be permitted to return to playing, training or umpiring, in line with Section 7 below.
- 6.3 If the Participant is suspected, presumed or has an established concussion, the Participant should not perform activities that put them or others at risk such as driving a motor vehicle, climbing ladders, riding a bike etc. until medically cleared to do so.
- 6.4 More serious co-existing possible diagnoses (e.g. fractured skull, neck injury) should be managed as an emergency priority if suspected, and once these are excluded then diagnosis of concussion can be considered. In all circumstances, an ambulance should be called.

Return To Cricket

- 7.1 A Participant should not return to cricket on the same day if the diagnosis of concussion is suspected, likely or established.
- 7.2 If a Participant has been diagnosed with a concussion, the final determination on whether the Participant may return to cricket, should be made by a ***qualified medical doctor***.
- 7.3 The graded return to training and playing should be adopted. An example of a Graded Return to Playing (**G RTP**) framework is outlined in Appendix 1 for adult Participants and Appendix 2 for junior Participants. It should be noted that the activities are examples and a guide to return to training and playing. Any Participant returning to cricket after a confirmed concussion should consult a qualified medical doctor, preferably with experience in sports concussion such as a qualified Exercise and Sport Physician or Sports Doctor, who should help determine when it is safe to return to training and playing.
- 7.4 Participants who are 19 years or older (adults), **should not return to cricket for a minimum of 13 days from the time of concussion in accordance with the G RTP framework outlined in Appendix 1**. Importantly, progression from lower to higher intensity (or risk) activities requires a minimum 24–48-hour period to monitor for the return or exacerbation of symptoms.
- 7.5 Any player returning to cricket;
- (a) ***skills training*** should do so only after consulting a qualified medical doctor; and
 - (b) ***play*** should provide their club with a letter (or other in-writing communication) from a qualified medical doctor stating that they have recovered from the concussion and are medically fit to return to unrestricted training, and, following this, matches if they remain symptom free (in line with the G RTP timeline).

Junior Players

- 8.1 Managing concussion in junior players requires a more conservative approach. The AIS Concussion and Brain Health Position Statement (2023) states that;
'young skulls are large compared to their brains because their brains are not fully developed and therefore easily move within the skull. Young brains have less myelination than adult brains and continue to increase/grow in size throughout adolescence until about 24 years*. Lack of myelination and the potential for the brain to move easily within the skull, predispose nerve fibres to be easily damaged during head trauma making youth more vulnerable to concussion. Also, weaker neck muscles in youth are proposed as being a confounding factor in impairing the attenuation of forces impacting the head and can increase the risk of concussions (compared to adult populations**).
- *Arain M, et al. Maturation of the adolescent brain. Neuropsychiatr Dis Treat. 2013;9:449-61.*
**Giedd J. Structural magnetic resonance imaging of the adolescent brain. Ann N Y Acad Sci. 2004;1021:77-85.*
**Giedd J, et al. Brain development during childhood and adolescence: a longitudinal MRI study. Nat Neurosci 1999;2(10):861.3*
***Bretzin A, et al. Association of sex with adolescent soccer concussion incidence and characteristics. JAMA Netw Open. 2021;4(4):e218191.*
- 8.2 If concussion is suspected or confirmed in a junior player based on the criteria in section 6.1 above, they should be removed from playing and training (cricket or other sports) until cleared to return by a qualified medical doctor.
- 8.3 Participants are identified as being junior players if they are 18 years or younger.
- 8.4 Recovery from concussion for adolescents is slower than in adults, so return to school and studying should be guided by medical advice. **Junior participants should not return to play for a minimum of 14 days from the time they become symptom free in accordance the GRTP Framework outlined in Appendix 2.** For clarity, this is not 14 days from the time of concussion. This is the minimum amount of time that is recommended but some concussions require longer than 14 days to fully recover after symptom free. As with adult Participants, progression from lower to higher intensity (or risk) activities requires a minimum 24–48-hour period to monitor for the return or exacerbation of symptoms.

Documentation

CA recommends that all cases of concussion or suspected concussion (and all other head traumas) should be documented on an injury report. As a minimum, the injury report should record the date and time of the incident, the name of any first responders or attending medical professionals, the venue and how the incident occurred (e.g. batting, fielding) and any of the symptoms reported or signs observed.

APPENDIX 1.

GRADED RETURN TO PLAY AFTER CONCUSSION FRAMEWORK 19 YEARS AND OLDER

Stage	Recommended Activity
Physical & cognitive rest	<i>Relative physical and cognitive rest, and until all symptoms & signs have resolved (mild temporary symptoms acceptable).</i> e.g. time off or modified school or work. No physical activity. MINIMUM OF 48 HOURS.
Light aerobic exercise	e.g. walking, swimming or low intensity stationary cycling. No resistance/strength training. <i>Move to next stage if no symptoms during or after activity.</i> MINIMUM OF 48 HOURS.
Moderate intensity exercise	Increase intensity of exercise (breathing heavily, but able to maintain a short conversation). Light resistance training. MINIMUM OF 48 HOURS.
High intensity exercise	e.g. higher intensity physical exercise such as jogging or running drills. Strength/resistance training activities can be added. <i>Move to next stage if no symptoms during or after activity.</i> MINIMUM OF 48 HOURS.
Non-competitive (low risk) skills training & Medical Review	Progression to more cricket training drills with a low risk of head impact. e.g. bowling drills with no batter, individual fielding drills, batting drills or facing throwdowns with no bowler. Must have formal medical review from an appropriately qualified medical doctor prior to starting full unrestricted training. <i>Move to next stage if no symptoms during or after activity.</i> MINIMUM OF 48 HOURS.
Full Training	Full participation in cricket skills training and strength and conditioning training at a volume and intensity appropriate to the time lost to injury. Should include skills that challenge physical and cognitive capabilities. <i>Move to next stage if no symptoms during or after activity.</i> MINIMUM OF 48 HOURS.
Return to play	Available for selection if has remained symptom and sign free since the last training session. If any symptoms re-appear during the match, withdraw from the match and review with qualified medical doctor. No earlier than 13 days after concussion incident.

APPENDIX 2.

GRADED RETURN TO PLAY AFTER CONCUSSION FRAMEWORK 18 YEARS AND YOUNGER

Stage	Recommended Activity
Physical & cognitive rest	<i>Relative physical and cognitive rest, and until all symptoms & signs have resolved (mild temporary symptoms acceptable).</i> e.g. time off or modified school or work. No physical activity. MINIMUM OF 48 HOURS.
Light aerobic exercise	e.g. walking, swimming or low intensity stationary cycling. No resistance/strength training. <i>Move to next stage if no symptoms during or after activity.</i> MINIMUM OF 72 HOURS.
Moderate intensity exercise	Increase intensity of exercise (breathing heavily, but able to maintain a short conversation). Light resistance training. MINIMUM OF 48 HOURS.
High intensity exercise	e.g. higher intensity physical exercise such jogging or running drills. Strength/resistance training activities can be added. <i>Move to next stage if no symptoms during or after activity.</i> MINIMUM OF 48 HOURS.
Non-competitive (low risk) skills training & Medical Review	Progression to more cricket training drills with a low risk of head impact. e.g. bowling drills with no batter, individual fielding drills, batting drills or facing throwdowns with no bowler. <i>Move to next stage if no symptoms during or after activity.</i> Must have formal medical review from an appropriately qualified medical doctor prior to starting full unrestricted training. MINIMUM OF 48 HOURS.
Full Training	Full participation in cricket training and strength and conditioning training at a volume and intensity appropriate to the time lost to injury. Should include skills that challenge physical and cognitive capabilities. <i>Move to next stage if no symptoms during or after activity.</i> MINIMUM OF 48 HOURS.
Return to play	Available for selection if has remained symptom and sign free since the last training session. If any symptoms return, should attend doctor for a formal medical review before clearance can be granted. If any symptoms re-appear during the match, withdraw from the match and review with qualified medical doctor. No earlier than 14 days from the date the player became symptom-free.

XV. JUDICIARY PROCESS POLICY

Everyone has a personal responsibility to familiarise themselves with all the requirements of the Code of Conduct, including what behaviour constitutes an offence under the Code of Conduct; including what behaviour, action or inaction constitutes an offence as set out in this document.

The Preamble to the Laws of Cricket sets out the Spirit of Cricket which the association expects all players and officials to follow. Refer to pages 5 & 6 of the CDCA Rulebook.

Code Of Conduct

Any Cricket Participant-including but not limited to players, coaches, managers, scorers - **must not:**

- a) engage in conduct which brings, or is likely to bring, the interests of cricket, **the Association** or NSWCA into disrepute;
- b) act in a manner which is, or is likely to be, prejudicial to the interests of cricket, **the Association** or NSWCA;
- c) engage in disorderly or improper conduct or behaviour during a cricket match;
- d) verbally or physically abuse, assault or engage in violence with another person, intimidate another person or create a hostile environment;
- e) make or post inappropriate, offensive or discriminatory comments in public (including via any form of social media) about another person, the Association or any of the Affiliates;
- f) breach any requirements for safeguarding children and young people as set out in the NSWCA Safeguarding Children and Young People Policy;
- g) victimise another person for making a complaint under any **Association** or NSWCA policy, including any Integrity Policy;
- h) disclose to a person or organisation any information related to cricket and/or NSWCA that is of a private, confidential or privileged nature without the required consent of the relevant person or entity;
- i) make a complaint under NSWCA's Complaints and Dispute Resolution Policy that the Player or Player Support Personnel or Cricket NSW knows to be untrue, vexatious, malicious or improper; or
- j) breach any provision of an Integrity Policy

All Captains must understand that the behavior of their players is his / her responsibility and therefore they can be charged if they have not tried to calm situations down or have not set a respectful standard for the team to follow.

Any Cricket Participant or Players & Officials of a team and or club can be cited / reported by Umpires, via their match reports, and other clubs through their Club Secretary. All reports will be dealt with in the following manner:

1. All Reports received in accordance with CDCA rule 6.1 & 6.5, will go to CDCA Judiciary Chairperson for an initial review who will determine whether the Reported Person named in the Report has a case to answer in relation to the matters identified in the report.
2. CDCA Judiciary Chairperson may seek further evidence as part of the initial review.
3. The reported person will be notified of the report and will have 48 hours to respond in writing.
4. If the CDCA Judiciary Chairperson believes that there is no case to answer, they will notify the Secretary of the Association who will inform the Person Reporting of the decision and the reasons that such a determination has been made and that no action is to be taken against the Person Reported.

Notice Of Charge

After the initial review is complete, the CDCA Judiciary Chairperson will issue a Notice of Charge that will specify the Reported Person has the following options:

- a) they may admit the offence charged and accept the proposed sanctions specified in the Notice of Charge, provided that the admission is received by the Judiciary chairperson or the Secretary of the Association prior to the time specified for the hearing; or
- b) they may admit the offence charged and dispute the proposed sanction specified in the Notice of Charge, in which case the matter will proceed to a hearing; or
- c) they may deny the offence charged, in which case the matter will proceed to a hearing

Non-compliance of the Person Reported to respond to the Notice of Charge, or attend any hearing, will not prevent the relevant decision-maker from proceeding with the hearing in their absence, provided that the decision-maker has made reasonable enquiries as to why there has been no response.

XVI. GROUND LOCATIONS

Ambarvale	(S)	Wickfield Circuit, Ambarvale
Bargo Oval	(S)	Radner Road, Bargo
Belgenny Oval	(S)	Belgenny Avenue, Camden
Birriwa Oval	(T)	Waterworth Drive, Mt Annan
Blinman Oval	(S)	Harrow Road, Glenfield
Bradbury Oval 1	(T)	The Parkway, Bradbury
Bradbury Oval 2	(S)	The Parkway, Bradbury
Camden Park	(T)	Elizabeth Macarthur Drive, Camden
Clark Reserve 1 (clubhouse)	(S)	St Lawrence Avenue, Kearns
Clark Reserve 2	(S)	St Lawrence Avenue, Kearns
Catherine Park Estate Sports Field	(S)	18 Wilhelm Parade, Oran Park
Cunningham Park	(S)	Limelight Circuit, Gregory Hills
Doohan Reserve	(S)	Skaife Street, Oran Park
Eaglevale High School	(S)	Drysdale Street, Eaglevale
Emerald Hills Sports Oval	(S)	Emerald Hills Boulevard, Leppington
Eschol Park 2	(S)	Eschol Park Drive, Eschol Park
Eschol Park 3 (Clubhouse)	(S)	Eschol Park Drive, Eschol Park
Fairfax Reserve	(S)	Sir Warwick Fairfax Avenue, Harrington Park
Frederick L Small Fields	(S)	Cuthill Road, Cobbitty
Harrington Park Soccer Field	(S)	Charker Drive, Harrington Park
Hazlett Oval	(S)	Bensley Road, Macquarie Fields
Hume Oval	(S)	Downing Street, Picton
Hurley Park	(S)	Lithgow Street, Campbelltown
Jack Brabham Reserve	(S)	Dick Johnson Drive, Oran Park

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Jack Nash Reserve	(S)	Nash Place, Currans Hill
Jackson Park 1	(T)	Longreef Crescent, Woodbine
Jackson Park 2, 3 & 4	(S)	Longreef Crescent, Woodbine
Kirkham Oval	(T)	Remembrance Drive, Camden
Kirkham 2	(S)	Remembrance Drive, Camden
Kennett Park	(S)	36 Fawcett Street, Glenfield
Larry Peck Oval	(S)	Junction Road, Ruse
Leppington Oval	(S)	Heath Road, Leppington
Liquidamber Reserve	(S)	Liquidamber Drive, Narellan Vale
Macquarie Fields Park	(S)	Fourth Avenue, Macquarie Fields
Maxwell Creek Oval	(S)	Bardia Avenue, Bardia
Memorial Oval 1	(T)	Lancaster Street, Ingleburn
Memorial Oval 2	(S)	Lancaster Street, Ingleburn
Nathan Teddy Graham 1	(T)	Thirlmere Way, Tahmoor
Nathan Teddy Graham 2	(S)	Thirlmere Way, Tahmoor
Nugget Beames Reserve	(S)	Waterworth Drive, Narellan
Onslow Park 1, 2, 3 & 4	(S)	Mitchell Street, Camden
Picton Sports Ground	(S)	Fairleys Road, Picton
Raby 1, 2, 3 & 4	(T)	Raby Road, Raby
Raby 5 & 6	(S)	Hurricane Drive, Raby
Riley Park	(S)	Riverside Drive, Airds
Robert Townson High School	(S)	Sunderland Drive, Raby
Rosemeadow Ovals	(S)	Dickens Road, Rosemeadow
Sarah Redfern	(S)	Pembroke Road, Minto
St Greg's College 1	(T)	Donovan Blvd, Gregory Hills
St Greg's College 2 & 3	(S)	Donovan Blvd, Gregory Hills
Seddon Park 1	(S)	22 Newtown Road, Glenfield
Stromeferry Oval	(S)	Stromeferry Crescent, St Andrews
Tahmoor 2	(S)	Thirlmere Way, Tahmoor
The Oaks Oval	(S)	Burraborang Road, The Oaks
Victoria Park	(S)	Kent Street, Minto
Waminda Oval 1	(S)	Waminda Avenue, Campbelltown
Willis Park	(S)	Burraborang Road, Oakdale
Wilton Oval	(S)	Old Picton Road, Wilton
Wood Park	(S)	Wagtail Crescent, Ingleburn

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