



HILLS CRICKET ASSOCIATION

BY-LAWS AND PLAYING CONDITIONS

2024/2025 UPDATE

20/20 Rules (All Competitions)

Matches played in 20/20 Competitions shall be played under the Hills Cricket Association Playing Conditions, as varied from the Laws of Cricket (2000 Code, 6th Edition – 2015)

1. Teams shall consist of 11 players, all of whom may be used as per normal HCA by-law
2. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.
3. It is a requirement that the first and second sessions go for no longer than 1 hour and 15 minutes. An interval between sessions will be no longer than 15 minutes.
 - 3.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
 - 3.2 No drinks breaks are permitted.
4. One new ball shall be used per each inning.
5. Maximum of four overs per bowler.
6. Overs are bowled in five over blocks from one end with a change of ends every five overs. Bowlers are not permitted to bowl consecutive overs.
7. any delivery passing the strike batter's stump on the legside without any contact with the striker shall be a wide unless,
 - The ball passes between the striker and the stumps, The striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
 - The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario the normal operation of Law 22 shall stand.
8. The batsman receives a free hit for any ball signalled a no ball as per the HCA By-Laws
9. No more than two fielders are allowed more than halfway to the boundary in the 1st 6 overs
10. Up to five fielders are allowed more than halfway to the boundary from the 7th over onwards
11. Clubs are required to clearly define the halfway distance on the oval (i.e paint, mown or flat cones)
12. Tied matches are decided by a one over bowl-off. Teams nominate three batsmen's and a bowler. The team scoring the most runs off that over wins. Two wickets lost ends the over.

OVER RATE PENALTIES

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the rescheduled cessation time for that innings.



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One Day Games – Playing Conditions

Except as varied hereunder, the Laws of Cricket (2000 Code, 6th Edition – 2015) shall apply. All numerical references contained herein correspond with the relevant law number in the Laws of Cricket.

Law 1 – Law 2

Laws 1-2 shall apply.

Law 3 – The Scorers

A1 home side will score with My Cricket live. Away sides can use either My cricket or scorebooks. B and C grade are encouraged to use My Cricket for scoring

Law 4 – Law 8

Laws 4-8 shall apply.

Law 9 – Preparation and maintenance of the playing area

The following shall apply for A1 Grade matches only.

- a) An oval shall be made by drawing two semi-circles on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27m). The semi-circles shall be linked by lines which are drawn parallel to the pitch. This line, is commonly known as the circle. If the ground is smaller than 60 yards (54 metres, the line shall be halfway to boundary)
- b) Marking can be a continuous line, dotted lines, or a line mowed lower than the surrounding grass.

Law 10 – Law 11

Laws 10-11 shall apply.

Law 12 – Start of Play; Cessation of Play

Playing Time

- a) Scheduled Playing Hours and Intervals shall be:

A1 Grade

12:30-3:20	First Session
3:20-3:40	Tea Break
3:40 – 6:30	Second Session

A2/A3 Grade

1.00pm - 3.30pm	First Session
3.30pm - 3.50pm	Tea
3.50pm - 6.20pm	Second Session

- a) Each one day match shall comprise one innings only per team with each team entitled to receive no more than 45 overs (40 overs in A2 and A3)
- b) Tea Break: 20 minutes from 3.20pm for A1 and 3.30pm for A2 and A3, or at the completion of 45 overs for A1(40 overs in A2 and A3), whichever occurs first.

Duration of Innings

- d) Each team batting first is entitled to receive 45 overs (40 overs in A2 and A3) unless dismissed earlier.



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- e) The game shall cease once the team batting second has passed the required runs. On the agreement of both Captains the match may continue, however the side batting second can receive no more than 45 overs (40 overs in A2 and A3).

Note: Account shall be taken where the team batting first did not, as a result of unforeseen circumstances, receive its full entitlement of overs and was not dismissed. It shall be entitled to receive one half of the total number of overs available for play (refer to Allowance for Lost Time) or until it is dismissed, whichever occurs first. The side batting second will then be entitled to receive the same number of overs.

Allowance for Time Lost

- f) Where playing time is lost due to unforeseen circumstances the number of minutes lost shall be divided by three and a half and rounded to the nearest whole number. The resulting number shall be halved and deducted from the allocation of overs for each team in its first innings.

Example: Play has been underway 45 minutes, and the team batting first has received 12 overs, when rain delays play for 70 minutes.

Overs to be bowled = $80 - (70/3.5) = 60$.

- g) The team batting first is entitled to a further 18 overs. The team batting second is entitled to 30 overs.
- h) Play shall be abandoned when insufficient time remains for both teams to receive at least 25 overs.
- i) Play shall be extended for an additional half hour so that the maximum possible number of overs may be bowled.

Special Conditions

- j) Where due to unforeseen circumstances a one day finals match is unable to be completed within the prescribed hours of play, the match shall be continued on a reserve day. The reserve day will be determined at the discretion of the Executive Committee.
- k) Where unforeseen circumstances prevent the side batting first from receiving their entitled overs prior to 3.20pm in A1 Grade or 3.30pm in A2 and A3 Grade, play will continue to allow these overs to be received or until the batting side is dismissed, whichever occurs first.
- l) To avoid the need to recommence a game on the reserve day the match may continue past the prescribed hours of play with the agreement of both captains.
- m) Where agreement is not reached between both captains to extend the hours of play then play shall cease at the prescribed time and recommence on the reserve day.
- n) Where both captains agree to extend the hours of play the game must continue until a result is achieved or until the playing conditions are unsuitable for play as set out under the Laws of Cricket.
- o) Play must not extend beyond 6.30pm on the reserve day. Where a result has not been reached by 6.30pm on the reserve day the method set out in Determination of Result will be applied.
- p) A Grade fielding restrictions apply-First 10 overs no more than 2 fielders outside the circle. For the following 35 overs a minimum of 4 fielders inside the circle. Any infringement of the fielding restrictions will be called a no ball after the ball is delivered.
- q) For matches in A Grade Penalties for slow over rates shall apply .

If at the conclusion of the over in progress at the expiration of the quota time, the bowling team has not completed the quota of overs, six (6) runs shall be added to the score of the batting team for each over in the quota that they have failed to complete. In all cases, the full quota of overs shall still be completed.

Note: Subject to the right of either team to enter a protest to the independent umpire (if appointed) shall determine what are unforeseen circumstances and the duration of the same within this rule.



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Law 13 – Law 15

Law 13-15 shall apply

Law 16 – The Result

Law 16.1 (A win – two innings match) shall not apply in senior matches due to the one-day match format

Law 16.2 (A win – one innings match) shall be replaced with the following:

The side which has scored in its one innings a total of runs more than that scored by the opposing side in its one completed innings shall win the match.

- a) Save for circumstances where a match is awarded to a team because of the opposing team's refusal to play (i.e. 'Win on Forfeit'),
- i) A result can be achieved only if both teams have had the opportunity of batting for the minimum overs in the table below, unless;
- one team has been bowled all out in less than the minimum overs *or*
 - the team batting second scores enough runs to win in less than the minimum overs
- ii) All matches in which both teams have not had an opportunity of batting for the stated minimum overs, shall be declared a No Result.

Grade	Minimum Overs
A1 Grade, A2 Grade, A3 Grade	20
Senior Twenty20	5

16.5.1 Tied Matches

If the match is a Tie,

- a) Relative to minor round matches, in matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen. Points will be allocated accordingly.
- b) Relative to Finals matches, other than Senior Twenty20, in matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, in the event of a tie in a semi final the team which finished higher on the minor premiership list will be declared the winner and will progress to the grand final. In the event of a tie in a grand final the two teams shall be joint winners of the competition.
- c) Relative to all Senior Twenty20 matches, in matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, a "Super Over" shall occur.

16.5.1.1 "Super Over"

The "Super Over" shall occur as follows:

- a) Subject to weather 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 five (5) minutes after the conclusion of the match.
- b) In the "Super Over" will take place on the pitch allocated for the match unless otherwise determined by the umpires with the sides batting in the reverse order to the main match. The umpires shall not change ends. The fielding side shall choose which end to bowl from.



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- c) Prior to the commencement of the “Super Over” each team shall select three (3) batters and one (1) bowler who shall already have played in the match and the selected players shall be given in writing to the umpires.
- d) Each team’s over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
- e) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team’s innings shall be used for both team’s “extra” over.
- f) The loss of two (2) wickets in the over ends the team’s one (1) over innings.
- g) In the event of the teams having the same score after the “Super Over” has been completed, the team that hit the most number of sixes (6s) combined from its two (2) innings in both the main match and the “Super Over” shall be the winner. q. If the number of sixes (6s) hit by both teams is equal, the team that hit the most number of boundaries (fours (4s) and sixes (6s)) in the “Super Over” will be declared the winner.
- h) In the event that the result is still a tie after the “Super Over” and clauses above have been applied, the “Super Over” shall be repeated until a winner is obtained.

“Super Over” not possible

- i) In Minor Round matches, if the minimum number of overs has been bowled to constitute a match (five (5) overs per team) and circumstances make a “Super Over” impossible, the match shall be declared a tie.
- j) If circumstances make a “Super Over” impossible in the Grand Final the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

16.5.2 A Draw

All matches in which both teams have not had an opportunity of batting for the below minimum of overs, shall be declared a draw, unless the team batting second achieves a result in less than the minimum overs.

16.5.1 Definitions of Drawn and Abandoned Matches

- a) An abandoned match shall be one where no play has been possible.
- b) A drawn match shall be one where no other result has been achieved in a commenced match, and the minimum overs required to constitute a match has not been reached as playing time has been lost due to ground, pitch, weather or light conditions.

16.5.2 Minor Round Matches that are Drawn, Abandoned or No Result

- a) Any Minor Round Match that satisfies the criteria of 16.2 shall be awarded points as outlined for a ‘No Result’.

16.5.3 Finals Matches that are Drawn, Abandoned or No Result

- a) In all senior grades other than Twenty20, the day following the scheduled day shall be available as a reserve day.
 - i) In the event of the scheduled finals day being abandoned due to the Adverse Weather Guidelines, the match will be played the following day under the same conditions.
 - ii) In the event of the scheduled day of the Grand Final being partially interrupted due to inclement weather (at least 30 minutes of play lost), stumps may be drawn at the scheduled finish time in Law 12 and play will recommence at the usual scheduled start time the following day.
 - (1) To avoid the need to recommence a game on the reserve day the match may continue past the prescribed hours of play with the agreement of both captains.



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- (2) Where agreement is not reached between both captains to extend the hours of play then play shall cease at the prescribed time and recommence on the reserve day.
- b) 'Allowance for Time Lost' in Law 12 (which details the reduction of overs if the start of play being delayed due to pitch, ground, weather or light conditions) will not apply to the scheduled day of the Grand Final but will apply to the reserve day if the scheduled day of the Grand Final is abandoned in full and the start of play on the reserve day is delayed.
- c) The replacement of players will not be permitted in the event that a finals match utilises the reserve day.
- d) If playing conditions prevent either side from gaining a first innings win including where a reserve day has been utilised or in Senior Twenty20, the match shall be awarded to the team which finished higher on the minor premiers list.

Law 17 – The Over

- a) Maximum of 9 overs per bowler for A1, maximum of 8 for A2 and A3.
- b) If due to delays fewer than the scheduled overs are played, no bowler can bowl more than 20% of the allocated overs. If a delay occurs after starting, overs bowled prior to the reduction are included in the 20% maximum calculation.

Law 18 – Law 19

Laws 18-19 shall apply.

Law 20 – Dead Ball

- a) A ball shall be dead if it hits the straps within the confines of the matting or the ends of the matting or lands on the concrete between the matting and shall be called dead by the umpire and the bowler shall receive another ball.

Law 21 – No Ball

- a) A delivery arriving, without bouncing, over the height of a batsman's waist, in his normal batting stance shall be called a no-ball by the umpire.
- b) These deliveries will attract a penalty of one run, in addition to any runs scored, with the total number of runs to be included against the bowler (ie. a no ball that is hit for 3 runs will increase the batting side's score by 4 runs. The batsman will receive 3 runs to his score, 1 to sundries, and the bowler 4 runs against his bowling figures).

MCC Law 21.7

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once
- rolls along the ground before it reaches the popping crease.
- Or pitches wholly or partially off the pitch before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.



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Law 22 – Wide Ball

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

In A1 Grade matches, any delivery passing the strike batter's stump on the legside without any contact with the striker shall be a wide unless,

- The ball passes between the striker and the stumps, The striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
- The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario the normal operation of Law 22 shall stand.

In A2 Grade and A3 Grade matches, both off side and leg side words shall be adjudged per Law 22.1 of the MCC Laws, which is included below.

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke

Law 23 – Law 42

Law 23-42 shall apply.



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By-Laws

PART A – ADMINISTRATION

Levies, Fines and Penalties for Non-Payment

1. The Executive Committee may levy clubs such amount or accounts during any particular season as may be necessary in the opinion of the Executive Committee to carry out the resolutions of the members in General Meeting or to otherwise carry out any decisions of the Executive Committee and shall specify the date by which such levy is to be paid.
2. Without prejudice to the liability of the Club to pay a levy or fine imposed to the Association, by way of additional penalty where these are not paid by 10.00am on the day following the completion of minor round matches in any season (or such other date or time as may be prescribed by the members in General meeting or the Executive Committee) a penalty of one point for every \$10.00 will be deducted from the team of that Club which is highest on the Premiership Table in any grade in addition to the levies or fines remaining due. Where two teams are on the same points then the highest grade team is to lose the points.
3. Any club which shall cease affiliation shall be liable for all levies and fines made against that club and any other monies due by the club to the Association prior to its ceasing to be affiliated.
4. Any clubs that forfeits a game shall be liable for a penalty as determined by the Executive Committee. Penalties shall not be applied for the first two playing days of the season. A programmed bye will not count as a playing day for the purposes of this paragraph.

Club Attendance

5. The Executive Committee shall require all or any member of an affiliated club to attend at such place and at such time as shall be specified.

Notice to Clubs

6. Notice to Clubs contained in "The Courier" newspaper or emailed to Clubs via the HCA on-line management system shall be sufficient notice to Clubs. It is the responsibility of each Club to keep those contact details up to date.

PART B – PLAYER QUALIFICATIONS

Player Registrations

7. Player registrations shall be completed via the PlayHQ website, with each Club to maintain a list of all registered players.
8. No person shall be eligible to play unless they are a registered player of the Club for the season with which they intend to play, other than in the following circumstances
 - 8.1 Players may be selected on PlayHQ as a 'Fill-in Player' if they are not a previously registered participant that would otherwise require Player Movement through a Transfer or Season Permit. This may occur for a maximum of two matches in the one season, after which that player must register on PlayHQ to the Club.
 - 8.2 Any player found to be in breach of the above will result in the offending Club forfeiting the game.
 - 8.3 A fill-in player who then registers to the Club must have their records corrected to be eligible for Player Qualification in finals. Finals qualification shall not be permitted through a combination of days as a registered player and as a fill-in record.
9. Once registered, a player remains with that Club until they gain a transfer from that Club, or are permitted under dual registration in accordance with these By-Laws. In the event of a breach of these By-Laws, the offending Club will be considered to have forfeited the game.

Player Movement (Transfers and Season Permits)

10. All player movement shall be submitted and managed via the PlayHQ website. No player shall move their services from one Club to another without first obtaining approval from their registered Club and the Association(s).



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- 10.1 Player movement will be received up until and including the 31st of December each year. After that date the Executive Committee may consider special individual applications for a transfer or permit request.
11. No player shall be granted a Transfer or Season Permit from any Club if they are under disqualification (with the disqualification imposed either by that Club or that Club's Association), have unpaid fines (with the Club or their Association) or are unfinancial with their Club. The previous Club shall 'Decline' the Transfer or Season Permit request within five days of it being requested.
12. A Club shall face sanctions from the Association under clause 15 if, having been approved for player movement in to the Association, is returned to their previous Club within ten (10) days of the match they are selected in, at the discretion of the Executive Committee. The offending Club will be considered to have forfeited the game and any individual player statistics gained shall not be counted towards awards and net run rate shall be calculated consistent with a forfeit.

Player Requesting a Transfer

13. If a transfer is initiated in PlayHQ and not actioned within five days by the player's previous Club, then the player's transfer shall be automatically granted at the Club and Association levels.
- 13.1 Similarly, any Transfers approved by the player's previous Club shall be automatically approved at the Association level, both Inbound and Outbound. Any player whose previous Club refuses to grant a transfer, and that Club is a member of the Association, may appeal to the Executive Committee.

Season Permits for Dual Registration

- 14 Clubs may also apply to the Association Executive Committee for a Season Permit for a senior player to have dual registration (for an Association Club and a Club outside of the Association, other than an SA Veterans Cricket Association Club or for a Club or team in a competition considered to be social or representative).
- 14.1 Permits for dual registration may be granted by the Association Executive Committee where it determined that a player has legitimate work, study, family or other commitments that are significant enough to warrant dual registration. Where a permit for dual registration is granted, the Association Executive Committee must specify the period that the permit applies, and any conditions attached to it. Permits for dual registration shall only apply for the season which the application was made.
- 14.2 Any dual registration (including for junior players where the above and below shall not apply), must be entered in to PlayHQ as a 'Season Permit' and approved by the relevant Club and Association prior to the relevant dates set out in these By-Laws.
- 14.3 Where approval is required from the Association, this shall be sought **prior** to submitting the Permit request in to PlayHQ.
- 14.4 No player shall be registered and hold a Season Permit for two Clubs within this Association, unless they are part of an approved composite team by the Association or have approval from the Association.
- 14.5 Any player who plays for a SACA Premier Cricket Club and wishes to play for a Club in the Association when available shall have an approved Season Permit to that Club prior to the date of 15th October in the applicable season. Registrations of this kind may be considered at the Association's discretion after this date.
- 14.6 Any player who is properly registered for a Club in the Association in accordance with this clause and has played, or been named to play, in the 1st Grade (Division 1 or Division 2) or 2nd Grade team of a SACA Premier Cricket Club during the current season shall only be eligible to play in the Club's highest grade. For the removal of doubt, if the Club's highest grade has a bye or abandoned match, the player in question is not eligible to play in a lower grade.



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Playing Unqualified Players

15. An unqualified player is a player who,
 - 15.1. Is requiring a transfer or permit from their previous club and has not received that transfer or permit,
 - 15.2. is under disqualification issued by any Association, has not paid any moneys due by that player to an Association, or has been suspended by an Association, or has been suspended by his Club and that suspension has been reported to an Association,
 - 15.3. participated illegally in a match (e.g., a player batting twice in an innings; a player substituting for another under without the necessary permit; a player not named on the team sheet participating in the match; a player participating under a false name),
 - 15.4. is an unregistered player or is a player who requiring a permit or approval from the Executive Committee under these By Laws has not received such permit or approval.
16. Any team playing unqualified players may forfeit such premiership points in respect of matches in which an unqualified player has played as the Executive Committee may in its discretion determine. The Executive Committee may in its discretion award such forfeited points to the team or teams against which the unqualified player played.
17. The Executive Committee is not required to exercise its discretion under clause 15 hereof unless a Club against whom the unqualified player has played shall lodge a protest with the Association by no later than 12 noon on the Thursday immediately following the completion of the game in which the unqualified player has played.

Player Movement Between Grades

18. Player movement between grades shall be restricted in the following circumstances of matches:
 - 18.1 Player movement more than one consecutive grade below from where they last played in their next match (this only applies to Clubs with three (3) or more senior teams), or
 - 18.2 Player movement to a lower team in their next match, when the player's previously selected, higher team is not scheduled to play, and
 - 18.3 Player movement to a lower team's next match in the last two (2) minor rounds of the season.
 - 18.4 A Club has two or more teams in the same grade of the senior competition, where the following will apply.
 - 18.4.1 A list of 8 players per team shall be nominated prior to commencement of round 4 of the season and sent the HCA Committee.
 - 18.4.2 The named players cannot alternate between teams thereafter unless a Permit is submitted to the HCA and Approved as per the player permit bylaws. The Permit only applies for that given week.
 - 18.4.3 A player will only be able to qualify for finals for 1 Team in the Grade where they have dual teams.

For example – if a player plays 6 games (Team A – 4 games, Team B – 2 games) they will only be able to play finals for Team A. In the event they have played an even number of games for both sides they will be required to nominate a team prior to the commencement of finals.
 - 18.4.4 The HCA reserves the right to enforce the club to nominate a team for player not previously named in the initial team lists if the HCA deem appropriate to do so at any stage throughout the season.



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19. By-Law 18 shall not apply to any player who has played in twelve (12) or more playing days with the lower team previously in the current season.
20. By-Law 18 shall similarly not apply to any player, where a Club has more than one (1) team who has played the same or more playing days for the team playing in the lower grade than the team playing in the higher grade.
21. Any junior player participating in the HCA junior competition shall not require a permit to play in a senior grade lower than that in which they last played.
22. Any player movement relating to the above By-Law 18 shall not be made without approval from the Association.
23. This approval above shall be sought from the Association no later than 10:00am on the Friday prior to the match.
24. Where the unavailability of a player for either day of a scheduled two-day match is known to a club prior to the commencement of play on the first day, the player may be replaced by another player, provided:
 - 24.1 The replacement is a qualified registered player of the club, and last played in an equal or lower grade.
 - 24.2 The names of the replacement and replaced player are provided to the opposing captain (and umpires if applicable) and have been recorded along side each other in the scorebooks prior to the toss.
 - 24.3 The replacement will participate in the match with full rights and obligations of the replaced player, eg. if the replaced player was entitled to continue an innings or an over in progress at the recommencement of play on the second day, the replacement shall immediately resume such innings or over.
 - 24.4 Clubs may nominate a maximum of two replacement players per match.
 - 24.5 Consequential replacements in lower grades shall be permitted under the same conditions.
25. A replacement player does not require a permit to play in a lower grade in their next match.
26. Once a replacement has been nominated, the following conditions apply:
 - 26.1 The replacement must participate in the place of the replaced player, even if the replaced player becomes unexpectedly available.
 - 26.2 No person other than the replacement shall participate in the place of the replaced player, even if the replacement becomes unavailable.
 - 26.3 The replaced player shall not participate in any other match in any grade on the day in which they were nominated to be replaced.

Note: This clause 23 does not apply in Finals matches.

27. The names and initials of all selected players (including replacements) shall be entered in each side's scoring book before the Captains toss for the choice of innings. Captains are to ensure this has been done before such toss.

Qualification for Finals

28. Where a minimum of 14 available playing days were possible, to be eligible to participate in any finals game, a player must have participated in at least six playing days of minor rounds during that season for that Club. However, a player must play equal to or a greater number of matches in the lowest participating grade to qualify solely for that grade.



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- 28.1 The T20 Competition will be treated as follows:
- 28.1.1 If double header (2 games) T20 games are played on one Saturday this only counts as one playing Saturday towards finals qualification for the club.
 - 28.1.2 T20 Finals do not count towards season qualification as not all clubs will participate on T20 Finals Day.
 - 28.1.3 Where the T20 competition is played on Saturday it will count towards the relevant Grade Saturday/game qualification for end of season. *Example - A Grade 3 games, A Grade T20 1 game, B Grade 3 games will equal A Grade 4 games and B Grade 3 games.*
 - 28.1.4 To qualify for the T20 Finals competitions, a player must have played 3 playing Saturdays for the Club (in any grade) at the end of the minor round of the T20 Series to qualify for the T20 Finals Series.
 - 28.1.5 If double header (2 games) T20 games are played on one Saturday this only counts as one playing Saturday towards finals qualification.
29. Where fewer than 14 playing days were possible during the season permits for finals qualification can be applied for by Member clubs as per clause 34. For the purposes of determining playing days where a junior player plays both a senior and junior game on the same day this shall count as two playing days. A position of a 12th Man shall not count towards these playing days, nor shall abandoned matches where play does not commence.
30. Where a junior player plays for a combined team that is formally recorded in such a manner eg Aldgate-Mt Lofty, then junior matches played will count to determine qualification for finals for their senior club as too will senior matches count to determine finals eligibility for the combined junior side.
31. Where a junior player plays for different clubs in junior and senior grades and the junior team is not formally recognised as a combined team then games played for each club will not count towards finals' eligibility for the other club.
32. Where a team receives a forfeit 11 players may be named for that team with the game counting toward finals qualification by virtue of being an otherwise available playing day. No member of this named 11 may compete in another grade for their club. Teams must be nominated on MyCricket by midday on the Monday following the forfeited match. Any player named must have played in either or both of the previous 2 available playing weeks (with the exception of rounds 1 and 2).
33. Where a Club has more than one team then a player who has played the same or more playing days for the team playing in the higher grade than the team playing in the lower grade then that player shall not play in any finals match for the team in the lower grade without a permit from the Executive Committee. For the purposes of calculating playing days played by a player in a particular team regard shall only be had to games designated as minor round games by the Executive Committee. In the event of a program of one day games the number of playing days played in this grade shall be divided by two for the point of this exercise any fraction being ignored.
34. Exception: Where any Club has more than one team in the finals and provided they are successive teams as peculiar to that Club, players may be freely selected as between those teams as per following examples:
- Example 1: Club 'A' has teams in A1, A2 and A3 grades and all three teams are in the finals. Players may be freely selected between A1 & A2 grades, A2 & A3 grades, but not between A1 & A3 grades.
- Example 2: Club 'A' has teams in A1 & A3 grades and both teams are in the finals. Players may be freely selected between both teams where both teams are playing.
35. When a player has been selected for a lower team in a semi-final match that player may automatically be selected to play in the grand final without the need for a permit should that team be in the final, provided their original selection is permitted in By-Laws 28 to 34.



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36. Any player who having been granted a permit to play in the Association and subsequently plays for a District Club shall not be eligible to play any final matches, unless he has played in four consecutive playing days immediately prior to the first semi-final.
37. Clubs are permitted to seek permits for players to play in finals in circumstances outside the foregoing.

Selection for Representative Teams

38. To play for a representative Association team, a player must have played at least two playing days in that season prior to the Association game in the Association he represents.

General Rules

39. Except where the same are inconsistent with these Match Rules or with any rules from time to time made by the Association, the Rules of cricket from time to time promulgated by Cricket Australia for the playing of cricket in Australia shall govern play in matches arranged by the Association.

PART C – THE COMPETITION

Umpires

40. Independent umpires shall be under the control of the Umpires' Director, who shall be elected at the Annual General Meeting and who shall be responsible to the Executive Committee. Rates of remuneration for the Coordinator and for match umpires shall be set prior to the commencement of the season by the Executive Committee in liaison with the Director.
41. Independent umpires will be appointed to matches at the discretion of the Umpires' Director, with preference given to A1 games.
 - 41.1 Paid, independent panel umpires officiating at any match played under these By-Laws, must, prior to 5:00pm on the Monday following the completion of the match, lodge with the Competition Administration Officer a written report on the prescribed form containing the following particulars:
 - 41.1.1 Match details including Clubs, Grade, date(s) and ground.
 - 41.1.2 Comments by the umpire relating to the conduct of the match, players, dress, ground and pitch conditions and any other remarks or observations the umpire may think fit to report.
42. Where no independent umpire is allocated or available, an umpire shall be appointed by the Captain of the team batting for the time being, subject to the right of the captain of the fielding team to require any umpire so appointed to be removed or to decline to allow any umpire so appointed to take charge of a game.
43. The Executive Committee may require Clubs with teams not playing in final round matches to nominate Umpires for finals matches and any Club which fails to nominate Umpires by dates specified by the Executive Committee or nominates persons who in the opinion of the Executive Committee are not as competent Umpires as the Club could have nominated then that Club shall be penalised in such manner as the Executive Committee may determine. A team losing a first Semi Final match shall be required to provide an umpire to nominate in a Grand Final match if required by the Executive Committee.
44. Persons nominated as umpires for finals matches approved by the Executive Committee shall not be changed either before or during a game without the approval of the Executive Committee and the Club shall cause such players nominated or approved to officiate in such games as shall be specified by the Executive Committee.

Scoring and Signing of Scorebooks

45. A Grade home teams are required to score via My Cricket live. During each match each team shall enter into its scoring book/My Cricket full details of the play, including the time at which play started and the duration of any break during play. At the conclusion of each day each captain shall in the presence of the other sign his opponent's scoring book.



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46. Where an independent umpire is in attendance the responsibility of recording the time at which play started and the duration of any break during play shall belong to that umpire. At the conclusion of each day the umpire shall also sign both scoring books.

Match Reports and Scores

47. Match results and player scores must be entered into the Association's on-line results system by no later than 12 noon on each Monday following the weekend's play. For two day matches progress scores are to be entered following the first week of play. In respect of the last minor round match the scores and results shall be lodged at a time and place specified by the Executive Committee. Any Club that fails to lodge match results and/or player scores within the prescribed time or at the prescribed place shall be liable to a penalty as determined by the Executive Committee.
- 47.1 The captain (or Coach, if applicable) of each team participating in any other match as the Association may direct, must, prior to 5:00pm on the Monday following the completion of the match, submit a report on the prescribed form on the particulars of that match, including pitch and ground conditions and umpire performance.

Protests

48. Any Member Club may lodge a protest against the result of any match or the conduct of any team or club. The protest shall be lodged in writing with the Association Secretary on or before the Tuesday following the match or incident to which the protest refers. The protest shall be heard and determined by the Executive Committee according to these by-laws and Match Rules, and the Constitution.
49. On hearing a protest the Executive Committee may in its discretion declare a team as the winner of the match (either on the first innings or outright) or otherwise direct the teams as is considered proper.
50. Any team reported to the Association as being responsible for any delay in the start of play for 15 minutes after the scheduled start of play shall be liable to the loss of three premiership points at the discretion of the Executive Committee. A team which is unable to start play within 30 minutes of the scheduled start shall forfeit the match. The Executive may impose a penalty that it deems appropriate if it forms the view that the provisions of this rule have been used to avoid the provisions of clause 17.

Premiership Points

51. Premiership points shall be awarded as follows:

Grade	Format	Match Result	Points Awarded
All	All	Won First Innings, Super Over Win	4
All	All	Tie First Innings	2
All	All	Lost First Innings, Super Over Loss	0
All	All	Forfeit Win, Won by Disqualification (+ NRR deduction)	4
All	All	Forfeit Loss, Lost by Disqualification (+ NRR deduction)	0
All	All	No Result, Draw, Cancelled	2
All	All	Bye	0

Net Run Rate

52. Premiership lists of each grade shall be kept in each season in order of the number of points gained by each team. In the event of two or more teams having an equal number of points their positions on the premiership list shall be determined according to net run rate.
- 52.1 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.



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- 52.2 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.
- 52.3 Only those matches where results are achieved will count for the purpose of net run rate calculations, with the exception of forfeits as outlined in 53 below.
53. In the event of a forfeit, a NRR adjustment will be calculated on the basis that both teams will be considered to have batted the full quota of overs in each innings. The winning team shall receive a number of runs equal to a run rate of 6.00, and the forfeiting team to receive a number of runs equal to a run rate of 3.00.
- 53.1 The ladder adjustment for the team receiving the forfeit shall be as follows:
- Overs For: as scheduled according to these By-Laws.
 - Runs For: the number of "Overs For" multiplied by 6.00.
 - Overs Against: as scheduled according to these By-Laws (must be the same as "Overs For").
 - Runs Against: the number of "Overs For" multiplied by 3.00.
- 53.2 The ladder adjustment for the team conceding the forfeit shall be as follows:
- Overs For: as scheduled according to these By-Laws.
 - Runs For: the number of "Overs For" multiplied by 3.00.
 - Overs Against: as scheduled according to these By-Laws (must be the same as "Overs For").
 - Runs Against: the number of "Overs For" multiplied by 6.00.

Finals

54. Finals games shall be played at the conclusion of the minor round of each season between teams in the following positions on the premierships lists at the conclusion of such minor round matches:
- 54.1 A Grade
- Round 1 (Semi Finals): 1 v 2 (First Semi Final), 3 v 4 (Second Semi Final)
- Round 2 (Preliminary Final): Loser of FIRST Semi Final plays winner of Second Semi Final
- Round 3 (Grand Final): Winner First Semi Final v winner of Preliminary Final
- 54.2 B and C Grade
- Round 1 (Semi Finals): 1v 4, 2 v 3
- Round 2 (Grand Final): Winners of each game in Round 1
55. If playing conditions so affects a finals match as to prevent either side from gaining a first innings win the match shall be awarded to the team which finished higher on the minor premierships list.
56. In the event of a tie in a semi final the team which finished higher on the minor premierships list will be declared the winner and will progress to the grand final. In the event of a tie in a grand final the two teams shall be joint winners of the competition.

Ovals and Boundaries

57. No Club shall be permitted to play in the Hills Cricket Association unless the said Club can provide an oval, unless their oval is under repair or in a damaged state.
58. No Club shall be permitted to field three or more teams unless the said Club can provide two ovals, unless their oval is under repair or in a damaged state.
59. Ovals must be considered to be suitable by the Executive Committee. The Executive Committee shall have the power to determine the suitability of all facilities provided by members clubs and to ban any facilities deemed unsuitable.



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60. Flags or other clearly defined markers shall define boundaries. The captains prior to each match shall determine the boundaries unless there are independent umpires appointed by the Association when they shall determine the boundaries.

60.1 Where applicable, the boundary shall be a minimum of three (3) yards (2.74 metres) inside any perimeter fencing, advertising signs or other obstructions.

61. Clubs must ensure that their ovals are available for finals.

Grading for Teams

62. Grading of sides will be affected at the discretion of the Executive Committee based on the following guidelines.

63. There will be an even number of sides in all grades and the same number of sides in all grades and that byes (if any), including byes caused by forfeiting of sides, occur only in the lowest grade.

64. No club to have more than one side in each grade.

65. The side finishing lowest in each grade (other than the bottom grade) is liable to demotion to the next lowest grade in the following season, subject to clause (b) above. In addition, where the side finishing last has a side in the next lower grade then the side finishing next lowest which does not have a side in the lower grade is liable to demotion.

66. A team finishing top at either the end of the minor round or the major round in any grade other than the highest grade will be liable to promotion to the next grade above in the next season, subject to clause (b) above. Where a team finishing top at the end of the minor or major round has a side in the next higher grade then the side immediately under such side which does not have a side in the higher grade shall be liable to promotion.

67. Any team may be promoted or relegated, as the Executive Committee may consider appropriate for the general competition promoted by the Association.

68. Sides liable to promotion or relegation in accordance with the above may make representations to be exempted from these rules so long as the submission is in writing and is received by the Association at the commencement of the Annual General Meeting prior to the commencement of the next season.

Dress

69. All players will wear predominantly white clothing and in A1 and A2 Grade will wear long white trousers. In finals matches any player not wearing predominantly white clothing shall not be allowed to bowl or field in a position, which in the opinion of the umpire may be distracting to the batsman. Shirts or T shirts with large writing on the front and/or coloured sleeves which in the opinion of an umpire could be distracting shall not be regarded as predominantly white even though the area of which may exceed the area of the coloured writing and/or the coloured sleeves.

Exemption To Dress

70. Clubs will be permitted to wear cricket shirts displaying club colours and featuring sponsorship names and or badges in all grades on the following conditions:

70.1 The shirt is an official shirt of the cricket club.

70.2 A proposed draft design of the shirt depicting the proposed colours and insignia be presented and approved by the Hills Cricket Association Executive Committee.

70.3 The front of the shirt must remain predominantly white whilst displaying all its paraphernalia.

Alcohol, Drugs and Cigarettes

71. There shall be no alcohol, cigarettes or illegal drugs consumed on any playing arena while a match is in progress.



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72. No alcohol shall be consumed by members of the Association on such grounds as may be designated by the Executive Committee from time to time and without prejudice to the generality thereof shall include all grounds the property of the Crown or any instrumentality of the Crown.

Note: In the event of any complaint being received by the Executive Committee concerning the state of the ground or surrounds (general rubbish) the cost associated with the clean up will be charged to the participating clubs.

Misconduct

73. Any independent Umpire, Member Club, Officer of the Association, or any member of any member club may report any player or any team of a member club or any member of a member club to the Association for breach of these Match Rules or the Rules of Cricket alleged to be committed by that member or for any conduct which is alleged is unsportsmanlike or not in the interests of the game of cricket or not in the interests of this Association alleged to have been committed by that player on or at any ground at which a match organised by this Association or in which a team from this Association is participating is being played.
74. Such report, other than a report by an official of the Association or an Umpire, be forwarded through the Club Secretary and shall be lodged in writing with the Association Secretary on or before the Tuesday following the match or incident to which the report refers.
75. The Executive Committee shall consider the report before the scheduled commencement of the next match in the program.

Afternoon Tea

76. All A1 Grade teams are to provide afternoon tea at each designated home game with the expense to be borne by the home team.

Awards and Trophies

77. By 12 noon on the Monday following the completion of the minor round clubs must ensure that all player scores have been entered correctly into the online management system. These statistics will be used to determine the winners of association trophies. (Minimum qualifications: 200 runs and 20 wickets and six playing days played in the grade for which the player has been nominated for a trophy.) The Executive reserves the right to amend the minimum qualifications in junior and senior grades.
78. Where it is determined that a player's statistics on the online management system are incomplete the player may be ineligible for a trophy.

Note: Where available, independent umpires will allocate fielding votes.

79. At each A1 game the independent umpire will allocate fielding votes on the basis of 5-3-1, for the three best fieldsmen selected from the 22 competing players. Such votes will be recorded on the prescribed form by the independent umpire and forwarded to the Umpires' Director after the conclusion of each minor round game.
80. If no independent umpire is present, the two captains will determine the votes and advise the Umpires' Director accordingly.

Note: For the purpose of awarding their club fielding trophy, secretaries may obtain from the Umpires' Director their individual leading vote winner.

81. A trophy shall be awarded to players competing in the A1 grade and such trophy be called "Cricketer of the Year Award". Voting on a 5-3-1 basis will be made by the independent umpire and will be recorded on a prescribed form and forwarded to the Umpires' Director at the conclusion of each minor round game.



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82. The independent umpire will take into account the following:
- 82.1 Conditions in which the game was played
 - 82.2 Actual cricket ability
 - 82.3 Player's behaviour
 - 82.4 Player's dress
 - 82.5 Player's demeanour
 - 82.6 Player's attitude toward the game
83. If no independent umpire is present, the Umpire's Director will determine how to award the votes at his discretion.
84. A player must have played in a minimum of ten playing days to become eligible for the award "Cricketer of the Year"
85. All performance trophies are to be presented at an evening to be arranged by the Executive Committee.
86. No member of a club which is in default of payment of any money due to the Association at the completion of the semi finals shall be eligible to receive a trophy.

PART D – CODE OF CONDUCT AND GUIDELINES FOR PENALTIES

Definitions

"Competition Administrator" means the SACA staff member appointed to provide competition administration service to the association. "SACA Competition Experience Team" are the broader staff responsible for supporting community associations

Purpose

The purpose of these guidelines is to provide guidance to competition administrators, players, coaches and umpires, ensuring that any incidents that occur during a game of Cricket are handled in an appropriate manner.

Scope

The guidelines apply to competition administrators, players, coaches and umpires involved in any organised community cricket competition matches of the relevant Association.

Responsibility

Clubs are expected to lead their own players, coaches, parents, spectators and members to understand and comply with the relevant Laws, By-Laws and Codes of Behaviour of their Association (outlined in the By-Laws), including the Preamble "The Spirit of Cricket".

This expectation shall extend to ensuring play is conducted within the above, and any breach of the above Laws and Codes shall be considered as misconduct under these By-Laws.

Protests and Reports of Players and Officials

87. By an Officiating Umpire

- 87.1 If an appointed or officiating umpire, during or on the day of a match in which they are umpiring deems it necessary to report any player, or Club Official for misconduct arising out of, or in the course of, that match (whether or not the player or official is involved in that match), or any breach under Law 41 (Unfair Play) of the Laws of Cricket, or any other Law or By-Law, they shall, as soon as practicable, after the conclusion of the day's play;
- 87.1.1 The Umpire must lodge a report under the **SACA Competition Experience Team** Incident Report Form, providing as much detail about the event(s) as possible by 9:00am on Tuesday following the match.



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- 87.1.2 The report shall constitute a charge or report against the player, or official for the purpose of these By-Laws.
- 87.1.3 The report made will fall under the parameters of the **SACA Competition Experience Team** Incident Report Flowchart. If further investigation is required, the relevant Process will occur.
- 87.2 Where an umpire reports a player or official during the course of a match, the umpire where practical is to inform a club official, such as the Coach of the report.
- 87.3 A Coach, Junior Delegate or Team Manager (of the reported player/officials club) may approach the umpire at the conclusion of the match to obtain the relevant report details.
- 87.4 The failure of an Umpire to inform a player or official of the report does not invalidate the making of the report.
- 87.5 It is a breach of these rules for any person, other than those mentioned in (c) above. to approach the umpire in relation to the report.
- 87.6 It is a breach of these rules for a reported player, official or any other player or official to speak to the Umpire about a report. Any player or official who speaks to the Umpire may be referred by the **SACA Competition Experience Team** to a Tribunal as deemed appropriate.
- 87.7 Any reports made after this time may be considered at the sole discretion of the **SACA Competition Experience Team**.

88. By Club Appointed Persons

- 88.1 A report can be made by the following Nominated Club Officials and must be presented to SACA Competition Experience Team Management by 9:00am on Tuesday following the match;
- 88.1.1 Junior Coordinator
- 88.1.2 Club President
- 88.1.3 Club Secretary
- 88.2 Reports must only be made from those mentioned above and must be lodged under the SACA Competition Experience Team Incident Report Form.
- 88.3 The report made will be reviewed by SACA Competition Experience Team Management and if further investigation is required, the report will fall under the parameters of the relevant SACA Competition Experience Team Incident Report Flowchart, where a **Competition Experience Review Group (CERG)** Process may occur if deemed necessary.
- 88.4 Any reports made after this time may be considered at the sole discretion of the **SACA Competition Experience Team**.
- 88.5 Similarly to reports from an Officiating Umpire, a report made by a Nominated Club Official through the Incident Report relating to player or Club Official misconduct, or any other Law or By-Law of the Association including a player's selection and/or qualification or the outcome of a match.

89 Investigations

- 89.1 The **SACA Competition Experience Team** have the power to investigate any incident that is brought to their attention. 
- 89.2 The **SACA Competition Experience Team** at its discretion, have the power to refer a matter directly to a Tribunal.
- 89.3 A club or player that is not complying with a penalty imposed by the **SACA Competition Experience Team** shall be subject to additional penalties as deemed appropriate.



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90. Cross-Competition Sanctions

- 90.1 If players or officials are found guilty and suspended for a breach of the Rules/Codes of Behaviour of the game in one Competition, it is recommended that they serve a similar suspension in other Competitions.
- 90.2 The SACA Competition Experience Team will notify any additional Clubs or Associations the player is competing in, to inform them of the penalty that has been handed down to the player(s) or official(s).

91. Appeals and Tribunal Process

91.1. Appeals

- 91.1.1 Should a report be made from either an Umpire (4.1), or a nominated Club Official (4.2) and a suspension is handed down following the relevant review process, a person or Club may appeal against such a suspension on the following grounds;
- (i) That there was an error of law, or;
 - (ii) That the sanction imposed was distinctly excessive
- 91.1.2 Any player or Club wishing to appeal a decision from the **CERG** must notify the SACA Competition Experience Team via email competitions@saca.com.au within 24 hours of the verdict being handed down.
- 91.1.3 Any appeal must be supported by the person's primary club, the club which they were representing at the time of the incident in question.

91.2 Tribunal Process

- 91.2.1 If required, a tribunal panel will meet to adjudicate on a matter.
- 91.2.2 A Tribunal Panel will meet to hear a case that is either;
- (i) Appealed following a **CERG**-determined decision being handed down, as per 4.4.1. or;
 - (ii) A Report that has been sent directly to the tribunal due to the seriousness of its nature.
- 91.2.3 The Tribunal Panel will consist of a minimum of two (2) members and a maximum of three (3) members
- (i) Where there are 2 panel members, the decision needs to be unanimous.
 - (ii) Where there are 3 panel members, the decision agreed upon by the majority of the panel will stand.
- 91.2.4 The Tribunal Panel may do one or more of the following;
- (i) If the matter is an appeal of a **CERG** Decision;
 - (1) Find that the decision of the **CERG** was so unreasonable that no group acting reasonably could have come to that decision having regard to all the material before them. In this case, the Tribunal must make a new determination in substitute of the **CERG** decision and impose any penalty or penalties it considers appropriate (if any);
 - (2) Affirm the decision of the **CERG**. In this case, the Tribunal must impose the original penalty imposed by the **CERG**, or;
 - (3) Impose additional penalties on the person



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- (ii) If the matter is a direct referral to the Tribunal;
 - (1) Find in favour of the Participant, in which case no penalty will be issued, or;
 - (2) Find against the Participant, in which case it must impose a penalty on the Participant or Club.
- (iii) The SACA Competition Experience Team will be responsible for communicating the outcome of the tribunal hearing to the Participant and the Club.
- (iv) The decision of the tribunal will be final.
- (v) Any suspensions handed down will be documented on PlayHQ and the relevant Association Website.

92. The Codes of Behaviour

92.1 When considering the Codes of Behaviour it must be remembered that:

92.1.1 Cricket 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 Cricket”

92.1.2 The major responsibility for ensuring fair play in junior cricket rests with all players, match officials, teachers, coaches, and parents.

92.1.3 Respect is central to the Spirit of Cricket.

92.1.4 Any action that is disrespectful and seen as abusing the “Spirit of Cricket” causes and injury to the game itself.

92.2 All players and Club officials shall comply with the relevant Codes of Behaviour and Policies below, which should be read in conjunction with the (MCC) Laws of Cricket 2017 Code (3rd Edition - 2022) and the relevant Association’s Constitution, By Laws and Playing Conditions.

92.2.1 SACA Affiliated Clubs and Associations Affiliate Protection Policy

92.1.2 Australian Cricket Policy for Safeguarding Children and Young People

92.1.3 SACA Policy for Safeguarding Children and Young People

92.1.4 Australian Cricket ‘Looking After Our Kids’ Code of Behaviour for Affiliated Associations & Clubs

92.3 Any breach of the Codes of Behaviour shall be considered to be misconduct under these By-Laws.

92.4 Captains, and, where relevant to junior cricket, Coaches are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Law of Cricket (2017 Code 3rd Edition – 2022) including the preamble “The Spirit of Cricket”.

93. SACA Competition Experience Review Group (CERG)

93.1 There shall be a **Competition Experience Review Group (CERG)**.

93.2 The CERG shall consist of the following;

93.2.1 Competition Administrator of the Association

93.2.2 SACA Competition Experience Team Staff Members (2)

93.3 All charges shall be referred by the Competition Administrator as soon as possible following the completion of the match.

93.4 The **CERG** shall review each charge and make a determination as soon as practicable, if possible/practicable before the next game day.

93.5 The **CERG** may seek further information or comment from any person in such a manner as it seems fit.



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- 93.6 If the **CERG** determines that a charge is proven, the reported person is to receive a penalty which is appropriate in all circumstances.
- 93.7 When imposing any penalty, all relevant circumstances must be taken into account (considered), including;
- 93.7.1 The **CERG** must request and obtain details of any prior penalty imposed on the reported person before imposing any reprimand or period of ineligibility to participate.
- 93.7.2 The seriousness of, and harm caused by the breach.
- 93.8 The **CERG** shall, upon making its determination, notify the Club of its determination and any penalties imposed.
- 93.9 The reported person or Club must at the time of notification, be advised that if they do not accept the determination, the person will be required, through their Club Delegate, to notify the Competition Administrator(s) of their non-acceptance of the determination.
- 93.9.1 Under this circumstance, the charge will be heard by an Independent Association Tribunal at its earliest convenience.
- 93.10 If the Panel determines that the charge is not proven, the charge will be dismissed.
- 93.11 The Panel is not required to provide reasons for its determination.
- 93.12 If an incident occurs, which falls outside of the example of the offences listed in the below tables, the relevant Panel has discretion to categorise the incident as they believe best fits the offence.

94. Ranges of Penalties for Misconduct

- 94.1 If a report is found to be proven, the reported person is to receive a penalty which is appropriate in all of the circumstances.
- 94.2 Indicative range of penalties for each misconduct is;

LEVEL OF OFFENCE	INDICATIVE PENALTY RANGE
Match Result Protest is Proven	Match awarded to relevant Club as Forfeit, with relevant changes to Match Points and other parameters.
Level 1	A minimum of one (1) club match suspended sentence. (One-Day Matches) <i>Alternative: A minimum of two days (2) suspended sentence (Two-Day Matches)</i>
Level 2	A minimum ban of Two (2) club matches. (One-Day Matches) <i>Alternative: A minimum ban of three (3) playing days (Two-Day Matches)</i>
Level 3	A minimum ban of Three (3) club matches. (One-Day Matches) <i>Alternative: A minimum ban of five (5) playing days (Two-Day Matches)</i>
Level 4	A minimum ban of Four (4) club matches. (One-Day Matches) <i>Alternative: A minimum ban of seven (7) playing days. (Two-Day Matches)</i>

- 94.3 A penalty less than the cumulative indicative range(s) may be imposed at the discretion of the relevant Panel.
- 94.4 A penalty greater than the indicative range may be imposed in the case of a person having been found guilty of previous offences.



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- 94.5 A club match (or playing day), or for the purpose of the ban, shall be defined as the entirety of the number of fixtured rounds for the ban. For example, a player receiving a two (2) club matches ban would require the player to miss the entirety of the next two rounds, and, similarly, a player receiving a ban of three (3) playing days would be required to miss all of the next three applicable playing days.
- 94.6 The prescribed penalty is only enforceable in the Competition in which the offence took place in.
- 94.6.1 The SACA Competition Experience Team will notify any additional Club(s) and Competitions the player participates in and they may choose to enforce the penalty.
- 94.7 In the case of a parent receiving a ban, this may result in the parent not being permitted to attend the game.
- 94.7.1 The **Competition Experience Review Group (CERG)** may determine that the imposed penalty is handed to the child on behalf of the parent.

RULES OF BEHAVIOUR - OFFENCES

LEVEL 1 OFFENCES

NO.	OFFENCE	EXAMPLE
1.1	Abuse of Cricket equipment or clothing, ground equipment of fixture and fittings.	Actions such as hitting or kicking the wickets or action that result in damage to advertising boards, boundary fences, or any part of the building structure around the ground.
1.2	Show dissent at an umpire's decision by action or verbal abuse.	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and an obvious delay in resuming play or leaving the wicket.
1.3	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture.	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.
1.4	Point or gesture towards the pavilion in an aggressive manner or behaving aggressively towards either batter upon dismissal of a batter.	Includes charging or running up to the batter and getting "in his/her face".
1.5	Excessive "Chatter to the Batter"*	Includes excessive and repeated sledging or comments to the opposing batter and ignoring directions to cease.
1.6	Excessive Appealing*	Self-Explanatory

*"excessive" is considered to be multiple instances beyond where a warning(s) have been given to a player.

LEVEL 2 OFFENCES

NO.	OFFENCE	EXAMPLE
2.1	Show serious dissent at an umpire's decision by action or verbal abuse	Dissent is classified as serious when by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or inside edge and other displays of anger or abusive language directed at the umpire or excessive delay in resuming play.



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NO.	OFFENCE	EXAMPLE
2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Deliberately walking or running into or hip-and-shouldering another player or official.
2.3	Charge or advance towards the umpire in an aggressive manner when appealing.	Self-Explanatory.
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Deliberately attempting to distract a player by words or gestures (refer to 'no chatter to the batter' rule) or deliberately shepherd the batter while running or attempting to run between the wickets.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This does not discourage a fielder or bowler returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.	This is language or gestures which are directed at another person.
2.7	Change the condition of the ball in breach of the Law 41.3	Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball.

LEVEL 3 OFFENCES

NO.	OFFENCE	EXAMPLE
3.1	Intimidate an umpire, coach or spectator whether by language or conduct.	Self-Explanatory.
3.2	Threaten to assault another player, official or spectator.	Self-Explanatory.
3.3	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person based on that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.

LEVEL 4 OFFENCES

NO.	OFFENCE	EXAMPLE
4.1	Threaten to assault an umpire, official, player or spectator.	Self-Explanatory
4.2	Physically assaulting another player, umpire, official or spectator.	Self-Explanatory
4.3	Engage in any act of violence on the field of play.	Self-Explanatory.
4.4	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person based on that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.



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Community Cricket Concussion Guidelines

The Association shall adopt and endorse the “Australian Cricket Community Cricket Concussion and Head Trauma Guidelines” Version 5.0, that will apply to all players and umpires participating in any training, matches and competitions organised or related to this Association.

Adverse Weather Guideline

Purpose

The purpose of these guidelines is to provide guidance to competition administrators, players and umpires, ensuring that no participant suffers significant health damage due to participating in adverse weather conditions.

The guidelines acknowledge that junior and adolescent players are at a higher risk of heat illness, compared to adult and elite players.

As such a more conservative approach to playing in the heat is required for those under the age of 18 years of age, especially the very young players.

Scope

The guidelines apply to competition administrators, coaches, players and umpires involved in any organised community cricket competitions, matches or training.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of clubs and the individuals themselves.

Definitions

For the purpose of these guidelines and unless the context otherwise requires:

“**Association**” refers to the Association responsible for the relevant Competition.

Responsibility

No Person can be forced by the Association to participate in any match.

The Association reserves the right to use its absolute discretion to adjust/abandon matches outside of the following outlined forecasts based on factors including, but not limited to:

- The weather up to seven days prior to the commencement of the fixture
- The impact of other mid-week/representative cricket prior to the commencement of the fixture

Hot Weather

Clubs are encouraged to consider additional considerations when playing and training in temperatures in excess of 32 degrees such as extra drinks breaks and rotation of players where applicable / possible.

Player welfare and safety must always be put first.

Individuals have a responsibility to withdraw from participating if their particular circumstances place them at an unacceptable level of risk.

Participating in hot conditions will affect different individuals to different extents and in differing ways.

Factors which can influence the effect on different individuals include:

- The individual’s level of fitness and general health
- The preparation the individual has undertaken in the lead-up to the match
- Whether, and how much, the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating
- The measures the participant takes to ensure proper rehydration during and after participating
- The age of the individual



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The relevant Association's rule for calling off games due to heat is below. Matches shall be determined by the forecast or rating at the following links.

- **Adelaide Forecast** - <http://www.bom.gov.au/sa/forecasts/mount-barker.shtml>
- **Mt Lofty Ranges Fire Danger Rating** - <https://www.cfs.sa.gov.au/warnings-restrictions/restrictions/total-fire-bans-ratings/>

Temperature Reading Location	Temperature Threshold	Morning / Afternoon and Evening Matches Rule
Mount Barker	40 degrees	Forecast update the morning of scheduled match day (approx.. 5:30am) meets or exceeds the threshold
<i>The following shall apply if declared, regardless of the above.</i>		
Mt Lofty Ranges Fire Ban District	Catastrophic	Fire Danger rating declared prior to match day

These guidelines should complement the [Australian Cricket Heat Guidelines](#), which include a Heat Stress Risk Index (HSRI), a cricket-specific tool developed specifically by Cricket Australia to be used in determining the heat stress risk to participants in Community Cricket.

The Heat Stress Risk Index (HSRI) is calculated based on key values to be taken from the weather station closest to the location from the Bureau of Meteorology (BOM), and observations made by the person entering the data at the location.

In addition to the 'Community' HSRI for adult participants, Cricket Australia has developed a 'Pathway' HSRI tool specifically for junior participants, which can be used in matches, tournaments and training sessions involving players under the age of 18.

[Community Heat Stress Risk Index \(for adult participants\)](#)

[Pathway Heat Stress Risk Index \(for under 18 participants\)](#)

A conservative approach is to be taken in situations where there are both adults and under 18 participants in the same competitions, matches and/or trainings.

Where there are under 18 participants in any organised activity, the 'Pathway' HSRI is to be used.

Wet Weather

The umpires, or where there are no umpires, the Captains (interchangeable with Coaches in junior matches) will inspect the ground to determine whether it is suitable for play.

Whilst it is preferable for matches to begin if conditions permit, the decision should be based primarily on the duty of care to, and safety of players along with (if playing on turf) the potential damage to the wicket and surrounding areas.

The home club, by agreement with the opposition and if by-laws allow, may arrange a suitable alternative venue for the match to be played.

Where there are umpire(s) supplied, the umpire(s) are the sole judge of pitch and venue condition. The fact that the grass and ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous.

If the umpire(s) or where no umpires, coaches, consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batters the ability to play their shots and run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.



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Lightning

In the case of thunderstorms, the 30/30 rule shall be used to assess the distance between the storm and play. When a lightning strike is observed, count the seconds between the flash of lightning and the sound of thunder.

If the count is less than 30 seconds, all participants must leave the field immediately for a minimum of 30 minutes.

Ideally seek shelter in an enclosed building and avoid taking shelter near metal structures, open fields or trees.

Play may continue only when the following is satisfied: the minimum 30 minute period off the field is completed and the original test of more than 30 seconds between an observed lightning flash and thunder is passed.