

2025 - 2026

RULES FOR PREMIER CRICKET SEASON



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PREAMBLE:

Except where specifically stated otherwise, every provision of these Rules is to be read as applying equally to women as to men. Unless otherwise stated, Women's 1st & 2nd XI shall conform to the requirements of Men's 1st and 2nd XI Rules and Women's 3rd XI shall conform to Men's 3rd and 4th XI Rules.

RULE 1 APPLICATION OF LAWS AND RULES

1.1 LAWS OF CRICKET

The Laws of Cricket (2017 - 3rd Edition 2022) shall apply to all Matches, except as hereinafter modified.

1.2 DEFINITIONS AND INTERPRETATIONS

In this Constitution unless the context requires otherwise:

Administration Manager means the Club-appointed contact that deals with the day-to-day operations of the Club.

Affiliate means any cricket association (including a Regional Association) in the State of Victoria which qualifies as such under **clause 6.7** of the Constitution.

AGS means the Associated Grammar Schools of Victoria.

APS means the Associated Public Schools of Victoria.

Associate Member means any Country that is a Member of the International Cricket Council (ICC) that is not a Country outlined in the definition of Full Member and thereby does not hold status to participate in Test Cricket.

Board means the Cricket Victoria Board.

British Standard Compliant Helmet means a helmet that passes the current safety standard for cricket helmets (7928:2013) and is approved for Players to wear when batting, fielding close to the wicket or when keeping up to the stumps.

By-Law means a By-Law made under **clause 26** of the Constitution.

CEO means the Chief Executive Officer of Cricket Victoria.

Club means any of the Men's Premier Clubs and the Women's Premier Clubs, irrespective of whether the men's and women's Clubs are fully integrated, co-located, stand-alone or otherwise.

Code of Conduct means the Premier Cricket Code of Conduct as outlined in **appendix 8**.

Competition Management System means the operating system used by Victorian Premier Cricket to manage the general operational items (e.g. Player Movements, Live Scoring, Match Results) within the competition.

Constitution means the Cricket Victoria Constitution.

Current Player means a Player who has played within the past two seasons dating back from 1 October of the current season.

Cricket means the game of cricket as recognised by the ICC from time to time.

CV means the Victorian Cricket Association, trading as Cricket Victoria.

CV Appeals Tribunal means the tribunal appeals panel appointed by the Directors under **clause 24.3** of the Constitution to hear and adjudicate on appeals from decisions of the CV Tribunal and which operates in accordance with the By-Laws.

CV Management means the Cricket Victoria Management.

CV Tribunal means the tribunal panel appointed by the Directors under **clause 24.2** of the Constitution to hear and adjudicate on matters arising from or associated with the conduct of Matches, Players, and other participants or any other matter brought before it in accordance with a By-Law and which operates in accordance with the By-Laws.

Delegate means and includes:

- (a) a Representative appointed to represent a Voting Member in meeting or in voting on a resolution in accordance with this Constitution and the Act; and
- (b) the Women's Premier Panel Chair.

Delegates Meeting means a quarterly General Meeting under **clause 11.2(a)** of the Constitution.

Demerit Points means the points which are accrued by a Player or Player Support Personnel pursuant to **appendix 8** each time he/she commits an offence under the Code of Conduct.

DLS means Duckworth Lewis Stern method for calculating scores and results in interrupted One Day and T20 Matches.

Finals Matches means the Programmed Series of Matches scheduled to conclude a season within Premier Cricket.

Fit for purpose means well equipped or well suited for its designated role or purpose

Full Member means any of the following named Countries or areas that is a Member of the International Cricket Council and has the status to have Men's and Women's Teams participate in Test Cricket (as of May 2025): Afghanistan, Australia, Bangladesh, England, Ireland, India, New Zealand, Pakistan, South Africa, Sri Lanka, West Indies & Zimbabwe.

Ground Manager means a person from a Club that will oversee the Match Day operations of a Match.

International Cricket Council (ICC) means the International governing body of Cricket, where Membership is required to officially recognise a Nation's governing Cricket organisation and apply appropriate membership status.

Law means reference to the Laws of Cricket (2017 – 3rd Edition 2022).

Match/es refers to a cricket Match of any format and duration in length played in the Victorian Premier Cricket competition.

Match Day means any day on which a Match is played and includes any action and/or allegation relevant to the Match being played.

Men's Premier means the Men's Premier competition.

Original Club means the Club for which a Player debuted as a 1st XI Player.

Penalty Time means the time that needs to be served by a Player once they return from an absence off the field from the Match before they are able to resume activity as a batter or bowler within the Match.

Permit means written approval granted for a Player to participate in a Match or Matches following lodgement of an application submitted via the Competition Management System by a Club in accordance with these Rules.

Premier Cricket means the cricket competition/s contested by the Premier Clubs.

Programmed Series of Matches means all Home & Away and Finals Matches in Men's One/Two Day competition and Women's T20/One Day competitions.

Player means a Player that is eligible and registered to play in the Premier Cricket competition that is either a bona fide resident of the State of Victoria or has received CV Management approval to play in the Premier Cricket competition.

Replacement Player means a Player who can be selected to replace another Player with approval from CV Management in the instance of **Rule 7.4** and **appendices 12 and 13**.

Representative Member means a Player or official selected to represent their school, state, T20 team and/or country in a representative Match or series of Matches (Refer to Rule 7.4.1 for further definition).

State of Victoria Division of Seasons Determination means the document agreed to by AFL Victoria, Cricket Victoria and the Victorian State Government as to when each sport has the first priority to access sporting grounds for a duration of 6 months in length to host their Programmed Series of Matches.

Transfer means the movement of a Player between two Clubs which requires approval from the Player's previous Club and CV Management to be eligible to play in accordance with these Rules.

Umpire means any Umpire (including any emergency or other Umpires) appointed to officiate in a Match.

Underage Pathway means the Under 15 Marg Jennings Cup, Under 16 Dowling Shield and Under 18 Competitions.

VMCU means the Victorian Metropolitan Cricket Union.

VCCL means the Victorian Country Cricket League.

Women's Premier means the Women's Premier competition.

1.3 CV MANAGEMENT TEAM POWERS AND EMERGENCY RULINGS

- 1.3.1 CV Management shall have the power to take any action deemed appropriate against a Club official, Club member, Club employee, Club volunteer or Player breaking a CV Rule or displaying behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket or CV Member Protection Policy, including the laying of a charge of Bringing the game into disrepute and resolution of the charge through Rule 10.
- 1.3.2 Subject to the Constitution and By-Laws of CV, CV Management shall have the power to decide all questions arising out of CV Matches not provided for in these Rules.

RULE 2 PROGRAMS OF MATCHES

2.1 DETERMINATION OF PROGRAMS

The Premier Clubs shall compete in programs as arranged by CV Management and approved by CV Delegates prior to the commencement of the season.

2.2 VARIATION TO PROGRAM

CV Management may, if necessary, alter the program in respect of dates or grounds on which any of the Matches shall be played. Dates allocated for Finals Matches will remain as fixtured in the final version of the season fixture supplied to Premier Clubs and Delegates.

RULE 3 MATCH VENUES - NOMINATION APPROVAL AND AVAILABILITY

3.1 NOMINATION AND APPROVAL OF VENUES

- 3.1.1 Prior to the Annual General Meeting of CV in each season each Club shall nominate, for the coming season, the ground to be the home venue for:
 - (a) 1st and 2nd XI Matches;
 - (b) 3rd and 4th XI Matches; and
 - (c) Women's 1st, 2nd and 3rd XI Matches
- 3.1.2 Such grounds shall be subject to the approval of CV Management.

3.2 AVAILABILITY OF VENUES

- 3.2.1 **1st and 2nd XI grounds**

Nominated grounds approved by CV Management for 1st and 2nd XI Matches shall be available for all Matches scheduled by CV Management in respect to or in connection with:

 - (a) the Premier competition;
 - (b) all Underage Pathway competition Matches;
 - (c) Matches scheduled by CV Management in connection with:
 - the VMCU Inter-association Competition;
 - the VCCL Country Week Competition; and
 - (d) such other competitions as CV Management determines.
- 3.2.2 **3rd and 4th XI grounds**

Nominated grounds approved by CV Management for 3rd and 4th XI Matches shall be available for all Matches scheduled by CV Management for the CV Premier and Underage Pathway competitions.

3.3 CHANGING NOMINATED VENUES

- 3.3.1 The grounds nominated pursuant to Rule 3.1.1(a) and approved pursuant to Rule 3.1.2 shall not be changed without approval of CV Management.
- 3.3.2 Any application to change the nominated venue for any scheduled Match shall be lodged in writing with CV Management not less than one week prior to the first date for which approval is sought.
- 3.3.3 Any such application must nominate an alternative venue for the dates the ground will be unavailable and the reason for the ground being unavailable on those dates.
- 3.3.4 CV Management shall have no obligation to consider any application received within one week of the date for which approval is sought.

3.4 APPROVAL TO CHANGE VENUES

- 3.4.1 CV Management shall have an absolute discretion as to whether or not to approve an application brought under Rule 3.3.
- 3.4.2 In exercising its discretion CV Management shall be entitled to take into account the suitability of the proposed alternative venue and all other relevant circumstances regarding the use of nominated grounds during the cricket season for purposes other than the playing of cricket.
- 3.4.3 Notwithstanding the approval of any application made under Rule 3.3, a Club changing its nominated venue may be fined a sum to be determined by CV Management.

3.5 REFUSAL OF APPROVAL TO CHANGE VENUES.

Should approval sought by a Club not be granted by CV Management and the ground subsequently not be available for the playing of any Match scheduled by the CV Board in accordance with these Rules, the Club shall be in breach of these Rules and subject to the following penalties (which are cumulative with any penalties which may be imposed by CV pursuant to its Constitution of Association or its By-Laws):

- (a) the Club may be fined a sum to be determined by CV Management for each day on which the ground is scheduled for use for the playing of a Match or Matches and during which the ground is not available for such use; and
- (b) CV Management shall have the power to award points to the opposing Club.

3.6 NON-AVAILABILITY OF GROUND - ACCEPTABLE REASONS

A Club shall not be in breach of this Rule 3 by reason of its nominated and approved ground not being available if, but only if:

- (a) the weather is such that even with the use of covers the ground has been rendered unfit for play; or
- (b) CV Management has, pursuant to Rule 3.8, given approval for the ground not to be available.

3.7 FAILURE TO HAVE GROUND FIT FOR PLAY

Any Club deemed by CV Management to have failed to meet its obligation or with due regard to the weather, to have its ground, or a CV Management approved ground, in a proper condition for play, shall be deemed as having lost the Match and the Match points shall be awarded to the opposing Club.

3.8 USE OF GROUND OTHER THAN FOR SCHEDULED MATCHES

- 3.8.1 If a Club wishes to make its ground or grounds available for a use other than the playing of scheduled cricket Matches on a day or days during which a Match or Matches are scheduled for its grounds, the Club must make a written application to CV Management not less than four weeks prior to the relevant date to obtain approval for such use.
- 3.8.2 If the application is made less than four weeks prior to the relevant date CV Management shall be under no obligation to consider the application later.
- 3.8.3 CV Management shall have an absolute discretion as to whether or not to approve the proposed use of the ground.

3.9 DETERMINATION OF SEASONS

Any Club that wishes to allow the use of its ground/s in contravention of the State of Victoria Division of Seasons Determination must obtain the written permission of CV Management.

3.10 WEEKLY GROUND AND PITCH REPORT - SEPTEMBER

During the month of September each Club must report to CV Management on a weekly basis on the condition of the outfield and pitch of its ground/s and on the progress being made to have them ready for play on the first Saturday in October.

4.1 ALLOCATION OF MATCH POINTS (PREMIERSHIP SERIES)

4.1.1 Two-Day Matches (RULE 16)

<i>Result</i>	<i>Points</i>
Win outright and first innings lead	10
Win outright and first innings tie	8
Win outright and behind on first innings	6
Win on first innings - no further points result	6
Tie outright - each team	5
Tie on first innings - no further points result	3
Tie on first innings with outright loss	2
Loss outright after first innings lead	4
Drawn Match (including Abandoned Matches)	1

4.1.2 One-Day Matches (RULE 17)

<i>Result</i>	<i>Points</i>
Win	5
Tie	3
Abandoned Match	2
Loss	0
Bonus point (See notes below)	1

- (i) The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point' i.e. the team shall receive a total of 6 points (5 points for win, 1 bonus point).
- (ii) A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. However, if a team is bowled out before receiving its overs entitlement under Rule 17.3 its run rate shall be the runs scored divided by the overs entitlement.
- (iii) Where Matches are shortened and targets revised using the par score, bonus run-rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.
- (iv) For the team batting second to gain a bonus point the victory must be achieved by the completion of no more than 80% of the number of balls available to the team batting second. i.e. in a 50 over (300 ball) Match by the end of the 40th over (240 legal deliveries) or in a reduced overs Match the total number of balls set the calculation above.

4.1.3 Twenty20 Matches (RULE 19)

<i>Result</i>	<i>Points</i>
Win	5
Tie	3
No result	2
Loss	0

4.1.4 Penalty Points Deduction

Premiership Series points gained under Rules 4.1.1, 4.1.2 and 4.1.3 are subject to reduction for any penalties incurred for contravention of Rules 7.7, 8.4.7, 9.3, 9.4, 14.11.8 and 15.2.

4.2 PREMIER MEN'S SERIES RANKINGS: TEAM AVERAGES

4.2.1 CV Premier Ladder

All premiership points obtained in Rules 4.1.1, 4.1.2 and 4.1.3 count towards the Men's Premier Cricket ladder.

4.2.2 Application and Calculation of Team Averages

Should there be equality in aggregate premiership points the team higher on the ladder shall be the one with the better team average. Team averages shall be calculated by:

- (a) dividing total runs scored by total wickets lost (batting average);
- (b) dividing total runs scored against by total wickets taken (bowling average); and
- (c) dividing the batting average (a) by the bowling average (b).

4.2.3 **Determination of Wickets Lost**

A wicket shall be recorded as lost or taken when an innings terminates with any batter unable to commence, continue, or resume an innings within the scheduled playing time or compulsory number of overs; but a team declaring an innings closed, forfeiting an innings or having it terminated under either Rule 17 or Rule 19 shall be deemed to have lost only those wickets which have actually fallen.

4.3 **PREMIER WOMEN'S ONE DAY & TWENTY20 PROGRAM RANKINGS**

4.3.1 **One Day Ladder**

Teams shall be ranked in the order of points gained under Rule 4.1.2 but if there is an equality in points the team ranked higher on the ladder shall be the one with the better net run rate.

4.3.2 **Twenty20 Ladder**

Teams shall be ranked in the order of points gained under Rule 4.1.3 but if there is an equality in points the team ranked higher on the ladder shall be the one with the better net run rate.

4.3.3 **Net Run Rate**

- (a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- (b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (c) On those Matches where results are achieved will count for the purpose of net run rate calculations.
- (d) Where a Match is abandoned, but a result is achieved under Duckworth/Lewis/Stern, for net run rate purposes team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2. Where a Match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the Match, team 1 will be accredited with 1 run less than the final Target Score for team 2 off the total number of overs allocated to team 2 to reach the target.

RULE 5 PROGRAMS FOR FINALS ROUNDS

5.1 **MENS FINALS**

Note: All CV Men's Premier Finals Matches shall be played under Rule 18.

For a four (4) week Finals Series the following schedule of Matches will take place:

Week 1 – Qualifying Finals (2) & Elimination Finals (2)

Week 2 – Semi Finals (2)

Week 3 – Preliminary Finals (2)

Week 4 – Final (1)

Prior to the commencement of the Preliminary Finals (Week 3), the teams will be re-ranked as following:

Rank 1 - Highest-ranked winner from Qualifying Finals

Rank 2 – 2nd highest-ranked winner from Qualifying Finals

Rank 3 - Highest-ranked winner from Semi Finals

Rank 4 – 2nd highest-ranked winner from Semi Finals

For a three (3) week Finals Series the following schedule of Matches will take place:

Week 1 – Quarter Finals (4)

Week 2 – Semi Finals (2)

Week 3 – Final (1)

5.1.1 **Qualifying & Elimination Finals (1st XI)**

At the conclusion of the home and away Matches the teams finishing first to eighth as per Rule 4.2 shall play Qualifying & Elimination Finals as follows:

1st Qualifying Final: 1st ranked team hosts 4th ranked team.

2nd Qualifying Final: 2nd ranked team hosts 3rd ranked team.

1st Elimination Final: 5th ranked team hosts 8th ranked team.

2nd Elimination Final: 6th ranked team hosts 7th ranked team.

Should there be a tie, a draw or abandonment without play, the higher-ranked teams at the end of the home and away Matches shall be declared the winners of each Match. The winners of QF1 & QF2 will advance to Preliminary Finals on week three, while the losers from the Elimination Finals will be eliminated.

5.1.2 **Semi Finals (1st XI)**

The Semi Finals in the 1st XI will involve the two losing teams of Qualifying Finals. They will meet the two winning teams of the Elimination Finals. The Semi Finals draw is as follows:

1st Semi Final: Loser from 1st Qualifying Final v Winner from 1st Elimination Final.

2nd Semi Final: Loser from 2nd Qualifying Final v Winner from 2nd Elimination Final.

Should there be a tie, a draw or abandonment without play, the losing teams of the Qualifying Finals Matches shall be declared the winners and progress to the Preliminary Finals, while the two losing teams are eliminated.

5.1.3 **Preliminary Final (1st XI)**

The Preliminary Finals in the 1st XI will involve the two winning teams of the Qualifying Finals and the Semi Finals. The Preliminary Finals draw is as follows:

1st Preliminary Final: Winner from 1st Qualifying Final v Winner from 2nd Semi Final.

2nd Preliminary Final: Winner from 2nd Qualifying Final v Winner from 1st Semi Final.

Should there be a tie, a draw or abandonment without play, the winning teams of the Qualifying Finals shall be declared the winners, while the two losing teams are eliminated.

5.1.4 **Quarter Finals (Other XIs)**

At the conclusion of the home and away Matches the teams finishing first to eighth as per Rule 4.2 shall play Quarter Finals as follows:

1st Quarter Final: 1st v 8th

2nd Quarter Final: 2nd v 7th

3rd Quarter Final: 3rd v 6th

4th Quarter Final: 4th v 5th

Teams will be ranked by their finishing position on the ladder at the conclusion of the home and away season. Teams will maintain this ranking throughout the duration of the Finals Series.

Should there be a tie, a draw or abandonment without play, the higher-ranked team at the end of the home and away Matches shall be declared the winner, while all losing teams are eliminated.

5.1.5 **Semi Finals (Other XIs)**

The Quarter Final winners shall play in Semi Finals as follows:

1st Semi Final: 1st highest-ranked winner (from week 1) v 4th highest-ranked winner (from week 1).

2nd Semi Final: 2nd highest-ranked winner (from week 1) v 3rd highest-ranked winner (from week 1).

Should there be a tie, a draw or abandonment without play, the team ranked higher at the conclusion of the Quarter Finals shall be declared the winner, while all losing teams are eliminated.

5.1.6 **Final**

(a) **1st XI.**

The First XI Final shall be played under ordinary conditions, with three days allocated.

The First XI Final shall be played between the winner of the two Preliminary Finals.

Should there be a tie, a draw or abandonment without play, of the teams in the Final the higher-ranked team at the conclusion of the Preliminary Finals shall be declared the winner.

(b) **Finals Other XIs.**

The Semi Final winners shall play in the Final.

The Final shall be played between the Highest-ranked winner from the Semi Final v the Lowest-ranked winner from the Semi Final.

Should there be a tie, a draw or abandonment without play, the higher-ranked team at the conclusion of the Semi Finals shall be declared the winner.

5.2 WOMEN'S FINALS

5.2.1 **Semi Finals (1st XI One Day)**

For a three (3) week Finals Series the following schedule of Matches will take place:

Week 1 – Semi Finals (2)

Week 2 – Preliminary Finals (1)

Week 3 – Final (1)

Prior to the commencement of the Preliminary Finals (Week 2), the teams will be re-ranked as following:

Rank 1 - Winner from 2nd Semi Final.

Rank 2 – Loser from 2nd Semi Final.

Rank 3 - Winner from 1st Semi Final.

The Semi Finals in the 1st XI will involve the four (4) highest placed teams on the ladder in the Finals Series.

The Semi Finals draw is as follows:

1st Semi Final: 3rd placed team on ladder v 4th placed team on ladder.

2nd Semi Final: 1st placed team on ladder v 2nd placed team on ladder.

All Semi Final Matches shall play according to Rule 17.

If play does not commence (i.e., no ball is bowled) on the scheduled day, there will not be any provision for a reserve day to be used to make up the round.

In any Match should there be a tie, a draw or abandonment without play, the higher-ranked team at the conclusion of the home and away series shall be declared the winner.

Progression to Week 2:

(a) The winning team of the 2nd Semi Final Match shall progress to the Grand Final;

(b) The winning team of the 1st Semi Final Match shall progress to the Preliminary Final, where they will take on the losing team of the 2nd Semi Final; and

(c) The losing team of the 1st Semi Final is eliminated.

5.2.2 **Preliminary Final (1st XI One Day)**

The Preliminary Finals in the 1st XI will involve the losing team of the 1st Semi Final and the winning team of the 2nd Semi Final. The Preliminary Finals draw is as follows:

Preliminary Final: Loser from 2nd Semi Final v Winner from 1st Semi Final.

Should there be a tie, a draw or abandonment, after taking into account the provisions of any Reserve Day scheduled, the losing team from the 2nd Semi Final shall be declared the winners, while the winning team from the 1st Semi Final is eliminated.

5.2.3 **Semi Finals (2nd & 3rd XIs)**

At the conclusion of the home and away Matches the one-day (2nd & 3rd XIs) will be played as follows:

1 v 4, 2 v 3.

All Semi Final Matches shall play according to Rule 17.

If play does not commence (i.e., no ball is bowled) on the scheduled day, there will not be any provision for a reserve day to be used to make up the round.

In any Match should there be a tie, a draw or abandonment without play, the higher-ranked team at the conclusion of the home and away series shall be declared the winner.

Finals

- **T20 Final.** At the conclusion of the home and away Matches the T20 Final will be played between the two highest placed teams according to Rule 19.
 - **One-Day Final**
- (a) The one-day Final (1st XI) will be played between the winners of the 2nd Semi Final and the Preliminary Final according to Rule 17.
 - (b) The one-day Final (2nd & 3rd XIs) will be played between the Semi Final winners according to Rule 17.
 - One reserve playing day shall be scheduled.
 - If play does not commence, or the Match is unable to be completed within the scheduled or re-scheduled times for play, after taking into account any reduction to the overs, required under Rule 17, the Match shall continue on one Reserve Day scheduled.

Result

Should there be a tie, a draw or abandonment, after taking into account the provisions of any Reserve Day scheduled, the higher-ranked team at the conclusion of the home and away series shall be declared the winner.

5.3**FINALS VENUES**

Venues for all Finals Matches shall be determined by CV Management.

5.4**PRESENTATION TO PREMIERSHIP WINNERS**

A pennant and/or shield and/or cup shall be presented to each winning team. Each winning team shall receive a maximum of 15 medals or badges for distribution to Players and such others as deemed appropriate.

5.5**CANCELLATION OF FINALS SERIES**

The CV Board reserves the right to cancel the Premier Cricket Finals Series before the series has commenced for Men and Women should the Board be of the opinion that an inadequate number of rounds have been completed to justify the conducting of a Finals Series.

Premiership & Prize Money Determination

Should the Board make a decision to not stage the Finals Series, the Board shall also confirm the following:

- (a) Whether minor premiers &/or premiers will be declared for any division; &
- (b) Whether any prize money will be distributed to any of the teams based on their ladder position at the time of the season cancellation.

PROCESS FOR ENACTING RULE 5.5

CV Management would provide a recommendation on behalf of Premier Cricket through to the CV Board prior to any decision being made. The CV Board would then decide to ratify the recommendation or follow their own decision.

The CV Management recommendation would be developed following consultation with all Premier Clubs, the Women's Premier Panel and the Premier Cricket Operations Advisory Group.

Areas that would be considered as part of consultation and recommendations:

- The number of Matches played. N.B.: Ideally a minimum of 50 - 60% of the scheduled fixture would need to have been completed for each of the Men's and Women's competitions;
- The circumstances why and when the season was postponed/cut short;
- The number of expected Finals Matches that may be possible;
- Whether minor premiers, premiers &/or prize money should be awarded; and
- Any other information which is deemed relevant.

RULE 6 CLUB CHAMPIONSHIP (MEN'S AND WOMEN'S)

6.1 WEIGHTING OF PREMIERSHIP POINTS

CV Clubs shall compete in a Club Championship which shall include points from all Matches played for premiership points but excluding the competition Finals.

<i>Men's Grade</i>	<i>Weighting</i>	<i>Women's Grade</i>	<i>Weighting:</i>
<i>1st XI</i>	<i>5</i>	<i>1st XI</i>	<i>3</i>
<i>2nd XI</i>	<i>3</i>	<i>2nd XI</i>	<i>2</i>
<i>3rd XI</i>	<i>2</i>	<i>3rd XI</i>	<i>1</i>
<i>4th XI</i>	<i>1</i>		

6.2 DETERMINING THE WINNER

The Championship shall be awarded to the Club with the highest aggregate of weighted points and if Clubs have equal highest points each shall be declared a joint winner. Separate awards will be presented to the respective competitions.

RULE 7 ELIGIBILITY AND TRANSFERS OF PLAYERS

7.1 QUALIFICATION OF PLAYERS

7.1.1 **New Player eligibility**

A Player who has not previously played CV Premier Cricket and is 14 years of age or older at 1 September each year shall be eligible to play with any Premier Club. Any Player who is under 14 years of age at 1 September and is selected as part of the CV Emerging Players Program may apply for a Permit to play for the season.

7.1.2 **Residency**

To play CV Premier Cricket a Player must be a bona fide resident in the State of Victoria, unless the prior approval of CV Management is obtained.

7.1.3 **Interstate/Overseas Players**

New arrivals from outside Victoria shall not play without a Permit from CV Management. In addition, Players who have competed in another Premier Cricket competition within Australia shall only be able to play Finals in the competition where they have played the higher number of Matches in that season.

7.1.4 **Requirement for Permit**

Every Player taking part in the program of Matches shall play with the Club for which they are qualified under these Rules and shall continue to play with that Club unless the Player obtains a Permit to play with another competing Club.

7.1.5 **Registration of playing members**

Lodgement and administration of Player registration shall be undertaken via the Competition Management System.

7.1.6 **CV Management's powers re registration**

CV Management shall have power to inquire into and determine the residential or other qualifications (under these Rules or the Member Protection Policy (MPP)) of any Player seeking registration or who is already registered. Should a Player or an official of a Club be found to have knowingly furnished any such information which is false, CV Management may suspend the Player from playing in CV Matches for such time as is deemed appropriate and/or penalise the official's Club in accordance with Rule 7.7.1.

7.2 TRANSFER TO LOWER XI

7.2.1 Limit of Matches played

No Player who has played with the 1st XI in all Matches fixtured up until the 1st January shall be allowed to play in a 2nd XI Match during the remainder of the season unless the Player has been granted a Permit from CV Management. The same principle shall apply to all Players transferring to lower XIs.

7.2.2 Playing in the same round in Lower XI Match

A Player having played with the 1st, 2nd or 3rd XI shall not be eligible to play with a lower XI in the same round of home and away Matches when circumstances have required lower grade Matches of that round to be rescheduled and played on a later date. A Player is only permitted to play in more than one Rule 19 Match on the same day in different Grades (i.e. 1st to 2nd XI) if they are the Player replacing or being replaced due to the return of a Representative Player or an injury.

7.2.3 Player Movement – More than One Grade

No Player shall be able to drop more than one grade in a round. Any Club that is found to have dropped a Player more than one grade in a round during the season shall see the side forfeit any points won (if Match is won). A special Permit may be applied for with regards to an injured Player playing in a specialist role in the lower grade (i.e. An injured bowler playing in the lower grade as a batter).

7.2.4 Player Movement – Higher Grade with a Bye

No Player shall be eligible for selection in a lower grade if their team has a bye (or Match abandoned due to weather) in a higher grade, and the last Match in which the Player participated was with the higher-grade team, without approval from CV Management.

7.3 ELIGIBILITY FOR FINALS SERIES

7.3.1 Number of Matches played

A Player of a Club, other than a Representative Member, shall not be eligible to play in Finals Series Matches unless the Player has played three Matches or more with the Club during the current season or CV Management gives approval in special circumstances (such as return from long-term injury or representation of the Club in a higher (e.g. Domestic/International Cricket) or lesser (e.g. Underage Pathway) level competition).

7.3.2 Permit to play in lower XI

No Player who has played with a 1st XI shall play in the Finals Series 2nd XI Matches unless the Player has previously played in the 2nd XI during the current season. If the Club's 1st and 2nd XIs are both in the Finals Series, a 1st XI Player may obtain a Permit to play with the 2nd XI. The same principle shall apply to the 2nd, 3rd and 4th XIs. Any Player having played under the above conditions with a lower XI in a Finals Match as per Rule 7.3.2 shall be deemed eligible to play with that XI for the remainder of the Finals Series. A list of approved Finals Permits will be circulated to all Clubs and Umpires on the Friday Afternoon prior to the Match.

7.3.3 Eligibility to play in lower XIs

A Player, unless granted a Permit by CV Management, shall not be eligible to play in a Finals Series with

- (a) a lower XI if the number of Matches played in that XI or a lower XI is less than the aggregate of Matches played by the Player in higher XIs;
- (b) a 3rd XI if the Player has played in more than two Matches with a 1st XI during the fixtured Matches (including any Finals Matches) of that season; and
- (c) a 4th XI if the Player has played in more than two Matches with a 1st and/or 2nd XI during the fixtured Matches (including any Finals Matches) of that season.

7.3.4 Determining eligibility

In determining a Player's eligibility for Finals Series Matches, Matches of the same round played in different XIs as allowed in Rule 7.4, Appendix 12 (Concussion Replacement Player) and Appendix 13 (Coronavirus Replacement Player) shall both be counted but Matches in higher XIs as a Replacement Player under Rule 7.4, Appendix 12 and Appendix 13 shall not be counted.

7.4 REPRESENTATIVE MEMBER REPLACEMENT

7.4.1 Representative Member – definition

For the purpose of this Rule a Representative Member is:

- (a) a person selected as a Player in a Representative Match, or appointed as an official or support staff for a Match under the sanction of Cricket Australia who is fulfilling their obligations for the duration of their selection; and/or
- (b) a Player contracted by CV; or
- (c) a Player in Women's 1st, 2nd or 3rd XI selected as a Player, manager or other official for Matches defined in (a) above; or
- (d) a Men's Premier 1st or 2nd XI Player selected to take part in an APS or AGS Match.
- (e) CV Management will consider emergency applications due to a late change to a representative team or altered requirements of Cricket Australia or CV, arising from any event that is wholly acceptable upon receipt of application.
- (f) CV Management may consider any request from the Head of Male Cricket or Head of Female Cricket for any contracted or representative Player to be selected to participate in any Premier Club Match at any time.
- (g) CV Management may approve the Replacement of a Member who has been injured in the course of playing for or practicing with a Representative Team, together with subsequent Replacements in lower grades, upon prior written application.
- (h) CV Management may approve the Replacement of a Representative Member who has been instructed to rest as a result of Cricket Victoria-prescribed workload management and planning, together with subsequent Replacements in lower grades, upon prior written application.

7.4.2 Overseas Representative Member Replacement

An Overseas Member that holds a current contract for an ICC-sanctioned competition or is selected for National Duty with their qualified Country will be eligible for replacement if their higher duties (e.g. team training camp or competition at an ICC-sanctioned competition) make them unavailable for either day of a Two-Day Match.

Clubs will be required to supply notification of this change to CV Management at the earliest opportunity.

7.4.3 Availability of Representative Member Known or Anticipated

- (i) A club shall anticipate the selection of a Member for a Representative Team if the Member was selected for that Team's previous Match, after taking into account the availability of International Members for both Matches, or have been contacted by the Head of Male/Female Cricket to advise of their inclusion in a squad.
- (ii) Where a club knows or anticipates that a Member is not available for everyday of a Match, it must nominate its Team in each grade with Replacement(s), prior to the commencement of each Match. In such circumstances:
 - (a) The club need not apply to CV Management for permission to use Replacement Member.
 - (b) Each team must nominate on its Team sheet list, each Replacing Member and Replaced Member prior to the toss for each Match.
 - (c) If a Replaced Member is subsequently omitted from the Representative Team, all subsequent Replacements are voided, and the Replaced Member completes the Match; and
 - (d) In the instance of (c), Replacement(s) cannot be altered due to the Representative Member opting not to play on the second day.

7.4.4 Availability of Representative Member Not Known or Anticipated

- (i) The availability or non-availability of a Member for the second day of a Match, due to a Representative Team commitment, is considered by the CV Management to be not known or anticipated if:
 - (a) The Head of Male/Female Cricket has not provided advice that the Member will be selected/omitted from a squad.
 - (b) The Member concerned is selected for a Representative Team, having not been selected for its previous Match.
 - (c) The Member concerned is not selected for a Representative Team, having been selected for its previous Match.
 - (d) The Representative Team concerned has not played a Match earlier in the season; or
 - (e) Special circumstances prevented the club's knowledge of the player's selection in the Representative Team.
- (ii) If a club wishes to amend any Team for the second day of a Match, as a result of such availability or non-availability of a Member being not known or anticipated:

- (a) It must apply in writing to the CV Management no later than 12pm on the day prior to the second day of the Match and obtain approval. The application must include:
 - (i) The proposed Replacing Member(s),
 - (ii) The Replaced Member(s), and
 - (iii) All subsequent amendments to other grades; and
- (b) It must certify that each such application is to replace the originally nominated Member with a similar type of player.
- (iii) In assessing an application CV Management will consider the current status of the Match, including whether the proposed replacing player will bat, bowl or keep wickets.

7.4.5 **No alteration allowed after notification**

In all circumstances once notification has been given no further alteration shall be allowed.

7.4.6 **Request from representative team selectors**

Where representative team selectors have requested that a member, who has been nominated as a replacing Player, be rested from a Club Match the Player who was to be replaced by the Player may, with the prior approval of CV Management, be retained as a normally selected Player in the Match.

7.4.7 **Requirements of replacement member**

A replacing member shall be subject to the provisions of the Rules of Premier Cricket and Laws of Cricket as would have applied to the Player replaced if that Player had continued playing in the Match.

7.4.8 **Lower XIs**

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

7.4.9 **Substitute fielder**

Where a replacement member has not been requested a substitute fielder shall be allowed.

7.4.10 **Notification of substitute fielder**

Before the start of a day's play the captain of the opposing team and the Umpires shall be informed of the use of a replacement member or substitute fielder.

7.4.11 **Representative member withdraws from Match**

A member who, for any reason, withdraws from a representative Match as defined in Rule 7.4.1 shall not be allowed to take part in any CV Premier Match being played at the same time without approval from CV Management.

7.4.12 **Representative Member role in the game**

A member who, due to representative Match duties,

- (a) arrives late on a day of a CV Match in which the Player is nominated to play or is playing, shall not be limited as to when and how the Player may take part or resume in the Match;
- (b) is a not out batter and is unable to resume an innings shall be treated under Law 2.9 as retired owing to unavoidable cause and recorded as "retired, not out";
- (c) is a not out batter shall replace/be replaced by the Representative Member or the nominated replacement member at the crease.

7.5 **TRANSFERS TO AND FROM CV PREMIER CLUBS**

7.5.1 **Definition of a Player**

A Player shall mean a Player who has played 1st, 2nd, 3rd or 4th XI cricket with a CV Premier Club.

7.5.2 **Eligibility to play for more than one Club**

A Player shall not play with more than one CV Premier Club during the season unless the Player is authorised by these Rules or is granted a Permit by CV Management.

7.5.3 **Clearance to another Club - requirement**

A Player may move to any other CV Premier Club with a Transfer completed in the Competition Management System from the Player's former Club and a Permit from CV Management.

7.5.4 **Refusal of Transfer**

Should a Transfer from a Player's Club be refused, a Player may apply to CV Management for a Permit provided that 14 days' notice in writing is given to that Club of the intention to apply for a Permit.

The Club with which the Player has played shall have the right to be heard by CV Management. However, no Permit will be granted under Rules 7.5.2, 7.5.3 and 7.5.4 after 31 December of the current season.

7.5.5 Retention of Club Qualification

Any Player who ceases to play Premier Cricket remains tied to the Club they last played with for a period of 2 seasons prior to the current season. Should they wish to return to CV Premier Club cricket with a Club other than the one they last played for after this 2-season period has elapsed, the Player is deemed to be 'free' to move to their new Club. A Transfer is to be submitted via the Competition Management System as per Rule 7.5.3 that the previous Club cannot refuse and must grant immediately.

7.5.6 Special Permits

Notwithstanding any condition elsewhere mentioned in these Rules, CV Management, under special circumstances, may grant a Permit to a Player to play with a Club other than the Club or Clubs for which the Player is qualified.

7.6 PROCESSING TRANSFER APPLICATIONS

7.6.1 Recording in Transfer Register

An application for a Transfer between Clubs, whether directly from a Player or through a Club, shall be lodged via the Competition Management System.

7.6.2 Club notification to CV Management

The Club on receiving the Transfer application shall consider the request and register its decision via the on-line clearance system.

7.6.3 Time period for Club to process clearance applications

If the Transfer approval from the Club is not processed by CV Management within 5 days of the application's endorsed date of lodgement, the applicant Player may be granted a Permit, with immediate effect.

7.7 PENALTY FOR PLAYING INELIGIBLE PERSON

7.7.1 Penalties

Any Club playing a person not being an eligible Player shall, subject to the discretion of CV Management, be declared to have lost the Match or Matches in which such Player took part and may be liable to a fine. For each Match in which the Club did not gain points a fine of a sum determined by CV Management may be imposed.

7.7.2 Awarding of points

The awarding of points to the opposing Club or Clubs under Rule 7.7.1 shall be at the discretion of CV Management.

7.7.3 Player incorrectly identified as eligible

Where a Club is notified under Rule 7.7.1 that a Player is eligible and is subsequently found to not be eligible, the Club, except in the circumstance provided for in Rule 7.7.2, shall not be penalised for any Match in which the Player participated prior to that Player's ineligibility being brought to its attention.

RULE 8 PLAYER POINTS CAP – MEN'S & WOMEN'S 1ST XI (PPC)

8.1 CATEGORIES AND POINTS ALLOTMENT

A cap of Player Points shall apply, subject to the finishing position in the respective 1st XI competition in the previous season.

Men's		Women's	
<i>1st to 15th</i>	<i>24 Points</i>	<i>1st to 7th</i>	<i>24 Points</i>
<i>16th</i>	<i>25 Points</i>	<i>8th</i>	<i>25 Points</i>
<i>17th</i>	<i>26 Points</i>	<i>9th</i>	<i>26 Points</i>
<i>18th</i>	<i>27 Points</i>		

8.2 CATEGORIES AND POINTS TABLE

The following descriptions, except for the one-point category, refer to Players coming into a Club with that status. The one-point category may refer to a Player coming into a Club from another Premier Club, provided the Player has not played 1st XI cricket with that Club or another Premier Club.

CATEGORY	PTS	CATEGORY	PTS	CATEGORY	PTS
Players from other Countries		Players from other States		Players from other Premier Clubs	
CURRENT PLAYERS					
International (Test/ODI/T20 - Full Member Only)	7	International (Test/ODI/T20)	7	International (Test/ODI/T20)	6
1st Class/One Day Domestic/Domestic T20	6	1st Class/One Day Domestic/Domestic T20	6	1st Class/One Day Domestic/Domestic T20	5
W/BBL Contracted Players (Duration of W/BBL)	2	W/BBL Contracted Players (Duration of W/BBL)	2	Victorian Underage Representation (U16F, U17M, U19 M&F)	3
ICC Associates Member (regardless of format played)	4	Premier 1 st XI	3	Premier 1 st XI 50+ Career Matches	4
Other Non-1 st Class	3	Returning to Immediate Past Premier Club	*	Premier 1 st XI 21-49 Career Matches	3
		Returning to Premier Club of Origin	1	Premier 1 st XI 1-20 Career Matches	2
				Returning to Immediate Past Premier Club	*
				Returning to Premier Club of Origin	1

* indicates that the Player attracts the same number of points as the Player had, or would have had, before leaving the Club.

8.3 DEFINITIONS

8.3.1 Current Player:

Player who has played at the level described within the past two years dating back from 1 October of the current season.

8.3.2 Original Club:

The Club for which a Player debuted as a 1st XI Player.

8.4 RULES

8.4.1 Points to reduce by one

for each consecutive season played to a minimum of two points for Players who are not at their original Club. Players who remain at the Club where they made their debut shall attract one point. A Player who transferred prior to the implementation of the Premier Points Cap can return to a one. A transferring Player who remains at a Premier Club for five consecutive years, returns to a one.

8.4.2 A Player who changes Clubs and fits into more than one category

shall be considered to be in the category which attracts the most points. However, Players whose initial rating is one will retain that rating unless they change Clubs.

8.4.3 CV Management shall be the final arbiter

in the determination of points allocated and shall make determinations where unforeseen anomalies arise. Clubs are invited to submit what they consider to be special circumstances for consideration by CV Management.

8.4.4 A Replacement Player,

for the purposes of this Rule, shall be deemed to have the same points rating as the Player being replaced.

8.4.5 Returning Players–

- Players returning from interstate to their original Club shall have the same status as when they left.
- Players returning from Overseas to their last Premier Club shall have the same point allocation as when they left.

8.4.6 BBL/WBBL Interstate/Overseas Players

- Only one BBL/WBBL Interstate/Overseas Player per Club is permitted in a given season.
- BBL/WBBL Interstate/Overseas Players shall attract 2 points each.
- A BBL/WBBL Permit, valid for the duration of the pre-season training window and BBL/WBBL series of Matches only, shall be issued for each such Player. The Permit shall expire at the end of the BBL/WBBL series for which it is issued.

- (d) Matches played under a BBL/WBBL Permit shall not count for the purpose of qualification for any CV Premier Finals Matches.
- (e) For any Player who plays prior to or post the BBL/WBBL series of Matches, refer to the table in Rule 8.2 for their Player points allocation.

8.4.7 **Breach of Points Cap**

Unless prior CV Management approval has been obtained, a Club exceeding the points cap will incur loss of points. Refer Rules 7.7.1 and 7.7.2.

8.5 **ACTION BY CLUBS**

Clubs are responsible for ensuring the Player Point status of each Player selected in 1st XI Matches is entered on the Competition Management System prior to the commencement of each Match.

RULE 9 INVESTIGATIONS & HEARINGS, DISPUTES/PROTESTS, CONTRIVED RESULTS, APPEALS

9.1 **MATTERS CONCERNING CHILDREN OR YOUNG PEOPLE, OR SERIOUS BREACHES**

9.1.1 **Definitions**

In this Rule:

- (a) **Child-Focused Approach** means an approach to managing any allegations of misconduct that has the welfare of the Child(ren) or Young Person(s) at the forefront of decisions as to how those allegations will be managed, in line with Victorian Child Safe Standard 7 (<https://ccyp.vic.gov.au/child-safe-standards/the-11-child-safe-standards/>).
- (b) **Child or Young Person** is a person under the age of eighteen years and **Children or Young People** mean more than one Child or Young Person.
- (c) **Complaints and Resolution Policy** means CV's By-law of that name as amended from time to time, which sets out the processes to be followed when reports and complaints of alleged non-Match Day misconduct (adult or child-related) are made in Victorian cricket.
- (d) **Member Protection Policy** means CV's By-law of that name as amended from time to time, which aims to protect the safety and wellbeing of all Victorian cricket participants.
- (e) **Relevant Policies** mean the following By-laws of CV and policies of Cricket Australia:
 - the Member Protection Policy;
 - Australian Cricket's Child Safe Policies as defined in the Complaints and Resolution Policy; and
 - the Complaints and Resolution Policy.
- (f) **Serious Breach** means an alleged breach of a Relevant Policy that involves one or more of:
 - criminal behaviour, child abuse, sexual abuse, sexual misconduct or serious assault;
 - immediate risk of physical harm to a person;
 - use and/or trafficking of illicit drugs;
 - supply of alcohol and/or illicit drugs to a Vulnerable Person; and/or
 - failing to report child abuse or sexual misconduct.
- (g) **Vulnerable Person** means person who is: (a) a Child or Young Person; or (b) aged 18 years or over but is or may be unable to take care of themselves or is unable to protect themselves against harm or exploitation, by reason of age, illness, trauma or disability, or any other reason.

9.1.2 **Application of other CV By-laws**

- (a) The powers and processes for investigating and adjudicating upon all matters arising out of, or in connection with, Matches is as set out in these Rules. Subject to Rule 9.1.2(c), this extends to all Match Day activity, including all conduct which takes place at, or in the immediate vicinity of the Match venue, and anytime throughout the day of a Match, and not just conduct which takes place on the field of play, and includes conduct, for example, in the changing rooms, or during any of the intervals in the Match.
- (b) Any allegations of misconduct that involve Children or Young People must be dealt with taking a Child-Focused Approach and consistent with the child-focused measures set out within the Complaints and Resolution Policy.
- (c) At the discretion of CV, any allegations of misconduct that involve Children or Young People, Serious Breaches and/or any matters concerning or covered by the Member Protection Policy will not be

- investigated and adjudicated upon in accordance with these Rules, but may instead be investigated and adjudicated upon in accordance with the Complaints and Resolution Policy.
- (d) Any reference in these Rules to a matter that is to be brought to or heard by the CV Tribunal or the CV Appeals Tribunal is subject to the restriction set out at Rule 9.1.2(c).

9.2 PREMIER CRICKET INVESTIGATIONS & HEARINGS

9.2.1 Powers

CV Management shall have power to investigate and adjudicate upon all matters arising out of, or in connection with, Premier Matches including but not limited to contrived results.

9.2.2 Representation qualification – CV Management

A member of CV Management that has a current or former association with a Club involved in an investigation, shall cease to act on the investigation and be replaced by an alternate CV Management representative for the duration of that investigation.

9.3 DISPUTES/PROTESTS

9.3.1 Lodgement requirements

Any Club referring a dispute to CV Management shall, within 48 hours after the scheduled completion of the Match in which the cause of disagreement has occurred, lodge a dispute in writing with CV Management and the opposing Club of the matter together with a fee of \$1,000 as a bond for the dispute (this may be forfeited if the appeal is not upheld or deemed frivolous).

9.3.2 Determination of Dispute

On receiving a dispute under Rule 9.3.1, CV Management may in its discretion:

- (a) investigate and determine the dispute; or
- (b) refer the dispute to a hearing to be chaired by a member of the CV Tribunal if required and CV Management may call on the participating Clubs to attend and which, after hearing evidence, shall determine the dispute.

The dispute shall be determined no later than the commencement of the next round of fixtured Matches, regardless of the absence of the participating Clubs or any other relevant persons.

9.3.3 Representation qualification – CV Management

A member of CV Management being a representative of either of the Clubs involved, shall cease to act on CV Management for the hearing of the dispute/protest.

9.4 CONTRIVED RESULTS

9.4.1 Outcome

If CV Management find there has been collusion to contrive the outcome of a Match, CV Management may in its absolute discretion do one or more of the following:

- (a) fine a Club, captain, official or Player;
- (b) suspend a captain, official or Player from playing or coaching in any Match or Matches;
- (c) disallow any points earned by a Club in respect of the Match;
- (d) amend any points earned by a Club in the Match; or
- (e) take any other action it deems appropriate.

9.5 APPEALS AGAINST CV MANAGEMENT DECISIONS

9.5.1 Procedure

Clubs may appeal against any CV Management or CV Tribunal decision. Such an appeal must be made in writing to CV Management together with a fee of \$1,000 (which can be forfeited at the discretion of the Tribunal) within 24 hours after receipt of the decision. The written submission must state the full grounds of the appeal (including detailed information related to the significant new or additional evidence that has become available).

If the appellant can demonstrate that an error in law or a ruling contrary to the Rules and/or By-Laws of the association was made, or in the opinion of a majority of the CV Appeals Tribunal selected to hear the particular matter, an appeal may be heard.

- 9.5.2 **CV Appeals Tribunal**
All appeals against CV Management decisions shall be heard by the CV Appeals Tribunal. The decision of the CV Appeals Tribunal shall be final.
- 9.5.3 **CV Appeals Tribunal Process**
The CV Appeals Tribunal shall observe the rules of natural justice. Subject to the Premier Cricket Competitions Rules, the CV Appeals Tribunal may lay down its own rules of procedure, which it may vary as it sees fit. The CV Appeals Tribunal shall not be subject to requirements of legal formality.

RULE 10 CONDUCT: CLUB PLAYERS, OFFICIALS, MEMBERS AND EMPLOYEES

10.1 BEHAVIOUR AGAINST THE SPIRIT OF CRICKET OR CODE OF CONDUCT OR MCC LAWS OF CRICKET

Level 1, 2, 3 & 4 offences and actions by Umpires listed in Appendix 8.

- 10.1.1 **Umpires Lodge Reports of Misbehaviour**
An Umpire must report any Player, Club official, Club volunteer, Club member, employee or other participant of a Premier Club who engages in any behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket. CV Management must be notified of the incident as soon as practical.
- 10.1.2 **Notification of Report**
Where an Umpire intends to notify CV of a prescribed incident, as per this Rule, the Umpire serve written notification to CV Management no later than 12 Midday on the Monday following the completion of the Match in which the alleged behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket occurs.
- 10.1.3 **Club to Attend Umpires**
The captain or a representative or an official of both Clubs shall ascertain from the Umpires after the close of each day's play whether any incidents are likely to be referred to CV, or the Umpires are still to review video footage or obtain further evidence.
- 10.1.4 **No Person Available for Notification of Report**
Where a Club Representative does not fulfill the requirement of Rule 10.1.3, then notification in relation to Rule 10.1.3 is deemed to have occurred.
- 10.1.5 **CV Lays Charge of Misbehaviour, Notifies Person and Club of Charge and Sets Time of Hearing of Charge**
Upon receipt of an incident report lodged by an Umpire CV Management may, on behalf of CV:
(a) lay a charge against the reported person for behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket;
(b) notify the reported person's Club that a charge has been laid against the reported person; and
(c) nominate the date and time of the hearing of that charge which shall, if practicable, be heard by the CV Tribunal on the Tuesday following the completion of the Match from which a report arises or, if this is not practicable, at the earliest practicable time as determined by the CV Tribunal.
- 10.1.6 **CV Tribunal to Receive Copy of Report**
CV Management shall arrange for a copy of the report to be delivered to the Chairperson of the CV Tribunal.
- 10.1.7 **Notification of Hearing**
CV Management shall notify the reported person's Club, the Umpires involved in the report and any other relevant persons that they are required to attend the hearing of the charge and shall also notify them of the time and place of the hearing, along with an outline of the process of the hearing.
- 10.1.8 **Suspension for Level 2 Offence May be Offered to Reported Player**
CV Management may offer a reported Player a one or two-Match suspension for a Level 2 offence (or reprimand with appropriate Demerit Points for a Level 1 offence) without a hearing.
- 10.1.9 **Acceptance of Penalty Procedure**
The acceptance of a penalty of suspension from a Level 2 offence (of one or two Premier Cricket Matches) shall be lodged in writing with CV Management not later than 12:00 noon on the day after the CV Management has made such offer to the reported person or that person's Club.

- 10.1.10 Hearing of Charge if Acceptance not Properly Lodged**
If a notice of acceptance is not lodged as per Rule 10.1.9 then it is deemed that the sanction offered has been accepted.
- 10.1.11 Attendance**
The persons and Umpires involved in the report, advocates for both Player and the Umpires and any other persons as deemed necessary by the CV Tribunal Chairman shall attend the hearing of the charge.
- 10.1.12 Hearing of Charge May Proceed Despite Absence**
In the absence of the reported person, whether the CV Tribunal is with or without notice of the reason or reasons for the absence, the CV Tribunal may proceed with a hearing of a charge or postpone the hearing.
- 10.1.13 CV Tribunal May Adjourn or Postpone Hearing**
A reported person who is unable to attend the hearing of the charge may apply to the CV Tribunal for an adjourned or postponed hearing of the charge and such application must state the reasons for that person's inability to attend. If satisfied with the applicant's reasons the CV Tribunal may convene a postponed hearing of the charge.
- 10.1.14 CV Tribunal to Regulate Own Procedures**
Subject to these Rules the CV Tribunal may regulate the hearing of any charge in any manner it thinks fit.
- 10.1.15 Inquisitorial and Informal Hearing**
The hearing before the CV Tribunal shall be:
(a) inquisitorial in nature;
(b) conducted with as little formality and with as much expedition as is deemed warranted by the CV Tribunal; and
(c) conducted in accordance with the rules of natural justice.
- 10.1.16 Rules of Evidence**
The CV Tribunal may receive evidence whether in person or in other ways as deemed necessary or warranted by the CV Tribunal and the CV Tribunal is not bound by the rules of evidence which apply under laws applicable in Victoria.
- 10.1.17 No Reasons Required**
The CV Tribunal is not obliged to give reasons for any ruling, determination or decision which it makes.
- 10.1.18 Legal Representation**
No person shall be represented by an individual with legal training or experience in dispute resolution at any hearing of the CV Tribunal unless such representation is with leave of the CV Tribunal Chairperson.
- 10.1.19 Power to Impose Penalties on Players**
Where the CV Tribunal is reasonably satisfied that a Player has engaged in any behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket or CV Member Protection Policy, it may reprimand or suspend or disqualify the Player from playing in such Matches or for such time as the CV Tribunal deems to be appropriate to the nature and extent of the offence or offences of which the Player has been found guilty (refer Appendix 9).
- 10.1.20 Power to Impose Penalties on Non-Players**
Where the CV Tribunal is reasonably satisfied that a member, official or employee of a Premier Club has engaged in any behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket or CV Member Protection Policy, the CV Tribunal may reprimand or fine or suspend the reported person and/or reprimand or fine that Player's Club or may recommend to CV that the Club be suspended or impose upon the reported person or Club concerned any other penalty as the CV Tribunal deems to be appropriate to the nature and extent of the offence or offences of which the person has been found guilty, the circumstances and the reported person's status in the Club (refer Appendix 9).
- 10.1.21 Hearing on Penalty**
Where the CV Tribunal is reasonably satisfied that a Player has engaged in behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket or CV Member Protection Policy the person shall be provided with a reasonable opportunity to make representations with respect to any penalty to be imposed by the CV Tribunal.

10.1.22 **Suspension Apply to Next Match**

Unless the CV Tribunal stipulates otherwise, a suspension penalty imposed by it or an accepted one-Match penalty shall apply to the next Premier Cricket Match played for premierships points or Premier Cricket Finals Match in which the Player's team competes. Any Representative Player who receives a suspension shall be ineligible for the next Premier Cricket Match/es which they are available for selection. While the Player is serving their suspension, they will not be permitted to enter the playing arena of any Cricket Match under any affiliated Associations to CV in any capacity whatsoever. If an individual Match or round of Matches is abandoned whilst the suspension is being served, it is deemed that the Match/round abandonment does not count to the suspension or part of the suspension having been served, provided that no ball has been bowled in the Match prior to the abandonment.

10.2 **MINOR MISBEHAVIOUR**

10.2.1 **Multiple Level 1 offences in 18 months to be charged.**

Should a Player accumulate four or more Demerit Points in an 18-month period CV Management shall, on behalf of CV:

- (a) lay a charge against the reported person for behaviour against the Spirit of Cricket or Code of Conduct or MCC Laws of Cricket;
- (b) notify the reported person and the Club of the reported person that a charge has been laid against the reported person; and
- (c) nominate the date and time of the hearing of that charge.

The charge shall, if practicable, be heard by the CV Tribunal on the Tuesday following the completion of the Match from which a report arises or, if this is not practicable, at the earliest practicable time as determined by the CV Tribunal.

10.2.2 **One-Match Suspension May be Offered to Player**

CV Management, in consultation with the CV Tribunal Chairperson, may offer a Player who has accumulated four or more Demerit Points in an 18-month period a one-Match suspension without a hearing.

10.2.3 **Acceptance of Penalty Procedure**

The acceptance of a penalty of suspension from playing in one Premier Cricket Match shall be lodged in writing with CV Management not later than 12:00 noon on the day after CV Management has made such an offer to the reported person or that person's Club.

10.2.4 **Hearing of Charge if Acceptance not Properly Lodged**

If a notice of acceptance is not lodged as per Rule 10.2.3 the CV Tribunal shall hear the charge.

10.2.5 **Attendance**

The persons and Umpires involved in the caution and any other persons as deemed necessary by the CV Tribunal Chairman shall attend the hearing of the charge.

10.2.6 **Hearing of Charge May Proceed Despite Absence**

In the absence of the charged person, whether the CV Tribunal is with or without notice of the reason or reasons for the absence, the CV Tribunal may proceed with a hearing of a charge or postpone the hearing.

10.2.7 **CV Tribunal May Adjourn or Postpone Hearing**

A charged person who is unable to attend the hearing of the charge may apply to the CV Tribunal for a postponed hearing of the charge and such application must state the reasons for that person's inability to attend. If satisfied with the applicant's reasons the CV Tribunal may adjourn the hearing and convene a postponed hearing of the charge.

10.3 **BREACHES OF LAWS OF CRICKET**

Where an Umpire has occasion to caution a Player for a breach of a Law of Cricket the procedure in the Law shall be satisfied by noting the details on the Umpires' Match Report for action by CV Management in accordance with Rule 10.2.

10.4 INELIGIBILITY FOR AWARDS

Any Player in any grade who has been suspended by the CV Tribunal for two or more Matches during a Premier Cricket Home & Away game shall be ineligible for a Player-of-the-season award in any grade. In the event that a suspension arising from a Premier Cricket or Finals Series Match extends into the Finals Series or ensuing season or seasons the Player shall not be precluded from winning an award in the ensuing season or seasons.

RULE 11 INSTRUCTIONS TO CLUBS

11.1 REPORTS OF GROUND CONDITIONS, MATCH RESULTS AND PLAYER AVERAGES

11.1.1 Match-day Grounds Conditions Report

Where there is any doubt regarding the possibility of play, Clubs shall provide a detailed grounds report for all Club grounds via phone to CV Management prior to 8:00am on each Match Day. If no report is received, it will be assumed all grounds are ready for play to commence on time.

11.1.2 Match Report

All Clubs shall lodge on the Competition Management System a full scorecard of each day's play for each game. 1st XI Men's scorecards shall be entered before 8.30pm on Match Day. Matches in all other grades shall be entered by midnight on Match Days.

11.1.3 Match-day Checklist

Prior to the commencement of play in all Premier Matches, the Match-day checklist, as provided by our current insurers, is to be completed and signed by an authorised representative from each team.

11.1.4 Team Lodgement in Competition Management System

Teams must be lodged in the Competition Management System no later than 12:00 noon on the Friday preceding the round commencement.

A team Captain must clearly be defined within the team selection to receive the Captains Report link from the Competition Management System. Failure to do so will see fines issued as per Rule 11.5 (Non-Compliance with Requirements).

11.2 UMPIRES: APPOINTMENT AND PAYMENT OF FEES

11.2.1 Appointment

Two Umpires shall be appointed for all Matches by CV. For Finals Matches an emergency shall also be appointed who shall attend the Match and take the place of an on-field Umpire who, for whatever reason, becomes incapacitated or unable to continue.

11.2.2 Fees

Umpires shall be paid a fee for all Matches to which they are appointed and for which they attend the stipulated venue unless they are notified beforehand that the Match is not to take place.

Umpires' fees shall be fixed by the CV Board and paid by CV.

11.3 CAPTAINS' REPORT ON UMPIRE PERFORMANCE AND APPRAISAL OF CONDITIONS

11.3.1 Captains' Report

Captains' Reports on the Competition Management System cover appraisal of Umpire performance, ground conditions and general Match feedback. All Clubs are to ensure that captains in all grades complete and lodge the Captains' Reports on the Competition Management System by 6pm on the Monday post completion of each Match. Failure to do so will see fines issued as per Rule 11.5 (Non-Compliance with Requirements).

11.4 LIVE SCORING OF MATCHES

In all Matches it shall be the responsibility of the home team to ensure that the Match is live scored. Each Match should also be scored by both teams in the manual paper scorebook to avoid potential accessibility/connection issues. Where a third party operates the live scoring system they must record what is entered by the scorer in the scorebook.

11.5 NON-COMPLIANCE WITH REQUIREMENTS

A Club failing to comply with any regulation requiring submission of a report or submitting an incomplete or incorrect report may be fined a sum to be determined by CV Management.

RULE 12 GROUND AND PITCH PREPARATION AND MAINTENANCE

12.1 PREPARATION

The ground may be rolled, watered, mown, or beaten prior to each day's play except for Matches played on consecutive days as stated in Rule 12.3 and the pitch may also be rolled and/or beaten and/or swept for seven minutes before the commencement of each innings.

12.2 MAINTENANCE OF PITCH DURING PLAY

During play on any day a batter may beat the pitch with that Player's bat and Players may secure their footholds by the use of sawdust provided that no damage to the pitch is caused.

12.3 MATCHES ON CONSECUTIVE DAYS

12.3.1 Pitch care between days

Between the completion of play and the start of play on the immediately following day the pitch may be rolled for seven minutes, beaten, swept, and mown at any time but under no circumstances is the pitch to be watered.

12.3.2 Mowing of outfield between days

In all fixtured Matches (excluding the 1st XI Grand Final), the outfield shall not be mown between the completion of play and the commencement of play on the immediately following day. In a 1st XI Grand Final the outfield shall be mown completely between the completion of play and the commencement of play on each consecutive day but if this is not possible because of weather and ground conditions, the Umpires may allow play to proceed after partial mowing or without mowing.

12.4 CHANGING OR RE-USING PITCH DURING MATCH

12.4.1 Changing Pitch During Match

The pitch used for the commencement of a Match shall be used until the Match is completed unless the approval to change the pitch is obtained from CV Management. In such an event the opposing Club shall be notified of the change as soon as possible. If a Club changes a pitch during a Match without approval CV Management shall have the power to fine the host Club and/or award points to the opposing Club.

12.4.2 Re-using Pitch During Match

A current Premier Match pitch in use may be re-used for another Match up to and including Tuesday providing prior approval of CV Management is obtained.

12.5 USE OF COVERS

The pitches for all Matches shall be covered subject to the conditions laid down for the use of covers. Clubs are responsible for ensuring that all covers are fit for purpose to ensure that the wicket area is protected by the use of covers as per Rule 12.5.

12.5.1 Cover Measurements

Covers dimensions shall be as follows:

Men's Main grounds and Women's 1st XI: sufficient covers to cover the entire wicket table.

Men's 3rd & 4th XI and Women's 2nd & 3rd XI: minimum size 9.14 x 27.43 metres (30 x 90 feet).

12.5.2 Covering Prior to Match Day

- (a) Covers, properly laid and pegged, are to be in place by dusk on the day preceding a Match Day (Clubs should take a photo/video with time stamp to demonstrate that this has been done). The use of underlay material shall be optional but its use shall be the same in the period prior to each day of a multi-day Match.

- (b) At all other times curators are permitted to use covers at their discretion to obtain the best possible conditions for play on a Match Day.
- (c) CV Management shall have power to waive the provision in Rule 12.5.2(a) and instruct Clubs regarding the laying of covers on any specific day.

12.5.3 **Removing Covers on Match Day**

In good conditions the cover shall be removed no later than 8.30am. Otherwise removal shall be at the discretion of the curator or Club having regard to prevailing weather conditions and may be re-laid if necessary.

12.5.4 **Umpires' Control of Covers**

The Umpires shall assume control immediately after the toss or 30 minutes prior to the scheduled start of each day's play, whichever is the earlier, and make all decisions regarding the use of the cover until the end of play. At all interruptions they shall direct and supervise the laying and removal of covers and report any failure of either team to comply with Rule 12.5.5.

12.5.5 **Labour for Laying or Removing Cover**

After Umpires have assumed control, both teams shall assist with the laying or removal of covers and any other measures deemed necessary by the Umpires to expedite the start or recommencement of play.

12.5.6 **Conditions for Finals Series Matches**

The provisions of Rule 12.5 shall apply to Finals Series Matches in the absence of any specific direction from CV Management. CV Management shall be empowered to inspect Finals venues and monitor prevailing and predicted weather conditions and to direct the home or host Clubs to use covers at any time in the week preceding any day of a Match.

12.5.7 **Failure to Comply with Directions**

A Club failing to comply with the directions in Rule 12.5 may be dealt with under Rule 1.3.

RULE 13 FITNESS FOR PLAY AND EXCEPTIONAL CIRCUMSTANCES

13.1 DETERMINING FITNESS FOR PLAY

13.1.1 **All Matches not cancelled**

If CV Management has not cancelled all Matches the fitness of conditions shall be determined as below.

13.1.2 **Umpires sole judges**

The Umpires together shall decide whether either the conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

- (a) Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- (b) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any Player or Umpire.
- (c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

13.1.3 **Improvement of ground and pitch**

Before commencement of play on any day the Umpires shall ensure all possible steps are taken to improve the ground or pitch to expedite play and shall not abandon play except as provided for in Rules 17.3.2(b) and 19.4.2(a) before the scheduled cessation time unless, in their opinion, it would be dangerous or unreasonable for play to proceed based on Rules 13.1.2 (b) and (c).

13.1.4 **Use of Artificial Lights**

- (a) Artificial Lights can only be used when prior arrangements are made between the Home Club and CV, prior to the season, or later, at any time deemed appropriate by CV.
- (b) If in the opinion of the Umpires, natural light is deteriorating to an unfit level, they shall authorise the ground authorities/home Club to use the available artificial lighting so that the Match can continue in acceptable conditions. If natural light improves, the artificial lights may be turned off.
- (c) The lights are only to be used to enable a full day's play.
- (d) Where artificial lights are in use, all references to light under Rule 13.1.2 (Umpires sole judges) and Rule 13.1.5 (Suspension of play) still apply. For clarity, in these circumstances the Umpires will only

suspend play if they determine conditions to be unsafe or dangerous, otherwise play shall continue until the required overs are completed or the time for the cessation of play is reached.

- (e) In the event of power failure or malfunction the provisions relating to the delay or interruption of play due to ground, weather or light conditions will apply, including Rules 13.1.2 and 13.1.5.

13.1.5 Suspension of play

The Umpires shall suspend play when they consider that conditions are dangerous or unreasonable for play to take place.

13.1.6 Inspection of ground on improvement of conditions

After any suspension of play, the Umpires, unaccompanied by any of the Players or officials shall, on their own initiative, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. When the Umpires decide that it is no longer dangerous and it is reasonable for play to take place, they shall immediately call upon the Players to resume the game.

13.2 FITNESS OF GROUND

13.2.1 Dangerous Conditions

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The Laws of Cricket state that 'conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire'. Simply because conditions are not ideal, or that they are variable and uncomfortable, does not mean that they are dangerous. Dangerous conditions are when the umpires, through their observations or assessments of the light, pitch and/or outfield, decide that should play continue it is near inevitable that someone will be seriously injured.

13.2.2 Recommencement of Play

If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If the on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

13.2.3 Fitness of Light

- In considering the fitness of light, umpires should note the following:
- Only when conditions are UNSAFE should play be suspended. The word unreasonable in the Law applies to high winds, dust storms and the like.
- The terms "unsuitable" or "unfair" are not valid reasons for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are 'dangerous'.
- For the avoidance of doubt, the level of light required to justify suspension of play will normally be different depending on whether the bowler is fast or slow i.e. the light level at which point it would normally be considered unsafe for a batter facing a fast bowler is normally higher than one where a slow bowler is bowling. (Note: in differentiating between slow and fast bowlers, umpires should take into account whether the keeper would normally stand back or up to the stumps).
- In an effort to prolong play, captains may be advised as to whether slow bowlers should be used when conditions are mainly becoming UNSAFE for the batters.

RULE 14 GENERAL PROVISIONS

14.1 NOMINATION OF TEAM, THE TOSS, PLAYER PARTICIPATION

14.1.1 Nomination of Teams: All XIs

Before the toss for choice of innings the captains shall nominate their Players. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing captain except as provided in Rule 7.4.

14.1.2 Toss for Choice of Innings

Captains shall toss on the field of play no earlier than 45 minutes and no later than 15 minutes before the scheduled or delayed time for start of play. Immediately after the toss the winning captain must notify the other captain of the decision to bat or field.

14.1.3 **Player Participation: Matches below 1st XI level**

In all grades below Men's and Women's 1st XI a captain shall have the option to nominate twelve Players. The following conditions shall apply:

- (a) One Player in each team shall not bat and only eleven fielders shall be on the field at any one time. With the consent of the Umpires unlimited interchange of fielders from the twelve nominated Players shall be allowed between overs or after intervals and interruptions.
- (b) The bowling restriction under Law 2.5 shall not apply to a nominated Player returning to the field to replace another nominated Player. However, the restriction shall apply to a returning nominated Player for whom a substitute, other than one of the nominated twelve, has been used.
- (c) A substitute is only allowed, outside the nominated twelve players, if the injured or absent fielder cannot be replaced by another nominated player within the twelve. For clarity, substitute fielders are not permitted where there are eleven nominated players available to take the field.

14.1.4 **Fielder leaving the field**

If a Fielder fails to take the field with their team at the start of the Match or at any later time, or leaves the field during a session of play:

- (a) The Umpires shall be informed of the reason for the Player's absence.
- (b) The Player shall not thereafter come on to the field of play during a session of play without the consent of the Umpires. The Umpires shall give such consent as soon as practicable.
- (c) If the Player is absent from the field for longer than 8 minutes:
 - (i) The Player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which the Player was absent. In the event of a follow-on or forfeiture, this restriction will, if necessary continue into the second innings.
 - (ii) The Player shall not be permitted to bat unless or until, in the aggregate, the Player has returned to the field for at least that length of playing time for which they have been absent or, if earlier, when their team has lost 5 wickets.
- (d) The restrictions in (c)(i) and (c)(ii) shall not apply if the Player has suffered an external blow (as opposed to an internal injury such as a pulled muscle(s)) whilst participating in the Match and consequently been forced to leave the field. Nor shall it apply if the Player has been absent for exceptional reasons (other than injury or illness).
 - A Player's unserved Penalty Time shall be limited to 90 minutes for Rule 16, 17 and 18 Matches and shall be limited to 40 minutes for a Rule 19 Match.
 - This restriction shall apply at the commencement of a new day's play.
 - In the event of a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, the Player shall be allowed to count any such stoppage time as playing time, provided the Player personally informs the Umpires when the Player is fit enough to take the field had play been in progress.

14.1.5 **Substitute Identification**

The 12th Player, or substitute fielder, must wear a distinguishing top from the Players on the field when walking inside the fence but outside the boundary rope.

14.2 WICKET KEEPER, FIELDERS AND BATTERS HELMETS

A British Standard 7928:2013 compliant helmet with a faceguard must be always worn by:

- (a) Batters when facing a fast or medium paced bowler (It is recommended that batters also wear a neck protector that is fixed or fitted to the rear of the helmet).
- (b) Wicketkeepers when wicket-keeping up to the stumps.
- (c) Fielders when fielding in a position closer than 7 metres from the batter's position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off side.

The Umpires are responsible for ensuring that a helmet is worn when required by this playing condition but are not to be responsible for ensuring that the helmet being worn is compliant with British Standard 7928:2013. The Umpires must not allow the match to continue during any period in which a Player fails to wear a helmet when required by this playing condition.

14.3 DELAY IN START OR CONTINUATION OF PLAY

If for any reason for which a Club is responsible, excluding those covered by Rules 3.7 and 12.4, play on any day does not start within ten minutes of the time appointed or cannot be continued during the Match, the Umpires, on appeal, shall award the Match to the other team if play cannot proceed immediately following the appeal. CV Management shall determine the points to be awarded.

14.4 INSUFFICIENT PLAYERS: FORFEITURE OF MATCH

A team which has fewer than four Players in attendance at 10 minutes after the time appointed for a Match to commence shall forfeit the Match and CV Management shall have power to award appropriate points and/or impose on the forfeiting Club a fine, the amount of which CV Management shall determine.

14.5 UMPIRES' MATCH REPORT

Within 24 hours of the conclusion of each Match the Umpires shall together lodge an Umpires' Match Report on the Competition Management System.

14.6 LATE START OF MATCHES

If play did not commence within 10 minutes of the time appointed and there is no explanation deemed satisfactory by CV Management, an offending Club shall be fined a sum to be determined by CV Management.

14.7 BOUNDARIES AND SIGHTSCREENS

14.7.1 Boundaries

The following shall apply in addition to Law 19.2

The boundary shall be a required minimum distance [3 yards (2.74 metres)] inside the perimeter fencing and sightscreen.

For all Men's Matches, the boundary shall be no larger than 82.29 metres from the centre of the pitch to be used.

For all Women's Matches, the boundary shall be no larger than 62 metres from the centre of the pitch to be used.

Should any object used to mark the boundary be disturbed during play, Umpires, Players (and if present ground staff) should cooperate to ensure that it is restored to its original position as soon as the ball is dead.

14.7.2 Sightcreens

(a) No part of any sightscreen is to be within the field of play and boundary lines shall be marked so that every possible position of the sightscreen is covered so that the boundary does not change when the sightscreen is moved.

(b) The batting team is responsible for positioning and repositioning the sightcreens:

- (i) at the commencement of its innings and after each interval.
- (ii) when a bowler is alternating between over and round the wicket.

Where there is no prompt response to a request for repositioning, the Umpires will direct play to continue until it is convenient for the adjustment to be made without delay.

(c) If no member of the batting team is in attendance at the sightscreen then the fielding team is responsible for moving the sightscreen if:

- (i) requested by the batter at the crease when a new bowler is brought on to bowl.
- (ii) a single incidence of a bowler choosing to change direction of attack (from over the wicket to round the wicket or from round the wicket to over the wicket) occurs.

(d) Time for the adjustment of sightcreens is not an on-field allowance under Rule 15.2.2.

(e) Sightcreens for One Day and T20 Matches shall be black or covered by dark shade cloth.

(f) Sightcreens for Two Day Matches shall be white or covered by white shade cloth.

14.8 BALLS

14.8.1 Red Balls

In all Matches played under Rule 16 and Rule 18.1 the balls shall be red and the following conditions shall apply:

- (a) A new ball shall be used for the first innings of each team.
- (b) For a second innings a new ball shall be used but if both captains agree, a ball of previous use may be used provided that the Umpires approve the suitability of such previously used ball.
- (c) A fielding team shall have the option to take a new ball after the completion of 80 overs in Matches as follows:
 - Programmed Series – 1st and 2nd XIs.
 - Finals Series - All XIs.

14.8.2 White Balls

White balls are to be used in all Matches played under Rule 17, Rule 18.4 and Rule 19. A new ball shall be used in each innings.

14.8.3 Provision and Size of Balls

Unless prior CV Management approval has been obtained, CV approved balls shall be used in all Matches. Balls shall be 156g for Men's and 142g for Women's Matches. Both clubs shall supply the Umpires with new balls and the Home Club shall provide the Umpires with a range of used balls.

- Kookaburra Turf – Men's & Women's 1st XI only.
- Kookaburra Regulation - All XIs below Men's & Women's 1st XIs..

14.9 THE MATCH BALL – CHANGING ITS CONDITION

14.9.1 The Umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in Laws of Cricket 41.3.2.

14.9.2 It is an offence for any Player to take any action which changes the condition of the ball.

A batter may not wilfully change the condition of the ball other than, when the ball is in play, in striking it with the bat.

A fielder may, however:

- (a) polish the ball on their clothing provided that no artificial substance or saliva is used and that such polishing wastes no time. For clarity, players may not polish the ball in such a way as to cause the condition of the ball to deteriorate, or the surface of the ball change in a way not consistent with normal wear and tear.
- (b) remove mud from the ball under the supervision of an Umpire.
- (c) dry a wet ball on a piece of cloth that has been approved by the Umpires.

14.9.3 The Umpires shall consider the condition of the ball to have been unfairly changed if any action by any person does not comply with the conditions in Rule 14.9.2.

14.9.4 If the Umpires together suspect, but are not certain, that the condition of the ball has been unfairly changed, or that its condition is inconsistent with the use it has received, the Umpires may:

- (i) Change the ball forthwith. The Umpires shall choose a replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- (ii) Bowler's end Umpire shall issue the captain with a first and final warning.

14.9.5 If the Umpires together agree that the condition of the ball has been unfairly changed by persons of either side, they shall consider that there has been a contravention of this clause. They shall then:

- (a) Ask the captain of the opposing side if they would like the ball to be replaced. If necessary, in the case of the batting side, the batters at the wicket may deputise for their captain.
- (b) If a replacement ball is requested:
 - By the batting side, the batters shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
 - By the fielding side, the Umpires shall select and bring into use immediately, a ball which shall

- have wear comparable to that of the previous ball immediately prior to the contravention.
- (c) Regardless of whether a replacement ball has been chosen to be used, the bowler's end Umpire shall:
 - award 5 Penalty runs to the opposing side.
 - if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
 - inform the captain of the batting side as soon as practicable of what has occurred.

The Umpires together shall report the matter under the Code of Conduct within 24 hours of the close of play when the incident took place to the captain and/or Club Administrator of the offending team and to CV Management which shall take action as considered appropriate against the captain and/or any individual(s) concerned and, if appropriate, the team.

- 14.9.6 If the Umpires agree that in the Match there has been any further instance by that team of unfairly changing the condition of the ball, they shall:
 - Repeat the procedures in Rule 14.9.5.
- 14.9.7 If the Umpires believe that saliva has been applied to the ball the Umpires shall:
 - (i) If it is the first instance during an innings, summon the captain of the fielding side and issue a first warning.
 - (ii) If it is the second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.
 - (iii) If it is a third or subsequent instance, award 5 Penalty runs to the batting side.

14.10 UMPIRES UNAVAILABLE/INCAPACITATED:

- 14.10.1 **Umpire Replacement**
In the event of an appointed Umpire becoming incapacitated or being unavailable, a replacement from the CV Panel of Umpires is to be arranged wherever possible. The replacement Umpire shall take full responsibility for the duties of the Umpire originally appointed.
- 14.10.2 **Umpire Standing Alone**
An Umpire who for whatever reason is required to stand alone shall officiate at the bowler's end and adjudicate on all matters within the jurisdiction of that position. The batting team shall provide a replacement to act at the striker's end (square leg) and shall have jurisdiction on all matters pertaining to that position.
- 14.10.3 **Incapacitated Umpire Returns**
The Umpire who is incapacitated or unable to attend shall resume as soon as possible.
- 14.10.4 **Five-Run Penalty Variation**
 - (a) An appointed Umpire standing alone shall have sole responsibility for the awarding of all five-run penalties under the Laws of Cricket.
 - (b) If no officially approved Umpires are standing all provisions in the Laws for the award of five penalty runs, except in Laws 28.2, 28.3 and 34.4 shall be disregarded.

14.11 UNDERAGE PLAYERS - OVERS LIMIT FOR BOWLERS OF MEDIUM AND FAST PACE

- 14.11.1 **Bowling Type Definition**
Bowlers of medium pace or faster, as determined by the Umpire, are broadly defined as those for whom the wicketkeeper would normally stand back or as any bowler who is not considered to be a spinner.
- 14.11.2 **Age of Player**
A Player's age shall be determined as that at 1 September preceding a cricket season and the appropriate bowling limitations shall apply to the Player for that entire season regardless of the age group or level of competition being played.
- 14.11.3 **Bowling Limitations**

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

AGE GROUP	CONSECUTIVE OVERS	DAILY QUOTA
Under 19	6	18
Under 17	6	16
Under 15	5	12

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

14.11.4 **Break Between Spells: Length of Break**

- (a) The break between spells shall be a minimum of the number of overs bowled from the same end as the completed spell in a Rule 16 and Rule 17 Match, including scheduled intervals and any unscheduled breaks in play.
- (b) For scheduled intervals and unscheduled breaks in play - calculation of overs included in minimum spell shall be taken from the Actual Batting Time Tables in Rule 16 (2 Day Match) and Rule 17 (One Day Match).
- (c) A bowler who has bowled a spell of less than the maximum spell permitted (for their age as defined in Rule 14.11.2 and Rule 14.11.3) may resume bowling prior to the completion of the necessary break but this shall be considered an extension of the same spell and the maximum spell limit for that age of Player shall still apply. Following the completion of the extended spell, the normal break between spells as in Rule 14.11.3(a) shall apply with the break within the spell to be disregarded.
- (d) If a change of innings occurs, and a bowler commences bowling in the new innings within the minimum break in their spell, this shall be considered an extension of the same spell and the maximum spell limit and daily limits for that age of Player shall still apply.
- (e) If any break in play or the end of a day's play results in an over not being completed then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limit. If this over is completed at the start of a new day the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limit.

14.11.5 **Change of Bowling Type**

- (a) If a bowler begins with medium pace or faster and changes to slow bowling during a day's play that bowler remains subject to the playing condition throughout the day.
- (b) If a bowler begins with slow bowling and changes to medium pace or faster the playing condition applies from the time of the change, and any overs bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

14.11.6 **Notification of Age**

Captains must notify the Umpires on the team sheet for the Match those Players to whom this playing condition applies and the ages of such Players.

14.11.7 **Responsibility of Captains and Umpires**

- (a) It is the responsibility of the captains and Umpires to ensure this playing condition is upheld.
- (b) Where Umpires become aware of breaches of this playing condition they are to direct the captain to take
- (c) the bowler off forthwith and if an over is in progress another bowler is to complete the over. That bowler must not have bowled the previous over and shall not bowl the subsequent over.
- (d) Should a dispute or uncertainty regarding the application of this playing condition occur during play the Umpires shall make the final decision on its application based on information available from the scorers or other sources.

14.11.8 **Penalties**

Penalties for bowling in excess of the number of overs permitted per spell or for daily limits by underage Players regardless of the competition level shall be 0.05 Match points per over or part thereof for each over in excess of the spell or daily limits.

14.12 COUNTING OF OVER BOWLED IN PARTS

An over bowled in accordance with Law of Cricket 17.8 and treated under Rules 14.11.4(c) or 17.7.4 as one full over for each bowler concerned, shall be counted as a single over for all other over requirements of Rules 15 to 19.

14.13 PLAYING APPAREL

No player shall be allowed to play in any Match unless they appear in proper cricketing attire, which are contained in the Victorian Premier Cricket Apparel Policy.

14.14 UMPIRE MISCOUNTING OVER

- 14.14.1 If the Umpire miscounts the number of valid balls, the over as counted by the Umpire shall stand.
- 14.14.2 If, having miscounted, the Umpire allows an over to continue after 6 valid balls have been bowled, the Umpire may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball. (For clarity if the extra ball bowled is a no ball then the next ball, for which a Free Hit would have been available, shall not be bowled).
- 14.14.3 Whenever possible, the Umpires shall liaise with the scorers and, if possible, the Scorers should inform the on-field Umpires if it is likely an over has been miscounted.

RULE 15 OVER RATES

15.1 MINIMUM OVERS REQUIREMENT

In each innings of a Match the overs bowled shall be not fewer than the requirement for an adjusted batting time calculated by deducting any allowances under Rule 15.2.2 from the actual batting time in Rules 15.1.1, 15.1.2 or 15.1.3. Overs bowled less than the calculated Match minimum shall be recorded as "Penalty Overs".

- 15.1.1 In Two Day Matches (Rule 16), 3.75 minutes of playing time per over, with 16 overs to be bowled per hour and 96 overs to be completed in 6 hours (80 overs in 5 hours).
- 15.1.2 In One Day Matches (Rule 17):
For Men's Matches, 4.00 minutes of playing time per over, with 15 overs to be bowled per hour and 50 overs to be completed in 3 hours and 20 minutes (45 overs to be bowled in 3 hours).
For Women's Matches, 3.80 minutes per over with 15.79 overs to be bowled per hour and 50 overs to be completed in 3 hours and 10 minutes (45 overs to be bowled in 2 hours and 51 minutes and 40 overs to be bowled in 2 hours and 32 minutes).
- 15.1.3 In T20 Matches (Rule 19):
For Men's Matches, 4.00 minutes of playing time per over, with 15 overs to be bowled per hour and 20 overs to be completed in 1 hour and 20 minutes,
For Women's Matches, 3.75 minutes of playing time per over, with 16 overs to be bowled per hour and 20 overs to be completed in 1 hour and 15 minutes.

15.2 PENALTIES: PROGRAMMED SERIES MATCHES

15.2.1 Bowling Team: Penalty Assessment

A team that bowls fewer overs than required under Rule 15.1, shall be penalised when its accumulated number of Penalty Overs for the programmed series exceeds 15. A penalty of 0.1 points for each Penalty Over for the series shall be deducted from its total Match points. A team that reaches 16 Penalty Overs shall immediately have 1.6 points (16×0.1) deducted plus 0.1 point for any additional Penalty Overs accrued throughout the remainder of the series. Any team that finishes a Match in the positive on Over Rates will see a positive increase of 1 over on their season position per over they are ahead of the Over Rate in that Match. However, Penalty Overs shall not be accrued in Matches:

- (a) under Rule 16 where a team is dismissed and the adjusted batting time taken did not exceed 240 minutes for all XIs; or
- (b) under Rule 17, where a team is dismissed or an innings is completed and the adjusted batting time taken did not exceed that listed in the One-Day Calculation Table for the overs which would have applied to compulsorily close the innings.

- (c) under Rule 19, please refer to Rule 19.9 for Penalty Over Calculations.
- (d) For Rule 16 Matches, Penalty Overs will not apply if an innings has failed to reach the 240 minute-mark for all XIs due to an innings:
 - (i) being abandoned due to weather conditions;
 - (ii) a declaration has been made by the batting team;
 - (iii) an Outright Result has been achieved, or
 - (iv) Captains agree to call the match off once the applicable time has arrived for such a decision to be made.
- (e) Teams will still be able to make up any deficit in Penalty Overs if they are ahead of the Over Rate during the time played prior to the innings terminating for any of the reasons outlined in (d) above.

15.2.2 Allowances for On-field Delays

- (a) The Umpires are sole judge of allowances for on-field delays.
- (b) For the purpose of determining penalties, the following allowances shall be taken into account:
 - (i) Actual time taken for treatment of an injured Player on the field.
 - (ii) Actual time taken for a Player leaving the field in the event of serious injury.
 - (iii) Actual time to find or replace a ball.
 - (iv) Actual time taken, to a maximum of 4 minutes, for each drinks break in excess of that normally allowed in each session due to conditions of extreme heat.
 - (v) Wilful time-wasting for which the batting team is to be penalised under Rule 15.2.3.
 - (vi) Actual time lost due to all other circumstances that, in the opinion of the Umpires, are beyond the control of the fielding team.

There shall be no allowances given for:

- (i) Wickets falling.
- (ii) Scheduled drinks intervals.
- (iii) Sightscreen changes.
- (iv) Tardiness in starting or resuming play.

15.2.3 Batting Team: Penalty Assessment

A batting team shall be penalised at the same rate per over as in Rule 15.2.1 for the number of overs or part thereof relative to the amount of actual batting time wilfully wasted by it in each innings including undue time taken by an incoming batter to reach the wicket.

15.2.4 Notification of Penalties

Penalty Overs accrued shall be notified to Clubs by CV Management.

15.3 PENALTIES: FINALS SERIES MATCHES

Clubs incurring Penalty Overs in any Finals Matches in any grade shall be fined \$50 per over.

RULE 16 TWO-DAY MATCHES

16.1 APPLICATION

Two-Day Matches are played by Men's Premier 1st, 2nd, 3rd and 4th XIs only.

16.2 HOURS OF PLAY AND INTERVALS

16.2.1 Start of Play

GRADE	TIME
Men's 1 st & 2 nd XIs	10:30am
Men's 3 rd & 4 th XIs	11:30am

16.2.2 Interval Times and Length

Unless varied herein and/or as per Rule 16.2.5 intervals shall be of 30 minutes duration and be taken as follows:

GRADE	INTERVAL	TIME	DURATION
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<i>Men's 1st & 2nd XIs</i>	<i>Lunch</i>	<i>12:30pm - 1:00pm</i>	<i>30 min</i>
	<i>Tea</i>	<i>3:00pm - 3:30pm</i>	<i>30 min</i>
<i>Men's 3rd & 4th XIs</i>	<i>Tea</i>	<i>2:00pm - 2:30pm</i>	<i>30 min</i>

For all grades, should play be extended or shortened due to conditions of Ground, Weather, Light or other Exceptional Circumstances, the timing of interval/s shall be adjusted by the Umpires to allow for sessions of equal length.

16.2.3 **Playing Times (1st/2nd XI ONLY)**

- Play on each day shall cease at 5:30pm.
- Should there be interruption/s to play on either day, up to 30 minutes may be recouped by extending the finish time to 6:00pm.
- For clarification, a change of innings is not deemed to be an interruption in play (i.e. if a side is dismissed within the additional playing time but the minimum overs required for the day's play are not completed then play must continue until the minimum overs requirement has been completed for the day).
- Play shall continue past the cessation time applying until completion of the minimum overs requirement in Rule 16.3, but if an interruption occurs or continues after 6:00pm play shall not be resumed.
- Any time or overs unable to be recouped under this Rule (16.2.3) shall be deemed to be "lost to the game" and managed as per Rule 16.3.2.
- Captains may agree to end a Match on the second day at the tea break or at any time thereafter if a first innings result has been obtained. Matches played in the final round of the Home & Away season may be ended at any time on the second day if a first innings result has been obtained.

16.2.4 **Playing Times (3rd/4th XI ONLY)**

- Play on each day shall cease at 5:00pm.
- Should there be interruption/s to play on either day, up to 30 minutes may be recouped by extending the finish time to 5:30pm.
- Play shall continue past the cessation time applying until completion of the minimum overs requirement in Rule 16.3, but if an interruption occurs or continues after 5:30pm play shall not be resumed.
- Any time or overs unable to be recouped under this Rule (16.2.3) shall be deemed to be "lost to the game" and managed as per Rules 16.3.1 (b) and 16.3.2.
- Captains may agree to end a Match on the second day one hour before the scheduled or rescheduled cessation time or any time thereafter if a first innings result has been obtained. Matches played in the final round of the Home & Away season may be ended at any time on the second day if a first innings result has been obtained.

16.2.5 **Taking of Early Interval**

When the time remaining to a scheduled interval is 30 minutes or less the interval shall be taken immediately if:

- An innings ends;
- the Players have cause to leave or be off the field for any reason; or
- nine wickets are down and one of the remaining batters is injured and unable to continue within two minutes.

For clarity, however, should players be off the field for a change of innings, then the interval shall only be taken immediately if there is 30 minutes or less, of time remaining at the time of the end of the innings.

16.2.6 **Deferment of Interval: Nine Wickets Down**

Except as in Rule 16.2.5 and notwithstanding the provisions of Law 11.7 for completion of an over, an interval will not be taken until the end of the over in progress 30 minutes after the scheduled time if the ninth wicket:

- is already down when three minutes remain to the scheduled time; or

- (b) falls within those three minutes or at any later time up to and including the final ball of the over in progress at the scheduled time.

16.2.7 **Deferment of Interval: More than 30 minutes lost**

When 30 minutes or more of play is lost, on any day, the Umpires may delay the start of the next, and any subsequent intervals, on that day, by 30 minutes, to enable a more equitable spread of session times throughout the day.

16.3 **PLAYING CONDITIONS**

16.3.1 **Compulsory Closure**

All two day Matches in all grades will be played under Compulsory Closure conditions.

The Compulsory Closure shall occur in an uninterrupted Match at 106 overs in 1^{sts} and 2^{nds} and 90 overs in 3^{rds} and 4^{ths}.

- (a) A daily minimum of 96 overs in 1st and 2nd XI Matches (80 overs 3rd and 4th XI Matches) shall apply and, providing this minimum is not reduced for "time lost to the game" and it has not been dismissed, the first batting team may continue its innings until a maximum of 106 overs in 1st and 2nd XI Matches (90 overs in 3rd and 4th XI Matches) has been received. The minimum for the second team's first innings shall be 83 overs for 1st and 2nd XI Matches (67 overs in 3rd and 4th XI Matches) or, if greater, the number to be bowled from the start of a new innings.
- (b) Where there is "time lost to the game" on one or both days during the innings of the team batting first, the maximum and minimum of overs in (a) shall be reduced proportionally for both teams in relation to the total time lost; but if such time exceeds 120 minutes before the innings ends, the Match shall proceed under ordinary conditions. For clarity, if this calculation results in a fraction of an over, the Umpires will increase the allowance of both team's innings to the full number.

16.3.2 **Minimum Overs Requirements**

- (a) On a day when there has been no loss of playing time or change of innings, play shall not end at the cessation time unless a minimum of 96 overs has been bowled in 1st and 2nd XI Matches and 80 overs in 3rd and 4th XI Matches. An over completed from a prior day shall be additional.
- (b) Where playing time in excess of that able to be recouped in Rules 16.2.3 or 16.2.4 is lost, the overs in (a) shall be reduced by the number listed on the table in Rule 16.3.3 for the excess time.
- (c) When a team is dismissed or declares its innings closed the minimum of overs to be bowled from the start of a new innings shall be the greater of:
- the overs in (a) less the number already bowled and/or deducted for lost time and 3 overs for change of innings that does not coincide with another interval; or
 - the overs listed on the table in Rule 16.3.3 for the batting time remaining.
- (d) If playing time is lost after the scheduled start of the new innings the overs minimum shall be reduced at the same rate as in (b).
- (e) The Umpires shall notify both captains of overs adjustments.

16.3.3 **Calculation Table**

Any calculation of overs, except where otherwise specified, shall be made from this table. Column headings are for Available Batting Time (ABT) and the Overs (OV) required for these times. For times exceeding 394 minutes the overs shall be 105 plus the number listed for the excess minutes.

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1 - 4	1	80 - 83	22	159 - 162	43	238 - 240	64	316 - 319	85
5 - 8	2	84 - 87	23	163 - 165	44	241 - 244	65	320 - 323	86
9 - 12	3	88 - 90	24	166 - 169	45	245 - 248	66	324 - 327	87
13 - 15	4	91 - 94	25	170 - 173	46	249 - 252	67	328 - 330	88
16 - 19	5	95 - 98	26	174 - 177	47	253 - 255	68	331 - 334	89
20 - 23	6	98 - 102	27	178 - 180	48	256 - 259	69	335 - 338	90
24 - 27	7	103 - 105	28	181 - 184	49	260 - 263	70	339 - 342	91
28 - 30	8	106 - 109	29	185 - 188	50	264 - 267	71	343 - 345	92
31 - 34	9	110 - 113	30	189 - 192	51	268 - 270	72	346 - 349	93
35 - 38	10	114 - 117	31	193 - 195	52	271 - 274	73	350 - 353	94
39 - 42	11	118 - 120	32	196 - 199	53	275 - 278	74	354 - 357	95

43 - 45	12	121 - 124	33	200 - 203	54	279 - 282	75	358 - 360	96
46 - 49	13	125 - 128	34	204 - 207	55	283 - 285	76	361 - 364	97
50 - 53	14	129 - 132	35	208 - 210	56	286 - 289	77	365 - 368	98
54 - 57	15	133 - 135	36	211 - 214	57	290 - 293	78	369 - 372	99
58 - 60	16	136 - 139	37	215 - 218	58	294 - 297	79	373 - 375	100
61 - 64	17	140 - 143	38	219 - 222	59	298 - 300	80	376 - 379	101
65 - 68	18	144 - 147	39	223 - 225	60	301 - 304	81	380 - 383	102
69 - 72	19	148 - 150	40	226 - 229	61	305 - 308	82	384 - 387	103
73 - 75	20	151 - 154	41	230 - 233	62	309 - 312	83	388 - 390	104
76 - 79	21	155 - 158	42	234 - 237	63	313 - 315	84	391 - 394	105

16.3.4 **The Follow-on**

In a Match played under this Rule the team which bats first and leads by 100 runs, or by 75 runs if the first day's play is fully abandoned, shall have the option of requiring the other team to follow on.

16.3.5 **Declaration of Close of Innings**

An innings may be declared closed at any time except in circumstances which would result in an immediate cessation of a day's play. A declaration before play starts or during an adjournment should be in sufficient time to allow for seven minutes rolling of the pitch.

16.3.6 **Completion of Final Over**

An over shall be started if the scheduled or advanced time for the end of a day's play has not been reached and shall be completed unless weather or light conditions prevent it.

16.3.7 **New Ball**

For 1st/2nd XI Matches, the bowling team captain may request a new ball after the conclusion of 80 overs.

16.4 **RESULTS OF MATCHES**

16.4.1 **Win Outright**

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

16.4.2 **Tie Outright**

If each team has two completed innings (as per Law 13.3) and the aggregate scores are equal the result shall be an outright tie.

16.4.3 **First Innings Results**

Whether a team gains a further points result or not it shall be entitled to points for:

- a first innings lead if its completed or uncompleted first innings score exceeds the completed first innings score of the opposite team; or
- a first innings tie if its completed first innings score is equal to the completed first innings score of the opposite team.

16.4.4 **Drawn Match**

- If the team batting last has not completed its first innings and its score is equal to or less than the score of the opposite team the result shall be a draw.
- If the second innings of the team batting last remains uncompleted a points result shall be determined as in Rule 16.4.3.

16.5 **CANCELLATION OF FIRST DAY'S PLAY**

16.5.1 **All Matches Cancelled**

If no play is possible on the first day in all Matches of a grade the Matches in that grade shall be played on the second day as One-Day Matches under Rule 17 as appropriate to the grade.

16.5.2 **Partial Cancellation**

In the event of a significant interruption to play on the first day, CV Management shall determine the conditions under which play shall proceed on the second day based on the following principles:

- (a) If no points result has been obtained in 1st XI Matches on the first day and in five or more 1st XI Matches, fewer than 36 completed overs have been bowled, then for all grades the round will be re-scheduled as a One-Day Match under Rule 17. Otherwise the Matches in each grade will continue on the second day as Matches under ordinary conditions.
- (b) If a Match is rescheduled as a One-Day Match as prescribed in Rule 16.5.2(a) all individual and team statistics achieved on the first day will be viable as will any effect such team statistics will have on a team's standing on the ladder, with the exception of any lower XI Match points gained.
- (c) If a grade or grades have been rescheduled as per Rule 16.5.2(a), a Club will be able to reselect their team/s as the impacted Match/es in the grade/s will be treated as a new round.

16.5.3 **Disregard of Toss and Nominations**

Where a Match is rescheduled to be played on the second day under Rule 17 any toss for choice of innings or nomination of teams that may have been made on the first day shall be disregarded.

16.6 **FAST SHORT-PITCHED DELIVERIES LIMIT**

16.6.1 **Fast Short-Pitched Limit Per Over**

A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either Umpire shall call and signal no ball and indicate this is a first and final warning in accordance with Law 41.6.3. If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be applied.

16.6.2 **Fast Short-Pitched Limit Delivery Not Within Striker's Reach**

Any fast short-pitched delivery, not being a no ball, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled wide by the Umpire at the bowler's end. Such a delivery shall be counted in the fast short-pitched limit of two allowed in Rule 16.6.1.

16.7 **DANGEROUS AND UNFAIR BOWLING**

16.7.1 **High – Non-Pitching Deliveries**

Law 41.7 of the MCC Laws of Cricket applies.

16.8 **MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE**

Refer Rule 14.11.

RULE 17 ONE-DAY MATCHES

17.1 **APPLICATION**

This Rule applies to all Premier One-Day Matches.

17.2 **HOURS OF PLAY AND INTERVAL**

17.2.1 **Start of Play**

GRADE	TIME
Men's 1 st & 2 nd XI Women's 1 st XI	Standard Time (AEST): 9:30am Daylight Savings (AEDT): 10:30am
Women's 2 nd XI	Standard Time (AEST): 10:00am Daylight Savings (AEDT): 11:00am
Men's 3 rd & 4 th XI	Standard Time (AEST): 10:30am Daylight Savings (AEDT): 11:30am
Women's 3 rd XI	Standard Time (AEST): 11:00am Daylight Savings (AEDT): 12:00 noon

17.2.2 **Interval Time and Length**

- (a) An interval of 30 minutes (40 minutes for Women's Premier Matches) shall be taken at the end of the innings of the team batting first.
- (b) If 90 minutes or more of playing time is lost, the interval shall be reduced to 15 minutes.

17.2.3 Drinks Breaks

For all Matches that are more than 40 overs per innings in duration, two drinks breaks will be required.

17.3 COMPULSORY CLOSURE: LENGTH OF INNINGS

17.3.1 Uninterrupted Innings

If not delayed, interrupted nor earlier terminated, the innings of each team shall be compulsorily closed after 50 overs for Men's 1st and 2nd XI Matches and Women's 1st XI Matches, 45 overs for Men's 3rd and 4th XI Matches and Women's 2nd XI Matches and 40 overs for Women's 3rd XI Matches.

17.3.2 Delayed or Interrupted Innings

- (a) In the event of a delayed or interrupted Match a minimum number of 15 overs per team shall constitute a Match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the Match.
- (b) If the first team's innings is delayed or interrupted the Umpires shall reduce the maximum overs by one for each full eight minutes (Men's Matches), or by one over for each full seven and a half minutes (Women's Matches) of the aggregate time lost. If the reduction calculation results in fewer than 15 overs the Match shall be abandoned. For clarity, the reduction to the interval length, as applied under Rule 17.2.2 (b) shall be taken into account, as soon as 90 minutes or more is lost to the innings of the side batting first.
- (c) Where 15 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first team's innings shall occur when the reduced overs calculated in (a) equate with the number bowled.
- (d) The team batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (a) or (c).
- (e) The second team's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until:
6:10pm AEDT (5:10pm AEST) in Men's 1st and 2nd XI Matches
6:30pm AEDT (5:30pm AEST) in Men's 3rd and 4th XI Matches
5:56pm AEDT (4:56pm AEST) in Women's 1st XI Matches
5:48pm AEDT (4:48pm AEST) in Women's 2nd XI Matches and
6:10pm AEDT (5:10pm AEST) in Women's 3rd XI Matches
To be less than that listed in the Table at Rule 17.3.3 for those overs. In such case the overs for the reduced time shall be its entitlement.
- (f) If play ceases in accordance with Rule 17.4(d) the overs already bowled shall be its entitlement for the purposes of this Rule.

17.3.3 Calculation Table

Calculations of overs, except where otherwise specified, shall be made from these tables. Column headings are for Available Batting Time (ABT) and the Overs (OV) required for these times. For times exceeding 240 minutes (Men's XI) or 225 minutes (Women's XI) the overs shall be 60 plus the number listed for the excess minutes.

Men's XIs

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1-4	1	49-52	13	97-100	25	145-148	37	193-196	49
5-8	2	53-56	14	101-104	26	149-152	38	197-200	50
9-12	3	57-60	15	105-108	27	153-156	39	201-204	51
13-16	4	61-64	16	109-112	28	157-160	40	205-208	52
17-20	5	65-68	17	113-116	29	161-164	41	209-212	53
21-24	6	69-72	18	117-120	30	165-168	42	213-216	54
25-28	7	73-76	19	121-124	31	169-172	43	217-220	55
29-32	8	77-80	20	125-128	32	173-176	44	221-224	56
33-36	9	81-84	21	129-132	33	177-180	45	225-228	57
37-40	10	85-88	22	133-136	34	181-184	46	229-232	58
41-44	11	89-92	23	137-140	35	185-188	47	233-236	59
45-48	12	93-96	24	141-144	36	189-192	48	237-240	60

Women's XIs

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1-4	1	46-49	13	91-94	25	136-139	37	181-184	49
5-8	2	50-53	14	95-98	26	140-143	38	185-188	50
9-12	3	54-57	15	99-102	27	144-147	39	189-192	51
13-15	4	58-60	16	103-105	28	148-150	40	193-195	52
16-19	5	61-64	17	106-109	29	151-154	41	196-199	53
20-23	6	65-68	18	110-113	30	155-158	42	200-203	54
24-27	7	69-72	19	114-117	31	159-162	43	204-207	55
28-30	8	73-75	20	118-120	32	163-165	44	208-210	56
31-34	9	76-79	21	121-124	33	166-169	45	211-214	57
35-38	10	80-83	22	125-128	34	170-173	46	215-218	58
39-42	11	84-87	23	129-132	35	174-177	47	219-222	59
43-45	12	88-90	24	133-135	36	178-180	48	223-225	60

17.4 ENDING OF SECOND TEAM'S INNINGS AND MATCH

Play shall cease immediately one of the following circumstances applies:

- when the score of the opposing team is passed;
- the requirement of overs under Rule 17.3 is completed;
- the innings ends before completion of its required overs;
- the number of overs in (b) is less than 15; or the Players are off the field, or leave it after:
 - 6:10pm ADST (5:10pm AEST) in Men's 1st and 2nd XI Matches
 - 6:30pm ADST (5:30pm AEST) in Men's 3rd and 4th XI Matches
 - 5:56pm ADST (4:56pm AEST) in Women's 1st XI Matches
 - 5:48pm ADST (4:48pm AEST) in Women's 2nd XI Matches and
 - 6:10pm ADST (5:10pm AEST) in Women's 3rd XI Matches;
- For clarity, if, at the time play resumes following an interruption to the side batting second, or anytime thereafter, the new DLS target score, which has been set (for re-calculation of overs - being a minimum of 15 overs), has already been reached or passed by the side batting second, the Match shall thereupon cease, even if 15 overs had not been completed to that point.

17.5 DECLARATIONS

Neither team shall be permitted to declare its innings closed.

17.6 RESULTS OF MATCHES

17.6.1 Win or Tie: Second Team's Overs Entitlement Received

If the second batting team receives its entitlement of overs under Rule 17.3 or is dismissed in fewer overs, the winner shall be the team with the higher actual score and if the scores are equal the Match shall be a tie.

17.6.2 Win or Tie: Fewer Overs for Second Team

If a win result has not been reached already and the completed overs received or to be received by the second batting team are fewer than its entitlement under Rule 17.3, a number of runs as calculated in Rule 17.6.4 shall be the first team's par score which, subject to the provision for a draw in Rule 17.6.3, must be exceeded by the second team for a win or equalled for a tie.

17.6.3 Drawn Match

If the team batting second receives fewer than 15 completed overs and no other result has been obtained, the Match shall be drawn.

17.6.4 Calculation of Target Score - Duckworth-Lewis-Stern Calculator

- Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the Match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth-Lewis-Stern method calculated by the Competition Management System Live Scoring System.

- (b) **Prematurely Terminated Matches**
If the innings of the team batting second is suspended (with at least 15 overs bowled) and it is not possible for the Match to be resumed, the Match will be decided by comparison with the par score determined at the instant of the suspension by the Duckworth-Lewis-Stern method. If the score is equal to the par score, the Match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.
- INSTRUCTIONS**
1. Refer to CV Rule 17.6.4.
 2. Refer to the Competition Management System Live Scoring System.
 3. To adjust the over limit in an innings, select **ACTIONS**, then **PARAMETERS**.
 4. Change the Over limit by using the plus and minus icons or enter the number in manually.
 5. If the 2nd team is batting at the time of the stoppage, select DLS in the options available under **TARGET**.
 6. Select **UPDATE & RESUME** to save the adjustments.
 7. The new over limit and DLS Target will display in the Competition Management System Live Scoring System in the **PARAMETERS SECTION** of the scoresheet.
 8. The Innings or game will now automatically end when either the new over limit or target total has been reached.
- (c) Scorers or home club officials must refer to the instructions listed in this rule, during every interruption to play during either team's innings, where such interruption involves any reduction to the overs of the match (in either innings). For clarity, anytime, after the start of the match, that there has been an adjustment to the number of overs to be bowled, there will be a calculation required for a target score under DLS method. The umpires must ensure that the above instructions are followed at any interruption to play, in either innings, and must obtain from the scorers the updated target score, and notify both captains, prior to resuming play for the innings of the side batting second.

17.6.5 **Bonus Point in Shortened Match**

Where Matches are shortened and targets revised using the par score as defined in Rule 17.6.4 bonus run-rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Umpires and scorers must record the overs and balls bowled, wickets lost and runs scored at each suspension to play during the 1st innings of the match. Umpires and scorers must complete and record the Duckworth-Lewis-Stern calculations at the change of innings and during any suspensions to play in the 2nd innings of the match. The home club is responsible for providing and operating the Duckworth-Lewis-Stern System and providing the calculations to the umpires and scorers as required.

17.7 **OVER LIMITS FOR BOWLERS**

17.7.1 **Limit Per Bowler**

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in Rule 17.3.1 for an interrupted innings or one-fifth of the number as reduced in Rule 17.3.2(a) for adverse conditions. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

17.7.2 **Limit Reached or Exceeded**

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

17.7.3 **Fractional Adjustments**

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

17.7.4 **Part-Over Incapacity or Suspension**

A part of an over bowled under the provisions of Laws of Cricket 17.8 shall count as one full over in the limit of each bowler concerned in that over.

17.8 INNER FIELD RESTRICTION AREAS

- 17.8.1 **Marking of Fielding Restriction Area**
- Two semicircles shall be drawn on the field of play.
 - The semicircles shall have as their centre the middle stump at either end of the pitch.
 - The radius of each of the semicircles shall be 27.5 metres for Premier Men's and 23 metres for Premier Women's Matches.
 - The semicircles shall be linked by two parallel straight lines drawn on the field.
 - The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

17.9 FIELDING RESTRICTIONS AND POWERPLAYS

- 17.9.1 **On-Side Fielders**
At the instant of delivery, there may not be more than five fielders on the leg side.
- 17.9.2 **Powerplay Overs**
In addition to the restriction contained in Rule 17.9.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the paragraphs and table below.
- 17.9.3 **A) Powerplay Overs – Uninterrupted Match Men's**
Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at Rule 17.9.5 (Men's) and be taken as follows:
- (a) Powerplay 1: no more than two fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 1 to 10 inclusive (1st and 2nd XI). In an innings of 45 overs these are 1 to 9 inclusive (3rd and 4th XI).
 - (b) Powerplay 2: no more than four fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 11 to 40 inclusive (1st and 2nd XI). In an innings of 45 overs these are 10 to 36 inclusive (3rd and 4th XI).
 - (c) Powerplay 3: no more than five fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 41 to 50 inclusive (1st and 2nd XI). In an innings of 45 overs these are 37 to 45 inclusive (3rd and 4th XI).
- 17.9.4 **B) Powerplay Overs – Uninterrupted Match Women's**
Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at Rule 17.9.5 (Women's) and be taken as follows:
- (i) Powerplay 1: no more than two fielders shall be permitted outside the fielding restriction area in an innings of 50 overs, these are 1 to 10 inclusive (WP1), 1 to 9 inclusive WP2 (45 overs) and 1 to 8 inclusive WP3 (40 overs).
 - (ii) Fielding restrictions for non-powerplay overs: During the non-powerplay overs, no more than four fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- C) Fielding restrictions Infringements**
- (a) In the event of an infringement of any of the above fielding restrictions, either Umpire shall call and signal no-ball.
- 17.9.5 **Powerplay Overs – Distribution**
The number of Powerplay Overs shall be in accordance with the table below which shall be applied independently to both innings of the Match.

MEN'S:

Innings Length	Max Overs/Bowler		1 st PP	2 nd PP	3 rd PP	Innings Length	Max Overs/Bowler		1 st PP	2 nd PP	3 rd PP
50	5 x 10		10	30	10	25	5 x 5		5	15	5
49	4 x 10	1 x 9	10	29	10	24	4 x 5	1 x 4	5	14	5
48	3 x 10	2 x 9	10	29	9	23	3 x 5	2 x 4	5	14	4
47	2 x 10	3 x 9	10	28	9	22	2 x 5	3 x 4	5	13	4

46	1 x 10	4 x 9	9	28	9
45	5 x 9		9	27	9
44	4 x 9	1 x 8	9	26	9
43	3 x 9	2 x 8	9	26	8
42	2 x 9	3 x 8	9	25	8
41	1 x 9	4 x 8	8	25	8
40	5 x 8		8	24	8
39	4 x 8	1 x 7	8	24	7
38	3 x 8	2 x 7	8	23	7
37	2 x 8	3 x 7	8	22	7
36	1 x 8	4 x 7	7	22	7
35	5 x 7		7	21	7
34	4 x 7	1 x 6	7	20	7
33	3 x 7	2 x 6	7	20	6
32	2 x 7	3 x 6	7	19	6
31	1 x 7	4 x 6	6	19	6
30	5 x 6		6	18	6
29	4 x 6	1 x 5	6	17	6
28	3 x 6	2 x 5	6	17	5
27	2 x 6	3 x 5	6	16	5
26	1 x 6	4 x 5	5	16	5

21	1 x 5	4 x 4	4	13	4
20	5 x 4		4	12	4
19	4 x 4	1 x 3	4	11	4
18	3 x 4	2 x 3	4	11	3
17	2 x 4	3 x 3	4	10	3
16	1 x 4	4 x 3	3	10	3
15	5 x 3		3	9	3
14	4 x 3	1 x 2	3	8	3
13	3 x 3	2 x 2	3	8	2
12	2 x 3	3 x 2	3	7	2
11	1 x 3	4 x 2	2	7	2
10	5 x 2		2	6	2
9	4 x 2	1 x 1	2	5	2
8	3 x 2	2 x 1	2	4	2
7	2 x 2	3 x 1	2	4	1
6	1 x 2	4 x 1	2	3	1
5	5 x 1		1	3	1
4	4 x 1		1	2	1
3	3 x 1		1	1	1
2	2 x 1		1	1	0
1	1 x 1		1	0	0

WOMEN'S:

Innings Length	Max Overs/Bowler	1 st PP	Total PP
50	5 x 10	10	10
49	4 x 10	1 x 9	10
48	3 x 10	2 x 9	10
47	2 x 10	3 x 9	9
46	1 x 10	4 x 9	9
45	5 x 9	9	9
44	4 x 9	1 x 8	9
43	3 x 9	2 x 8	9
42	2 x 9	3 x 8	8
41	1 x 9	4 x 8	8
40	5 x 8	8	8
39	4 x 8	1 x 7	8
38	3 x 8	2 x 7	8
37	2 x 8	3 x 7	7
36	1 x 8	4 x 7	7
35	5 x 7	7	7
34	4 x 7	1 x 6	7
33	3 x 7	2 x 6	7
32	2 x 7	3 x 6	6

Innings Length	Max Overs/Bowler	1 st PP	Total PP
25	5 x 5	5	5
24	4 x 5	1 x 4	5
23	3 x 5	2 x 4	5
22	2 x 5	3 x 4	4
21	1 x 5	4 x 4	4
20	5 x 4	4	4
19	4 x 4	1 x 3	4
18	3 x 4	2 x 3	4
17	2 x 4	3 x 3	3
16	1 x 4	4 x 3	3
15	5 x 3	3	3
14	4 x 3	1 x 2	3
13	3 x 3	2 x 2	3
12	2 x 3	3 x 2	2
11	1 x 3	4 x 2	2
10	5 x 2	2	2
9	4 x 2	1 x 1	2
8	3 x 2	2 x 1	2
7	2 x 2	3 x 1	1

Innings Length	Max Overs/Bowler		1 st PP	Total PP	Innings Length	Max Overs/Bowler		1 st PP	Total PP
31	1 x 7	4 x 6	6	6	6	1 x 2	4 x 1	1	1
30	5 x 6		6	6	5	5 x 1		1	1
29	4 x 6	1 x 5	6	6	4	4 x 1		1	1
28	3 x 6	2 x 5	6	6	3	3 x 1		0	0
27	2 x 6	3 x 5	5	5	2	2 x 1		0	0
26	1 x 6	4 x 5	5	5	1	1 x 1		0	0

17.9.6 Powerplay Overs – Commencement

Each block of Powerplay Overs must commence at the start of an over.

17.9.7 Powerplay Overs – Interruptions

- If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the Powerplay will assume to have been taken consecutively up to that point.
- If play is interrupted during a Powerplay and on resumption the total number of Powerplay Overs (Women's Matches) has already been exceeded, or the status of the Powerplay (Men's Matches) has changed, then the fielding restrictions will be adjusted immediately.

Note: This is the only circumstance under which the Powerplay status can be changed during an over.

- If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplay will commence at the start of the next over.

17.9.8 Powerplay Overs – Signals

At the commencement of each block of Powerplay Overs, or change to Powerplay status, the Umpire shall signal such commencement to the scorers by rotating the arm in a large circle.

17.9.9 Powerplay Overs – interruptions – Match - Men's Matches Only

If play is interrupted at any stage during an innings, the table in Rule 17.9.5 Applies, and the relevant Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

17.9.10 Powerplay Overs – Scoreboard

Where possible, a "P" or a light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled.

17.10 NO BALL

17.10.1 Free Hit After a No Ball

The delivery following any no ball shall be a free hit for which ever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for which ever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or the no ball was a result of a fielding restriction breach or Umpires believe a fielder is placed in a dangerous position for the free hit. In this instance, the umpires will allow the fielder/s that are in a dangerous fielding position for the free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of a wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler. The bowler's end Umpire will signal a free hit (after the normal no ball signal) by extending one arm straight upwards and moving it in a circular motion.

17.10.2 Fast Short-pitched Deliveries Above Shoulder Height of Striker

- (a) In any one over a bowler shall be permitted to bowl two fast short-pitched deliveries which, having bounced, pass or would have passed above shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either Umpire shall call and signal no ball and indicate this is a first and final warning in accordance with Law 41.6.3. If the bowler is no-balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be applied.
- (b) Any fast short-pitched delivery, not being a no ball which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled "wide" ball by the Umpire at the bowler's end.

17.10.3 **Dangerous and Unfair Bowling**

High – Non-Pitching Deliveries

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent unfair or dangerous bowling.

17.11 **WIDE BALL**

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the Umpire does not give the striker a reasonable opportunity to score shall be called a wide. Instructions to Umpires in respect of wides is contained in the "Crease Markings" appendix to these Rules. In summary the following applies.

- (a) **Leg side**
All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "wide".
However, the delivery is not a wide if:
The batter moves towards the offside and the ball would have impacted the striker's person or equipment, had it not been for such movement.
- (b) **Off side.** A delivery shall be called "wide" if it passes:
 - (i) outside the "Wide Guideline (off side)" with the batter in a "normal" batting stance; or
 - (ii) wide of the return crease, regardless of the striker bringing it within reach; or
 - (iii) a bowler bowling around the wicket bowling full pitched yorkers on the off side just within the "Wide Guideline (off side)".
 - (iv) The delivery is not a wide if the batter moves to the off side and brings the ball within reach or the batter moves away to the leg side to intentionally cause the ball to pass wide of them on the off side when in the act of making a "normal" cricket shot.
- (c) **Wide - Reverse Sweep or Switch Hit.**
When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (off side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

17.12 **NOTIFICATION TO CAPTAINS**

After each adjustment of an anticipated batting time the Umpires shall inform both captains of the reduced time and the effect on overs to be bowled, limitation for bowlers, fielding restrictions and, where appropriate, par score.

17.13 **MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE**

Directions for limiting the maximum number of overs that under-age medium pace and fast bowlers may bowl consecutively in one spell and in a day's play, and the responsibilities of captains and Umpires in this respect, are set out in Rule 14.11.

RULE 18 CV PREMIER FINALS MATCHES

18.1 HOURS OF PLAY AND INTERVALS – TWO DAY & THREE DAY MATCHES

18.1.1 Start of Play

GRADE		TIME
All Men's XIs	Daylight Savings Time (AEDT) Standard Time (AEST)	10:30am 9:30am

18.1.2 Interval Times and Length

Unless varied as in Rules 16.2.5 or 16.2.6 intervals shall be as follows:

GRADE	INTERVAL	TIME	DURATION
All Men's XIs	Lunch	12:30pm - 1:00pm	30 min
	Tea	3:00pm - 3:30pm	30 min

18.1.3 Cessation of Play

- Play on each day shall cease at 5:30pm for all Matches unless interrupted by adverse conditions, in which case the cessation time shall be advanced by the aggregate of time lost to a maximum of 30 minutes.
- Play shall continue past the cessation time applying until completion of the minimum overs requirement in Rule 16.3, but if an interruption occurs or continues after 6:00pm for all Matches play shall not be resumed.
- If a result is obtained on the final day or a result or further result is not possible within advanced time under (b) the Match may cease if both captains agree.

18.2 PLAYING CONDITIONS

Playing conditions shall be as in Rule 16.3 subject to the following variations:

- A daily minimum of 96 overs in all Matches shall apply and, providing this minimum is not reduced for time lost on the first day and it has not been dismissed, the first batting team may continue its innings until a maximum of 106 overs in all Matches (160 overs in the Men's 1st XI Grand Final) has been received. The minimum for the second team's first innings shall be 83 overs for all Matches (125 overs in the Men's 1st XI Grand Final) or, if greater, the number to be bowled from the start of a new innings in accordance with Rule 16.3.
- Where there is "time lost to the game" on one or both days during the innings of the team batting first, the maximum and minimum of overs in (a) shall be reduced proportionally to both teams in relation to the total time lost; but if such time exceeds 120 minutes before the innings ends, the Match shall proceed under ordinary conditions. For clarity, if this calculation results in a fraction of an over, the Umpires will increase the allowance of both team's innings to the full number.
- For the 1st XI Grand Final the limiting provisions in (b) above shall not apply.
- A new ball is available after 80 overs.
- All Finals Matches under these Playing Conditions will play to the 1st & 2nd XI time allowances in Rule 15.2 with regards to calculation of Penalty Overs.

18.3 RESULTS OF MATCHES

The provisions of Rule 16.4 shall apply except that if there is no outright result the winner shall be the team which:

- leads on the first innings as defined in Rule 16.4.3(a); or
- in the event of a tie, draw or abandonment without play was the higher-ranked team as provided in Rule 5.1.

18.4 HOURS OF PLAY AND INTERVALS – ONE DAY MATCHES

Playing Conditions for One Day Finals Matches in Rule 18 will apply in regard to any season that has been impacted by conditions beyond the control of CV that result in a season fixture that is scheduled for the vast majority of Matches to be played as One Day Matches during the Home and Away fixture.

18.4.1 Start of Play:

GRADE		TIME
<i>Men's 1st & 2nd XIs & Women's 1st & 2nd XIs</i>	<i>Daylight Savings Time (AEDT)</i> <i>Standard Time (AEDT)</i>	<i>10:30am</i> <i>9:30am</i>
<i>Men's 3rd & 4th XIs</i>	<i>Daylight Savings Time (AEDT)</i> <i>Standard Time (AEDT)</i>	<i>11:00am</i> <i>10:00am</i>
<i>Women's 3rd XI</i>	<i>Daylight Savings Time (AEDT)</i> <i>Standard Time (AEDT)</i>	<i>11:30am</i> <i>10:30am</i>

18.4.2 Interval Times and Length

- An interval of 30 minutes (40 minutes for Women's Premier Matches) shall be taken at the end of the innings of the team batting first.
- If 90 minutes or more of playing time is lost, the interval shall be reduced to 15 minutes.

18.4.2 (a) Drinks Breaks

For all Matches that are more than 40 overs per innings in duration, two drinks breaks will be required.

18.4.3 Cessation of Play

- The second team's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until:
6:10pm in Men's 1st and 2nd XI Matches;
6:00pm in Men's 3rd and 4th XI Matches;
5:56pm in Women's 1st XI Matches;
5:18pm in Women's 2nd XI Matches; and
5:40pm in Women's 3rd XI Matches
to be less than that listed in the Table at Rule 17.3.3 for those overs. In such case the overs for the reduced time shall be its entitlement.
- Play shall continue past the cessation time applying until completion of the minimum overs requirement in Rule 17.3.1, but if an interruption occurs or continues after:
6:10pm for Men's 1st and 2nd XI Matches;
6:00pm for Men's 3rd and 4th XI Matches;
5:56pm for Women's 1st XI Matches;
5:18pm for Women's 2nd XI Matches; and
5:40pm for Women's 3rd XI Matches
play shall not be resumed.
- If playing time of 90 minutes or more is lost during the first innings and play can be resumed, the interval when taken shall be reduced to 15 minutes.

18.5 PLAYING CONDITIONS

Playing conditions shall be as in Rules 17.3 through to 17.13 subject to the following inclusion:

RESERVE DAY

All Premier Cricket Grand Finals and 1st XI Preliminary Finals played under One Day Playing Conditions will have provision of a Reserve Day should play not be able to commence on the original date of the Match being fixtured.

The Match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams shall be carried through to the Reserve Day.

If play is interrupted on the scheduled day, the Umpires shall use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day.

Each team must have had the opportunity to bat for a minimum of 15 overs for a result to be achieved. If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day shall be used to complete the Match.

The hours of play on the Reserve Day shall be the same as on the scheduled day for the Match (including the extra time provision).

On the Reserve Day, play shall recommence under the same assumption that the last ball was bowled on the scheduled day.

In making their decisions in relation to ground, weather and light, the Umpires shall aim to maximize play on the scheduled day of the Match in order to achieve a result on that day, as if there was no Reserve Day available.

The treatment of the pitch on the Reserve Day by the Ground Authority shall be as follows:

- Covering and removal of covers – as for the scheduled day of the Match under Rule 12.5; and
- Mowing and rolling – as per Rule 12.3.

If a match which commenced on the scheduled day, continues into a Reserve Day, and play is delayed further by ground weather or light, if still in the 1st innings of the match, the overs available to the batting side will not be reduced until time lost on the Reserve Day goes past that time relevant to the overs being reduced using Rule 17.3.2 (b).

On the Reserve Day, if the match is in first side's innings, any further reduction to the overs for the match will not commence until the total time lost on the reserve day exceeds that time relevant to rule 17.3.2 (b) for the overs set at the start of the day.

On the Reserve Day, if the match is in the interval between innings, or in the second side's innings, when calculating rule 17.3 and 17.4, the overs will not be further reduced until the time remaining for play on the reserve day (times in rule 18.4) is less than the time required for the overs required to be bowled, using table in 17.3.3.

Example 1:

Match starts at 50 overs per side and there is an interruption at 19 overs. Overs are reduced to 46 overs per side and play is about to resume. Before another ball is bowled it rains and play is abandoned for the day. As the Match did not resume under the revised overs, the Match should continue on the Reserve Day at the original 50 overs per side with the overs reduced if necessary during the Reserve Day.

Example 2:

The same start as in example 1 i.e., Match starts at 50 overs per side and there is an interruption at 19 overs. Overs are reduced to 46 overs per side and play is about to resume. This time, play starts and after an over has been bowled it rains and play is abandoned for the day. As the Match has resumed, it is continued on the Reserve Day at 46 overs per side with the overs further reduced if necessary during the Reserve Day.

18.6 RESULTS OF MATCHES

The Results of Matches will apply as per Rule 17.6 (with exclusion of Rule 17.6.5).

If a One Day Grand Final Match finishes in a Tie, then a Super Over will be required to determine a result (Refer to Rule 19.7.2 for Super Over Conditions).

RULE 19 TWENTY20 MATCHES

19.1 PLAYING CONDITIONS

The Laws of Cricket (2017 – 3rd Edition 2022) and Premier Rules, except as varied hereunder, shall apply.

19.2 DURATION OF MATCH AND NOMINATION OF TEAMS

- (a) The Matches will consist of one innings per team, each innings being limited to a maximum of 20 overs.
- (b) Teams shall be 11 per team for Men's and Women's 1st XI Matches and 12 per team for all grades below Men's and Women's 1st XI and shall be nominated in accordance with Rule 14.1.1.

19.3 HOURS OF PLAY AND INTERVALS

19.3.1 Hours of Play

The following hours of play apply.

TWENTY20 MATCHES

	<i>Men's XIs (Travel between Locations)</i>	<i>Men's XI (Games at Same Location)</i>	<i>Women's XIs (Travel between Locations)</i>	<i>Women's XIs (Games at Same Location)</i>	
<i>Game #1</i>	10:00am – 11:20am 11:20am – 11:35am 11:35am – 12:55pm	10:00am – 11:20am 11:20am – 11:35am 11:35am – 12:55pm	10:00am – 11:15am 11:15am – 11:30am 11:30am – 12:45pm	10:00am – 11:15am 11:15am – 11:30am 11:30am – 12:45pm	<i>INTERVAL</i>
<i>Game #2</i>	3:00pm – 4:20pm 4:20pm – 4:35pm 4:35pm – 5:55pm	2:30pm – 3:50pm 3:50pm – 4:05pm 4:05pm – 5:25pm	3:00pm – 4:15pm 4:15pm – 4:30pm 4:30pm – 5:45pm	2:30pm – 3:45pm 3:45pm – 4:00pm 4:00pm – 5:15pm	<i>INTERVAL</i>
<i>Night Games</i>	6:30pm – 7:50pm 7:50pm – 8:05pm 8:05pm – 9:25pm		6:30pm – 7:45pm 7:45pm – 8:00pm 8:00pm – 9:15pm		<i>INTERVAL</i>

Note: Start times may only be altered with the approval of CV Management. The 2nd Match of a Double Header may start earlier than the scheduled time with the agreement of both Captains and Umpires if all parties are able to commence the match at an agreed time.

19.3.2 Intervals

Intervals between innings shall be of 15 minutes duration. No drinks intervals are permitted. If the innings of the first batting team ends later than the scheduled time, the umpires shall reduce the length of the interval accordingly, subject to the minimum interval length being 10 minutes.

19.4 LENGTH OF INNINGS

19.4.1 Uninterrupted Matches

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

Strict adherence to Rule 15 (over rates) must be observed.

19.4.2 Delayed or Interrupted Matches

- (a) An additional 30 minutes can be added to the scheduled cessation time (not for Matches on days of a fixtured triple header) to enable a result, and such time will be added immediately that amount of time is lost.
- (b) If the first team's innings is delayed or interrupted the Umpires shall reduce the maximum overs by one for each full eight minutes (Men's Matches), or by one over for each full seven and a half minutes (Women's Matches) of the aggregate time lost. If, the overall reduction calculation results in fewer than 5 overs the Match shall be abandoned.
- (c) Where 5 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first team's innings shall occur when the reduced overs calculated in Rule 17.3.2, and the table in Rule 17.3.3 equate with the number bowled.
- (d) The team batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (b) or (c) above.
- (e) The second team's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until the scheduled, or re-scheduled, cessation time (using the Table in Rule 19.3.1 plus any extra time if available) to less than that listed in the Table at Rule 17.3.3 for

- those overs. In such case the overs for the reduced time shall be its entitlement.
- (f) If play ceases due to Players being off the field or leaving it after the scheduled, or re-scheduled cessation time, using the Table in Rule 19.3.1 plus any extra time available, the Match shall end and the overs already bowled shall be the team batting second's entitlement for the purposes of this Rule.
 - (g) Calculation of target score for all XIs shall be in accordance with the procedure in Rule 17.6.4 substituting "15 overs" with "5 overs" in Rules 17.6.4(a) and 17.6.4(b).
 - (h) Play shall cease immediately if the number of overs in (b) is less than 5; or the Players are off the field, or leave it after:
 - (i) 1:25pm or 6:25pm in Men's Double Header Matches where travel between locations is involved;
 - (ii) 1:25pm or 5:55pm in Men's Double Header Matches held at the same location;
 - (iii) 1:15pm or 6:15pm in Women's Double Header Matches where travel between locations is involved;
 - (iv) 1:15pm or 5:45pm in Women's Double Header Matches held at the same location; and
 - (v) 9:45pm in Night T20 Matches.

19.5 OVER LIMITS FOR BOWLERS

- 19.5.1 **Limit Per Bowler**
A bowler shall not deliver more than one-fifth of the maximum of overs permitted in Rule 19.4. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.
- 19.5.2 **Limit Reached or Exceeded**
No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that Player.
- 19.5.3 **Fractional Adjustments**
Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.
- 19.5.4 **Part-Over Incapacity or Suspension**
A part of an over bowled under the provisions of Law 17.8 shall count as one full over in the limit of each bowler concerned in that over.

19.6 THE BALL

White CV-approved balls will be used as per Rule 14.8.3. One new ball shall be used for each innings.

19.7 THE RESULT

- 19.7.1 **Normal Conditions**
When there is no interruption after play has commenced and when both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- 19.7.2 **Super Over**
In the event of a tie in a Match, where possible, the result shall be determined by the use of the Super Over.
The procedure for the Super Over is as follows.
 - (a) Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the Match at a time to be determined by the Umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the Match. The interval between innings shall be 5 minutes.
 - (b) 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned. See Rule 19.7.3.
 - (c) The Super Over will take place on the pitch allocated for the Match (the designated pitch) unless otherwise determined by the Umpires in consultation with the ground authority.

- (d) The Umpires shall stand at the same end as they stood during the Match.
- (e) In both innings of the Super Over, the fielding team shall choose which end to bowl from. Once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end, they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding team may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- (f) Only the starting 11 Players (1st XI) or nominated 12 Players (teams below 1st XI) for each team in the main Match may participate in the Super Over. Should any Player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Playing Conditions of the main Match shall apply.
- (g) Any penalty time, warnings or suspensions being served in the main Match shall be carried forward to the Super Over.
- (h) The fielding restrictions for each team's over, within the Super Over, will be as per a non-Powerplay over.
- (i) The team batting second in the Match will bat first in the Super Over.
- (j) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the Super Over.
- (k) Each team shall bat for one over unless all out earlier.
- (l) If the original Match was a tie and no further play is possible due to ground, weather or light, then the Match will remain a Tie (note provisions of Rule 19.7.3).

In the event of a tie after the super over then:

- 19.7.2.1 In regular season (Home and Away) matches: If the super over is a tie in a Home and Away fixture then the match will be declared a tie.
- 19.7.2.2 Finals: If the super over is a tie in a Finals Match then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited amount of Super Overs played to achieve the result. The same conditions will apply to the subsequent Super Overs as applied in the first super over, except the teams will bat in reverse order.

19.7.3 **Super Over not possible**

- (a) If circumstances make a Super Over impossible in the Final the team that finished higher on the points table at the conclusion of the preliminary Matches shall be declared the winner.

19.7.4 **Scoring a Super Over**

- (a) In a clear space on the second bowling page of the scorebook enter "SUPER OVER" and the name of the two teams in batting order. Record the bowling in the normal manner for both teams.
- (b) The electronic scoring system is not used until the winner of the match is resolved, which may take more than one super over.
- (c) To finalise the e-scoring system, go to the Match Result area and click on the "ADD SUPER OVER" button. A panel will appear where you can enter the wickets lost and the total runs scored for each team. The performances for the batters and the bowler are not included in their records as the match was deemed complete at the time of the last ball being bowled resulting in a tied match. The result is entered in the scorebook as "***** won the super over".

19.8 **FIELDING RESTRICTIONS**

The following fielding restrictions apply.

- (a) At the instant of delivery there shall not be more than five fielders on the leg side.
- (b) During the first four overs of each innings ("Fielding Restriction Overs"): a maximum of two fielders permitted outside the fielding restriction area; and
 - (i) a block of two consecutive floating Fielding Restriction overs (for an uninterrupted Match)

shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of two fielders permitted outside the fielding restriction area. For clarity, these floating Fielding Restriction overs may be taken for the final two scheduled overs of the innings.

- (ii) In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of two fielders permitted outside the fielding restriction area.
- (iii) During the non-Fielding Restriction Overs: a maximum of five fielders (Men's) and a maximum of four fielders (Women's) are permitted outside the fielding restriction area.
- (iv) A batter must nominate the floating overs no later than the moment at which the Umpire reaches the stumps at the bowler's end for the start of the next over.
- (v) Once a batter has nominated the floating overs the decision cannot be reversed. Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted Match) or at the latest over available in an interrupted Match. Refer to BBL Fielding Restriction Overs table below.
- (vi) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the Match.

<i>Overs</i>	<i>Floating Powerplay available after Over</i>	<i>Floating Powerplay available between Over</i>	<i># of fixed Powerplay Overs</i>	<i># of floating Powerplay Overs</i>
20	10	11-19	4	2
19	9	10-18	4	1
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	2	1
12	6	7-11	2	1
11	5	6-10	2	1
10			2	0
9			2	0
8			2	0
7			2	0
6			1	0
5			1	0

- (vi) Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.
- (vi) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- (vi) If play is interrupted not during the Fielding Restriction Overs, then on resumption, it is necessary to determine how many Fielding Restriction Overs is derived from the table above.

Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the floating Fielding Restriction Overs. The decision of the batting side of when to take the remaining Fielding Restriction Overs is made as per sub point (i).

19.9 SLOW OVER RATE BREACHES AND PENALTIES

- 19.9.1 Penalties shall apply for not completing target overs by relevant times.
- 19.9.2 Subject to the provisions of this clause, over rates shall be assessed at the following times:
- (a) in Men's T20s, 4.00 minutes of playing time per over, with 20 overs to be completed in a 1 hour and 20 minute innings;
 - (b) in Women's T20s, 3.75 minutes of playing time per over, with 20 overs to be completed in a 1 hour and 15 minute innings.
 - (c) Times for over rates will be adjusted subject to application of the following allowances:
 - (i) Actual time where treatment by authorised medical personnel is required on the field of play and/or for a Player leaving the field due to serious injury.
 - (ii) Actual time taken for: drying a wet ball, finding/replacing a ball, and for all other circumstances beyond the control of the fielding side.
 - (iii) Wickets falling: One minute per wicket, to a maximum of four minutes, for wickets in overs 18, 19 and 20, or the last three overs of a reduced Match. For the avoidance of doubt no allowance shall be given for a wicket which falls on the last ball of a scheduled or rescheduled innings or for the last wicket of an innings.
- 19.9.3 There shall be no allowances given for:
- (a) Wickets falling outside of the timeframes mentioned in Rule 19.9.2 (c)(iii).
 - (b) Sightscreen changes.
- 19.9.4 Over rates will be calculated at the end of the Match.
- 19.9.5 After taking into account permitted allowances pursuant to Rules 19.9.2 (b)(ii) and 19.9.2 (b)(iii), if a team has failed to bowl the required number of overs in the Match after consultation with the Umpires and the scorers, the offending team will be subject to the rules outlined in Rule 15.2.
- 19.9.6 In all reduced overs Matches the fielding team will be given a 1 over allowance when calculating its over rate.
- 19.9.7 The over rate penalties set out in this Rule 19.9 apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, Umpires shall strictly apply Law 41.9 dealing with time wasting. This is the only penalty that will be applied for a slow over rate in such shortened Matches.
- 19.9.8 In determining whether a team has fallen short of the target number of overs, Umpires may take into account any factor they consider relevant, including whether inclement weather has adversely affected the ability of the team to comply with the required over rate.
- 19.9.9 CV Management will hear and determine all appeals against penalties imposed.
- 19.9.10 Appeals must be lodged within 24 hours of the completion of the Match.
- 19.9.11 The onus is on the appellant to prove that the Umpires have erred in their assessment of time allowances. Umpires will be required to record all delays and stoppages on the appropriate form.

19.10 DECLARATIONS

The captain of the batting team may not declare an innings closed at any time during the course of a Match.

19.11 NO BALL AND WIDE

The Rules specified in Rule 17.10 (No Ball) and Rule 17.11 (Wide) apply, except that only one short-pitched delivery per over may be bowled.

19.12 LAW 40 – TIMED OUT

Law 40 will apply. Either the incoming or not out batter, whichever the circumstances of the Match require, must be in position to take guard to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batter is expected to be ready near the boundary so as enter the field of play immediately a wicket falls and is expected to jog to the wicket.

RULE 20 UNDER 18 COMPETITION PLAYING CONDITIONS

20.1 PLAYING CONDITIONS

The Laws of Cricket (2017 – 3rd Edition 2022) and Premier Rules, except as varied hereunder, shall apply.

20.2 DURATION OF MATCH AND NOMINATION OF TEAMS

- (a) The Matches will consist of one innings per team, each innings being limited to a maximum of 50 overs.
- (b) Teams shall be 12 per team and shall be nominated in accordance with Rule 14.1.1.
- (c) Eligibility of Players for each team shall be those born between the following dates:
Under 18 Competition: 1st September 2007 and 31st August 2009.
 No Permits for persons that have a date of birth that falls outside of this window shall be granted.
- (d) Squad Sizes for the Under 18 Female Competition shall be 14 Players in size maximum and must be lodged with CV by the 7th October in each season. Throughout the competition if a Player becomes unavailable due to higher level commitments, is injured, or is unavailable as a result of exceptional circumstances, a Club can utilise a Replacement Player with approval from CV Management. Once a Player is replaced, they will be unable to participate in any further Matches in the competition.

20.3 ELIGIBILITY FOR FINALS

A Player of a Club shall not be eligible to play in Finals Series Matches unless the Player has played two Matches or more with the Club during the current season or CV Management gives approval in special circumstances, such as return from long-term injury or representation of the Club in a higher or lesser level competition.

20.4 HOURS OF PLAY AND INTERVALS

20.4.1 Hours of Play

The following hours of play apply

	UNDER 18 MALE	UNDER 18 FEMALE
Innings #1	10:00am to 1:20pm	10:00am to 1:10pm
Interval	1:20pm to 1:50pm	1:10am to 1:50pm
Innings #2	1:50pm to 5:10pm	1:50pm to 5:00pm

Note: Start times may only be altered with the approval of CV Management.

20.4.2 Intervals

Intervals between innings shall be of 30 minutes duration for Under 18 Male Matches and 40 minutes for Under 18 Female Matches. Drinks breaks are permitted at overs 17 & 34 (or at such points in a reduced overs Match as determined by the Umpires subject to the number of overs available for each team to constitute a Match).

20.5 LENGTH OF INNINGS

20.5.1 Uninterrupted Matches

Each team shall bat for 50 overs unless all out earlier. If the team batting first is dismissed in fewer than 50 overs, the team batting second shall be entitled to bat for 50 overs.
 Strict adherence to Rule 15 (over rates) must be observed.

20.5.2 Delayed or Interrupted Matches

- (a) In the event of a delayed or interrupted Match a minimum number of 15 overs per team shall constitute a Match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the Match.
- (b) If the first team's innings is delayed or interrupted the Umpires shall reduce the maximum overs by one for each full eight minutes of the aggregate time lost. If the reduction calculation results in fewer than 15 overs the Match shall be abandoned. For clarity, the reduction to the interval length, as applied under Rule 17.2.2 (b) shall be taken into account, as soon as 90 minutes or more have been lost to the innings of the side batting first.
- (c) Where 15 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first team's innings shall occur when the reduced overs calculated in (a) equate with the number bowled.
- (d) The team batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (a) or (c).
- (e) The second team's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 5:40pm (4:40pm Standard Time) in the Under 18 Male Competition and 5:30pm (4:30pm Standard Time) in the Under 18 Female Competition to be less than that listed in the table at Rule 17.3.3 for those overs. In such case the overs for the reduced time shall be its entitlement.
- (f) If play ceases in accordance with Rule 17.4(d) the overs already bowled shall be its entitlement for the purposes of this Rule.

20.6 OVER LIMITS FOR BOWLERS

20.6.1 Limit Per Bowler

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in Rule 20.5.1. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

20.6.2 Limit Reached or Exceeded

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

20.6.3 Fractional Adjustments

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

20.6.4 Part-Over Incapacity or Suspension

A part of an over bowled under the provisions of Law 17.8 shall count as one full over in the limit of each bowler concerned in that over.

20.7 MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE

Directions for limiting the maximum number of overs that under-age medium pace and fast bowlers may bowl consecutively in one spell and in a day's play, and the responsibilities of captains and Umpires in this respect, are set out in Rule 14.11.

20.8 THE BALL

White CV-approved balls will be used as per Rule 14.8.2. One new ball shall be used for each innings. Each Team is to supply one new ball for their bowling innings and have access to a stock of used balls in various condition should a replacement ball be required across a Match.

20.9 RESULTS OF MATCHES

20.9.1 Win or Tie: Second Team's Overs Entitlement Received

If the second batting team receives its entitlement of overs under Rule 17.3 or is dismissed in fewer overs, the winner shall be the team with the higher actual score and if the scores are equal the Match shall be a tie.

20.9.2 Win or Tie: Fewer Overs for Second Team

If a win result has not been reached already and the completed overs received or to be received by the

second batting team are fewer than its entitlement under Rule 17.3, a number of runs as calculated in Rule 20.9.4 shall be the first team's par score which, subject to the provision for a draw in Rule 20.9.3, must be exceeded by the second team for a win or equalled for a tie.

20.9.3 **Drawn Match**

If the team batting second receives fewer than 15 completed overs and no other result has been obtained, the Match shall be drawn.

20.9.4 **Calculation of Target Score – Duckworth-Lewis-Stern Calculator**

(a) Interrupted Matches – Calculation of the Target Score

If, due to suspension of play after the start of the Match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth-Lewis-Stern method calculated by the Competition Management System Live Scoring System.

(b) Prematurely Terminated Matches

If the innings of the team batting second is suspended (with at least 15 overs bowled) and it is not possible for the Match to be resumed, the Match will be decided by comparison with the par score determined at the instant of the suspension by the Duckworth-Lewis-Stern method. If the score is equal to the par score, the Match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

INSTRUCTIONS

1. Refer to Rule 17.6.4.
 2. Refer to the Competition Management System Live Scoring System.
 3. To adjust the over limit in an innings, select **ACTIONS**, then **PARAMETERS**.
 4. Change the Over limit by using the plus and minus icons or enter the number in manually.
 5. If the 2nd team is batting at the time of the stoppage, select DLS in the options available under **TARGET**.
 6. Select **UPDATE & RESUME** to save the adjustments.
 7. The new over limit and DLS Target will display in the Competition Management System Live Scoring System in the **PARAMETERS SECTION** of the scoresheet.
 8. The Innings or game will now automatically end when either the new over limit or target total has been reached.
- (c) Captains and Umpires must complete and record the Duckworth-Lewis-Stern calculations at the change of innings and during any suspensions to play in the 2nd innings of a Match.

20.10 INNER FIELD RESTRICTION AREAS

20.10.1 **Marking of Fielding Restriction Area**

Two semicircles shall be drawn on the field of play.

The semicircles shall have as their centre the middle stump at either end of the pitch.

The radius of each of the semicircles shall be 27.5 metres for Under 18 Male Matches and 23 metres for Under 18 Female Matches.

The semicircles shall be linked by two parallel straight lines drawn on the field.

The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

20.11 FIELDING RESTRICTIONS AND POWERPLAYS

20.11.1 **On-Side Fielders**

At the instant of delivery, there may not be more than five fielders on the leg side.

20.11.2 **Powerplay Overs**

In addition to the restriction contained in Rule 20.11.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the paragraphs and table below.

20.11.3 A) Powerplay Overs – Uninterrupted Match Men's

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at Rule 20.11.5 (Men's) and be taken as follows:

- Powerplay 1: no more than two fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 1 to 10 inclusive.
- Powerplay 2: no more than four fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 11 to 40 inclusive.
- Powerplay 3: no more than five fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 41 to 50 inclusive.

20.11.4 B) Powerplay Overs – Uninterrupted Match Women's

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at Rule 20.9.5 (Women's) and be taken as follows:

- Powerplay 1: no more than two fielders shall be permitted outside the fielding restriction area in an innings of 50 overs, these are 1 to 10 inclusive.
- Fielding restrictions for non-powerplay overs: During the non-powerplay overs, no more than four fielders shall be permitted outside the fielding restriction area at the instant of delivery.

C) Fielding restrictions Infringements

- In the event of an infringement of any of the above fielding restrictions, either Umpire shall call and signal no-ball.

20.11.5 Powerplay Overs – Distribution

The number of Powerplay Overs shall be in accordance with the table below which shall be applied independently to both innings of the Match.

MEN'S:

Innings Length	Max Overs/Bowler		1 st PP	2 nd PP	3 rd PP	Innings Length	Max Overs/Bowler		1 st PP	2 nd PP	3 rd PP
50	5 x 10		10	30	10	25	5 x 5		5	15	5
49	4 x 10	1 x 9	10	29	10	24	4 x 5	1 x 4	5	14	5
48	3 x 10	2 x 9	10	29	9	23	3 x 5	2 x 4	5	14	4
47	2 x 10	3 x 9	10	28	9	22	2 x 5	3 x 4	5	13	4
46	1 x 10	4 x 9	9	28	9	21	1 x 5	4 x 4	4	13	4
45	5 x 9		9	27	9	20	5 x 4		4	12	4
44	4 x 9	1 x 8	9	26	9	19	4 x 4	1 x 3	4	11	4
43	3 x 9	2 x 8	9	26	8	18	3 x 4	2 x 3	4	11	3
42	2 x 9	3 x 8	9	25	8	17	2 x 4	3 x 3	4	10	3
41	1 x 9	4 x 8	8	25	8	16	1 x 4	4 x 3	3	10	3
40	5 x 8		8	24	8	15	5 x 3		3	9	3
39	4 x 8	1 x 7	8	24	7	14	4 x 3	1 x 2	3	8	3
38	3 x 8	2 x 7	8	23	7	13	3 x 3	2 x 2	3	8	2
37	2 x 8	3 x 7	8	22	7	12	2 x 3	3 x 2	3	7	2
36	1 x 8	4 x 7	7	22	7	11	1 x 3	4 x 2	2	7	2
35	5 x 7		7	21	7	10	5 x 2		2	6	2
34	4 x 7	1 x 6	7	20	7	9	4 x 2	1 x 1	2	5	2
33	3 x 7	2 x 6	7	20	6	8	3 x 2	2 x 1	2	4	2
32	2 x 7	3 x 6	7	19	6	7	2 x 2	3 x 1	2	4	1
31	1 x 7	4 x 6	6	19	6	6	1 x 2	4 x 1	2	3	1
30	5 x 6		6	18	6	5	5 x 1		1	3	1

Innings Length	Max Overs/Bowler		1 st PP	2 nd PP	3 rd PP	Innings Length	Max Overs/Bowler		1 st PP	2 nd PP	3 rd PP
29	4 x 6	1 x 5	6	17	6	4	4 x 1		1	2	1
28	3 x 6	2 x 5	6	17	5	3	3 x 1		1	1	1
27	2 x 6	3 x 5	6	16	5	2	2 x 1		1	1	0
26	1 x 6	4 x 5	5	16	5	1	1 x 1		1	0	0

WOMEN'S:

Innings Length	Max Overs/Bowler		1 st PP	Total PP	Innings Length	Max Overs/Bowler		1 st PP	Total PP
50	5 x 10		10	10	25	5 x 5		5	5
49	4 x 10	1 x 9	10	10	24	4 x 5	1 x 4	5	5
48	3 x 10	2 x 9	10	10	23	3 x 5	2 x 4	5	5
47	2 x 10	3 x 9	9	9	22	2 x 5	3 x 4	4	4
46	1 x 10	4 x 9	9	9	21	1 x 5	4 x 4	4	4
45	5 x 9		9	9	20	5 x 4		4	4
44	4 x 9	1 x 8	9	9	19	4 x 4	1 x 3	4	4
43	3 x 9	2 x 8	9	9	18	3 x 4	2 x 3	4	4
42	2 x 9	3 x 8	8	8	17	2 x 4	3 x 3	3	3
41	1 x 9	4 x 8	8	8	16	1 x 4	4 x 3	3	3
40	5 x 8		8	8	15	5 x 3		3	3
39	4 x 8	1 x 7	8	8	14	4 x 3	1 x 2	3	3
38	3 x 8	2 x 7	8	8	13	3 x 3	2 x 2	3	3
37	2 x 8	3 x 7	7	7	12	2 x 3	3 x 2	2	2
36	1 x 8	4 x 7	7	7	11	1 x 3	4 x 2	2	2
35	5 x 7		7	7	10	5 x 2		2	2
34	4 x 7	1 x 6	7	7	9	4 x 2	1 x 1	2	2
33	3 x 7	2 x 6	7	7	8	3 x 2	2 x 1	2	2
32	2 x 7	3 x 6	6	6	7	2 x 2	3 x 1	1	1
31	1 x 7	4 x 6	6	6	6	1 x 2	4 x 1	1	1
30	5 x 6		6	6	5	5 x 1		1	1
29	4 x 6	1 x 5	6	6	4	4 x 1		1	1
28	3 x 6	2 x 5	6	6	3	3 x 1		0	0
27	2 x 6	3 x 5	5	5	2	2 x 1		0	0
26	1 x 6	4 x 5	5	5	1	1 x 1		0	0

20.11.6 Powerplay Overs – Commencement

Each block of Powerplay Overs must commence at the start of an over.

20.11.7 Powerplay Overs – Interruptions

- If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the Powerplay will assume to have been taken consecutively up to that point.
- If play is interrupted during a Powerplay and on resumption the total number of Powerplay Overs (Women's Matches) has already been exceeded, or the status of the Powerplay (Men's Matches) has changed, then the fielding restrictions will be adjusted immediately.
Note: This is the only circumstance under which the Powerplay status can be changed during an over.
- If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be

bowled in the innings, then the Powerplay will commence at the start of the next over.

20.11.8 Powerplay Overs – Signals

- (a) At the commencement of each block of Powerplay Overs, or change to Powerplay status, the Umpire shall signal such commencement to the scorers by rotating the arm in a large circle.

20.11.9 Powerplay Overs – interruptions – Match – Men's Matches Only

If play is interrupted at any stage during an innings, the table in Rule 20.9.5 Applies, and the relevant Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

20.11.10 Powerplay Overs – Scoreboard

Where possible, a "P" or a light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled.

20.12 DECLARATIONS

Neither team shall be permitted to declare its innings closed.

20.13 NO BALL AND WIDE

The Rules specified in Rule 17.10 (No Ball) and Rule 17.11 (Wide) apply, except that only one short-pitched delivery per over may be bowled.

20.14 SIGHTSCREENS

Rule 14.7.2 shall be followed except that sightscreens shall be black or covered by dark shade cloth.

20.15 BOUNDARIES – UNDER 18 FEMALE MATCHES

The maximum boundary distance for the Under 18 Female Matches is 62 metres in an arc from the intersection of the centre line and the popping crease and from the centre line between the two popping creases.

20.16 FINALS

UNDER 18 MALE

SEMI FINALS

- At the conclusion of the home and away Matches the teams finishing first in each pool plus the best-ranking second placed team as per Rule 4.2 shall play Semi Finals as follows:
- 1st Semi Final: Best 1st Place team v Best 2nd Place team
- 2nd Semi Final: 2nd Best 1st Place team v 3rd Best 1st Place team
- Teams will be ranked by their finishing position on the ladder at the conclusion of the home and away season. Teams will maintain this ranking throughout the duration of the Finals Series.
- The Semi Final shall be played at the venue of the higher ranked side. If this venue is unavailable, then the Semi Final will be played at the venue of the lower ranked side.
- No reserve playing day shall be scheduled.
- Should there be a tie, a draw or abandonment without play, the higher-ranked team at the end of the home and away Matches shall be declared the winner, while all losing teams are eliminated.

FINAL

- The final will be played between the two Semi Final winners according to Rule 5.1.6.
- The Final shall be played between the Highest-ranked winner from the Semi Final v the Lowest-ranked winner from the Semi Final.
- The Final shall be played at the venue of the higher ranked side. If this venue is unavailable, then the choice of venue will be at the discretion of the higher ranked side.
- No reserve playing day shall be scheduled.
- Should there be a draw or abandonment without play, the higher-ranked team at the conclusion of the Semi Finals shall be declared the winner. If the result is a Tie, then Super Overs shall be played until a result is obtained (refer to Rule 19.7.2 for Super Over Conditions).
- Final: If the super over is a tie in a Final then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited amount of Super Overs played to achieve the result. The same

conditions will apply to the subsequent Super Overs as applied in the first super over, except the teams will bat in reverse order.

UNDER 18 FEMALE

SEMI FINALS

- At the conclusion of the home and away Matches the teams finishing first in each pool plus the best-ranking second placed team as per Rule 4.3 shall play Semi Finals as follows:
- 1st Semi Final: 1st Place team v 4th Place team
- 2nd Semi Final: 2nd Place team v 3rd Place team
- Teams will be ranked by their finishing position on the ladder at the conclusion of the home and away season. Teams will maintain this ranking throughout the duration of the Finals Series.
- The Semi Final shall be played at the venue of the higher ranked side. If this venue is unavailable, then the Semi Final will be played at the venue of the lower ranked side.
- No reserve playing day shall be scheduled.
- Should there be a tie, a draw or abandonment without play, the higher-ranked team at the end of the home and away Matches shall be declared the winner, while all losing teams are eliminated.

FINAL

- The Final will be played between the two Semi Final winners according to Rule 5.2.3.
- No reserve playing day shall be scheduled.
- The Final shall be played at the venue of the higher ranked side. If this venue is unavailable, then the choice of venue will be at the discretion of the higher ranked side.
- Should there be a draw or abandonment without play, the higher-ranked team at the conclusion of the home and away series shall be declared the winner. If the result is a Tie, then Super Overs shall be played until a result is obtained (refer to Rule 19.7.2 for Super Over Conditions).
- Final: If the super over is a tie in a Final then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited amount of Super Overs played to achieve the result. The same conditions will apply to the subsequent Super Overs as applied in the first super over, except the teams will bat in reverse order.

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POLICIES FOR PREMIER CRICKET SEASON

2025-26



1 SUSPECT BOWLING ACTIONS – PREMIER CRICKET

CV has established these guidelines to provide clear steps for remediation of bowlers who are cited to have a suspect bowling action.

Throughout the process Clubs, coaches and officials are to act in the best interests of the Player(s) and cricket in general, with the overall welfare of the Player(s) and the game being the prime considerations.

LAWS OF CRICKET 21.2 FAIR DELIVERY – THE ARM

Under the Laws of Cricket, a ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

An Umpire is to make a mention, when they have no doubt a bowler has broken the Laws of Cricket Fair Delivery.

The below process does not preclude any Umpire from calling a bowler for throwing, at any time, if the Umpire is in no doubt.

LEVEL 1

In any scheduled Match, if the Umpire(s) suspects a bowler to have delivered a ball breaching Law 21.2 Fair Delivery – The Arm under the Laws of Cricket, a mention is to be made by the Umpire(s) to CV Management in writing, separate from any Match Report, naming the bowler and the Club they are representing, expressing what the concerns are with the bowlers' action.

Upon receipt, CV Management will contact the Club Administration Officer/Secretary and instruct the Club and/or coach to undertake remedial action with the Player.

Coaches or anyone else assisting with the remedial work are recommended to utilise the Cricket Australia Coach App and any other expertise available within their local association, for support with training activities to support the remedial work.

There will be a 4 week "intervention period" to allow remedial work to be undertaken.

Clubs have one month to report back to CV Management on the remedial work undertaken to remediate the bowler.

LEVEL 2

If a Player receives a second mention, the Umpire(s) will make a report to CV Management in writing separate from any Match Report, naming the bowler and the Club they are representing, expressing what the concerns are with the bowling action.

CV Management will contact the Club and request that video footage be taken of the mentioned bowler in a training simulation. The footage is to be provided to CV. At this point a CV approved bowling coach will be assigned to review the footage and liaise with the coach, player and Club to assist with remedial advice on the players bowling action. The cost to this service will be \$125 for the video review and remedial advice. Once completed, the player, coach and Club will receive a documented bowling assessment as well as a list of recommended remedial bowling drills. There will be a 4 week "intervention period" to allow remedial work to be undertaken.

LEVEL 3

If a Player receives a third mention, the Umpire(s) will make a report to CV Management in writing separate from any Match Report, naming the bowler and the Club they are representing, expressing what the concerns are with the bowling action.

CV Management will contact the Club and request that the Player completes a Face-to-Face assessment by one of CV's recommended bowling coaches, which will include an individual report with remedial action advice. The cost of the session will be \$250, inclusive of the detailed individual report.

To book a Face-to-Face assessment with CV's individual skills coaches visit <https://forms.office.com/r/51dd4Bdmp4>

A copy of the report is also forwarded to CV Management.

There will be a 6 week "intervention period" following this analysis to allow remedial work to be undertaken. During this intervention period the Player will be permitted to bowl in Matches.

Umpires will be advised of the Player's situation by CV Management. If there is any doubt during this intervention period then the Umpire(s) will continue to make a separate report to CV Management.

LEVEL 4

If a Player receives a fourth mention, the Umpire(s) will make a report to CV Management in writing separate from any Match Report, naming the bowler and the Club they are representing expressing what the concerns are with the bowling action.

Depending on the grade and performance of the player, a Level 4 mention may warrant a bowler undertaking a detailed bowling analysis at the ICC approved suspect bowling testing centre at National Cricket Centre in Brisbane.

There will be an additional 8 week "intervention period" following this analysis to allow remedial work to be undertaken. During this intervention period the Player will not be permitted to bowl in Matches.

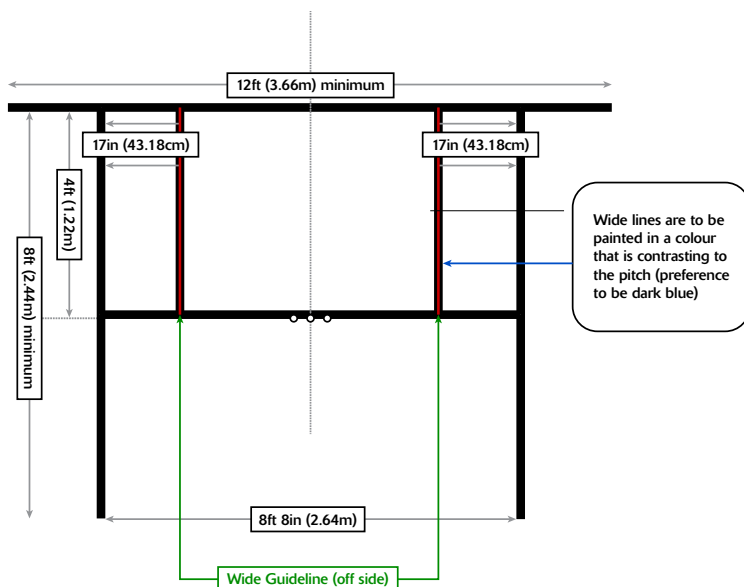
Umpires will be advised of the Player's situation by CV Management. If there is any doubt during this intervention period then the Umpire(s) will continue to make a separate report to CV Management.

ONGOING PROCEDURE

The Suspect Action Bowling Guidelines are an ongoing procedure and Players do not return to Level 1 each season. Each mention will progress the procedure, irrespective of time.

Any subsequent mention following Level 4, the Player will immediately again move to Level 3 and continue through the process, however the Player will not be permitted to bowl in Matches during the intervention periods.

2. WHITE BALL CRICKET CREASE MARKINGS DIAGRAM



Wides - Height (batter standing up at the crease)

- Being a limited overs contest, the intention is to discourage the bowling of fast short pitched deliveries that pass above the head of the batter standing upright at the popping crease.
- This type of bowling is considered a form of negative tactic – so the directive is to call “wide” for the marginal deliveries in this category.
- The Umpire at the bowler’s end will be guided by the signal they receive from the square leg Umpire. It is agreed that if the Umpire at the bowler’s end is in doubt as to the validity of the square leg Umpire’s judgement, they must stick with their partner’s signal and judgment.
- The only exception is when the square leg Umpire is unsighted or does not provide a signal for whatever reason and informs the Umpire at the bowler’s end of such, through an agreed teamwork signal.
- The Umpire at the bowler’s end must then rule. It is suggested that the evidence they should consider is:
 - Ball passing over head
 - Keeper catching height
 - Steepness of the ball’s path post bounce
 - Gut feel or instinct

Wide - Reverse Sweep or Switch Hit

When a switch hit or reverse sweep is played or the batter gets in a position to play the shot and then aborts it: The striker is deemed to bring the ball sufficiently within their reach on both sides of the wicket. The Wide Guideline (off side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

SWITCH HIT INTERPRETATION

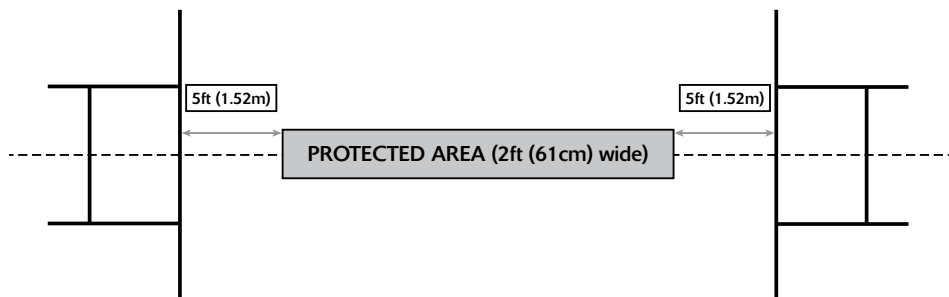
The directive.

- The batter's grip and stance should be the same from the start of the bowler's run up until the beginning of the bowler's Delivery stride.
- The batter can utilize any grip, as long as they do not change it while the bowler is running in to bowl.

Interpretation.

- From the beginning of the delivery stride (defined as the moment that the bowler's back foot lands in the delivery stride), the batter, if they choose, may start to play the switch-hit stroke.
- If the bowler sees the batter alter their grip or stance before they enter their delivery stride, they are not compelled to deliver the ball.
- If the bowler does not deliver the ball, in this instance, the Umpire shall give the striker an informal warning.
- The second time this happens, the striker should be formally warned that they are wasting time under Law 41.10 (Batsman wasting time). This shall constitute a first and final warning, and be applicable to any batter in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding team.
- The bowler, having seen the batter change their grip and/or stance, may decide to bowl at the batter, and is entitled to do so. The Umpires should allow that option.
- In short, the batter is still entitled to play the switch-hit stroke but they are only allowed to alter from one stance or grip to another once the bowler has entered their delivery stride.

3 PROTECTED AREA



4 INJURY CODE

1. Where a Player or Umpire involved in a CV-controlled Match suffers an injury causing bleeding, that person shall immediately retire from the game until such time as First Aid has been administered to prevent further bleeding. The injured person shall not resume playing or umpiring unless and until the bleeding has ceased.
2. An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket, shall be recorded in the scorebooks as "retired hurt" and the innings shall be deemed closed.
3. Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of two minutes will be allowed in order for the batter to obtain treatment. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately if the batter is unable to resume after the two minutes. If the batter is unable to resume after the two minutes or after the early interval, they shall be recorded in the scorebooks as "retired hurt" as described in 2 above.
4. Where the injury occurs to an Umpire and they must leave the field for treatment, the other Umpire shall officiate at both ends and the host Club shall provide a competent person to stand at square leg until the injured Umpire is able to resume.

PREMIER CRICKET EXTREME CONDITIONS POLICY

OVERVIEW

The purpose of this policy is to protect the health of those participating in Victorian Premier Cricket matches from the potentially ill effects of extreme weather, while ensuring that play is not unnecessarily interrupted.

SCOPE

This policy applies to all matches in Victorian Premier Cricket competitions.

POLICY

If there is an adverse weather forecast (wet weather or extreme heat) for the scheduled playing day:

In Advance

- By monitoring the Bureau of Meteorology 7-day temperature forecasts and seeking to maximise opportunities for play during times of extreme heat, CV Management has the power to reschedule the start of play to 10.00am in any match, to maximise the opportunity for play during a cooler time of the day.
- CV Management may also consider a full or partial cancellation (3rd & 4th XIs only) of fixtured matches and where possible will seek necessary guidance from the Bureau of Meteorology and/or qualified practitioners.
- CV Management will provide affected clubs with prior notice of any amendment to the playing time or potential cancellation. Clubs will be notified via email to the Administration Managers, the Premier Cricket website and via the Premier Cricket social media channels.

Match Day Morning

CV Management will consult once ground reports and all available forecast data has been collated. CV Management's decision will be communicated via email, text message to Administration Managers, the Premier Cricket website and Premier Cricket social media channels.

Match Day

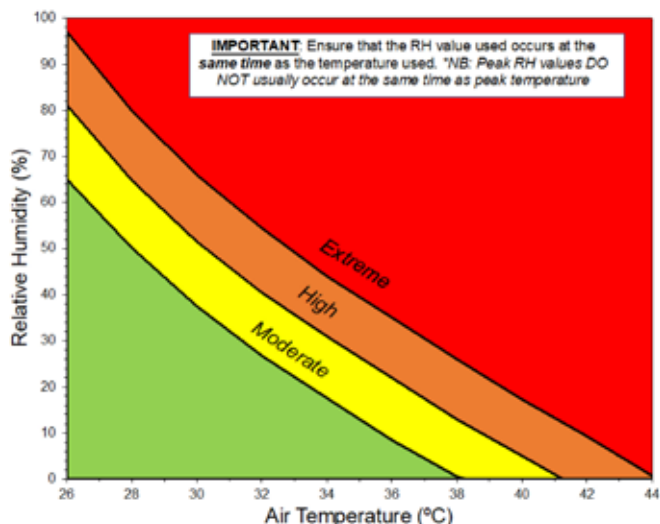
If the CV Management's decision is "report to grounds", decisions regarding play will be determined by the Umpires in accordance with this policy.

Extreme Heat

The Sport Medicine Australia (SMA) Extreme Heat Policy Tool (<https://sma-heat-policy.sydney.edu.au/>) is to be the standard and the measurement which is to be applied for the purposes of this policy. The SMA website displays a Heat Stress Risk based on Sports Medicine Australia's assessment for heat stress specifically for cricket (Sport Risk Classification 4) based on the current weather observations for a specific location.

The SMA website will display the current Heat Stress Risk rating as well as providing a forecast for the remainder of the day. There are four Heat Stress Risk levels:

- Low (Green)
- Moderate (Yellow)
- High (Orange)
- Extreme (Red)



Additional drinks breaks and extended intervals

- (a) Prior to the commencement of play for days with a predicted Heat Stress Risk of Moderate (Yellow), the Umpires and captains shall conduct a heat safety briefing to determine whether to increase the number of drinks breaks.
- (b) Prior to the commencement of play for days with a predicted Heat Stress Risk of High (Orange) and Extreme (Red), the Umpires and captains shall conduct a heat safety briefing to determine the number and duration of drinks intervals, unrestricted drinks around the boundary for bowlers and at the fall of a wicket, allowing Players and Umpires to leave the field of play during drinks breaks, and to determine whether to extend the duration of lunch and/or afternoon tea intervals. Additionally, Penalty Time for bowlers and batters will be discounted by 50% for any player who leaves the field to avoid or manage heat-related illness or injury.

Cessation, resumption and abandonment of play

It shall be the responsibility of each Club Administration Manager (or their nominee) to monitor, on a half-hourly basis, the SMA Extreme Heat Policy Tool (<https://sma-heat-policy.sydney.edu.au/>). The suburb in which the match is being played should be used as the location to check the current rating.

- (a) **Suspension of Play:** In the event of the Heat Stress Scale reaching the 'Extreme' level, the Umpires shall immediately suspend play.
- (b) **Resumption of Play:** Following the suspension of play in (a) above, play shall not resume for a minimum of 30 minutes. If following the minimum 30-minute suspension, the Heat Stress Scale decreases to the level of 'High' or lower, play may recommence.
- (c) **Abandonment of Play:** The Umpires, in consultation with the captains, may abandon the day's play immediately following a suspension, if the SMA Extreme Heat Policy Tool forecasted risk does not show a fall in the Heat Stress Scale from Extreme to High Level (or lower) by the scheduled close of play. In other words, there may be no requirement to wait until the close of play before a decision is made to abandon the day's play.

If the SMA Extreme Heat Policy Tool is not accessible, the following table, along with should be used with current recordings from the Bureau of Meteorology at the ground location are to be used. If the air temperature and relative humidity are equal to those identified in the table below, then conditions are deemed to have reached the 'Extreme' level and play must be immediately suspended as in (a) above.

Air Temperature	&	Relative Humidity	Air Temperature	&	Relative Humidity
32	&	≥ 55	37	&	≥ 31
32.5	&	≥ 52	37.5	&	≥ 28
33	&	≥ 49	38	&	≥ 26
33.5	&	≥ 47	38.5	&	≥ 24
34	&	≥ 44	39	&	≥ 22
34.5	&	≥ 42	39.5	&	≥ 20
35	&	≥ 40	40	&	≥ 18
35.5	&	≥ 38	40.5	&	≥ 16
36	&	≥ 35	41	&	≥ 14
36.5	&	≥ 33	41.5	&	≥ 12

There shall be no discretion to allow a resumption of that day's play once play has been abandoned due to extreme heat.

Player and Umpire Health and Welfare

Notwithstanding the 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) consider any apparent signs of heat stress being displayed by any of the participants; and
- (b) refer to an air temperature thermometer, if properly installed in the shade at the match venue.

No person is forced by CV to participate in any Match and Clubs shall place no pressure on any participant if they consider withdrawing from any part of a Match for health reasons.

LIGHTNING

In the event of a thunderstorm, the '30/30 rule' should be used to determine whether play should be suspended and when it is safe to resume.

Sound travels at a speed of around 1km every 3 seconds. When lightning is sighted, count the seconds between the flash of lightning and the sound of the thunder. If the time between flash and bang is less than 30 seconds, this means the storm is within 10km and is therefore close enough to be dangerous.

Umpires are to follow the following protocol where thunderstorms and lightning are present during play:

- (a) If thunder follows a lightning flash by between 30 - 40 seconds, play must cease immediately. Players and Umpires must leave the field but may cover the wicket and make necessary preparations for the thunderstorm.
- (b) If thunder follows a lightning flash within 30 seconds, then play must be suspended, Players and Umpires must leave the field immediately and must not return for a minimum of 30 minutes after the suspension commences.
- (c) Umpires are to monitor lightning / thunder patterns for a minimum of 30 minutes after play has been suspended, and only once a 30-minute period has passed without thunder/lightning, or the time between the lightning and thunder is more than 40 seconds, then play can resume.
- (d) Umpires will reinspect as often as appropriate and shall advise both captains of resumption times when agreed upon.

Premier Rule 13 provides the prime guidance for the management of conditions during Premier Cricket Matches. While Rule 13 is generally considered to relate to the fitness of the ground, weather and light for play to continue, it equally applies to extremes of conditions such as heat, cold, wind and lightning which may make continuation of play dangerous.

Rule 13 charges the Umpires with the responsibility to manage conditions and as such they are the final arbiters as to the fitness of conditions to allow play to continue.

When a period of extreme temperature is forecast, the following issues need to be considered by all participants when dealing with the heat:

- The conditions at each venue are to be assessed on a case-by-case basis;
- Umpires and Clubs are encouraged to “manage” the availability of the extra 30 minutes of playing time available;
- Where possible, unrestricted interchange of substitute fielders shall be permitted; and
- Umpires are to ensure that all time delays associated with implementing heat mitigation measures are recorded as allowances when calculating over rates for the purpose of determining penalty overs (i.e. “On-Field Delays Allowance” is to be adjusted accordingly).

Umpires are required to do all within their power to facilitate play without compromising their responsibility in respect of “duty of care”. They are therefore required to balance all the factors and decide whether the conditions are fit for play and, if not satisfied that they are safe, suspend play until such time as they are. Any such decision by the Umpires in relation to extremes of temperature would be supported should it occur.

6 THE SPIRIT OF CRICKET

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

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

- Respect is central to the Spirit of Cricket:
- Respect your captain, team-mates, opponents and the authority of the Umpires.
- Play hard and play fair.
- Accept the Umpire’s decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the Match, whatever the result.

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

7 SPIRIT OF CRICKET CLUB AWARD

The CV Board, CV Management and CV Tribunal continue to be concerned with all aspects of Player behaviour at all levels of the game.

Premier Cricket’s “Spirit of Cricket Club Award” introduced prior to the 2003-04 season, provides something tangible for all Premier Clubs to strive for whilst upholding the traditions of our great game.

The award goes to the Clubs which contribute most to the Spirit of Cricket across all Premier grades, this involving the whole Club in the process and expectations of the award. The “Spirit of Cricket Club Award” has no weighting of points (as in CV Club Championship), as it is considered just as important for all grades to adhere to and display the principles espoused in the Laws of Cricket and CV Code of Conduct.

Each team receives an assessment by the Umpires in each Match, receiving a rating out of 10, based on:

- (a) The captain’s acceptance of their responsibility for their Players’ actions
- (b) The team’s adherence to the principles of “The Spirit of Cricket” including respect for team-mates, opponents and the Umpire’s role and
- (c) Co-operation of captains and Players with and towards Umpires and their role.

There is a mandatory deduction of three points per Match of actual suspension for each Player or official found guilty by the CV Tribunal. Progressive ratings are circulated to Clubs via the Premier website regularly to the Christmas/New Year Break, before being hidden for announcement at the Premier Cricket Awards Night.

It is expected that Clubs will use the ratings to promptly address any issues that may arise during the season.

8 CODE OF CONDUCT FOR PLAYERS

In addition to the definitions and interpretations outlined in Rule 1.2, the following definitions apply to Appendices 8 (Code of Conduct) and 9 (Code of Conduct Sanctions):

CV Umpire Coach: Person appointed by CV to provide coaching to the Umpire panel.

Demerit Points: Points which are accrued by a Player or Player Support Personnel pursuant to Appendix 8 each time he/she commits an offence under the Code of Conduct.

Match Official: Any Umpire or CV Umpire Coach.

Player Support Personnel: Any coach, manager, scorer or team official affiliated with the team participating in the Match.

Suspension Points: The weighting points used to determine the period of suspension imposed against any Player or Player Support Personnel pursuant to the Code of Conduct.

Traditionally, cricket has aimed to maintain the highest of levels of Player conduct and sportsmanship. While always a very competitive game, the continued strength of the sport has relied upon the acceptance of the Umpire’s decision and the preparedness to play within the spirit of the game.

The conduct described in Appendices 8.1 to 8.21 amounts to conduct which breaches the Spirit of Cricket and therefore, if committed by a Player or Player Support Personnel, shall amount to an offence by such Player or Player Support Personnel under the Code of Conduct.

Whether or not such behaviour is evident in international or interstate cricket, or whether the language used is considered socially acceptable, is of little concern. The primary consideration is that cricket is played within the spirit and traditions of the game.

REPORTING PROCESS

Over the past few years CV Management have been working towards improving the level of consistency with regards to incidents which take place during Matches. To give some clarity as to the process for Incident Reports, please find below the steps that are taken when a potential breach of the Spirit of Cricket occurs.

1. CV Umpires must complete an Incident Report Form and send it through to CV Management if an incident occurs during a Match which the Umpires feel might have breached the Spirit of Cricket or requires further investigation. Reports must be submitted to CV Management no later than 12 Noon on the Monday following the conclusion of the Match in which the incident occurred as per Rule 10.1.2.
**CV Umpires might opt to review footage themselves or discuss the incident with the CV Umpire Coach before completing an Incident Report Form. Umpires are instructed to inform captains of this process should they decide to review the incident before submitting a Report Form (CV Management will notify the Club Administrator should a Report Form be sent through post-Match).*
2. CV Management conducts a review of each report (using footage if available, information provided in the report and/or contacting the Umpires) following a round of Matches. Once the review has been completed, CV Management will determine whether a Player or Player Support Personnel is to be charged with a Code of Conduct Offence and, if so, the appropriate level of offence.
3. CV Management will inform the Player or Player Support Personnel's Club whether or not that Player or Player Support Personnel has been charged with a Code of Conduct Offence, and if so, the type of offence and corresponding sanction for that charge.
** For Level 1 offences, CV Management will allocate a demerit point rating for the offence. For Level 2 offences, the CV Tribunal will either offer a 1-Match suspension or request the Player attend a hearing. For Level 3 and 4 offences, the CV Tribunal will request a hearing with no offer of a set penalty.*
4. A Player or Player Support Personnel charged with a Code of Conduct offence may:
 - Accept the sanction; or
 - Contest the charge or plead guilty to a lesser charge, in which case a Tribunal hearing will be convened.**Clubs must accept or notify CV Management of their wish to contest a charge by 12-noon on the day after receiving communication from CV Management about the prescribed sanction for the offence as per Rules 10.1.9 and 10.2.3.*

Where considered helpful, guidance notes have been provided in text boxes beneath the description of a particular offence. Such notes are intended only to provide guidance as to the nature and examples of certain conduct that might be prohibited by a particular Appendix and should not be read as an exhaustive or limiting list of conduct that may be prohibited by such Appendix.

The Code of Conduct offences cover a variety of different behaviours and levels of seriousness. It is not intended to penalise trivial behaviour. For the purpose of determining the appropriate sanction for an offence, levels of charging have been assigned for each offence, ranging from Level 1 for conduct of a minor nature, up to Level 4 for conduct of an extremely serious nature. Where an offence is alleged to have been committed, the individual reporting the alleged offence must determine which of the assigned levels of offence is appropriate for the conduct in question. Reports can only be laid at the levels identified in respect of each offence below.

For the purposes of the Code of Conduct, the phrase "during a Match" should be interpreted broadly to cover all conduct which takes place at, or in the immediate vicinity of the venue, and anytime throughout the day of a Match, and not just conduct which takes place on the field of play. It will therefore include conduct which takes place off the field of play, for example in the changing rooms, or during any of the intervals in the Match.

For the avoidance of doubt, the CV Management's jurisdiction to take action against a Player or Player Support Personnel under this Code of Conduct is limited to incidents which take place during, or in relation to, a Match.

8.1	Excessive appealing during a Match	
Note:	For the purpose of Appendix 8.1, 'excessive' may include (a) repeated appealing of the same decision; (b) repeated appealing of different decisions when the bowler/fielder knows the batter is not out with the intention of placing the Umpire under pressure; (c) charging or advancing towards the Umpire in an aggressive manner when appealing; or (d) celebrating a dismissal without appealing to the Umpire when a decision is required. It is not intended to prevent loud or enthusiastic appealing.	
Level 1	✓	1 Demerit Point
Level 2	Not applicable	-
Level 3	Not applicable	-
Level 4	Not applicable	-

8.2	Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a Match.	
Note:	Appendix 8.2 includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets or any deliberate (i.e. intentionally), reckless or negligent (in either case even if accidental) action(s) to fixtures and fittings including but not limited to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings. For example, this offence may be committed, without limitation, when a Player bangs their bat into the ground or against a fence, or if a Player throws their bat, gloves or other equipment during or after their departure from the playing surface or where a Player smashes a fence or door, but there is no apparent damage. When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation; (ii) damage caused to the ground/facilities; (iii) force used in committing the offence.	
Level 1	✓	1-2 Demerit Points
Level 2	Not applicable	-
Level 3	Not applicable	-
Level 4	Not applicable	-

8.3	Use of an audible obscenity during a Match.	
Note:	Appendix 8.3 covers the use of words commonly known and understood to be offensive, obscene and/or profane (in any language) and includes obscene or offensive language which would have been able to be heard by any person situated outside the field of play, or, language that would be likely to offend any person whether within or outside the field of play. This conduct may include, for example: • Swearing in frustration at one's own play or misfortune; • Words used are highly offensive, including offensive words referencing genitalia; • Words used are directed at another Player, Umpire or another person, including when engaged in banter, or used in a critical or disparaging manner other than at one's self; or • Words used are screamed or yelled in a highly audible manner, the effect being that the audible obscenity would have been heard by patrons and fans without the use of microphones.	

Level 1	✓	1-2 Demerit Points
Level 2	Not applicable	-
Level 3	Not applicable	-
Level 4	Not applicable	-

8.4	Disobeying an Umpire's instruction during a Match	
Note:	Appendix 8.4 includes any repeated failure to comply with the instruction or directive of an Umpire during a Match.	
Level 1	✓	1 Demerit Point
Level 2	Not applicable	-
Level 3	Not applicable	-
Level 4	Not applicable	-

8.5	Using language, actions or gestures which disparage, or which could provoke an aggressive reaction from a batter upon his/her dismissal during a Match.	
Note:	Appendix 8.5 includes any language, action or gesture used by a Player or Player Support Personnel and directed towards a batter upon his/her dismissal which has the potential to provoke an aggressive reaction from the dismissed batter, whether or not any reaction results, or which could be considered to disparage or demean the dismissed batter, regardless of whether the batter him/herself feels disparaged or demeaned (in other words, a 'send-off'). Without limitation, Appendix 8.5 includes: (a) excessive celebration directed at and in close proximity to the dismissed batter; or pointing or gesturing towards the pavilion; (b) verbally abusing the dismissed batter; and (c) mocking a Player for making a mistake. When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation; (ii) language used towards the batter; (iii) if the bowler/fielder changed direction or ran at the batter and (iv) proximity of the bowler/fielder to the batter when action took place. Nothing in this Appendix 8.5 is, however, intended to stop Players celebrating, in an appropriate fashion, the dismissal of the opposing team's batter.	
Level 1	✓	1-2 Demerit Points
Level 2	Not applicable	-
Level 3	Not applicable	-
Level 4	Not applicable	-

8.6	Using a gesture that is obscene, offensive or insulting during a Match.	
Note:	Appendix 8.6 includes, without limitation, obscene gestures which are not directed at another person. When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation; and (ii) whether the gesture is likely to: (a) be regarded as obscene; (b) give offence; or (c) insult another person. This offence is not intended to cover any use of gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited and is covered in Appendix 8.22.	
Level 1	✓	1-2 Demerit Points
Level 2	Not applicable	-
Level 3	Not applicable	-
Level 4	Not applicable	-

8.7	Public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match Official or team participating in any Match, irrespective of when such criticism or inappropriate comment is made.	
Note:	Without limitation, Players and Player Support Personnel will breach Appendix 8.7 if they publicly (a) criticise the Match Officials or denigrate a Player, Player Support Personnel or team against which they have played in relation to incidents which occurred in a Match, (b) denigrate or criticize Cricket Victoria, or a representative, employee, volunteer or official contractor of Cricket Victoria or Premier Cricket team, (c) comment on the likely outcome of a hearing of a Report or an appeal, (d) criticize the outcome of a hearing of a Report or an appeal under this Code of Conduct, (e) criticize any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under this Code of Conduct. When assessing the seriousness of the breach, without limitation, the context within which the comments have been made and the gravity of the offending comments must be taken into account. For the avoidance of doubt, any posting by a Player or Player Support Personnel of comments on a social media platform (including, without limitation, Facebook, Instagram, Twitter, YouTube, Google+, Pinterest, Snapchat, TikTok and LinkedIn) shall be deemed to be 'public' for the purposes of this offence. Consequently, a Player or Player Support Personnel may breach Appendix 8.7 where they criticise or make an inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match Official or team participating in any Match in any posting they make on a social media platform.	
Level 1	✓	2 Demerit Points
Level 2	✓	1-2 Suspension Points
Level 3	Not applicable	-

Level 4	Not applicable	-
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8.8	Showing dissent at an Umpire's decision during a Match.	
Note:	Without limitation, Appendix 8.8 includes: (a) excessive, obvious disappointment with an Umpire's decision; (b) an obvious delay in resuming play or leaving the wicket; (c) shaking of the head in an excessive or prolonged manner; (d) pointing or looking at the inside edge when given out lbw; (e) pointing to the pad or rubbing the shoulder when caught behind; (f) snatching the cap from the Umpire; (g) requesting a referral to the 'Third Umpire'; and (h) arguing or entering into a prolonged discussion with the Umpire about his/her decision. This offence is not intended to punish a batter showing his/her instinctive disappointment at his/her dismissal. Dissent, including the examples above, will be classified as 'serious' when the conduct contains an element of anger or abuse that is directed at the Umpire or the Umpire's decision or where there is excessive delay in resuming play or leaving the wicket or where there is persistent reference to the incident over time. It shall not be a defense to any charge brought under this Appendix to show that the Umpire might have, or in fact did, get any decision wrong.	
Level 1	✓	2 Demerit Points
Level 2	✓	1-2 Suspension Points
Level 3	Not applicable	-
Level 4	Not applicable	-

8.9	Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a Player, Player Support Personnel, Umpire, Match Official or any other third person in an inappropriate and/or dangerous manner during a Match.	
Note:	This offence will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion, or from throwing the ball at the stumps or to a teammate when attempting a run out. When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation, whether the action was deliberate, reckless, negligent, and/or avoidable; (ii) whether the ball/object struck the other person; (iii) the speed at which the ball/object was thrown; and (iv) the distance from which the ball/object was thrown. For clarity, throwing the ball towards the stumps when the batter has not left his/her ground is not justified as attempting a run out	
Level 1	✓	1-2 Demerit Points
Level 2	✓	1-2 Suspension Points
Level 3	Not applicable	-
Level 4	Not applicable	-

8.10	Any of the following conduct which constitutes ‘unfair play’ under clause 41 of the Laws of Cricket: 8.10.1 deliberate attempt to distract striker. 8.10.2 deliberate distraction, deception or obstruction of batter 8.10.3 bowling of dangerous and unfair short pitched deliveries. 8.10.4 bowling of dangerous and unfair non-pitching deliveries. 8.10.5 bowling of deliberate non-pitching deliveries. 8.10.6 bowling of deliberate front foot no balls. 8.10.7 time wasting by any Player or team. 8.10.8 fielder causing deliberate or avoidable damage to the pitch. 8.10.9 bowler running on protected area. 8.10.10 batter causing deliberate or avoidable damage to the pitch. 8.10.11 striker in the protected	
Note:	<i>The offence supplements and does not replace clauses 41.4 to 41.19 of the Laws of Cricket.</i> <i>When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation and where relevant, whether the action was deliberate, reckless, negligent, and/or avoidable; (ii) the potential of the action to injure an opponent; and (iii) the degree of advantage offered by the ‘unfair play’.</i>	
Level 1	✓	2 Demerit Points
Level 2	✓	1-2 Suspension Points
Level 3	Not applicable	-
Level 4	Not applicable	-

8.11	Any attempt to manipulate a Match for inappropriate strategic or tactical reasons.	
Note:	<i>Appendix 8.11 is intended to prevent the manipulation of Matches for inappropriate strategic or tactical reasons (such as when a team deliberately loses a Match in order to affect the standings of other teams in the competition). It might also apply to the inappropriate manipulation of a net run rate or accumulation of bonus points or otherwise.</i> <i>The team captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this Appendix.</i>	
Level 1	Not applicable	-
Level 2	✓	1-2 Suspension Points
Level 3	Not applicable	-
Level 4	Not applicable	-

8.12	Inappropriate physical contact with a Player, Player Support Personnel, Umpire, Match Official or any other person (including a spectator) during a Match.	
	Cricket is a non-contact sport and, as such, any form of inappropriate physical contact is prohibited in cricket. Without limitation, Players will breach this regulation if they deliberately, recklessly and/or negligently walk, "shoulder", or run into another Player or Umpire.	
Note:	When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation, whether the contact was deliberate (i.e. intentional), reckless, negligent, and/or avoidable; (ii) the force of the contact; (iii) any resulting injury to the person with whom contact was made; and (iv) the person with whom contact was made.	
Level 1	✓ Level 1 is available only in the case of contact with Players, Player Support Personnel or any other person.	2 Demerit Points
Level 2	✓ Level 2 is available only in the case of contact with Players, Player Support Personnel or any other person.	1-2 Suspension Points
Level 3	✓ Level 3 is available only in the case of contact with Umpires and Match Officials.	3-5 Suspension Points
Level 4	✓ Level 4 is available only in the case of contact with Umpires and Match Officials.	6-8 Suspension Points

8.13	Personal abuse of a Player, Player Support Personnel, Umpire or Match Official during a Match.	
	Appendix 8.13 is intended to cover a Player or Player Support Personnel directing language of a personal, insulting, obscene and/or offensive nature at any Player, Player Support Personnel, Umpire or Match Official during a Match. It is also intended to cover language of a personal, insulting, obscene and/or offensive nature relating to a family member of the Player, Player Support Personnel, Umpire or Match Official at whom it is directed.	
Note:	When considering the seriousness of the breach, the following factors (without limitation) shall be considered: (i) whether such language was excessive and/or orchestrated; and (ii) the person at whom the language was directed, i.e. whether they were a Player, Player Support Personnel, Umpire, Match Official or other person. This offence is not intended to cover any use of language that is likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is covered in Appendix 8.22.	
Level 1	Not Applicable	-
Level 2	✓ Level 2 is not available in the case of personal abuse of an Umpire or Match Official.	1-2 Suspension Points
Level 3	✓ Level 3 is available in all cases	3-5 Suspension Points
Level 4	Not Applicable	-

8.14	Changing the condition of the ball in breach of Rule 14.9 of the Premier Cricket Playing Conditions.	
Note:	<i>This offence supplements and does not replace Premier Cricket Playing Conditions Rule 14.9.</i> <i>Any action(s) likely to alter the condition of the ball which are not specifically permitted under clause 14.9.2 may be regarded as 'unfair'. The following actions shall, therefore, not be permitted (this list of actions is not exhaustive but included for illustrative purposes): (a) deliberately throwing the ball into the ground for the purpose of roughening it up; (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball; (c) lifting or otherwise interfering with any of the seams of the ball; and (d) scratching the surface of the ball with finger or thumb nails or any implement.</i> <i>The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.</i>	
Level 1	Not Applicable	-
Level 2	Not Applicable	-
Level 3	✓	3-5 Suspension Points
Level 4	Not Applicable	-

8.15	Attempting to gain an unfair advantage during a Match	
Note:	<i>Appendix 8.15 is intended to cover any attempts to cheat or gain an unfair advantage during a Match (other than conduct prohibited under Appendixes 8.11 or 8.14 of the Code of Conduct or the Premier Cricket). It includes, without limitation: (a) deliberate attempts to deceive an Umpire (for example by claiming a catch when the Player concerned knew that he/she had not caught the ball cleanly); or (b) taking a foreign object onto the field whose most likely reason for being there is to change the condition of the ball.</i> <i>When assessing the seriousness of the breach, consideration should be given to whether the conduct was deliberate, reckless and/or negligent on the part of the relevant Player or Player Support Personnel.</i>	
Level 1	✓	2 Demerit Points
Level 2	✓	1-2 Suspension Points
Level 3	✓	3-5 Suspension Points
Level 4	Not Applicable	-

8.16	Intimidation of an Umpire or Match Official whether by language or conduct (including gestures) during a Match.	
Note:	Appendix 8.16 is intended to cover any form of intimidation of an Umpire or Match Official. It includes, without limitation: (a) any form of continual verbal or physical harassment; (b) any form of intentional behavior that would cause the person at whom it is directed to fear injury or harm; and (c) attempts to impede or block movement.	
Level 1	Not Applicable	-
Level 2	Not Applicable	-
Level 3	✓	3-5 Suspension Points
Level 4	Not Applicable	-

8.17	Threat of assault on another Player, Player Support Personnel, Umpire or Match Official or any other person (including a Spectator) during a Match.	
Note:	Without limitation, Players or Player Support Personnel will breach this Appendix 8.17 if they do or say anything which would cause the Player, Player Support Personnel, Umpire, Match Official or other person to whom such action was directed to fear harmful or offensive contact, for example and without limitation, threatening to hit the relevant individual while at the same time raising a fist, or threatening to physically harm another Player's family.	
Level 1	Not Applicable	-
Level 2	Not Applicable	-
Level 3	✓ Level 3 is available in the case of threat of assault on anyone other than an Umpire or Match Official.	3-5 Suspension Points
Level 4	✓ Level 4 is available in the case of threat of assault on Umpires and Match Officials only. Not available in the case of threat of assault on any Player, Player Support Personnel or other person.	6-8 Suspension Points

8.18	Physical assault of another Player, Player Support Personnel, Umpire, Match Official or any other person (including a spectator) during a Match	
Note:	Without limitation, Players or Player Support Personnel will breach this Appendix 8.18 if they intentionally or recklessly cause the Player, Player Support Personnel, Umpire, Match Official or the other person bodily harm or injury.	
Level 1	Not Applicable	-
Level 2	Not Applicable	-
Level 3	Not Applicable	-
Level 4	✓	6-8 Suspension Points

8.19	Any act of violence on the field of play during a Match	
	<i>Without limitation, Players or Player Support Personnel will breach this Appendix 8.19 if they kick or punch or fight another Player, Player Support Personnel, Umpire, Match Official or any other person (including a spectator).</i>	
Note:	When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (a) the context of the particular situation, including without limitation, whether the contact was deliberate (i.e. intentional), reckless or negligent; (b) the force of the contact; (c) any resulting injury to the person with whom contact was made; or (d) the person with whom contact was made.	
<i>Level 1</i>	<i>Not Applicable</i>	-
<i>Level 2</i>	<i>Not Applicable</i>	-
<i>Level 3</i>	<i>Not Applicable</i>	-
<i>Level 4</i>	✓	6-8 Suspension Points

8.20	Conduct that is contrary to the Spirit of Cricket	
	<i>Appendix 8.20 is intended to cover all types of conduct that is contrary to the Spirit of Cricket and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct.</i>	
	<i>The Spirit of Cricket set out in Appendix 6 and involves respect for your opponents, your captain and team, the role of the Umpires and the game and its traditional values.</i>	
Note:	<i>By way of example, Appendix 8.20 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) the use of an illegal bat or illegal wicket-keeping gloves; (b) questioning the legitimacy of an opposition Player's bowling action in a loud and/or demeaning manner; (c) showing disrespect to a Player, Player Support Personnel, Umpire, Match Official by word or action, and (d) failure to comply with the provisions of the Premier Cricket Playing Conditions.</i>	
	<i>When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence)).</i>	
<i>Level 1</i>	✓	2 Demerit Points
<i>Level 2</i>	✓	1-2 Suspension Points
<i>Level 3</i>	✓	3-5 Suspension Points
<i>Level 4</i>	✓	6-8 Suspension Points

8.21	Conduct that brings the game into disrepute	
Note:	<i>Appendix 8.21 is intended to cover all types of conduct that bring the game into disrepute, and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct, inclusive of Appendix 8.1 to Appendix 8.20. This includes conduct that (a) does or could bring the game of cricket into disrepute; (b) is unbecoming of a representative or official; or (c) could be harmful to the interests of cricket.</i> <i>By way of example, Appendix 8.21 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) public acts of misconduct; (b) unruly public behaviour; (c) criminal conduct, (d) sexual misconduct and (e) inappropriate comments which are detrimental to the interests of the game.</i> <i>When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence).</i>	
	Level 1	✓ 2 Demerit Points
	Level 2	✓ 1-2 Suspension Points
	Level 3	✓ 3-5 Suspension Points
	Level 4	✓ 6-8 Suspension Points

8.22	Racial/Religious/Gender/Disability/Sexuality abuse of a Player, Player Support Personnel, Umpire or Match Official during a Match.	
Note:	<i>Appendix 8.22 is intended to cover a Player or Player Support Personnel directing language or gesture that may offend, humiliate, insult, intimidate, threaten, disparage or vilify another Player, Player Support Personnel, Umpire, Match Official or Spectator on the basis of that person's race, religion, gender identity, disability, colour, descent, sexuality or national or ethnic origin.</i>	
	Level 1	Not Applicable -
	Level 2	Not Applicable -
	Level 3	✓ 3-5 Suspension Points
	Level 4	✓ 6-8 Suspension Points

9 CODE OF CONDUCT SANCTIONS

Where the CV Tribunal, determines that an offence under the Code of Conduct has been committed, they will be required to impose an appropriate sanction on the Player or Player Support Personnel.

- 9.1 In determining the appropriate sanction, the CV Tribunal in consultation with the CV Management, shall take into account any factors that they deem relevant and appropriate to the mitigation or aggravation of the nature of the Code of Conduct offence before determining, in accordance with the table set out in Appendix 9.2 below, what the appropriate sanction(s) should be.

In addition to sanctions imposed by the CV Tribunal under Appendix 9.1 above, Demerit Points will be imposed upon a Player or Player Support Personnel found to have committed an offence under the Code of Conduct. The number of Demerit Points imposed will be calculated by reference to the sanction imposed for the particular offences, as set out in the following table.

LEVEL OF OFFENCE	RANGE OF PERMISSIBLE SANCTIONS	CORRESPONDING SUSPENSION POINTS	CORRESPONDING DEMERIT POINTS
<i>Level 1</i>	<i>Reprimand</i>	<i>-</i>	<i>1</i>
<i>Level 2</i>	<i>The imposition of between 1 and 2 Suspension Points. In addition, a financial penalty may also be imposed upon a Club for breaches by a Player Support Personnel.</i> <i>*Subsequent offences committed by a Player or Player Support Personnel within a 3-year period will receive 1 additional suspension point.</i>	<i>1 Suspension Point</i>	<i>4</i>
		<i>2 Suspension Points</i>	<i>7</i>
<i>Level 3</i>	<i>The imposition of between 3 and 5 Suspension Points. In addition, financial penalty may also be imposed upon a Club for breaches by a Player Support Personnel.</i> <i>*Subsequent offences committed by a Player or Player Support Personnel within a 3-year period will receive 2 additional suspension points.</i>	<i>3 Suspension Points</i>	<i>10</i>
		<i>4 Suspension Points</i>	<i>13</i>
		<i>5 Suspension Points</i>	<i>16</i>
<i>Level 4</i>	<i>The imposition of between 6 and 8 Suspension Points or a suspension for a fixed period of time ranging between, at a minimum, 1 year, up to a maximum of a lifetime's suspension. In additional, a financial penalty may also be imposed upon a Club for breaches by a Player Support Personnel.</i> <i>*Subsequent offences committed by a Player or Player Support Personnel within a 3-year period will receive 3 additional suspension points.</i>	<i>6 Suspension Points</i>	<i>19</i>
		<i>7 Suspension Points</i>	<i>22</i>
		<i>8 Suspension Points</i>	<i>25</i>

Demerit Points will remain on a Player or Player Support Personnel's disciplinary record for a period of 18 months from their imposition following which they shall be immediately expunged.

- 9.3 Where the CV Tribunal imposes a period of suspension on any Player or Player Support Personnel, then, unless such period is for a fixed period of time (for example, one year) then, any such period of suspension shall be referenced by Suspension Points, which shall carry the following weighting:

<i>Suspension Points</i>	<i>Corresponding Match Suspension</i>
1	1-Match Suspension
2	2-Match Suspension
3	3-Match Suspension
4	4-Match Suspension
5	5-Match Suspension
6	6-Match Suspension
7	7-Match Suspension
8	8-Match Suspension
9	9-Match Suspension
10	10-Match Suspension

*Additional suspension points would correlate to the same number of Matches for suspension (Example: 13 points = 13-Match suspension).

- 9.4 Where a Player or Player Support Personnel accumulates four (4) Demerit Points in an 18-month period, these Demerit Points shall be converted into one (1) Suspension Point. Should a Player accumulate five (5) Demerit Points, four (4) Demerit Points will be converted into one (1) Suspension Point whilst the remaining one (1) Demerit Point will remain on the Players record for a period of 18 months.
- 9.5 Where a Player or Player Support Personnel has accumulated no Demerit Points in the previous three years, they will be entitled to a one (1) Demerit Point deduction from a Level 2 sanction committed. (A two (2) Demerit Point deduction will be available for Player's with no previous accumulated Demerit Points for a six-year period).
- 9.6 Where a Player or Player Support Personnel who has a sanction imposed upon them by the CV Tribunal, also has Demerit Points from previous offences, these Demerit Points will be added to the corresponding Demerit Points applied to the sanction imposed for the offences, as set out in the Table in Appendix 9.2. The total Demerit Points (previous Demerit Points & Demerit Points imposed by CV Tribunal's sanction) will be accumulated, and the Corresponding Suspension Points will be implemented to the Player or Player Support Personnel's sanction as per table below.

<i>Demerit Points</i>	<i>Corresponding Suspension Points</i>	<i>Corresponding Match Suspension</i>
4-6	1	1-Match Suspension
7-9	2	2-Match Suspension
10-12	3	3-Match Suspension
13-15	4	4-Match Suspension
16-18	5	5-Match Suspension
19-21	6	6-Match Suspension
22-24	7	7-Match Suspension

25-27	8	8-Match Suspension
28-30	9	9-Match Suspension
31-33	10	10-Match Suspension

EXAMPLE OF THE APPLICATION OF DEMERIT POINTS:

1. A Player commits a Level 1 offence and receives two (2) Demerit Points in respect to that offence on their disciplinary record.
2. The same Player commits another Level 1 offence within one month of the first offence and receives one (1) Demerit Point in respect to that offence on their disciplinary record.
3. The same Player then commits a Level 2 offence 12-months after the first offence was committed and is sanctioned with one (1) Suspension Point by the CV Tribunal.
4. The Level 2 offence with a one (1) Suspension Point sanction will equate to four (4) Demerit Points.
5. As the third offence took place within 18-months of the first offence, the Demerit Points imposed in respect to the third offence are added to the Demerit Points imposed in respect of the first and second offences, meaning that the Player now has an accumulated total of seven (7) Demerit Points.
6. Seven (7) Demerit Points equate to an equivalent to two (2) Suspension Points, so the Player must serve a 2-match suspension.
**After completing their suspension, the Level 2 offence will remain on the Player's disciplinary record for a period of three years. Three months later, the Player commits another Level 2 offence and is sanctioned for that offence with one Suspension Point.*
7. As this is the second Level 2 offence the Player has committed within a three-year window, a further one (1) Suspension Point will then be added to the Player's sanction. This means the Player has two (2) Suspension Points and must serve a 2-match suspension.

- 9.7 Notice of the amount of Demerit Points imposed and the accumulated total, together with any resulting Suspension Points, will be communicated by CV Management, as soon as is reasonably practicable, to the Club of the Player or Player Support Personnel. Any resulting Suspension Points imposed on the basis of accumulated Demerit Points shall be applied in accordance with the principles set down in Appendix 9.6 above and shall take effect immediately upon notice of the same to the Player or Player Support Personnel.
- 9.8 Where the CV Tribunal finds a Player or Player Support Personnel not guilty of the offence allegedly committed under the Code of Conduct, then it remains open to him/her, at his/her discretion, to find the Player or Player Support Personnel guilty of an offence of a lower level than that with which he/she has been charged. For example, where a Player or Player Support Personnel has been charged with (but been found not guilty of) 'showing dissent at an Umpire's decision' (Appendix 8.8) at Level 2, the CV Tribunal may, instead, find the Player or Player Support Personnel guilty of the same offence at Level 1 and impose an appropriate sanction.

10 CV RACIAL AND RELIGIOUS HARASSMENT POLICY

CV is strongly committed to ensuring that all Club Players, officials and members, Umpires and other representatives are able to participate in cricket in an environment free of harassment.

Harassment at any level of our cricket, both on and off the field of play, will not be tolerated under any circumstances. Club officials and members have a responsibility to create and maintain a playing environment in which participants feel comfortable and where people respect and tolerate the rights, views, and opinions of others.

For more information, refer to the CV website (Support > Child Safe and Member Protection), where the complete policy and procedures appear.

Cricket Australia has released Smoke Pollution Guidelines in light of the effect of the bushfires that impacted parts of the country across the 2019/20 season. The guidelines are to apply nationally.

In terms of the direct impact on Matches in Victoria, please note the decision to suspend play remains solely with the Umpires as it would for any other delay. Any delay due to smoke pollution is to be treated exactly like a rain delay - meaning DLS will need to be enacted in shorter format Matches. Clubs also should consider the impact on training sessions using these guidelines.

Please familiarise yourself thoroughly with this and advise your teams to be prepared should Matches be delayed or cancelled as a result.

The guidelines advise that play is NOT TO COMMENCE or is to be SUSPENDED if the air quality reaches a "Hazardous" Level (a PM2.5 reading of 150 or above), with play not to resume until this reading drops below 150. Asthmatics are still also at risk with a "Very Poor" reading.

Air quality levels can be found on the AQICN website (<https://aqicn.org/city/australia/melbourne/melbourne-cbd/>).

Clubs are asked to look for their nearest reading centre by typing in their location in the search bar available on the webpage and clicking on the location nearest to them to get the latest readings.

Once found, scroll down the page to the graph showing the air data information for the last 48 hours and hover over the most recent reading to get the latest information (found at the bottom of the box – see below graph image).

Clubs are advised to refresh this page every hour to get the latest hourly reading.

CV is strongly committed to ensuring that all Players, officials, Umpires and other representatives are able to participate in cricket in a safe environment.

In the event a head trauma occurs, or the Umpires suspect that a Player may be concussed, a Replacement Player shall be allowed for the remainder of the Match.

The Replacement Player shall be a like-for-like Player (best endeavours) who may immediately participate in the Match as a complete Replacement Player for the concussed Player.

The team captain or a Club official shall seek the prior approval of the Umpires, who shall not unreasonably refuse a request. The Umpires need only be reasonably satisfied that a head trauma occurred during the Match. The Umpires shall then inform the captain of the opposing team.

The opposing team shall not be unfairly disadvantaged by a team's choice of Replacement Player. A team shall take reasonable steps to replace a concussed Player with a like-for-like Player; however, the status of the Match may permit other types of replacements, for example –

- (a) A batter may be replaced by a bowler provided that the team will no longer bowl in the Match.
- (b) A batter may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the Match; A bowler may be replaced by a batter provided that the team will no longer bat in the Match, or the bowler has been dismissed.

The Replacement Player is permitted to bat, bowl, keep wicket or field as though he/she was a member of the starting team.

Additional information about the management of head and neck trauma related injuries can be accessed be found on the Victorian Premier Cricket website at the following link (https://www.vicpremiercricket.com.au/_files/ugd/e55dba_ab67ef625e3d41869ede73785494d633.pdf)

13 CORONAVIRUS-RELATED REPLACEMENT POLICY

Where a member is unable to participate in the second day of a Match due to a requirement to self-isolate or to illness as a result of coronavirus the following shall apply.

Replacement Player

Subject to compliance with this policy including the required declaration as set out below, a Player affected by coronavirus may be replaced by a like-for-like Player (using best endeavours) notified to CV Management at the earliest opportunity. Consequent replacements in lower grades shall be allowed and notified at the same time.

If not known in advance of a day's play, notification of Replacement Players shall be made to the opposition captain and Umpires as soon as practicable and before the Replacement Player taking the field. Umpires will note all Replacement Players participating in the day's play on the Match report and will notify CV Management as soon as possible.

The opposing team shall not be unfairly disadvantaged by a team's choice of Replacement Player. A team shall take reasonable steps to replace a COVID-impacted Player with a like-for-like Player; however, the status of the Match may permit other types of replacements, for example –

- A batter may be replaced by a bowler provided that the team will no longer bowl in the Match.
- A batter may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the Match;
- A bowler may be replaced by a batter provided that the team will no longer bat in the Match, or the bowler has been dismissed.

No alteration allowed after notification

In all circumstances once notification has been given, no further alteration shall be allowed.

Requirements of Replacement Player

A Replacement Player shall be subject to the provisions of the Rules of Premier Cricket and Laws of Cricket as would have applied to the Player replaced if that Player had continued playing in the Match.

Substitute Fielder

Where a Replacement Player has not been requested, a substitute fielder shall be allowed.

Notification of Substitute Fielder

The captain of the opposing team and the Umpires shall be informed of the use of a Replacement Player or substitute fielder before the fielder takes part in the game.

Withdrawal of Player

Where a member withdraws from a Match because of coronavirus related requirements the following shall apply:

- If a Player is a not out batter, shall be treated under Law 25.4.2 as retiring owing to unavoidable cause and recorded as "retired, not out".
- If a Player retires under this clause and is a not out batter, shall be replaced at the crease by the nominated Player.

Club Declaration

As part of the process for requesting a Replacement Player, Clubs must submit a declaration (on the form provided) to CV Management which will include the following items:

- Name of the Player
- Evidence of positive test (Club to cite category of evidence provided by the Player on which the Club declaration is based, which may include a RAT test, PCR result, Department of Health reference number, medical certificate or verbal advice from Player)

If it is found that a false declaration has been provided, CV Management may cause the matter to be investigated and subsequently dealt with under Rule 10 or lay a charge and refer the matter to the Tribunal to be dealt with under Rule 10. Any referral to the Tribunal following investigation under this clause shall be considered as within time.

Confirmed Cases of COVID-19

If there is a confirmed case of coronavirus prior to the Match the Player/staff/official are to be isolated as per the isolation rules in implementation from the Victorian State Government. That team shall continue with the Match with the use of a Replacement Player (if a playing member/s are impacted).

If there is a confirmed case of coronavirus during the Match the Player/staff/official are to be isolated as per the isolation rules in implementation from the Victorian State Government. The Match shall continue with the use of a Replacement Player/s (if a playing member/s is impacted) UNLESS the Club sees more than four Players ruled out of a team due to positive COVID tests or subsequent movement of Players to higher grades due to the impact of COVID, at which point the Match will be abandoned, unless a first innings result has already been achieved prior to the abandonment of the Match.

Determination of Match Result

- (a) CV Management has the discretion to allocate points to a team where they are satisfied there are exceptional circumstances justifying the discretion being exercised.
- (b) For the purposes of (a) above, what constitutes “exceptional circumstances” is to be determined by CV Management on a case-by-case basis but would not ordinarily relate to weather events.
- (c) Any discretionary points awarded pursuant to (a) above will be included in the calculation of Club Championship points as set out in Rule 6.

14. UPDATE TO MCC LAWS OF CRICKET – BOUNDARY CATCHES

All Premier Clubs are advised that the following amendment to the MCC Laws of Cricket will come into effect within Victorian Premier Cricket for the 2025/26 Season and will be officially adopted into the MCC Laws of Cricket in October 2026.

Boundary Catches – Law 19.5.2

- 19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.
- 19.5.2.1 If a fielder's first contact with the ball does not contravene 19.5.2, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.
- 19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and remain within the boundary until the ball becomes dead. Otherwise, a boundary shall be scored.



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