Northern Metropolitan Cricket Association Incorporated

(Inaugurated 1922)
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Senior Playing By-Laws

2026-2027

SECTION 3 - SENIOR PLAYING BY-LAWS

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SECTION 3- SENIOR PLAYING BY-LAWS

BLOOD RULE

(a) Each team shall have in their possession a properly stocked first aid kit.

(b) Where a player during the course of a game, suffers any injury which causes bleeding, then the umpire - or in his absence - the captain or team manager, must retire the player from the game until such time as First Aid has been administered to prevent further bleeding.

(c) The player cannot resume playing until the bleeding has stopped or the wound has been securely covered.

(d) Any clothing stained with blood must be replaced with clean regulation clothing before the player can resume.

(e) A batter who is injured and has temporarily retired as above and who is unable to return after the fall of the ninth wicket, shall be deemed to be "Retired Hurt" and the innings of the batting side shall be deemed closed.

(f) A maximum of 10 minutes shall be allowed for the batter to receive First Aid and resume playing.

(g) Where an injury occurs to a batter involved in the tenth wicket partnership a maximum of 10 minutes shall be allowed in order for the batter to receive First Aid and resume playing. If the batter is unable to continue within the 10 minutes then he shall be deemed "Retired Hurt" and the innings shall be closed.

Where the injury occurs within 10 minutes of the scheduled tea break, tea shall be taken immediately with no extra time being added. If the batter is unable to continue after the tea interval he shall be deemed "Retired Hurt".

(h) There shall be no reduction in the number of overs to be bowled when time is lost due to blood rule.

(i) Where an umpire is injured, sub-clauses (b), (c) and (d) shall apply. If the umpire cannot resume his duties the batting side shall supply an umpire until such time as the umpire is able to resume.

(j) Clubs are required to have clearly displayed in their clubrooms emergency phone numbers for ambulance; doctor/clinic; nearest hospital.

CODE OF CONDUCT-VICTORIAN METROPOLITAN CRICKET UNION INC.

(a) All matches shall be conducted in the true spirit of the game of cricket and club officials, team managers, coaches, captains and players are required to adopt this policy.

(b) No player shall, during the match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.

(c) Players shall respect the Umpire not verbally or physically abuse any Umpire not dispute the Umpires decision nor react in a threatening or disapproving manner when given out, move immediately from the field and not indulge in tantrums generally assist the Umpire in carrying out his duties not indulge in "sledging" opposition players not verbally or physically abuse opposition players or officials.

(d) Clubs shall place all teams (open and under age) under the control of a responsible person.

(e) Captains shall;

Instruct players to avoid wasting time - incoming and outgoing batter should pass inside the boundary line and fieldsmen should move quickly to position; and

Brief players on the behaviour requirements and request that his players conduct themselves in a manner that conforms to the traditional image of the game of cricket.

(f) No alcohol shall be consumed by any players, on or off the ground during any match.

(g) Players shall maintain a standard of dress consistent with that required by Association Rules.

(h) No player, official or supporter of a member club of the Association shall speak to or at or about any person of any member club of the Association in a manner which abuses, threatens, disparages, vilifies or insults the other person on the basis of that person's race, gender, religion, physical characteristics, colour, decent, national or ethnic origin or any other personal characteristic.

(i) Should any breach of this code occur or any action deemed to be detrimental to the game of cricket take place, the matter shall be reported to the Association in accordance with Association Rules and action taken by the Board as deemed necessary.

(j) Captains or a Club Official are responsible for seeking the Umpire(s) out at the completion of a day's play to obtain the 'all clear' and/or sign off on reports.

HARASSMENT AND DISCRIMINATION POLICY - NMCA

The Northern Metropolitan Cricket Association is strongly committed to the health, safety and well-being of all its members and participants and is dedicated to providing an environment free of Harassment and Discrimination. Clubs and players are advised to read the ***Member Protection Policy*** on the VMCU website.

(a) Harassment is any behaviour by a person or organisation which is offensive, abusive, belittling or threatening and which is directed at a person or group of people because of a particular characteristic of that person or group of people. The behaviour must be unwelcome and the sort of behaviour a reasonable person would recognise as being unwelcome and likely to cause the recipient to feel offended, humiliated or intimidated. Whether or not the behaviour is Harassment is to be determined from the point of view of the person receiving the Harassment.

(b) Harassment includes:

- **(i)** Sexual Harassment.
- **(ii)** Racial Harassment.
- **(iii)** Sexuality Harassment.
- **(iv)** Disability Harassment.
- **(v)** Abuse.
- **(vi)** Vilification.
- **(vii)** Discrimination.

(c) Sexual Harassment includes:

- **(i)** An unwelcome sexual advance; or
- **(ii)** An unwelcome request for sexual favours; or
- **(iii)** Unwelcome conduct of a sexual nature (including a statement, orally or in writing, of a sexual nature).

(d) Racial Harassment includes harassment based on colour, descent, national or ethnic origin, cultural activity and sometime religion.

(e) Disability Harassment includes harassment based on physical, mental or psychological disability or harassment of an associate or aide of a person with a disability.

(f) Some forms of Abuse may constitute a criminal offence, for example assault and child abuse. If you believe that a criminal offence may have been committed you should seek legal advice and/or notify the police.

(g) Vilification involves a person inciting hatred towards, serious contempt for, or severe ridicule of, a person or group of persons by public act. Public acts that may amount to vilification include any form of communication to the public and any conduct observable by the public.

(h) Discrimination is treating or proposing to treat a person less favourably than someone else in certain areas of public life on the basis of an attribute or personal characteristic they have.

PLEASE NOTE:

THIS IS AN EXTRACT OF THE POLICY. CONTACT THE ASSOCIATION TO VIEW THE COMPLETE POLICY

PREAMBLE - SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place responsibility for the team's conduct firmly on the captain.

Responsibility of captains:

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct:

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play:

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

3. The umpires are authorised to intervene in cases of:

Time wasting
Damaging the pitch
Dangerous or unfair bowling
Tampering with the ball
Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

Your opponents
Your own captain
The roles of the umpires
The game's traditional values

5. It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture
To direct abusive language towards an opponent or umpire
To indulge in cheating or any sharp practice, for instance:

(a) to appeal knowing that the batter is not out
(b) to advance towards an umpire in an aggressive manner when appealing
(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence:

There is no place for any act of violence on the field of play.

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

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SUN SMART POLICY -VICHEALTH

(al Seek shade between 11 a.m. and 3 p.m. when possible.

(bl Play with long sleeve shirt.

(cl Wear a cricket club hat in preference to a cap.

(dl Clubs must have ample sun screen 30+ accessible to all players.

(el Use Zinc cream to protect sensitive areas - nose, top of ears, lips.

(fl Junior Grades are not permitted to play once the temperature exceeds 36C.

(gl Where there is inadequate shelter from the sun (e.g. trees, buildings, etc.). Clubs are required to make an effort to provide alternative shade areas.

(hl Make adequate provision for extra drink breaks on days over 30C.

(il Ensure that sun screen is re-applied at all available breaks.

(j) Wear 'sun smart' colours.

(kl Wear appropriate sunglasses where possible.

(ll Clubs should provide educational sessions, which shall increase awareness of skin cancer.

These By-Laws are made under the Board's Regulation making power in the Rules and contain various directions and requirements of the Association which are, where the context so indicates, mandatory, but which are not of a general nature which justifies inclusion in the main body of the Rules. These and By-Laws are subject to the Rules.

Definitions and interpretation of these By-Laws shall be in accordance with the Rules.

3.1 A FAIR CATCH - LAWS OF CRICKET- LAW 33

A fair catch shall be considered to have been fairly taken if throughout the act of making the catch.

3.1.1 Any fielder in contact with the ball is within the field of play.

3.1.2 The ball is at no time in contact with any object grounded beyond the boundary.

The act of making the catch shall start from the time when a fielder first handles the ball and shall end when a fielder obtains complete control over the ball and remains within the field of play.

3.2 BALLS

3.2.1 Matches in the scheduled Shield Grade's shall commence with (2) new four-piece Association approved red balls. Matches in the "B" and "C" Grades shall commence with two (2) new two-piece association approved red balls and other matches shall commence with two (2) new two-piece Association approved red balls. Approved balls will be supplied to the Clubs directly from the Association at a price set at the commencement of each season.

3.2.2 The Captains must produce the two new balls and three appropriate spare balls (1 x 15-25 overs; 1 x 30-45 overs; 1 x 50-70 overs old) at the toss of the coin that meet with the umpire's approval. The game shall not proceed until all balls are produced to the Umpire. If the balls are not presented to the Umpire within 15 minutes of the scheduled starting time, the team in breach shall forfeit.

3.2.3 Clubs not providing or refusing to supply the match balls and spare balls to the umpires as required, shall be penalised as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.2.4 The General Manager, at the completion of the round of matches, is to be notified by a Club, in writing, that the opposing team did not use an association approved ball. The General Manager will then advise the participating clubs on the awarding of the match points.

3.2.5 The General Manager is to be advised of all circumstances relating to the non-start of the match and the points and match shall be awarded at the next Operations group meeting.

3.2.6 Day two (2) of two-day match; if for any reason the team bowling on the second day cannot produce the required match balls, play must continue with a substitute ball. The General Manager, at the completion of the match, is to be notified by the Umpire/Club of the circumstances, and points shall be awarded at the next Operations group meeting.

3.2.7 At the commencement of any second innings, the fielding captain has the option of using a further new ball, which must be presented to the Umpire prior to the commencement of that innings.

3.2.8 At any time after the completion of the scheduled overs (80 in Burland, 70 in Quick Shield, Kelly Shield and Other Grades, the Captain of the fielding team has the option to take a new ball.

3.3 CONTRIVED RESULTS

3.3.1 The Board shall have the power to investigate a game or the actions of the captains of the participating clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club have colluded to contrive the result of a match.

3.3.2 If the Board decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.

3.3.3 If the Board finds that the clubs, captains or players have colluded to contrive the outcome of a match, the hearing may in its absolute discretion do one or more of the following:

3.3.3.1 Fine a club, captain or player,

3.3.3.2 Suspend a captain or player from playing and/or suspend a captain from acting as a captain for a designated or indefinite period,

3.3.3.3 Disallow any points earned by a club in respect of the match,

3.3.3.4 Amend any points earned by a club in the match; or

3.3.3.5 Take such action as is deemed appropriate by the Board.

3.4 CRICKET ATTIRE AND EQUIPMENT

3.4.1 The playing members of all Clubs must be properly dressed in cricket attire.

3.4.2 Cricket attire for players and substitutes shall be defined as:

3.4.2.1 White trousers (shorts are not permitted),

3.4.2.2 White shirt with sleeves, collar and an approved association Logo,

3.4.2.3 White sweater,

3.4.2.4 White socks,

3.4.2.5 Recognised cricket footwear or predominately white runners without spikes,

3.4.2.6 Recognised cricket cap or white hat. (Baseball style caps must be in Club colours and carry club logo).

3.4.3 Sweat and headbands are to be skinned toned or white in colour only. White sweaters with club colours on neck, waist or wrist may be worn.

3.4.4 Clubs wishing to add another colour to their white shirts (edging/piping on sleeves/collar/panels), must obtain the approval of the General Manager.

3.4.5 In the event of any player not conforming to this rule, the player shall be asked to leave the playing field and shall take no further part in the game until his attire meets the standard and shall be fined as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.4.6 Any player persistently refusing to appear in proper cricket attire shall be dealt with as determined by the General Manager.

3.4.7 Club logos must be cleared by the General Manager and should appear on the left front of shirt. The NMCA Logo on the right front.

3.4.8 Sponsors logos may be placed on either or both shirt sleeves, back of shirts and trouser pockets and shall not exceed the fol lowing dimensions:-

3.4.8.1 Shirt Sleeve is to be no more than 10cm long, 5cm high and no lower than 7cm from the top of the sleeve.

3.4.8.2 Back of Shirt is to be no more than 20cm long, 10cm high and no lower than 7cm from where the shirt and collar join.

3.4.8.3 Trouser pockets is to be no more than 10cm long, 10cm high and no lower than 10cm from the top of the trousers.

3.4.9 **Helmets** - In line with Cricket Australia, Cricket Victoria and our direct governing body, the VMCU, the NMCA strongly recommends the wearing of British Standard 7928-2013 compliant when batting. However, wearing of British Standard 7928-2013 compliant helmets will be compulsory when wicket keeping up to the stumps, regardless of the bowling style and when fielding in close to the batter (7 metres from the batter's crease).

3.5 DISPUTES/PROTESTS ARISING FROM A MATCH

3.5.1 All Disputes/Protests must be lodged via an email from the Club's nominated email account within the time frame set out in Senior Playing By-Law 3.10.1 and notify the Association's General Manager who will investigate the dispute. Any such occurrence will be investigated by the General Manager, which will determine a fine and/or loss off points. In the event of loss off points, the opposition team shall be credited with points as determined by the General Manager.

3.5.2 The General Manager shall furnish the club against whom the protest is lodged, with a copy.

3.5.3 In the event of a match won on dispute/protest, the successful team shall be credited with points as determined by the Genera l Manager.

3.5.4 In the event of a dispute/protest in the scores, the Umpire(s) or Club officials, shall impound the scorebooks and forward them to the General Manager on the evening of the days play.

PLEASE NOTE: Umpires must not indicate to either team their opinion with regards to the result of the match.

3.5.5 Appeals to the General Manager decision must be received by the General Manager, within 48 hours of the decision.

3.5.6 The appeal must be in writing, contain new evidence and lodged with the appropriate fee, as per the Penalties/Fines Schedule.

3.5.7 This fee shall be refunded if the decision is in favour of the appellant or if such appeal is not considered frivolous.

3.6 GROUNDS/PITCHES

3.6.1 All matches shall be played on an association approved wicket covering.

3.6.2 Umpires shall be the sole judges of grounds and wickets and shall take control at least 30 minutes prior to the commencement of the match.

3.6.3 Grounds and pitches, including the marking of the popping crease with white paint or yellow paint, and stump holes are to be levelled with compacted dirt (not sand), must be properly prepared for each day's play by the home team, to the satisfaction of the umpire(s). Failure to have the ground in playable condition within 15 minutes of the scheduled starting time shall result in a forfeit for the home Club. Crease markings (including wide ball guides) are found in Appendix A.

3.6.4 Boundary Markings:-

3.6.4.1 The home team shall provide adequate and appropriate markers.

3.6.4.2 To comply with the requirements of the Cricket Insurance Coverage Company, all boundary markers (lines, ropes, hats, etc.) may be at least 2.74 metres away from any off field hazards including, but, not limited to fencing, concrete perimeters, trees, goal posts or other solid structures which may cause injuries to fielders.

3.6.5 The home team shall when requested by the umpire, provide sufficient clean sawdust and a broom for the use of bowlers or batter. Umpire(s) must report any breach, and the home team shall be fined as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17). Square leg umpires are not to hold brooms (or any materials) during play.

3.6.6 Any Club reported to the General Manager with synthetic covering in such a state of disrepair to be considered dangerous, sha ll be notified by the General Manager to have that synthetic covering repaired or replaced prior to their next home match.

3.7 INJURY RISK MANAGEMENT

3.7.1 Junior player dispensation and age requirements refer to the Admin Rules

3.7.2 All senior Captains shall be held responsible for the management of their young players in relation to injury management.

3.7.3 Any Junior player is required to wear a helmet when batting at open age level.

3.7.4 Any Junior player must wear a helmet when keeping at the stumps.

3.7.5 Both Captains are responsible for ensuring that where a junior player is included on senior team listings, and such player is of medium or fast pace (broadly defined as those whom the wicketkeeper would normally stand back for, or any bowler who is not a spinner) shall be aware of the following bowling restrictions:

3.7.5.1 The daily quota for Under 18's is 20 overs in a maximum 7 over per spell,
The daily quota for Under 16's is 16 overs in a maximum 6 over per spell,
The daily quota for Under 14's is 12 overs in a maximum 5 over per spell, and
The daily quota for Under 12's is 8 overs in a maximum 4 over per spell.
This quota is for all bowling on the same day- both Junior's and Senior's.

3.7.5.2 Any rest period for a bowler must equate to the same number of overs as in the bowler's spell. This does not interfere with using a bowler for change of ends.

3.7.5.3 These quota's are still to be enforced even if the player is solely playing senior cricket in that season and is of age referred to in 3.7.1.

3.7.6 This Rule shall be monitored by both the General Manager and Junior Sub-Committee and if Senior Captains allow underage players to continue to bowl contrary to this Rule, the Club President, Senior Captain, Player and Parent(s)/Guardian(s) shall be required to attend a meeting to discuss the long term injury ramifications and may also result in the loss of match points for the senior eleven.

3.8 LAWS OF CRICKET 2000 CODE (Modified in 2017)

Procedures for Cautions, Warnings, Action and Awarding 5 Run Penalties

Offence	Law No	Caution	Final Warning	Action	Report
Player returning-without permission	24.4			Ball is dead 5 run penalty	Player & Captain
Deliberate short run	18.5		When a ball is dead First & Final warning No runs send back	When ball is dead No runs send back 5 run penalty	Player{s) & Captain
Thmw;ag	21.2	No ball When ball is dead Caution	No ball When ball is dead Final warning	Captain to remove bowler	Bowler & Captain
Illegal fielding - fake throw	28.2			Ball is dead 5 run penalty	Player & Captain
Ball hits fielder's helmet placed behind Wicket-keeper	28.3			Ball is dead 5 run penalty	
Ball tampering - including using Saliva, other substances, seam picking, altering surface, deliberately throwing ball into the ground.	41.3		First & final warning Change ball 5 run penalty	Any further instance In the innings Change ball Captain to remove bowler 5 run penalty	Player{s) & Captain
Deliberate distraction of striker	41.4			Call & signal dead ball No dismissal 5 run penalty	Player{s) & Captain
Deliberate distraction or Obstruction of striker	41.5			Call & signal dead ball No dismissal 5 run penalty	Player{s) & Captain
Dangerous & unfair bowling - Short pitched delivery - non pitched delivery	41.6 41.7	Call & signal no ball When ball is dead Caution bowler	Call & signal no ball When ball is dead Final warning	Call & signal no ball When ball is dead Captain to remove bowler	Bowler & Captain
Deliberate high full pitched delivery	41.8			Call & signal no ball When ball is dead Captain to remove bowler	Bowler & Captain
Time wasting by fielders	41.9		Call dead ball or when Ball is dead First & final warning	Call dead ball or when Ball is dead Either 5 run penalty or Captain to remove bowler First & final warning	Team & Captain
T;me wasbag by Batte,	41.10		When Ball is dead First & final warning	When a ball is dead Any further instance in the innings 5 run penalty	Player{s) or Team & captain
Batter stealing a run	41.17			Call & signal dead ball As soon as batter cross on any attempt send back 5 run penalty	Player{s) & Captain

3.9 MATCH POINTS

3.9.1 Tied matches occur when the 4th inning is bowled out with the total scores being level.

Outright win if team leads on first innings	10 points
Outright win where first innings tie	8 points
Outright win if the winning team behind on first innings	6 points
Outright tie (if tied on first and second innings)	5 points each.
Outright tie (If team leads on first innings)	7 points
Outright tie (If team is behind on first innings)	3 points
Outright loss (after tie on first innings)	2 points
First innings win two-day game	6 points.
First innings lead {these points to be retained if beaten outright)	4 points.
Tie on first innings two-day game	3 points each.
Tie on first innings one-day game	3 points each.

3.9.2 In the event of a walkover, points scored shall be the maximum for that round in that grade.

3.9.3 In the event of no play taking place in a match due to bad/hot weather or unfit grounds not attributed to either team, the result of such match shall be a draw, and each team shall receive 3 points.

3.9.4 In the event of a match won on dispute or protest, the successful team shall be credited with points as determined by the General Manager.

3.9.5

3.9.5.1 The four competing teams that have obtained the highest number of match points, or where teams have equal match points, the highest percentage, in their grade, at the completion of the home-and-away series of matches shall compete in the semi-final round of matches.

3.9.5.2 Should two or more competing teams have equal points and percentage at the completion of the home-and-away series, their position on the ladder shall be determined on the result of the home-and-away match between the two clubs during the season. In the event that this does not resolve the situation, the matter shall be decided by the Board.

3.9.6 **3.9.6.1** If the season is abandoned prior to the end of the home and away matches for any reason, there will be no Premierships awarded for that season.

3.9.6.2 In the event a tie, a draw or abandonment without play, in any matches of the final series, the win shall be awarded to the highest ranked team.

3.9.7 Premierships shall be awarded to one club per grade per season, except if Bylaw 3.9.6.1 is enacted.

3.10 MATCH RESULTS

3.10.1 Score Service - Home teams must enter the progress results of all matches, on the Association's nominated Competition Management platform at the end of each day's play. For all Matches played on Saturday or Sunday, no later than 7:00 pm at the end of each day's play.

3.10.2 Match Reports {Player Statistics) - Both home and away teams are responsible for input on to the Associations nominated results Web Site, their full team as listed on the official team listing and their team's statistics of the game no later than 9:00 p.m. on the Monday following the completion of the match. For Matches completed on the Monday, then scores must be inputted by 9:00 pm on the Tuesday following the completion of the match. Once the game has been locked by PlayHQ, it will not be reopened. It is desirable that Club's enter player statistics as early as possible to assist with the preparation of reports for multi media outlets.

3.10.3 Umpires Report - Must be completed electronically on the Associations nominated results website by each Captain individually by no later than 9:00 p.m. on the Monday following the completion of the match.

3.10.4 Any Club not adhering to these Regulations shall incur a penalty/fine as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.10.5 Clubs repeatedly not submitting these reports shall be dealt with by the General Manager.

3.11 NO BALL - WIDE CALL

3.11.1 A ball landing off the pitch shall be called a "No Ball".

3.11.2 In the scheduled Shield Grade One Day matches, a free hit will occur when-

3.11.2.1 A front foot no ball is called by the Umpire.

3.11.2.2 A full toss above waist height whilst the batter is in an upright position in his normal batting position.

In both instances the fielders shall not change their positions in the field excepting that the batter facing the no ball is either dismissed from the no ball or has changed ends.

3.11.3 One Day Wide (Shield Grades)

Refer to Bylaw 3.15.13

3.11.4 One Day Wide {B Grade and below)

3.11.4.1 Leg Side Wide - when the ball passes outside the legside wide guide line, as per Appendix B.

3.11.4.2 Off Side Wide - If the striker in his normal stance doesn't have reasonable opportunity to score.

3.12 SCHEDULED MATCH TIMES

3.12.1 Play shall start and end at the scheduled times, as set out in the By-laws. Failure to complete the scheduled overs within the time allowed shall result in a fine according to the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.12.2 If play does not start at the scheduled time, due to the lack of material, i.e. stumps, bails, mats, balls or less than 7 players on the first day of the match, the offending team shall be fined as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17). The scheduled start time may be amended due to weather conditions.

3.12.3 A team, unable to commence the match 15 minutes after the scheduled start time, shall lose the match. The offending team shall pay both teams' umpires' fees for that day's play.

3.12.4 In a two-day match where a result has been reached, both captains must agree before stumps can be called prior to the scheduled finishing time.

3.12.5 In a two-day match, if due to rain or the ground is not fit to play on, and play is not commenced by 3.00 p.m. on day one (1), then play is abandoned and a One Day Match played on day two (2). If umpire(s) have been appointed for day one then they should receive half daily match fee.

3.12.6 In a two-day match, if a team fails to attend on the second day or refuses to take the field, the opposing team shall be awarded the maximum match points (i.e. 10 points) and the offending club will be fined as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17) and reported to the General Manager for further action.

3.13 SCOREBOOKS /SCORERS/ LIVE SCORING.

3.13.1 Each Club shall use Association approved scorebooks. Shield Grades must update progressive match scores on the Associations preferred database provider, at a minimum of every 10 overs. All other grades must update progressive match scores on the Associations preferred database provider, at the tea break and at the end of each day's play.

3.13.2 Scorers in all grades must be sixteen (16) years of age or over.

3.13.3 Each Clubs score books shall be signed by the Umpire(s)/Captain(s), if no official umpire(s), at the conclusion of each day's play.

3.13.4 Home clubs in the Burland, Jack Quick and Jack Kelly shall supply and operate a score board which shall be updated at the end of every over by the batting side.

3.13.5 Players names in the scorebooks shall be the same as the registered name of the player on the Associations nominated database supplier. No nicknames, other assumed names etc. are allowed. Clubs continually not recording the registered players name will be required to front the NMCA Board.

3.14 SENIOR COMPETITION - GRADE FORMATS.

Senior Cricket in the NMCA consists of the following Competitions:-

3.14.1 Senior Competition - Playing a mixture of T20, One Day and Two Day matches.

3.14.1.1 Shield Grades (Burland, Quick and Kelly)

3.14.1.2 Club Grades (denoted B, C, etc.) for all other teams, and may include first eleven and/or second eleven teams.

3.14.1.3 Designated One Day Competition - Playing One Day matches only.

3.15 SENIOR COMPETITION - ONE DAY MATCH

(Excluding Designated One Day Competitions)

Scheduled Times: Grades	Start:	Stumps	Overs	No Game	Tea Break
Burland	12.30 p.m.	5.30 p.m.	40/40	<25	2.50 p.m.
Quick, Kelly & All other Grades	12.30 p.m.	5.00 p.m.	35/35	<20	2.35 p.m.

3.15.1 Timing

If the innings of the team batting first has not been previously completed, it shall be compulsorily closed at the end of the scheduled overs (40/35), at which time a 20-minute break shall be taken. It is envisaged along with the umpires (if appointed), that the two (2) competing clubs shall ensure that the over rate is maintained such that the scheduled overs are bowled within the scheduled time. If the overs are not bowled within the prescribed time, clubs shall be fined according to the Penalties/Fines schedule (Administration Regulation Bylaw 2.17).

3.15.2 Innings interrupted by weather conditions or late start:-

3.15.2.1 If the match commences late or time is lost during the innings of the side batting first the overs shall be reduced from 40/35 by one (1) over for each seven minutes of lost time.

3.15.2.2 For the team batting first, if the total time lost exceeds 120 minutes and the innings is not previously completed, then it shall be compulsorily closed on completion of 25/20 overs. If 25/20 overs have not been bowled to the side batting first (given the innings is not previously completed) by 3.30pm, then play shall be abandoned. The match is declared a draw.

3.15.2.3 Twenty five/ twenty (25/20) overs is the minimum number of overs to constitute a game (i.e. the "no game" overs). When a match fails to reach the "no game" overs, both teams receive 3 points and scores count towards team percentages and individual batting and bowling averages.

3.15.2.4 If a one-day match has not started by 2.45pm then play will be abandoned. The match is declared a draw.

3.15.3 First Innings Compulsory Closure:-

The side batting second shall be entitled to bat only for the same number of legal balls bowled to the first side.

3.15.4 First Innings Not Compulsorily Closed:-

The side batting second shall be entitled to bat only forty/thirty five (40/35) overs. However, if lost time reduced the overs entitlement for the side batting first, then the side batting second shall be entitled to bat only for the same reduced number of balls.

3.15.5 Cessation of Play

Play shall continue until the side batting second has received entitlement under clauses 3.15.3 and 3.15.4. Play shall cease before this if any of the following apply:-

3.15.5.1 Play is abandoned due to bad weather.

3.15.5.2 If play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second, play can be extended by no more than 30 minutes and if the entitled overs have not been bowled by 6.00pm, in the Burland Shield or 5.30 in Quick, Kelly and all other Grades, then play shall cease at the completion of the over in progress at 6.00pm in the Burland Shield or 5.30 Quick, Kelly and all other Grades as defined above).

3.15.5.3 Play shall not resume after any interruption due to bad weather any time after 6.00pm/5.30pm.

3.15.6 Failure to comply with the finish of play at the scheduled time shall result in penalties, as per Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.15.7 A fielding team shall have no more than 5 fieldsmen on the leg side and no more than 2 fieldsmen behind the popping crease on the leg side at the instant of the bowler's delivery. Any breach of this rule shall result in the call of "No Ball".

3.15.8 The responsibility of completing the required number of overs on time rests with both teams.

3.15.9 A bowler shall be restricted to a maximum of one fifth (40=8, 35=7) of the scheduled overs in an innings.

3.15.l0Crease markings, including wide ball guidelines, for this form of the game are found in Appendix A (for lower Grades) and in Appendix B (for Shield Grades), at the end of the By-laws.

3.15.11 Inner Field Restriction Areas - Shield Grade One Day Games Only

Marking of Fielding Restriction Area

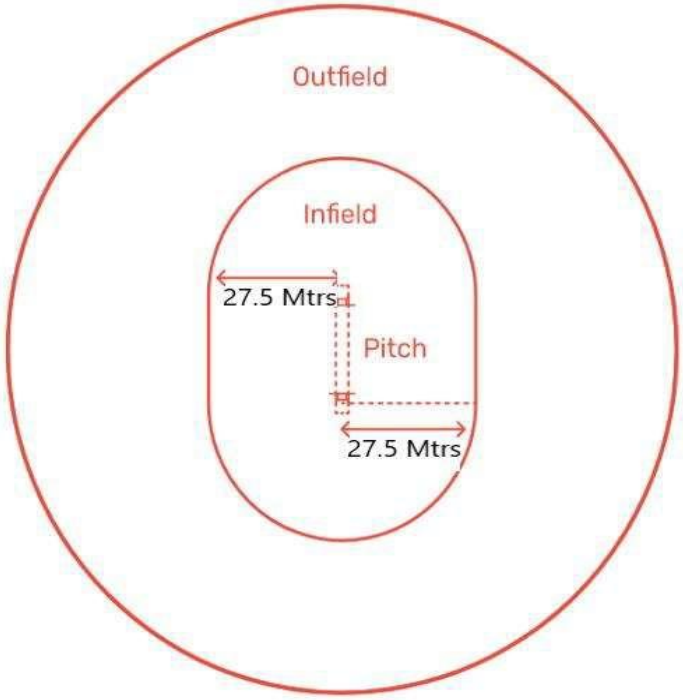
3.15.11.1 Two semicircles shall be drawn on the field of play.

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

3.15.11.3 The radius of each of the semicircles shall be 27.5 metres

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

3.15.11.5 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.



3.15.12 Fielding Restrictions

Overs In addition to the restriction contained in 3.15.7 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 are set out in the paragraphs and table below.

3.15.12. lOvers - Uninterrupted Match Subject to the provisions below, the distribution of Overs shall be in accordance with that contained in the table at 3.15.12.5 and be taken as follows:

3.15.12.2 No more than three (3) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs these are 1 to 10 inclusive, in an innings of 35 overs these are 1 to 8 inclusive.

3.15.12.3 No more than four (4) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs these are 11 to 30 inclusive, in an innings of 35 overs these are 9 to 27 inclusive.

3.15.12.4 No more than five (5) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs these are 31 to 40 inclusive, in an innings of 35 overs these are 28 to 35 inclusive.

3.15.12.5 Total Overs

40	5x8	39	4 x 8, 1 x 7	38	3 x 8, 2 x 7	37	2 x 8, 3 x 7	36	1 x 8, 4 x 7
35	5x7	34	4 x 7, 1 x 6	33	3 x 7, 2 x 6	32	2 x 7, 3 x 6	31	1 x 7, 4 x 6
30	5x6	29	4 X 6, 1 X 5	28	3 X 6, 2 X 5	27	2 X 6, 3 X 5	26	1 X 6, 4 X 5
25	5X5								

3.15.13 Shield Grade Crease Markings Appendix 3

3.15.13.1 Leg side

3.15.13.1.1 All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide" except in 3.15.13.1.2 (a).

3.15.13.1.2 The delivery is not a Wide if:

(a) The balls that passes on or inside the "Wide" Guideline (Leg Side)" crease marking when the striker moves towards the off side to allows it to pass behind him.

3.15.13.2 Offside

3.15.13.2.1 A delivery shall be called "Wide" if:

(a) The ball passes outside the "Wide Guideline (Off Side)" with the batter in a "normal" batting stance.

(b) The ball passes wide of the return crease, regardless of the striker bringing it within reach but failing to make contact. Except in 3.15.13.2.1.(D)

(c) A right arm bowler bowling around the wicket to a righthand batter or a left arm bowler bowling around the wicket to a lefthand batter bowls full pitched yorkers on the off side just within the "Wide Guideline (Off Side)".

(d) The delivery is not a Wide if:

The batter moves to the off side and brings the ball within reach so they can hit it with a normal cricket stroke but fails to make contact despite it passing outside the "Wide Guideline (Off Side)".

3.15.13.3 Wides - Height (batter standing up at the crease)

3.15.13.3.1 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.

3.15.13.3.2 **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.

3.15.13.3.3 **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, the central umpire has the final call.

3.15.13.3.4 **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.

3.15.13.3.5 **The** umpire at the bowler's end must then rule. It is suggested that the evidence they should consider is:

(a) Ball passing over head

(b) Keeper catching height

(c) Steepness of the ball's path post bounce

(d) Gut feel or instinct

3.15.14 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:

3.15.14.1 The striker is deemed to bring the ball sufficiently within their reach on both sides of the wicket.

3.15.14.2 The Wide Guideline (Off Side) shall apply on both sides of the stumps.

3.15.14.3 The leg stump wide interpretation is no longer in play.

3.15.15 Switch Hit Interpretation

The directive

3.15.15.1 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.

3.15.15.2 The batter can utilize any grip, as long as they do not change it while the bowler is running in to bowl. Interpretation

3.15.15.3 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.

3.15.15.4 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.

3.15.15.5 If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.

3.15.15.6 The second time this happens, the striker should be formally warned that they are wasting time under Law 41.10 (Batter 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.

3.15.15.7 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.

3.15.15.8 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

3.16 SENIOR COMPETITION - TWO DAY MATCH

(Excluding Designated One Day)

Play shall start at the scheduled time and if not concluded in two days such match to be decided on the result of the first innings.

Scheduled Times: Grades	Start:	Stumps	Overs		Tea Break
Burland	12.30 p.m.	5.30 p.m.	80		2.50 p.m.
Quick, Kelly **All other Grades**	12.30 p.m. 12.30 p.m.	5.00 p.m. 4.45 p.m.	70 65		2.35 p.m. 2.30 p.m.

Conditions of Play

3.16.1 General Conditions;-

3.16.1.1 Afternoon tea of 20 minutes shall be taken on each days play as near as possible to scheduled time either on the completion of an over or the fall of a wicket. The home team is responsible for providing afternoon tea to both teams.

3.16.1.2 In the event of an innings terminating or inclement weather interruption within 30 minutes of the scheduled time the tea adjournment shall be taken with no allowance for the ten-minute interval between innings and no deduction of overs.

3.16.1.3 Should a team be nine wickets down at the scheduled tea break, the tea break shall be deferred for a period of not more than 30 minutes or until the innings is terminated within this period.

3.16.1.4 If a day's play begins at 2.30 p.m. onwards, no tea adjournment shall be taken in that days' play.

3.16.2 Cessation of play;-

3.16.2.1 No Interruptions:

Play shall cease at the completion of the number of overs scheduled for the days play.

3.16.2.2 With Interruptions:

3.16.2.2.1 If time is lost, play can be extended by a maximum of 30 minutes at the end of that day's play. (i.e. finish time becomes 6.00pm/5.30).

3.16.2.2.2 If time lost exceeds 30 minutes, after allowing for the extended finishing time, then the scheduled overs are calculated based on the time remaining in the days play based on one over for every 3.5 minutes.

3.16.2.2.3 The maximum overs to be bowled in a day's play cannot exceed 80/70/65 overs after this calculation.

3.16.2.2.4 If the team batting first declares its innings closed and the team batting second receives the scheduled overs (80/70), then the team batting second will lose on the first innings if it doesn't make the runs.

3.16.2.2.5 If due to adverse weather, play is not in progress at or 5.30pm/5.00pm, or play is suspended after those, play shall thereupon end.

3.16.2.2.6 If less than 30 minutes of play is lost, after allowing for the extended finishing time, the maximum (80, 70 or 65) overs must be bowled.

3.16.3 Failure to comply with Senior Playing By-Law 3.16.2 by the scheduled time shall result in a penalty on the offending team for every over not completed as per Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.16.4 Compulsory Closure:-

The first innings of the side batting first, if not previously completed, shall be compulsorily closed on completion of the maximum (80 or 70) overs. If the maximum overs have not been received at the completion of the first day's play, the innings of the side batting first may continue on the second day until the maximum (80, 70 or 65) overs has been received.

3.16.5 Side Batting Second (First side compulsorily closed)

The side batting second shall be entitled to bat for the same number of (legal) balls bowled at the time of compulsory closure of the first side's innings. Excepting when the team batting first has their innings carried over to the second day of play, (3.16.4). In this instance the team batting second only has access to bat for the number of overs left that will not exceed 80 overs for the day. The team batting second must either make the runs to win, if dismissed will lose the match and if not all dismissed and have not passed the team batting first score shall result in a draw.

3.16.6 If the innings of the first batting side is uninterrupted and is completed by dismissal or declaration on the first day, the second batting side is entitled to bat for the same number of (legal) balls fixed for the first sides compulsory closure (i.e. 80, 70 or 65) overs plus any full unused overs remaining on Day 1.

3.16.7 In the event of a match not starting at the appointed time, the captain of the team not in default can demand to bat or bowl for the amount of time lost. All claims of lost time must be made to umpires no later than the tea break on that day's play.

3.16.8 The responsibility of completing the required number of overs on time rests with both teams.

3.16.9 In a two-day match where two innings may be played by each team, the side that bats first and leads by at least 100 runs shall have the option of requiring the opposition team to follow on after their first innings has been completed. (Laws Of Cricket - Law 14 - The Follow On - 14.1.2).

3.17 SENIOR COMPETITION - DESIGNATED ONE DAY COMPETITION

(Excluding Senior/ Veteran's Competitions)

Scheduled Times:	Start:	Stumps	Overs	No Game	Tea Break
All Grades	12.30 p.m.	5.00 p.m.	35/35	<20	2.35p.m.

3.17.1 Timing:-

If the innings of the team batting first has not been previously completed, it shall be compulsorily closed at the end of the scheduled overs (35), at which time a 20-minute break shall be taken. It is envisaged along with the umpires (if appointed), that the two (2) competing clubs shall ensure that the over rate is maintained such that the scheduled overs are bowled within the scheduled time. If the overs are not bowled within the prescribed time, clubs shall be fined according to the Penalties/Fines schedule (Administration Regulation Bylaw 2.17).

3.17.2 Innings interrupted by weather conditions or late start:-

3.17.2.1 If the match commences late or time is lost during the innings of the side batting first the overs shall be reduced from 35 by one (1) over for each seven minutes of lost time.

3.17.2.2 For the team batting first, if the total time lost exceeds 120 minutes and the innings is not previously completed, then it shall be compulsorily closed on completion of 20 overs. If 20 overs have not been bowled to the side batting first (given the innings is not previously completed) by 3.30pm, then play shall be abandoned. The match is declared a draw.

3.17.2.3 Twenty (20) overs is the minimum number of overs to constitute a game (i.e. the "no game" overs). When a match fails to reach the "no game" overs, both teams receive 3 points and scores count towards team percentages and individual batting and bowling averages.

3.17.2.4 If a one-day match has not started by 2.15pm then play will be abandoned. The match is declared a draw.

3.17.3 First Innings Compulsory Closure:-

The side batting second shall be entitled to bat only for the same number of balls bowled to the first side.

3.17.4 First Innings Not Compulsorily Closed:-

The side batting second shall be entitled to bat only thirty-five (35) overs. However, if lost time reduced the overs entitlement for the side batting first, then the side batting second shall be entitled to bat only for the same reduced number of balls.

3.17.5 Cessation of Play:-

Play shall continue until the side batting second has received entitlement under clauses 3.18.3 and 3.18.4. Play shall cease before this if any of the following apply:

3.17.5.1 Play is abandoned due to bad weather.

3.17.5.2 Play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second and the entitled overs have not been bowled by 5.30pm, then play shall cease at the completion of the over in progress at 5.30pm.

3.17.5.3 Play shall not resume after any interruption due to bad weather any time after 5.30pm.

3.17.6 Failure to comply with the finish of play at the scheduled time shall result in penalties, as per Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.17.7 A fielding team shall have no more than 5 fieldsmen on the leg side and no more than 2 fieldsmen behind the popping crease on the leg side at the instant of the bowler's delivery. Any breach of this rule shall result in the call of "No Ball".

3.17.8 The responsibility of completing the required number of overs on time rests with both teams.

3.17.9 A bowler shall be restricted to a maximum of one fifth (35=7) of the scheduled overs in an innings.

3.17.I0Crease markings, including wide ball guidelines, for this form of the game are found in Appendix A at the end of the By-laws.

3.17.IIA batter must retire immediately when they have reached 50 runs and may return to the crease when all other players listed on the team list have batted. Should more than one player retire, the retired players must return in order of retirement.

3.18 SENIOR COMPETITION - FINAL SERIES QUALIFICATION REQUIREMENTS

3.18.1 Players must have played one third of the Clubs contested home and away matches in that grade or any grades below during the home and away season to qualify for the semi-final, preliminary final and final matches. Contested games means a game that has commenced by the bowling of one legal delivery. For qualification purposes this means that byes, walkovers received and completely abandoned matches (where no play has commenced) will have adjustments made to the qualification quotient. Effected Clubs will be informed by the General Manager as close to the end of the season as possible to assist Clubs with player qualifications. Teams that give walkovers will not have any adjustments to their qualification quotient nor can they submit a team sheet for the match forfeited.

Completed Games	Qualification Games
13 -15	5
10-12	4
7 – 9	3
4-6	2
1-3	1

3.18.2

3.18.2.1 Games played in the Senior Competition (including one day, two day and designated one day competition matches) count for Senior Competition finals qualification. For the purpose of qualification, a Designated One Day Competition game will count as 0.5 towards one qualification game for all higher grades. A player may combine an aggregate (rounded down) of Designated One Day Competition games with higher grade games to assist in qualifying. (e.g. a player plays two games in the Clubs' third eleven, two games in the Clubs' second eleven and three DODC games during the season, he can play finals in the seconds eleven, 2 + 2 + 1 (0.5 x 3 = 1.5 rounded down is 1).

3.18.3 Open selection allows a player qualified in a higher grade to play in the final's series of a lower grade for which he has not qualified under Senior Playing By-Law 3.18.1

Open selection is only applicable where club's consecutive senior teams are participating in the same week of the finals. (e.g. applies if 1st XI and 2nd XI are playing but not if 1st XI and 3rd XI are playing). In the case of where the same final type is played on different weekends, open selection can still apply. However, if a player represents a team (in a lower XI) based on open selection, but is not qualified to play in the lower grades as per sub-clause 3.18.2, he will not be permitted to play in the higher XI team the following week(s).

3.18.4 Clubs who have insufficient players to field a full team during the finals will not be granted permission to play any player who is not eligible under this section. Teams who receive a walkover in the last Round of the season may make representation to the General Manager for consideration of an exemption to this clause. The General Manager shall make a determination and advise the Club of his final decision.

3.18.5 Finals System: Burland, Quick and Kelly Shield Grades

3.18.5.1 Week 1: Semi-final: 1 1 v's 2 Semi-final: 2 3 v's 4

3.18.5.2 Week 2: Preliminary final: loser of Semi-final 1 vs. winner of Semi-final 2

3.18.5.3 Week 3: Final: winner of semi-final 1 v's winner of Preliminary final
(Winner of Semi-Final 1 will be the highest ranked team)

3.18.5.4 The Burland, Jack Quick and Jack Kelly Shield Grades shall be played under ordinary conditions. Should there be a tie, a draw or abandonment without play in any finals game, the higher-ranked team at the conclusion of the Preliminary Finals shall be declared the winner.

3.18.6 Finals System: All other grades (including Designated One Day Competition)

3.18.6.1 Week 1: Semi-final: 1 1 v's 4 Semi-final: 2 2 v's 3

3.18.6.2 Week 2: Final: winner of semi-final 1 v's winner of semi-final 2
(Highest rank team will be determined by ladder position after the home and away season).

3.18.6.3 All Other Grades. The semi-final winners shall play in the Final. Should there be a tie, a draw or abandonment without play in any finals' games, the higher-ranked team at the conclusion of the semi-finals shall be declared the winner.

3.19 SENIOR COMPETITION - FINAL SERIES FORMAT

3.19.1 FINAL SERIES: Burland, Quick, Kelly Shield and all other Grades

3.19.1.1 Each match of the final series shall be played over two (2) days.

3.19.1.2 All Semi Finals and Preliminary Finals shall be played under the home and away two (2) day match conditions.

3.19.1.3 There is no provision to schedule a one-day game in all Semi Finals, Preliminary Finals and Grand Final matches should play be lost on day one.

3.19.1.4 **3.19.1.4.1** Playing time for Grand Finals can be extended to make up for lost overs due to weather interruptions. General two-day weather interruption rules apply for day 1. If less than the maximum scheduled overs (80 or 70) are not bowled on Day 1 then play can be extended at the start of day two (30 minutes) and at the end of day two (30 minutes). This will allow for an additional 17 overs (Approx. 3.5 minutes per over). Up to a maximum of 97 overs for the day. It is the responsibility of both teams to ensure that the overs are bowled within the scheduled playing time, however, if there have been no interruptions during the second day, 97 overs need to be bowled regardless of time. If play is delayed by more than 30 minutes, play will cease at 6.30pm (DST).

3.19.1.4.2 If, due to time lost on the first day of the Grand Final, the team batting first declares its innings closed and leaves the team batting second the minimum scheduled overs (80/70), then the team batting second must make the runs to win. However, if play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second and the entitled overs have not been bowled by 6.00pm, then play shall cease at the completion of the over in progress at 6.00pm. The result is a draw and the higher positioned team on the ladder will be declared the winner.

3.19.1.5 Shields shall be awarded after the final for each grade. (Refer Bylaw 3.9.6.2) Shields must be returned to the General Manager within seven (7) days after the final.

3.19.1.5.1 Clubs may borrow shields for functions, but must notify the General Manager in writing or electronically.

3.19.1.5.2 Clubs failing to return the shield within scheduled time shall be fined according to the Penalties/Fines schedule (Administration Regulation Bylaw 2.17).

3.19.1.6 All finals, excepting the three Shield Grade Grand Finals, shall be played on the highest ranked teams home ground. Shield Grand Finals will played on nominated grounds as set by the Senior Match Committee. However, the Senior Match Committee have the power to change any venue that it thinks is unsuitable to host any final. Due notice will be issued regarding any changes.

3.19.2 FINAL SERIES: Designated One Day Competition

3.19.2.1 All Finals shall be played under the home and away match conditions.

3.19.2.2 Players must have played a minimum of matches in the Designated One Day Competition, to be eligible to play in the Final Series. The number of matches is determined by the table in Senior Players By-Laws Sub-Clause 3.19.1.

3.19.2.3 Shields shall be awarded after the final for each grade. (Refer Bylaw 3.9.6.2) Shields must be returned to the General Manager within seven (7) days after the final.

3.19.2.3.1 Clubs may borrow shields for functions, but must notify the General Manager in writing or electronically.

3.19.2.3.2 Clubs failing to return the shield within scheduled time shall be fined according to the Penalties/Fines schedule (Administration Regulation Bylaw 2.17).

3.19.2.4 All finals shall be played on the highest ranked teams home ground. However, the Senior Match Committee have the power to change any venue that it thinks is unsuitable to host any final. Due notice will be issued regarding any changes.

3.20 SUSPENSIONS, CITINGS AND REPORTS

Player Behaviour - Offences and Penalties

Clubs are advised to read the Match Review Panel documentation as well as Administration Regulations By-law 2.15. This document and By-law clearly states the procedures for the reporting of Players or officials. Graded offences, suspension/citing penalties and probation are also contained in this documentation. The document can be found at www.nmca.com.au.

3.21 TEAM LISTINGS

3.21.1 Clubs are required to have all team selections posted on the Associations preferred database provider by 9.00PM on the day before the game commences.

Any Club not adhering to these Regulations shall incur a penalty/fine as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

Clubs may make changes to the selected team, but such changes must be completed not later than 30 minutes prior to the scheduled starting time of the game and the team must be updated on the Association preferred database by no later than 7.30PM on the day of the match, or by 7.30PM on the first day of a Two-Day game.

Registered players as declared on the team listing are the only eligible players to play in the match, and any departure from this means loss of points.

Only team listings from contested matches will be recognised by the Association. Clubs will not be able to submit team listings for Scheduled Byes, Walkovers, and Completely Abandoned Games (i.e. where no play starts).

Any team listing in the Burland, Quick, Kelly Shield with more than eleven names shall be investigated by the General Manager, which will determine a fine and/or loss off points. In the event of loss of points, the opposition team shall be awarded the maximum points from the grade in that particular round.

Team listings in Club Grade and the One Day Competition may have twelve players listed.

3.21.1.1 Club Grades:

3.21.1.1.1 Two Day Games: Only eleven can bat and any eleven can bowl in an innings, however if a second innings is required, then the twelfth listed player may bat or bowl providing that not more than eleven bat or bowl in any such innings. No player who has played any two-day match in a Shield Grade game in the current season is permitted to play in a Club's Third or lower Grade team which has twelve names on the team sheet. Any such occurrence will be investigated by the General Manager, which will determine a fine and/or loss off points. In the event of loss off points, the opposition team shall be awarded the maximum points from the grade in that particular round.

3.21.1.1.2 One Day Games: If twelve players are listed, one player must be a designated batter who cannot bowl in the match and one player must be a designated bowler who cannot bat in the match. Captains must inform the Umpire, if one is appointed, and the opposition Captain of the names of the designated batter or bowler prior to the commencement of play.

3.21.1.1.3 A player that is absent or leaves the field does not serve Penalty Time. (Laws of Cricket 24.2 (2017 code).

3.21.1.2 Designated One Day Competition:
No player who has played any two-day match in a Shield Grade game in the current season is permitted to play in a Club's Third or lower Grade team which has twelve names on the team sheet

3.21.2 Once Clubs have confirmed the match on the Association's nominated results web site, both teams accept the opposition team list is correct. If there are any discrepancies with the opposition's nominated team (missing names, names of players who did not actively play, players playing under fictitious names), Clubs are required to "Dispute" by email to the General Manager via the Clubs registered email account within the time frame set out in Senior Playing By Laws 3.10.1 and notify the Association's General Manager who will investigate the dispute. Any such occurrence will be investigated by the General Manager, who will determine a fine and/or loss off points. In the event of loss off points, the opposition team shall be awarded the maximum points from the grade in that particular round. There will be no investigation of such incidents if Clubs do not lodge a dispute notice in the required time frame.

3.21.3 Any team may substitute a member of the Armed Services and Emergency Services (MFB, CFA, SES, Victoria Police, and Federal Police) in a match, but such substitution can only occur after the schedule match has commenced.

3.21.3.1 If such a member of the Services plays on the first day, the team may fill his place with a registered playing member, who is not participating in any other game.

3.21.3.2 The substitute player may bat, bowl or keep wickets, or fill any position on the field.

3.21.3.3 If the player substituted was not out on the first day the substitute may continue his innings.

3.21.3.4 Proof of "roster change" must be submitted to the General Manager for approval.

3.22 WALKOVERS

3.22.1 Any club, who withdraws a team from the competition after the fixture for the season has been drawn, shall be fined for each game forfeited to the date of withdrawal, then fined for the withdrawal of the team as per Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

If such withdrawal leaves an uneven number of teams, then the team shall be replaced in the fixture with a bye. The bye shall attract points as per Senior Playing By-Law 3.9.

If such withdrawal leaves an even number of teams, then the bye shall be eliminated.

In all cases, results and points gained in the grade prior to the withdrawal shall stand.

3.22.2 After completion and publication of fixtures any club failing to play or complete a match for which it is drawn shall be fined as per Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

3.22.3 The General Manager shall be notified by the Club giving a walkover (by 9pm Thursday prior to a game) and the club shall be fined as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).

Clubs giving a walkover between 9.00pm Thursday and 10.00am on the day of the match shall be fined the late walkover fine.

Clubs giving a walkover after 10.00am on the day of the match shall be fined double the late walkover fine with half this fine being paid to the Club receiving the walkover.

The General Manager shall also inform the Club receiving the walkover.

3.22.4 Any Club that gives the maximum allowed walkovers as per the following table throughout a season, shall be automatically withdrawn from that grade and the club shall be fined as per the Penalties/Fines Schedule for withdrawing a team after maximum number of walkovers (Administration Regulation Bylaw 2.17).

13 - 15	Round Season - 5 Matches
10 -12	Round Season - 4 Matches
8 - 9	Round Season - 3 Matches

3.22.5 The offending club shall pay one afternoon's fee to Umpire(s) where appointed.

3.22.6 Any club giving a walkover shall do so from its lowest eleven in the competition. For Clubs with a team in the Designated One Day Competition, this will mean that this is the team that will giving the walkover.

3.23 WEATHER CONDITIONS

3.23.1 Adverse Weather:

In the event of active thunderstorm activity in the immediate vicinity of the playing area, all play is to cease **IMMEDIATELY,** and all players, umpires and officials are to find safe shelter without delay.

3.23.2 Extreme Weather:

If, on the day of scheduled play, the forecast temperature by the bureau of meteorology is 38 degrees Celsius or above, or for rain that may make the ground's unplayable, the General Manager and Senior Sub-Committee shall meet/discuss on the morning of the scheduled days play, or, in extreme, circumstances anytime in the week leading up to the day and make a decision on the merits of playing or abandoning senior matches for the day.

The decision to abandon play can be made before the day of play if the General Manager and Senior Sub-Committee feel that preceding extreme weather or an extreme forecast could put our association members at risk.

Such factors as relative humidity, pollution levels, wind, expected change in weather during the course of the days play and ground conditions shall be taken into account when determining the safety of association players, umpires, scorers, officials and spectators.

Advice may also be sought from third parties in making this decision.

A decision must be made by 10.30 a.m. on the day of play at the latest and shall be conveyed to all clubs by Noon ONLY if the decision is to abandon the days play. If the decision is to abandon play, this means all matches shall be abandoned.

If there is no abandonment of play and the weather reaches 38 degrees at the Viewbank weather station after the commencement of play, the General Manager shall notify all Clubs that play shall cease immediately for a period of 20 minutes.

If this stoppage is within 20 minutes of the scheduled tea break, then the tea break shall be taken.

The General Manager, shall monitor the weather and take into consideration of any forecast conditions that could affect the recommencement of play, (cool change, cloud coverage, humidity levels, wind strength and direction etc.).

If, after the 20 minute break and in the General Manager's opinion, the weather conditions are not likely to abate, then he shall contact all Clubs to inform them that play will be abandoned for the remainder of the day.

If, after the 20 minute break and in the General Manager opinion, the weather conditions could change to allow play, then he shall contact all Clubs to inform them that play can recommence.

If play is allowed to recommence, actions which may assist in safe play include;

3.23.2.1 Extra drink breaks (i.e. every 40 minutes and as needed)

3.23.2.2 An extension to the tea break of up to ten (10) minutes, and

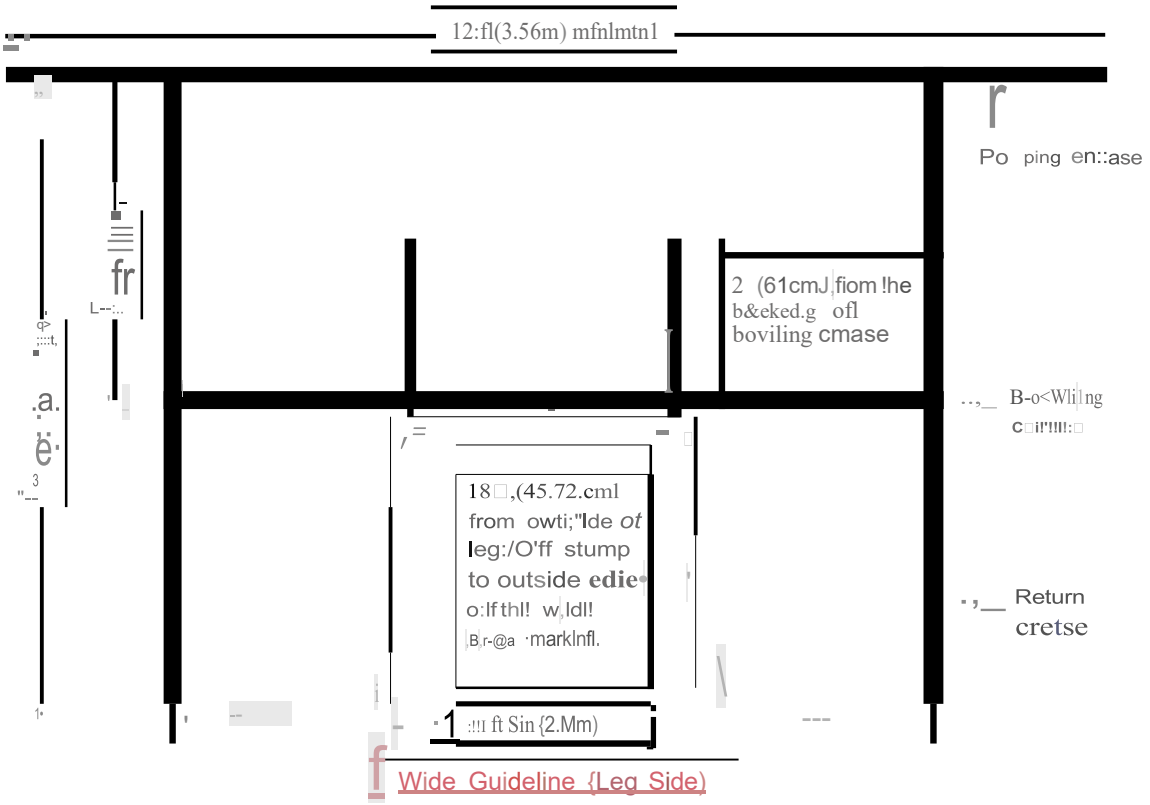
3.23.2.3 An extension to the change of innings breaks of up to five (5) minutes.

3.23.2.4 Umpires are advised to extend the scheduled time of completion to allow for these extra breaks.

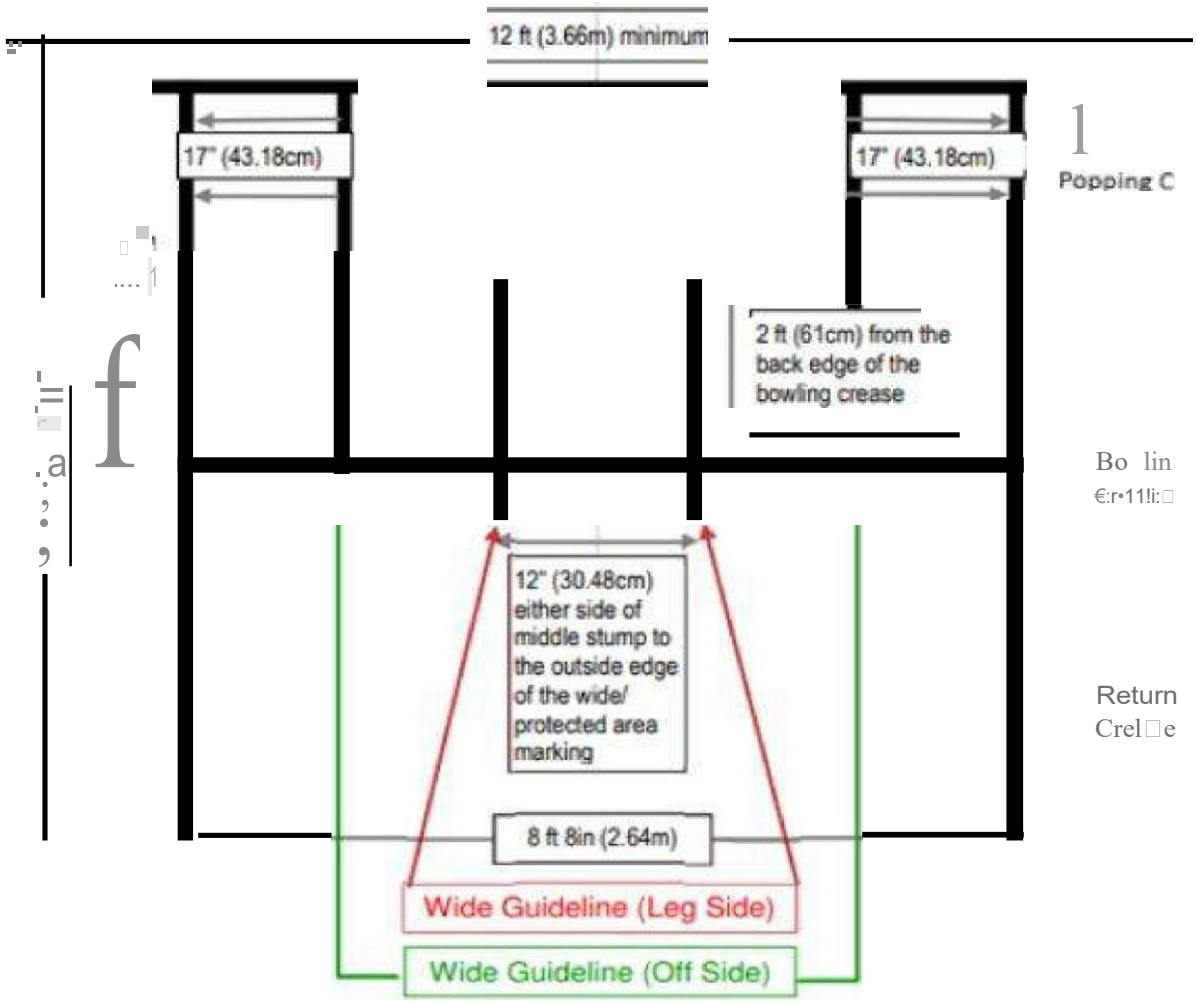
APPENDIX A: GROUND LOCATIONS

LGA	Venue	Address	Club
Booroondara	Macleay Park #2	Barmoral Road	Balwyn North Bulls Women's
Banyule	Warringal Park	Beverley Road, Heidelberg	Heidelberg Women's
Banyule	Heidelberg Park	Beverley Road, Heidelberg	Heidelberg Women's
Banyule	Banyule Flats North	Somerset Drive, Viewbank	Macleod Women's
Banyule	Beverley Road Oval	Beverley Road, Banyule	Banyule Women's
Banyule	Cartledge Reserve	Valentine Road, Ivanhoe West	West Ivanhoe Juniors
Banyule	Ford Park North	Davidson Street, Bellfield	Bellfield
Banyule	Greensborough War Memorial	Henry Street, Greensborough	Greensborough Women's
Banyule	Montmorency Park South	Para Road, Montmorency	Lower Plenty Women's
Banyule	Olympic Park North	Catalina Street, West Heidelberg	Bellfield
Banyule	Olympic Park South	Catalina Street, West Heidelberg	**UNAVAILABLE**
Banyule	Seddon Reserve	Sparkford Street, West Ivanhoe	West Ivanhoe Juniors
Banyule	Shelley Park	Shelley Street, West Heidelberg	Olympic Colts/ Olympic Fillies Women's
Banyule	Whatmough Park	Kalparrin Avenue, Greensborough	Riverside Women's
Darebin	C.H. Sullivan Park East	Blake Street, Reservoir	Fiji Victorian
Darebin	C.H. Sullivan Park West	Blake Street, Reservoir	Fiji Victorian
Darebin	C.T. Barling Park East	Plenty Road, Reservoir	Reservoir Cobras/ Reservoir Cobras Women's
Darebin	C.T. Barling Park North	Plenty Road, Reservoir	West Preston
Darebin	H.L.T. Oulton Park North	Bell Street & Albert Street, Preston	Preston Baseballers/Preston Baseballers Women's
Darebin	H.L.T. Oulton Park South	Bell Street & Albert Street, Preston	Preston Baseballers
Darebin	H.P. Zwar Park	Jessie Street, Preston	West Preston
Darebin	Hayes Park East	Flinders Street, Thornbury	Holy Trinity Women's
Darebin	I.W. Dole Reserve	Dole St. & Cheddar Rd, Reservoir	Ivanhoe Mavericks
Darebin	J.C. Donath Reserve #2	Harmer Street, Kean Park	West Preston
Darebin	J.C. Donath Reserve #6	Harmer Street, Kean Park	Donath
Darebin	J.C. Donath Reserve #7	Harmer Street, Kean Park	Camrea
Darebin	J.E. Moore Park North	Gilbert Road, Reservoir	Preston YCW District
Darebin	J.E. Moore Park South	Henty Street, Reservoir	Cameron/ Cameron Women's
Darebin	John Hall Reserve	Dunne Street, Kingsbury	Camrea / Camrea Women's
Darebin	T.W. Blake Park #1	Murray Rd & Gower St, Preston	**UNAVAILABLE**
Darebin	T.W. Blake Park #3	Murray Rd & Gower St, Preston	
Darebin	W. Ruthven VC Reserve	Albert Street, Preston	Northern Socials/ Northern Socials Women's
Melbourne	Poplar Oval	Old Poplar Road, Parkville	Royal Park Reds
Merri-Bek	Charles Mutton Reserve	Creedon Street, Fawkner	East Coburg - Haig Fawkner Women's
Merri-Bek	Fleming Park	Albert Street, East Brunswick	East Coburg - Haig Fawkner Women's
Merri-Bek	Oak Park Reserve	Pascoe Vale Road, Oak Park	Pascoe Vale Central Women's
Murrindindi	Kinglake Memorial Oval	Extons Road, Kinglake Central, Kinglake	Kinglake
Nillimbuk	Coventry Oval	Elizabeth Street, Diamond Creek	Diamond Creek Women's
Nillimbuk	Eltham Central Park	Panther Place, Eltham	Eltham Women's
Nillimbuk	North Eltham Reserve	Wattletree Road, Eltham North	North Eltham Wanderers Womens
Nillimbuk	Research Park	Englewood Place, Research	Research Eltham College Women's
Nillimbuk	Strathewen Reserve	Chadds Creek Road, Strathewen	Strathewen
Whittlesea	Ben Frilay Oval	Greysharps Road, Hurstbridge	Hurstbridge Women's
Whittlesea	Epping Recreation Reserve	Park Street, Epping	Epping Women's
Whittlesea	Kelynack Reserve	Azalea Drive, Mill Park	Rivergum Women's
Whittlesea	Laurimar Reserve East	Lakeside Drive, Laurimar	Laurimar Women's
Whittlesea	Mill Park Lakes Reserve	The Lakes Boulevard, South Morang	South Morang Women's
Yarra	Fairfield Park	Yarra Bend Road, Fairfield	Fairfield/ Fairfield Women's

APPENDIX B: CREASE MARKINGS (including Wide Ball Markings)- For all Grades below Shield Level



APPENDIX C: CREASE MARKINGS (including Wide Ball Markings) - For all Shield Level Grades



APPENDIX D: STUMP DIMENSIONS)

Bails:- For Senior Cricket- Overall 4.31 Inches/10.95 cm:
(a) 1.38 in/3.5 cm;
(b) 2.13 in/5.4 cm;
(c) 0.81 in/ 2.06 cm

Stumps:- For Senior Cricket -
(d) Height 28 in/71.1 cm;
(e) Diameter: Maximum 1.5 in/3.81 cm; Minimum 1.38 in/3.S cm

Overall:- For Senior Cricket- Width 9in/2.86 cm

