

Gisborne and District Cricket Association



Senior Competitions Rules & Playing Conditions

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RULE 1 GENERAL PROVISIONS

1.1 POWERS OF THE BOARD OF MANAGEMENT

The Board of Management shall have the right to add, remove or amend any Rule or Playing Condition so long as any changes are notified in writing to all affiliated clubs within 7 days of the change occurring.

1.1.2 The Board of Management shall have the power to decide all questions arising out of matches not provided for in these Rules.

1.2 LAWS OF CRICKET

1.2.1 The Laws of Cricket (2017 Code) shall apply in all cases except as hereafter modified in these playing rules and conditions.

1.2.2 The number of “onside” fielders shall not exceed 5 of which no more than 2 may be behind the popping crease at the instant of the bowler’s delivery. In the event of an infringement the Umpire shall call and signal “No Ball”.

1.3 PENALTY

1.3.1 Any Club infringing on the Playing Conditions & Rules and where loss of points cannot apply,
shall incur a penalty of \$200 for each infringement.

1.3.2 Any fine or penalty imposed against a player by his/her club or another Association, shall be recognised by the GDCA.

1.3.3 SCHEDULE OF PENALTIES

BY-LAW OR RULE	INFRINGEMENT DETAILS	FINE/PENALTY
By-Law 7.5	Non-attendance by club at Delegates Meeting	\$100
By-Law 10.2	Dishonoured financial payment to association	\$100
By-Law 11.1	Appeals deposit	\$250
Rule 1.3.1	Infringement of Rules & Playing Conditions (Match won)	Loss of Points
Rule 1.3.1	Infringement of Rules & Playing Conditions (Match lost)	\$200
Rule 2.2	Team withdrawal	\$300
Rule 6.2	Failure to nominate teams by start of match (1 st offence)	\$25
Rule 6.2	Failure to nominate teams by start of match (2 nd offence)	\$50
Rule 6.2	Failure to nominate teams by start of match (3 rd offence)	\$100
Rule 6.4.3	Failure by home team to live-score match (McIntyre Cup)	\$50
Rule 6.5	Failure to enter match scores within required timeframe	\$25
Rule 6.5	Failure to enter player scorecards within required timeframe	\$25
Rule 6.8	Failure to enter Captain’s Report on Umpires	\$50
Rule 6.9	Failure to wear fluro top whilst umpiring	\$25
Rule 9.2.1	Failure to attend representative match (Player)	1 Match
Rule 9.2.1	Failure of player to attend representative match (Club)	\$250
Rule 10.2.1	Failure to pay umpire fee by tea-break	\$50
Rule 14.1	Breach of Player Points System	Min \$500
Rules 16.1 & 16.2	Named player not participating in match (Match won)	Loss of Points
Rules 16.1 & 16.2	Named player not participating in match (Match lost)	\$200
Rule 18.3	Notification of forfeit before 10am on match day	\$50
Rule 18.3	Notification of forfeit after 10am on match day	\$100

RULE 2 PROGRAM OF MATCHES / GRADE COMPOSITIONS

2.1 PROGRAM OF MATCHES

The Clubs of the Association shall compete in a series of matches, the program of which shall be arranged by the **Competition Managers and then signed off by the** Pennant Committee **and** the Association Board of Management prior to the commencement of the season.

2.2 CONFIRMATION OF TEAMS

Confirmation of nominated teams must be provided to the Association Secretary at least 14 days prior to the commencement of the season. Any club withdrawing a team or teams after that time shall incur a fine of \$300.00 per team withdrawn.

2.3 TEAMS PER GRADE

The GDCA competition shall consist of an equal number of teams per grade where possible.

Note: An imbalance of team numbers may be required in lower grades.

2.3.1 The composition of each grade shall be determined annually by the Pennant Committee.

2.4 PROMOTION AND RELEGATION

2.4.1 Promotion and Relegation to apply between McIntyre Cup 1sts and Johnstone Shield 1sts. The teams which swap competitions will also have their 2nd XI's switch to McIntyre 2nds or Johnstone 2nds as appropriate.

RULE 3 ALLOCATION OF MATCH POINTS

3.1 MATCH POINTS

The results of matches shall be recorded on the points system, viz:-

Outright win if winning team leads on 1st innings	10 points
Outright win if 1st innings tied	8 points
Outright win if winning team behind on 1st innings	6 points
Outright tie	5 points
1st innings win	6 points
1st innings lead beaten outright	4 points
Tie on 1st innings	3 points
Drawn game	3 points
Tie on 1st innings beaten outright	2 points

3.2 RESULT

In the event of equality in the aggregate number of runs in which each side has two innings, one of which is not completed, the match shall be decided by the first innings provided that the team which has not completed its second innings was leading on the first. If the team which has not completed its second innings was not leading on the first innings, the match shall be an outright tie.

3.3 CALCULATION OF PERCENTAGE

If two or more teams are equal in points, their relative positions shall be determined by percentages. For the purpose of ascertaining percentages, the following system shall be adopted. The batting average for a team shall be obtained by dividing the total number of runs by the total number of wickets lost. The batting average against such team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken. The former shall be divided by the latter. The team having the highest quotient shall be considered to have the better performance. For the purpose of ascertaining averages, a team declaring its innings closed or having its innings terminated, shall be deemed to have lost the number of wickets actually fallen.

3.4 BONUS POINTS (McIntyre Cup Firsts & Johnstone Shield Firsts matches only)

- 3.4.1 In two-day matches, for each run scored in any innings, the batting team receives 0.01 points. For each wicket taken in any innings, the bowling team shall receive 0.20 points. Where a match is abandoned, each team shall be awarded bonus points equal to the average bonus points obtained by other teams who have played in the same grade in that round.
- 3.4.2 Matches will be played for bonus points where there is no play on the first day of a two-day match (Rule 19.8) and where at least one match was not affected on day one in a grade. Where there is no play in all matches on day one in a grade, the second day shall be played under normal one-day rules and bonus points shall not be awarded for the game.

RULE 4 PLAYER AWARDS

4.1 SULLIVAN MEDAL & WOMEN'S MVP AWARD

- 4.1.1 The Association shall award annually a medal to the player or players who record the most votes as awarded by the appointed umpire(s) in the McIntyre Cup Firsts competition and senior women's competition. The "Kevin Sullivan Medal" shall be awarded to the best and fairest player(s) in the McIntyre Cup Firsts each season. The "Most Valuable Player" shall be awarded to the best and fairest player(s) in the Women's competition each season.
- 4.1.2 Any player, having been reported and found guilty of an offence and suspended under the rules and by-laws of the Association by the GDCA Tribunal, shall be ineligible to win the medal for the current season.
- 4.1.3 Players found guilty by the GDCA Tribunal of an offence in a final shall have their eligibility for the following season decided at that same hearing.
- 4.1.4 Umpires shall enter their votes, based on a 3-2-1 system, on the association's competition management platform. Only one of the umpires in a two-umpire match needs to lodge the votes for the match. The votes will be kept for safe-keeping by the Secretary until the end of the season.
- 4.1.5 For votes to be awarded for the Sullivan Medal, a match must be completed or a minimum of 30 overs must be bowled in a match. For votes to be awarded for the Women's MVP award, a match must be completed or a minimum of 15 overs must be bowled in a match.
- 4.1.6 At the completion of the home and away season, a quorum of the GDCA Executive shall count the votes.

4.2 PREMIERSHIP TROPHIES

Premiership trophies shall be competed for each season and shall be held by the premier club in each grade. The Association shall award cups/trophies each season in all grades for batting average, bowling average and aggregate point awards.

4.3 PLAYER OF THE FINAL

A "Player of the Match" award will be presented to the player adjudged the best player by the umpires officiating in all grade finals matches. The Player of the Match in the McIntyre Cup Firsts final shall receive the "Gary Sanders Medal". The Player of the Match in the McIntyre Cup One Day final shall receive the "Sean Huddle Medal".

4.4 ASSOCIATION AWARDS

4.4.1 To compile awards the following rules must be used. To be eligible, players must fulfil all of the following:

4.4.2 BOWLING:

McIntyre Cup, Johnstone Shield (Firsts & Seconds):

- Take a minimum of 25 wickets in that grade
- Take within 5 wickets of the grade leading wicket-taker

40 Over One-Day Competitions:

- Take a minimum of 20 wickets in that grade
- Take within 5 wickets of the grade leading wicket-taker

35 Over One-Day Matches:

- Take a minimum of 15 wickets in that grade
- Take within 5 wickets of the grade leading wicket-taker

Women's A Grade Competition:

- Take a minimum of 15 wickets in that grade
- Take within 5 wickets of the grade leading wicket-taker

Women's B Grade Competition:

- Take a minimum of 10 wickets in that grade
- Take within 5 wickets of the grade leading wicket-taker

4.4.3 BATTING:

McIntyre Cup, Johnstone Shield (Firsts):

- Score a minimum of 350 runs
- Score within 100 runs of the grade leading run-scorer
- Bat a minimum of 8 innings in that grade.

McIntyre Cup, Johnstone Shield (Seconds):

- Score a minimum of 250 runs
- Score within 100 runs of the grade leading run-scorer
- Bat a minimum of 8 innings in that grade.

40 Over One-Day Matches:

- Score a minimum of 200 runs
- Score within 100 runs of the grade leading run-scorer
- Bat a minimum of 6 innings in that grade.

35 Over One-Day Matches:

- Score a minimum of 150 runs
- Score within 100 runs of the grade leading run-scorer
- Bat a minimum of 5 innings in that grade.

Women's Competition (A Grade):

- Score a minimum of 300 runs
- Score within 100 runs of the grade leading run-scorer
- Bat a minimum of 8 innings in that grade.

Women's Competition (B Grade):

- Score a minimum of 200 runs
- Score within 100 runs of the grade leading run-scorer
- Bat a minimum of 6 innings in that grade.

- 4.4.4 For the purpose of computing averages, the innings of a batter retired owing to illness, injury or some other unavoidable cause, must be counted as “Retired Not Out”.

Forced retirements in lower grades due to competition rules are also considered “Retired Not Out”.

Any voluntary retirements are considered as “Retired Out” when it comes to calculating competition averages.

- 4.4.5 For the purpose of determining points for grade aggregate awards, the following applies:

Unassisted wicket	15 points
Assisted wicket	10 points
Catch	5 points
Stumping	5 points
Run	1 point

RULE 5 PITCHES/GROUNDS

5.1 APPROVED PITCHES

- 5.1.1 All matches are to be played on approved pitches.
- 5.1.2 No matting pitches (ie, no concrete underneath) are to be used in the Association competition, except where there are extenuating circumstances as decided by the Pennant Committee.
- 5.1.3 Pitches with synthetic grass surfaces must have such artificial surface glued directly to a concrete base. The use of “all-weather” surfaces where the artificial grass is laid on a rubber underlay on top of a concrete base shall no longer be permitted.

5.2 BALL NOT PITCHED ON SURFACE

In matches played on approved matting pitches, a ball not pitched on the matting, shall be deemed a “No Ball” with the exception of a ball pitched on or over the popping crease.

5.3 ALLOCATION OF GROUNDS FOR FINALS

Grounds for semi-final and grand final matches will be allocated by the GDCA Pennant Committee. Preference will be given to the highest ranked team of each division to host matches but the association reserves the right to ensure all matches are played at the best available grounds and venues.

The McIntyre Cup final will be held at the best ground available, independent of who has hosting rights according to ladder positions. The ground will be nominated by the Board during January of the current season, with a further review to be completed at the conclusion of the home and away season.

5.4 FITNESS OF GROUNDS & PITCHES – CLUB REQUIREMENTS

Any club failing to have their ground in proper condition for play and their pitches marked in accordance with the Laws of Cricket, with due regard to the weather, shall be dealt with at the discretion of the Pennant Committee. Clubs shall ensure, with due regard to the weather, that their ground is in proper condition for play, that bowlers run ups are free from snags, holes etc. Clubs are to ensure pitches are maintained throughout the season and that they are marked in accordance with the Laws of Cricket. All crease markings are to be marked out clearly. Clubs shall ensure that stump areas are filled with dirt and that stumps and bails are in good condition.

Umpires appointed by the GDCA Umpires Appointment Panel shall complete a Match Report which will be submitted on the competition management platform immediately following each match. Any club failing to have their grounds and pitches in proper condition shall be dealt with at the discretion of the Pennant Committee.

5.5 FITNESS OF GROUNDS & PITCHES – CLUB RESPONSIBILITY

- 5.5.1 For all matches, the home team, with due regard for the weather, shall ensure every effort is made to have its ground and pitch, or a ground and pitch approved by the Pennant Committee in which they are drawn to play, in a proper condition for play. Before the commencement of play on any day, umpires shall see that any necessary steps are taken to improve the ground or pitch with a view to expediting play. Stumps should not be drawn until the hour fixed by these rules for the conclusion of play, unless they are satisfied there is no possibility of play. (Items such as brooms, squeegees, rags, sawdust, sand, etc., should be available and may assist in readying the ground and/or pitch for play). The umpires shall be the final judges of the fitness of the ground, pitch, weather and light for play.

- 5.5.2 Any team failing to meet its obligations shall be reported by the officiating umpires or, in the absence of official umpires, a member of the complainant club executive, to the GDCA Secretary and fined by the GDCA Board and/or the Pennant Committee shall have the power to award the match to the opposing team unless the Committee accepts the reasons given.

5.6 COVERS

Mandatory for turf wickets only.

Optionally, similar rules shall apply if covers are being used on a hard wicket. In this case, clubs must confirm with the Pennant Committee a week prior to any match being played using covers.

- 5.6.1 Each Club shall obtain covers as specified and approved by the Pennant Committee.
- 5.6.2 Specifications for covers to meet the approval of the Pennant Committee are as follows:
- a) Quality: Minimum standard shall be durable plastic sheeting
 - b) Minimum size: Length 28 metres Width 7 metres
 - c) Fixing materials: Appropriate steel tent pegs or similar
 - d) Underlay material: The use of underlay material shall be optional, accepting that the use shall be the same in the period prior to each day of a two-day match.
 - e) Maintenance: Any covers deemed defective at any time shall be repaired or replaced.
- 5.6.3 The covers shall be used for all matches, including finals, drawn to be played on turf wickets under the control of GDCA clubs. This includes all Junior grade matches and any Junior or Senior Representative matches.
- 5.6.4 The covers shall be laid by dusk on the evening prior to match day. The Pennant Committee of the GDCA has the power to waive the provision of laying the covers by dusk. Clubs are to ring the Secretary of the Association after 6.00pm on Friday for permission.
- 5.6.5 On any match day, covers shall be removed at the discretion of the home club with regards to the prevailing weather conditions. In good conditions the covers shall be removed no later than 8.30am. The covers shall be re-laid on the morning of any playing day should weather conditions necessitate.
- 5.6.6 The official Umpires (if allocated) or Captains shall assume control thirty (30) minutes prior to the scheduled starting time for play and shall make all decisions regarding the use of covers after this time.
- 5.6.7 At all other times the home club is permitted (indeed encouraged) to use the covers at its discretion in order to obtain the best possible conditions for play each match day.
- 5.6.8 Until the scheduled time for the start of play, the home club shall be responsible for providing the labour necessary for the laying or removal of the covers.

- 5.6.9 After play has commenced, the covers may be used as directed by the Umpires or Captains. Should the Umpires or Captains decide that the covers be used during the course of the match, then it will be the responsibility of both competing teams to assist with any labour required.
- 5.6.10 With respect to finals matches, the GDCA Executive & Pennant Committee will monitor the ground conditions and the prevailing and predicted weather conditions at the finals venues. The GDCA Pennant Committee shall be empowered to direct the home or host club to use covers at any time in the week preceding any day of the match. In the absence of any specific direction from the Pennant Committee, the above conditions shall be applicable. The GDCA Executive shall have the power to take any action deemed appropriate on any club failing to abide by this direction.
- 5.6.11 If any Club fails to comply with the provisions of these regulations or any dispute arising out of the use of covers, the GDCA Pennant Committee will review and may send the incident to the Independent Tribunal at their discretion.

RULE 6 MATCH DAY PROVISIONS

6.1 MATCH DAY CHECKLIST

Prior to the commencement of play in all senior matches, the match-day check list, as provided by current Insurers Marsh Insurance, is to be signed by an authorised representative (Captain or Club Secretary) from each team. Completed copies are to be retained on file by the home club for a minimum of seven (7) years from the date of the match. Alternatively, teams may utilise the Marsh Match Day Inspection checklist to lodge assessments electronically using the following link:

<https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh>

Note: There is no need to complete an inspection if there has been a junior competition match at that venue prior to the senior match and an inspection has been carried out and check list completed by the junior teams.

6.2 TEAMS – NOMINATION OF PLAYERS

Teams for all matches are to be posted on the competition management platform before the commencement of the match. **(In McIntyre 1sts and Johnstone 1sts it is preferable for teams to be selected on the platform as early as possible, or by Friday 10am at the latest.)** Only the twelve players taking part in McIntyre Cup, Johnstone Shield and 40 over one-day grade matches and thirteen players in 35 over one-day grade matches are to be posted on the competition management platform. Failure to do this will result in the following scale of penalties:

OFFENCE	FINE
First Offence	\$25
Second Offence	\$50
Third and subsequent offences	\$100

No alteration shall be made without the consent of the opposing captain.

6.3 PHYSICAL TEAM SHEETS

Physical team sheets MUST be completed and signed by the team Captain prior to the toss and exchanged with the opposition Captain (and a copy for the Umpire(s) if present). No variations to this listing is allowed without signed consent of all parties AND GDCA Pennant Committee approval.

Failure to do so will invoke a fine of \$50 and may result in loss of points as well.

6.4 BOUNDARY MARKERS

Each Club shall be in the possession of at least 40 markers to mark the boundary, such markers must be placed in position prior to the commencement of the match each day. The first named team in the fixture shall place the markers in position on each day of play. The markers must be placed in position in a circle of a minimum 60 metres radius from the centre of the pitch, not more than 10 metres apart and 3 metres in front of any football goal/behind posts that are inside the boundary.

For women's competition matches, the boundary markers are to be placed in position in a circle of 45 metres radius from the centre of the pitch.

Where the venue is defined by a fence, boundary markers at no more than 10 metres apart are to be placed 3 metres away from any field hazards including but not limited to fencing, concrete perimeters, football goal posts, trees and any other solid structures that may cause injury to fielders.

6.5 SCORES

6.4.1 Umpires and scorers may be appointed at the ground and are to be approved by both captains.

6.4.2 Scores are to be displayed at all grounds.

6.4.3 Clubs that field teams in the McIntyre Cup and Johnstone Shield are required to live score matches. The "home" team will live score the match with the "away" team continuing to score in a scorebook. Failure by the home team to live score the match will result in a fine of \$50.

6.6 COMPETITION MANAGEMENT PLATFORM REQUIREMENTS

6.6.1 All Clubs are required to utilise the Cricket Australia "Play Cricket" Platform.

6.6.2 All match scores for all grades must be entered on the competition management platform by **10.00am of the morning following each day's play**.

6.6.3 McIntyre Cup player scorecards must also be entered by 10.00am of the morning following each day's play (Note: For two-day matches, scores entered after each first day's play are to be recorded as "Match in Progress"). **A fine of \$25 will be incurred by the home team if match scores are not entered on the Play Cricket platform in the required timeframe.**

6.6.4 All other grades must have player scorecards posted on the competition management platform by 10.00pm on the Tuesday following the completion of the match. **A fine of \$25 will be incurred by either team if their player scorecards are not entered on the Play Cricket platform in the required timeframe.**

The following items are to be completed for EACH team.

Home Team: Match scores and result. Toss won by, Team batted first, Match Scores and Match Result. Your own players Batting, Bowling and Fielding Figures.

Away Team: Confirmation of match scores and result. Your own players Batting, Bowling and Fielding Figures.

Note: Batting figures must include batting order number, how out, runs scored, opposition fielder who dismissed the batter, opposition bowler who dismissed the batter and fall of wicket score. Bowling figures must include bowling order number, overs, maidens, wicket and runs. Fielding figures must include catches and stumpings.

- 6.6.5 The score entered on the Play Cricket platform shall be taken as the official score of a match. In the event of an inconsistency between the scorebook score and the score entered on the Play Cricket platform, clubs shall provide written evidence to the satisfaction of the Results Secretary that an error has been made on the Play Cricket platform. Both clubs may be called upon to produce their scorebooks and the matter may be referred to the Pennant Committee. The overriding objective of this Rule is to ensure that the actual score from a match is recorded as the official score and innocent errors recorded on the Play Cricket platform are capable of being corrected.

6.7 MATCH BALLS

- 6.7.1 A new ball shall be used for the opening innings of each team, however, in either second innings, should the captains agree, second hand balls may be used. In all (2) two day matches, a new ball shall be allowed to be taken after 80 overs.
- 6.7.2 McIntyre Cup and Johnstone Shield (firsts and seconds) shall use only 4 piece balls, and such ball to be approved by the opposing captain. Jensen A Grade shall also use 4 piece balls. All other divisions shall use only 2 piece balls. See table 1 below.
- 6.7.3 Cricket balls used in all senior and junior matches in this association shall be **Kookaburra** brand only and must carry the **G.D.C.A.** stamp. The type of balls (4 piece/2 piece) to be used in all grades shall be approved by the GDCA Pennant Committee before the commencement of each season.
- 6.7.4 Any Club failing to adhere to these requirements shall be dealt with by the GDCA Pennant Committee as it sees fit.
- 6.7.5 Before the start of a match, each team must have a spare ball or balls of reasonable quality (e.g.15 – 20 overs old) to be made available in the event of a lost or damaged ball.

Table 1:

GRADE	TWO-DAY MATCHES	ONE-DAY/T20 MATCHES
McIntyre Cup 1sts & 2nds, Johnstone Shield 1sts & 2nds	Kookaburra Red 4 Piece "Regulation" 156g or "Club Match" 156g	Kookaburra White 4 Piece "Regulation" 156g or "Club Match" 156g
Jensen Shield A Grade (North & South)	Not Applicable	Kookaburra Pink 4 Piece "Senator" 156g
All Other Men's Grades	Not Applicable	Kookaburra Pink 2 Piece "Tuf-Pitch" 156g or equivalent as per GDCA Pennant Committee
Women's Competition	Not Applicable	Kookaburra Pink 2 Piece "Crown" 142g

6.8 SUPPLY OF DRINKS

The home team shall supply drinks to all players, including opposition players and umpires during scheduled drinks breaks on each day of a match. Players are not to dip cups into an open container for health and safety reasons.

6.9 CAPTAINS REPORT ON UMPIRES

All captains are required to complete a Captains Report on Umpires at a match where an Association Umpire is officiating. The report is to be entered on the competition management platform **by 7pm on the Monday following the completion of each match**. Failure to submit the report shall incur a penalty of \$50. Any adverse reports should state clearly the reasons why the umpire's performance was unsatisfactory.

6.10 CLUB UMPIRE ATTIRE

Each team shall supply a fluoro coat/bib for each umpire who is not an officially appointed Association Umpire or incur a fine of \$25. For safety reasons, correct footwear (cricket boots or runners) shall be worn whilst umpiring. No bare feet, thongs or open-toed footwear are permitted.

6.11 REPORTS

Clubs wishing to lodge a complaint or report with the GDCA must do so by **7pm on the Monday following the day's play**. Reports are to be submitted in writing to the GDCA Secretary via the club's Secretary. This is to allow sufficient time for investigations to be completed. Submissions after this date may or may not be investigated at the discretion of the GDCA Executive.

RULE 7 REGISTRATION & TRANSFER OF PLAYERS

Clubs seeking to appeal against the imposition of a fine or fines under these rules must do so within 7 days of receipt of the penalty notices as per the Appeals procedure set down in By-Law B12.4.2.

7.1 APPLICATIONS FOR REGISTRATION

7.1.1 A club shall ensure that its players are eligible to be registered.

7.1.2 All players that have never registered with any Australian Cricket Club must be registered on the competition management platform before playing their first game with a club.

The following players, either male or female, shall be required to register with a club of their choice:

- Players that have never registered with any GDCA Club;
- Players who have not been registered with or played with a GDCA Club in the GDCA senior competition within the last three (3) seasons as per GDCA official records;
- Current registered GDCA players who are returning from outside Associations, except for the following:-
 - (i) Persons who have been playing in other competitions during the off season/winter months.
 - (ii) Persons who have been playing interstate or overseas competitions in the off season/winter months.
 - (iii) Junior (Under 17) players returning to their clubs from the Premier Cricket Competition (refer Rule 13.4).

7.1.3 An e-mail notification of any new registration is to be sent to the GDCA Registration Secretary via admin@gdca.au no later than 72 hours following the conclusion of the match in which the player first played or was named to play.

The e-mail notification is to include the player's name and competition management platform I.D. number.

7.1.4 An e-mail notification of any Club registered junior player who is playing in the senior competition for the first time is to be sent to the GDCA Registration Secretary via admin@gdca.au no later than 72 hours following the conclusion of the match in which the player first played or was named to play.

The e-mail notification is to include the player's name and competition management platform I.D. number.

7.1.5 All registered players shall be deemed to have agreed to abide by The Laws of Cricket "The Spirit of Cricket", GDCA By-Laws, Rules and Playing Conditions, the GDCA Codes of Conduct and Member Protection Policy.

7.1.6 It is the responsibility of the Club to ensure any players who have had their registration deactivated are re-registered to play.

7.1.7 All cricketers playing senior cricket matches in the GDCA must have turned 13 years of age prior to the first senior match in which they play. This also applies to substitute fielders.

7.1.8 The GDCA Board shall have power to reject, review or revoke any player registration at any time.

7.2 SUSPENDED, DISQUALIFIED, UNREGISTERED PLAYERS

7.2.1 No player may play, be named to play or be allowed to enter the field of play during the scheduled hours of play, in any association match who:

i) is a suspended or disqualified player in this or any other cricket association;
or

ii) is an unregistered player in this association (including where the registration application of the player has been refused or revoked).

7.2.2 Any Club playing a player not possessing the requisite qualification shall be declared to have lost the match or matches in which such player took part and lose all points for the match.

Where the team has lost the match in which such player took part, then a fine of \$200 shall be imposed. The awarding of points to be allotted to the opposing club or clubs will be at the discretion of the Pennant Committee

7.2.3 Any player who contravenes Rule 7.2.1 shall:

i) be dealt with as the Board of Management sees fit, and

ii) have any played matches not count towards qualifications for semi-final or final matches, averages or association awards.

7.3 PLAYER SUBMITTING MORE THAN ONE REGISTRATION

7.3.1 Any player who submits themselves for registration with more than one club shall be dealt with by the Board of Management.

7.3.2 No player shall play in two games concurrently in the same weekend of GDCA fixture matches with the exception of junior players playing in the junior competition and then the senior competition in the afternoon or where a scheduled "Reserve Day" round has been activated on the day following a normal round of fixtured matches.

7.4 TRANSFERS

7.4.1 Once a player has registered with a club, he/she must obtain a transfer from that club before he/she can play with any other club in this Association.

7.4.2 All clearances must be submitted through the Cricket Australia Competition Management Platform and clubs involved are to deal with the transfer within seven (7) days. Transfers for the new season shall open on the date of the Association Annual General Meeting.

7.4.3 Should a club not deal with a transfer application submitted through the competition management platform within 7 days, an automatic clearance will be granted.

7.4.4 This time frame is to be applied only from the Annual General Meeting, throughout the season, to the March Delegates Meeting. At all other times common sense and fairness is to apply.

7.4.5 Where a transfer application submitted through the competition management platform has been twice refused by the Club, the player may appeal in writing to the Pennant Committee.

7.4.6 A player not playing with his registered club for 36 calendar months shall be granted an automatic clearance to the club of his/her choice pending fulfilment of all other financial and clearance requirements.

7.4.7 Matters to be considered by the Pennant Committee in consideration of an application for a transfer by a player shall be as follows:-

- (i) Service to the club;
- (ii) Financial status;
- (iii) Financial or other incentives;
- (iv) Junior status;
- (v) Junior training;
- (vi) Effect on club; and
- (vii) Whether discussion held with club.

7.5 DEFAULTING PLAYERS

7.5.1 Defaulting Players shall be defined as those players suspended by their Club or Association, and that suspension confirmed by the Association after due appeal process.

7.5.2 Each Association shall forward to the Regional Secretary a list of defaulting players from their Association. The Regional Secretary shall circulate to member Associations the names of defaulting players within seven days of receiving such nominated players.

7.5.3 Member Associations shall not register defaulting players within their Association until a transfer has been received from the player's former Association.

7.6 PERMITS

7.6.1 No player who has played in any other Association during the current season shall compete in this Association without confirmation from the Registration Secretary.

7.6.2 All permit requests to be received by the Registration Secretary, no later than 5.00pm Friday, prior to Saturday's match.

7.6.3 Permits will not be granted after 31st December of the current season except for junior (under 17) players who have been participating in the Premier Cricket Competition or should special circumstances apply (eg. change of residence and/or due to change in employment).

7.6.4 The Registration Secretary shall have the power to grant individual or ongoing permits to junior (Under 17) players to return to their clubs from the Premier Cricket Competition up to the start of the Association finals.

7.6.5 Any registered GDCA player who requests to play in a Sunday competition outside of the Association must lodge a permit request through the competition management platform to play in such competition.

7.7 ELIGIBILITY OF PLAYERS FOR FINALS

- 7.7.1 A player must have played in the following minimum number of matches in the one grade/team in this Association to be eligible to play in Semi-Final or Grand Final matches in that grade.

Grade	Matches
McIntyre Cup & Johnstone Shield Firsts and Seconds	5 matches
All other Men's grades	4 matches
Women's Competition	4 matches

A player may be promoted from a lower grade/team to fill a vacancy in a higher grade. However, the player must have met the afore-mentioned qualification criteria for that lower grade/team.

- 7.7.2 No player who has played in higher grades in eight matches of home and away fixtures shall be allowed to play in Qualifying Final, Semi Final and Grand Final matches in a lower grade unless all higher grades play Finals on the same day as the lower grade, and providing the player has fulfilled the qualification requirements of Rule 7.7.1 of the Rules of Play.
- 7.7.3 Where 2 teams from one club exist in one grade, the "other" team is deemed to be the higher grade for the purpose of Rule 7.7.2.
- 7.7.4 Only players who have qualified under Rule 7.7.1 may bat and bowl. Where teams do not have the required 11 players (9 players for the Women's B Grade competition) qualified under Rules 7.7.1 and 7.7.2, substitute fielders may be used to bring the total number of players to 11 (9) providing that they are registered members of the club.
- 7.7.5 Where the McIntyre 1sts finals get out of sync with the McIntyre 2nds after the final round, clubs may request a player who does not meet the above criteria be allowed to play via the Pennant Committee. Please email admin@gdca.au with the request prior to the Thursday before the match.

7.8 FILL-IN PLAYERS

As per Cricket Victoria and Cricket Australia's guidelines, players are only allowed to play as a "fill in" once. Any subsequent games require the player to be registered in the PlayCricket system to allow for insurance coverage. Club's can work out the cost to the player at their own discretion.

All Fill-in players must meet the minimum age requirements of the Association.

Players cannot play in the 1st XI teams governed by the Player Points System as "fill-ins". See Rule 14.

RULE 8 PLAYER ATTIRE

All clubs please note the following re-working of the Player Attire rule. There will be a 3-season grace period before these rules will be enforced fully. That means, from season 2028/29 these rules will be in full effect and clubs will not be permitted to deviate.

RULE 8 PLAYER ATTIRE

8.1 The design and colour of attire shall be uniform to all members of the same team.

8.1.1 All players are to be acceptably attired at all times while playing/on the field.

8.1.2 All updates to any attire/designs are to be forwarded to the GDCA Pennant Committee (via the Secretary) for approval prior to commencement of the season.

8.1.3 No shorts are to be worn.

8.2 TWO DAY CRICKET

Applies to all grades except when noted.

8.2.1 All players are to be attired in white- or cream-coloured shirts and trousers. Pullovers/vests must be predominantly white/cream as well.

8.2.2 Shirts may have a panel under each arm / down the side which is in club colours (2 colours maximum) and ideally should be no greater than 10cm thick when laid flat. It is understood that this may change depending on the size of the shirt – so the Pennant Committee will use their discretion when assessing these panels.

8.2.3 The inside of the collar may be coloured.

8.2.4 The inside of the placket may be coloured.

8.2.5 Coloured piping may be used to emphasise a seam, but piping must not be more than 4mm thick when laid flat.

8.2.6 Any additional coloured panels across the shoulders or the front or back of shirts is not permitted.

8.3 ONE DAY CRICKET / T20 CRICKET (COLOURED APPAREL)

Currently applies to McIntyre & Johnstone 1sts & 2nds, and Women's 1sts only.

NOTE: The GDCA's intention is for coloured apparel to become mandatory for ALL one day cricket from season 2028/29.

8.3.1 All cricket apparel items/batting pads in one day matches shall be coloured (shirts and pants compulsory coloured / not allowed to be white/cream).

8.3.2 White pants are not permitted (except in Juniors).

8.3.3 White pads may be worn but team coloured clads **MUST** be worn over them when batting and wicket keeping.

8.4 PLAYER NAMES & NUMBERS

8.4.1 Player numbers are permitted to be worn on the back of the playing shirt in accordance with the following dimensions:

- i. Number Height: Between 25cm and 35cm (maximum of two digits)
- ii. The range of permitted numbers is: 1 – 99 (no leading zeros allowed)

NOTE: Rule 8.4.1 is **Mandatory** for McIntyre 1sts / Johnstone 1sts / Women's 1sts.

8.4.2 Player names are permitted to be worn on the back of the playing shirt in accordance with the following dimensions:

- i. Letter height: Between 6.0cm and 7.5cm
- ii. Letter width must be between 3.0cm and 4.0cm per letter
- iii. Name may include the player's first initial and surname or surname only
- iv. Nicknames are not permitted
- v. Names must be positioned above the number on the back of the shirt

NOTE: Rule 8.4.2 is **Mandatory** for McIntyre 1sts / Johnstone 1sts / Women's 1sts.

8.5 LOGOS

8.5.1 Each club must display the GDCA Logo on all playing shirts. The GDCA Logo must conform to the following restrictions:

On playing shirts:

- i. on chest (upper right)
- ii. not exceeding 64.5 cm² (10 square inches)
- iii. standard GDCA logo template to be obtained from the GDCA Secretary

8.5.2 Club logos may be worn on the upper left chest of playing shirts, as well as caps, helmets, sunhats, vests, trousers, or pullovers/vests – but may not exceed 64.5 cm² (10 square inches).

8.5.3 Manufacturers logos are exempt from regulation.

8.5.4 Advertising/Sponsors Logos

8.5.4.1 One commercial/sponsor logo may be placed in the middle of the front of the playing shirt and one on the lower back of the playing shirt (below player numbers) but each must not exceed 206.75 cm² (32 square inches) in area in either position.

8.5.4.2 Strictly only one commercial/sponsor logo in each location (front or back). These logos may be for different sponsors as long as there is only one in each location.

8.5.4.3 Multiple companies/sponsors logos cannot be grouped in any one location.

8.5.4.4 One commercial/sponsor logo is permitted per sleeve, and as above these may be different sponsors on each sleeve.

8.6 FOOTWEAR

Footwear is to be predominantly white, i.e. more than 75% white.

The only deviation from this is if the footwear is predominantly the same colour as the pants (75%) for coloured uniforms.

8.7 CAPS AND HATS

The colour and design of caps and sunhats shall be white or club colours. A sunhat may have a club insignia on the front, but may not have any other sponsors/commercial logos other than the manufacturer.

8.8 TURBANS, BANDANAS AND HIJABS

Shall be plain black, plain white or the plain base colour of the team cap.

NOTE: Bandanas may only be worn as a cover to a turban or beneath a helmet.

8.9 OTHER MARKS & INSIGNIA

8.9.1 The year a club was founded may be displayed on the upper back of playing shirts provided such numbers shall not be more than 2 cm in height.

8.9.2 The initials of a merged entity may be displayed on the back of playing shirts provided such characters shall not be more than 2 cm in height.

8.10 JUNIOR APPAREL

All Junior apparel should mirror Senior apparel wherever possible.

There are a few exceptions:

- i. Junior girls should wear black pants/leggings at all times. Club coloured pants/leggings may be acceptable if dark, and if approved by the Pennant Committee.
- ii. All Junior teams should wear club-coloured tops in accordance with rule 8.3 above.
- iii. Numbers/names are optional for all Juniors (but are recommended).
- iv. The use of coloured clads is encouraged in competitions using white, orange or pink balls to support umpires.
- v. Boys teams playing two-day cricket may choose to wear all white/cream attire. In which case, the attire should conform to rule 8.2 above.
- vi. Any queries / variations should be signed off by the GDCA Pennant Committee at the start of the season.

LOGO POSITIONS

GDCA Logo

1. Playing shirt – right chest

CLUB Logo

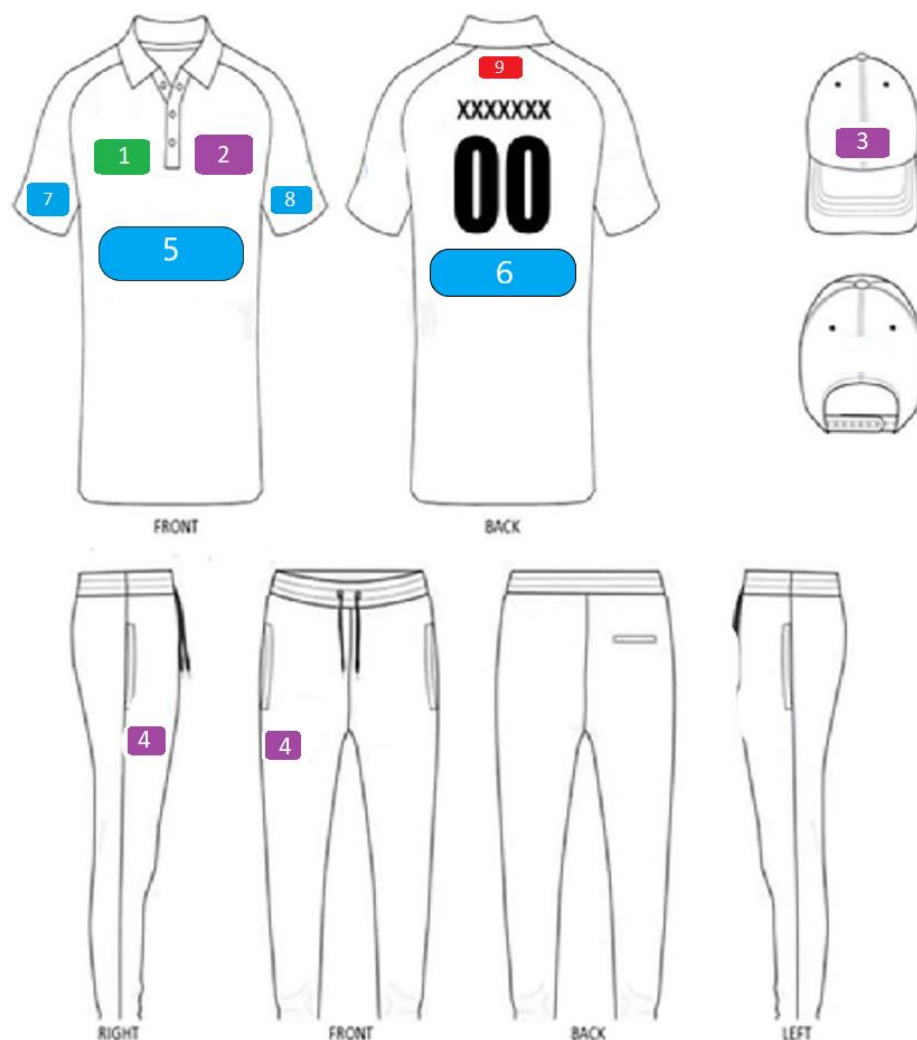
2. Playing Shirt – left chest
3. Playing Cap/Hat – front centre
4. Playing Pants – right leg

SPONSOR Logos

5. Playing Shirt Front
6. Playing Shirt Back
7. Playing Shirt Arm – right
8. Playing Shirt Arm – left

Additional Items

9. Club Merger Details or
9. Established Year



8.11 HELMETS

- 8.11.1 In all Gisborne and District Cricket Association sanctioned competitions and training sessions, it is strongly recommended that all players wear helmets when batting, wicket-keeping and when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
- 8.11.2 UNDER 19 PLAYERS:
In all Gisborne and District Cricket Association sanctioned competitions and training sessions, it is **COMPULSORY** for all players under the age of 19 years (as at 1st September each season) to wear helmets at all times when batting, wicket-keeping up to the stumps, and when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
- 8.11.3 It is also **COMPULSORY** for all players under the age of 19 years to wear a helmet while wicket-keeping back from the stumps, however this requirement is removed from the day the player turns 19 years. This however **does not apply** to 8.11.2 above.
- 8.11.4 All helmets must be **British Standard 7928:2013** compliant. Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.
- 8.11.5 RESPONSIBILITY:
The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with **British Standard 7928:2013**.
In matches with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper or fielder within the prescribed area fails to wear a helmet when required.
In matches without association appointed umpires, the captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper or fielder within the prescribed area fails to wear a helmet when required.

RULE 9 REPRESENTATIVE SELECTION

9.1 AVAILABILITY

All players within the Association shall be deemed available for representative matches unless the Chairman of Selectors is notified the Monday evening of the week before the match.

9.2 PENALTY – FAILURE TO ATTEND

9.2.1 A penalty shall apply against a player who is selected for representative games and fails to attend. The penalty against the player: 1 game suspension. The penalty against the Club: \$250 fine. Any player has the right of appeal to the GDCA Tribunal.

9.2.2 If a player nominates for selection in any GDCA representative team and is selected, he/she must do so or have his/her permit cancelled.

9.3 REPLACEMENT PLAYER

A player selected as a replacement in a Region match and currently playing in an Association match may be replaced in that Association match by a player of a similar type, whether such a player has batted or bowled in the current round of Association matches. The principle of this rule shall apply to allow consequential replacements in all grades.

9.4 REPLACEMENT FOR INJURED PLAYER

A player injured whilst representing the GDCA or in a higher representative match and currently playing in an Association match, may, via an application to the Pennant Committee, be replaced in that Association match by a player of a similar type, whether such a player has batted or bowled in the current round of Association matches. The principle of this rule shall apply to allow consequential replacements in all divisions.

RULE 10 UMPIRES

10.1 ALLOCATION

Official Association Umpires will be allocated to cover McIntyre Cup and Johnstone Shield matches. Umpires will then be allocated to umpire in other grades as determined by the GDCA Umpires Appointment Panel. If no officially approved umpires are appointed, all provisions in the Laws of Cricket for the award of 5 penalty runs, except in Law 28.3.2 (The Fielder), shall be disregarded.

10.2 MATCH FEES

10.2.1 Umpires full fee, \$190.00 per day, per umpire for matches where two umpires are appointed. For matches with one umpire, the fee is \$250.00 per day. All umpires are to be paid no later than the end of the tea break of each day's play. Any team/s failing to meet this basic requirement will be recorded on the Umpires Match Report and be liable for a fine of \$50 for late payment of the fee.

Game / Grade	1 x Umpire	2 x Umpires
Senior Men (All grades)	\$250 per day	\$190 per umpire, per day
Senior Women (All grades)	\$100 per day	\$100 per umpire, per day
Juniors (All ages)	\$100 per day	\$100 per umpire, per day
Senior Men (T20 Only)	\$150 per match	\$100 per umpire, per match

10.2.2 In the case where a washout is not able to be declared by 10am on the morning of the game, the Umpire attends the ground and subsequently adjudicates that there can be no play on the day, the Umpire shall be paid \$50.00 on the day.

10.2.3 In the case of Umpires attending and adjudicating a forfeiture, the forfeiting team/club will be liable for full payment of Umpires fees on that day. This does not apply for Region or Association matches.

10.3 LODGEMENT OF MATCH REPORTS

Umpires are to lodge an appraisal of match conditions on the competition management platform **by 7pm on the Monday following the completion of each match.**

RULE 11 WEATHER DELAYS

11.1 In the event of loss of play due to rain, bad light or extreme weather:

- a) In a one day game – ALL GRADES (refer to Rule 20.6);
- b) In a two day game – once 30 minutes is lost in an innings;

The match shall revert to the ordinary Laws of Cricket. For two-day matches, the innings of the team batting first shall not exceed <Overs A>.

11.2 If no ball is bowled on the scheduled first day of a two day game, other than in semi-finals and finals, the second day shall be played under one day rules, a fresh toss being made.

11.3 If a minimum of 30 overs has not been bowled on the first day of a two day game, other than in semi- finals and finals, providing the side batting first has not been dismissed. Day one shall be abandoned, day two being played under one day rules, a new toss being made. No scores or performances from day one will count for averages or qualifications.

11.4 The Executive is given the power to abandon games on match day in exceptional circumstances.

11.5 Should bad light cause the umpires to consider leaving the field, the use of artificial lighting may be considered provided that the artificial lighting does not become the principle source of light. (e.g. shadows on the ground or pitch from artificial light).

RULE 12 EXTREME WEATHER

12.1 EXTREME HEAT

If on the day of scheduled play, the forecast temperature by the Bureau of Meteorology (as at Melbourne Airport) is 38 degrees Celsius or above, the GDCA Executive shall meet/discuss on the morning the merits of playing or abandoning senior matches for the day.

Factors such as relative humidity, pollution levels, wind, high fire danger, expected change in weather during the course of the days play and ground conditions shall be taken into account when determining the safety of players, umpires, scorers, officials and spectators. Advice may be sought from third parties in making this decision.

12.2 A decision must be made by 10am and will be conveyed to all participants through the GDCA website at www.gdca.au and social media platform if the decision is to abandon the day's play. It is the responsibility of all clubs and umpires to monitor the sites before commencement of play. If the decision is to abandon play, this means **all** matches shall be abandoned.

12.3 If play is abandoned on the first day of a two day match, then the match shall revert to a one day game the following week as per Rule 19.8. If play is abandoned on the second day of a two day match, providing there has not already been a first innings result, the match shall be declared a draw. The same shall apply for scheduled one day matches.

12.4 If there is no abandonment of play and the weather is close to extreme, umpires are advised to monitor the safety of players, umpires, scorers, officials and spectators throughout the days play. If no official umpire is appointed to the match, the captains of both teams are to monitor the conditions.

12.5 Information on conditions may be sought by contacting the Melbourne Weather Service on phone number **1196** and accessing the current temperature for the Melbourne Airport area.

12.6 The officially appointed umpire(s) may suspend play if he/she considers conditions to be unsafe until such time conditions are suitable for the resumption of play or he may cancel the day's play completely.

12.7 Where no official umpire has been appointed to a match, both captains must agree to suspend or cancel the day's play.

12.8 Actions which may assist in safe play include:-

12.8.1 Hydration

- Drink breaks every 30-60 minutes in all matches (every 30 minutes in conditions of extreme temperature)
- Drinks should be available for individual players between drinks breaks. Umpires should be advised when additional drinks are sought and players should make every effort to ensure no time is wasted.
- Expected completion time IS NOT ALTERED based on these extra breaks, so they must be taken swiftly. They will be taken into account by umpires when reviewing over-rates however.
- Where cups and a large container are supplied, cups should not be dipped into the container. Used cups should be washed or disposed of after use
- Do not share cups
- Drink bottles should be made available with club square leg umpires if deemed necessary

12.8.2 Clothing

- Wear long sleeved shirts
- Wide brimmed hats
- Appropriate application and re-application of SPF 30+ sunscreen
- Use of wet towels
- Sunglasses

12.8.3 Player Rest & Rotation

- Rotating players on and off the field. Rest periods are particularly important for faster type bowlers
- Seek shade when players are not on the field
- Team Managers/Coaches especially should be vigilant and not pressure their players in any way regarding performances or endurance
- Limit bowling spells
- Allow batters to retire should they show symptoms of heat stress.

12.8.4 Other Considerations

- The welfare of players and umpires is paramount
- On days of extreme heat, coaches, players, umpires and officials should be aware of the possible risks and carefully monitor all players and umpires; if any show signs of distress from heat, swift and appropriate action should be taken. Symptoms of heat injury or heat stroke are:
 - Fatigue
 - Nausea
 - Headache
 - Confusion
 - Light-headedness
 - Players should **stop playing, drink more fluids and cool down**. Seek medical treatment if these symptoms don't improve rapidly. Also keep an eye on other players or officials who may not realise they are suffering from dehydration or heat stress.
 - Be aware that junior, female and older players are more susceptible to heat injury
 - Be aware of junior players also playing in senior matches on the same day
 - Ensure there are sufficient shaded areas at grounds for both players and spectators where possible.
 - In extreme heat conditions, ensure there are qualified trainers and first aiders at the ground.

12.9 ELECTRICAL STORMS (The 30/30 Rule)

12.9.1 If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately.

12.9.2 Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash. If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

RULE 13 TEAM SELECTION – RELEGATION OF PLAYERS

13.1 RELEGATION OF PLAYERS BETWEEN GRADES

No player may be relegated in a club more than one grade in consecutive matches during the home and away fixture only. This rule shall not apply to qualifying final, semi-final or grand final matches.

13.2 RELEGATION OF PLAYERS WHERE TEAM HAS A BYE

If a Club has a lower grade match on the same date that the Club's higher grade team does not have a match fixtured (i.e. a bye), then only a maximum of two (2) players can drop from the higher grade team observing the bye to the lower grade team for that fixture. Applicable only to players that have played in the preceding match.

RULE 14 PLAYER POINTS SYSTEM (PPS)

14.1 TOTAL POINTS CAP (TPC)

Each team will be limited to a sum total of the following maximum TPC:

- a) 39-point limit is applicable for all games (where 12 players are selected).
- b) a 37-point limit is applicable for all games (where only 11 players are selected).
- c) a 35-point limit is applicable for all games (where only 10 players are selected).
- d) a 33-point limit is applicable to Women's cricket (where 9 players are selected).

14.2 PENALTIES

Any club breaching these rules / the Total Points Cap, shall forfeit match points and may also be liable for a minimum \$500 fine per match that was in breach. Additional penalties may also be applied at the direction of the Pennant Committee.

14.3 CALCULATION & RULES

- a) All players in the GDCA will be allocated a "Player Points Value" (PPV) in accordance with "Table A". After the initial season (2025/26), this value is to be reviewed annually for all players by their club. *(Initially, access to adjust the value in PlayCricket is only given to the Registration Secretary. So clubs need to request the update through admin@gdca.au)*
- b) For new players, the PPV is to be assigned at the time of GDCA registration, by the club. *(Initially, access to adjust the value in PlayCricket is only given to the Registration Secretary. So clubs need to request the update through admin@gdca.au)*
- c) All players have a core PPV that is established BEFORE discounts are applied. Discounts are applied as per "Table B".
- d) The PPV shown in PlayCricket is the final value, AFTER discounts have been applied. This is the value used to contribute to the Team Points Cap (TPC).
- e) If a player TRANSFERS to another club, their PPV is reviewed/amended as necessitated by these rules and Table A at the direction of the GDCA Registrations Manager and the Pennant Committee. (The new club is responsible for confirming the player's updated PPV with the GDCA Registrations Manager prior to selecting the player.)
- f) If a player is granted a PERMIT to play at a GDCA club, the PPV for that player must be ratified by the GDCA Registrations Manager and the Pennant Committee prior to selecting the player.
- g) Where a player fits into multiple "Table A" categories, the category with the highest ranking shall be the one allocated as that player's starting PPV, after which discounts may be applied.
- h) A player who has been a junior and played not less than three full seasons as a junior with that club and is subsequently returning to their junior club shall receive a 50% reduction on their starting PPV (as per "Table B").

- i) Table A is based on the previous two Australian cricket seasons. If a player has not played any cricket in Australia in the preceding two seasons, that player may be given the minimum 2-point allocation (subject to GDCA Registration Secretary and the Pennant Committee review).
- j) The GDCA Registration Secretary and the Pennant Committee has the right to adjust the amount of the Total Points Cap (TPC) allowed for any or all teams at the end of each season. Notification of changes to the TPC will be communicated annually.
- k) The GDCA has the right to review club TPC allocations at any time and to add/subtract from that club's maximum points allocation at the direction of the GDCA Registrations Manager and the Pennant Committee.
- l) The GDCA reserves the right to adjust a player's PPV at any time based on the rules set out here and using Table A and Table B and/or any other information which becomes available which may impact the integrity and/or spirit of the competition.
- m) "Fill in" players are not allowed under the Player Points System. All players in a club's 1st XI MUST BE REGISTERED in PlayCricket before the game.
- n) It is the responsibility of each club to provide the GDCA Registration Secretary and the Pennant Committee with the correct playing history of any newly registered players.
- o) With regards to Table B "DISCOUNTS" – multiple discounts may be applied to an individual player's PPV. In all cases, Junior discount A shall be applied first.
- p) Where discounts apply, and half points remain, all rankings are to be rounded up to the nearest whole number.
- q) The minimum point's value for any player shall be 2.
- r) To qualify as having played "a season" in the GDCA, the player must have played the minimum number of games to qualify for finals in the 1st XI grade that season.
- s) Any circumstance not clearly captured by the rules set out here, shall be adjudicated on by the GDCA Pennant Committee and a points value assigned.

TABLE A:

Category	PLAYER	Num Games	PPV
1	First Class player <i>Definition: any player who played in an ICC-recognised First Class Competition.</i>	1 or more	10
2	Victorian Premier (or other state equivalent) 1 st XI player	20 or more	9
3	Victorian Premier (or other state equivalent) 1 st XI player	less than 20	8
4	Overseas player <i>Definition: any player who is not an Australian Citizen and does not have Australian Permanent Residency to the satisfaction of the Pennant Committee.</i>	N/A	8
5	Australian Country Cricket Championships (ACCC) Representative player <i>Definition: any player who played in the Australian Country Cricket Championships for any state. This would include any GDCA player who was selected to play at this level.</i>	1 or more	8
6	Premier (or other Australian State equivalent) 2nd XI player	20 or more	7
7	1 st XI player from another GDCA club <i>Definition: that club's 1st XI team – regardless of grade.</i>	10 or more	7
8	Premier (or other Australian State equivalent) 2nd XI player	less than 20	6
9	1 st XI player from another GDCA club <i>Definition: that club's 1st XI team – regardless of grade.</i>	less than 10	6
10	Any VTCA or VSDCA (or comparable competition in Australia) 1 st XI player <i>Definition: at the discretion of the GDCA Registration Manager and Pennant Committee.</i>	20 or more	6
11	Any VTCA or VSDCA (or comparable competition in Australia) 1 st XI player <i>Definition: at the discretion of the GDCA Registration Manager and Pennant Committee.</i>	less than 20	5
12	Any other competition in Australia	20 or more	4
13	Any other competition in Australia	less than 20	3
14	Any other player who has not played 1 st XI with any GDCA club in the past two seasons	N/A	2

TABLE B:

Discount Item	Reason	Points Discount
A	Club Junior - players returning to their Junior club, having played not less than 3 x Junior seasons with that club.	50% reduction
B	Loyalty – 1 point discount for each consecutive season of prior service (in this current stint) to the current club (down to a minimum of 2 points player value).	1 point per consecutive season

RULE 15 PRESCRIBED PENALTIES, REPORTS & MENTIONS

15.1 PRESCRIBED PENALTIES

- 15.1.1 There shall be provision for a player to accept a predetermined penalty and thereby eliminate the need to attend a Tribunal hearing. The acceptance or otherwise of any set penalty must be indicated on the Prescribed Penalty Report Form.
- 15.1.2 A player who has accepted a Prescribed Penalty shall not be offered a second or subsequent Prescribed Penalty within the timeframe as set down in Rule 15.1.3. In this case, a report is to be submitted by the umpires as per Rule 15.2.
- 15.1.3 Should a player have a Prescribed Penalty recorded against them during a current season, then that record will carry over for the next season. If no further reports are received in this two (2) year period, the first record of a Prescribed Penalty shall lapse.
- 15.1.4 Should a player and or the umpire decide that they wish to have the charges heard by a tribunal, then this shall take precedence over the set penalty. This decision shall be notified to the Association within 24 hours. This does not dilute the right of the association to reject this acceptance and have the matter heard by the GDCA Tribunal if it is deemed appropriate.
- 15.1.5 In the event that the Tribunal subsequently finds the player guilty of the charge, it is expected that any suspension imposed would extend for a period more than that prescribed by the set penalty.

A **two match day** penalty is prescribed for:

- ◆ Disputing or showing dissent towards an Umpire's decision
- ◆ Obscene or abusive language directed at another player
- ◆ Captain failing to control his player/s
- ◆ Repeated audible obscenities
- ◆ Law 41 - Unfair Play (Sledging, Cheating, Wilful Obstruction, etc.)
- ◆ Abuse of equipment (Breaking Stumps, Throwing Bats etc)

A **four match day** penalty is prescribed for:

- ◆ Obscene or Abusive Language directed at an umpire
- ◆ Threatening to strike a player or match official
- ◆ Calling a match official a cheat

There will be **no prescribed penalty** and a Tribunal hearing automatic for the following offences (suggested minimum penalties are included as a guide only):

- ◆ Consumption of alcohol by players during a game (8 match days)
- ◆ Obstructing an umpire in the performance of his duty (8 match days)
- ◆ Intentional contact or striking another player (12 match days)

- ◆ Threatening to strike an umpire (2 seasons)
- ◆ Intentional contact or striking an umpire (5 seasons)

15.1.6 All penalties must apply immediately (ie, from the next round of cricket) and cannot be commuted to later weeks/seasons.

15.2 REPORTS

15.2.1 An umpire shall report any player and/or Club for misbehaviour. Player misbehaviour considered of a minor nature will be recorded by the umpire as a “player mention”. The umpire shall lodge a written statement with the Association Secretary specifying:

- (a) The player and/or Club reported; and
- (b) The nature of the report, within 24 hours of the completion of the match out of which the report arose.

The Association Secretary shall then, within 48 hours of the completion of the match, notify the club Secretary of the player involved. There is no longer a requirement for umpires to address players or captains on match day.

15.2.2 Upon receipt of a report from an Umpire, the Secretary shall immediately deliver a copy thereof to the Tribunal Chairman.

15.2.3 Additionally, the GDCA Board reserves the right to make additional Reports as deemed fit based off streaming video, or any other method appropriate upon review. These reports can be issued at any time after the GDCA becomes aware of such incident.

15.2.4 Umpires required to attend a Tribunal hearing of a reported player and/or club shall be entitled to receive a sum of \$25.00 from the Association to cover the costs incurred in attending the hearing.

15.3 PLAYER MENTION

15.3.1 Where an Umpire has occasion to speak to a player about his/her behaviour but does not consider the player’s behaviour to be so serious as to warrant a report to the Secretary of the Association, the umpire may issue a Player Mention. As per 15.2.1 above, the Umpire no longer needs to advise the player on match day of any issued “Player Mention”.

15.3.2 An Umpire shall note a Player Mention on the Umpires Match Report form and shall lodge the mention form with the Secretary of the Association within 24 hours of the conclusion of the match.

15.3.3 The Secretary of the Association shall forward details of the mention to the Secretary of the player’s Club concerned for passing onto the player.

15.3.4 Should a player have two (2) mentions recorded against them during the current season, the Secretary of the Association shall:

- (a) Cause the Association to lay a charge of misconduct against the cautioned person for misbehaviour or bringing the game of cricket into disrepute;

- (b) Cause the reported person and the Club of the reported person to be notified that a charge has been laid against the reported person.
- (c) This charge is to be treated the same as an official report. The player shall have the option of accepting a two match day penalty or have the charge heard by the GDCA Tribunal following completion of the match from which a report arises. Should a player decide to take the option of a penalty without a tribunal hearing, the club must notify the GDCA secretary of this decision within 48 hours of receiving notification of the report and before the next scheduled match.

15.3.5 Should a player have only one (1) mention recorded against them during a current season that mention will carry over for the next season. If no further mentions are received in this two (2) year period, the first mention will lapse.

RULE 16 NUMBER OF PLAYERS FOR TEAMS

16.1.1 McINTYRE CUP, JOHNSTONE SHIELD, JENSEN SHIELD 40 OVER ONE-DAY MATCHES

A maximum of 12 players per team are permitted to participate in a match and only those 12 players shall be named on the competition management platform before the commencement of the day's play. **Note:** if only eleven players are named prior to the toss, a twelfth player MAY NOT BE ADDED after the toss.

- 16.1.2 A maximum of 11 players are to be on the field at any time. All players must participate in the game at some stage for the match to be counted towards the player's eligibility for Qualifying Final, Semi-Final or Grand Final matches (Rule 7.7).

Twelve players may be named in each team, however only eleven of these players shall be permitted to participate as batters, and only eleven shall be permitted to bowl or keep wickets i.e.: the batting twelfth player and the bowling twelfth player may be two different players. The bowling twelfth player is not permitted to keep wickets. The umpires and opposition captain are to be notified which player will not bat and which player will not bowl or keep wickets immediately after the toss.

Note: This rule allows for free "interchange" of fielders. The Laws of Cricket regarding substitute fielders are to be strictly applied and enforced by Umpires only when a 13th fielder is used.

The 12 players named on the competition management platform must be in attendance prior to the commencement of the match. If a player is running late, the umpires and opposing captain are to be notified prior to the toss. However, should a player or players arrive after the commencement of the match, then those players shall not be permitted to bat or bowl until "Penalty Time" has been served as set down in the Laws of Cricket (Law 24.2 and Law 25.3)

A penalty of Loss of Points or a fine where points have not been received for the match will be imposed on teams for naming players who do not participate in the match in order to simply qualify players for the finals.

16.2.1 McINTYRE CUP & JOHNSTONE SHIELD – TWO DAY MATCHES

A maximum of 12 players per team are permitted to participate in a match and only those 12 players shall be named on the competition management platform before the commencement of the first day's play. **Note:** if only eleven players are named prior to the toss, a twelfth player MAY NOT BE ADDED after the toss.

Umpires and opposition Captains are also to be notified if a player will only play on one of the days of a two day game prior to the toss.

- 16.2.2 A maximum of 11 players are to be on the field at any time. All players must participate in the game at some stage for the match to be counted towards the player's eligibility for Qualifying Final, Semi-Final or Grand Final matches (Rule 7.7).

Twelve players may be named in each team, however only eleven of these players shall be permitted to participate as batters, and only eleven shall be permitted to bowl or keep wickets i.e.: the batting twelfth player and the bowling twelfth player may be two different players. The bowling twelfth player is not permitted to keep wickets. The umpires and opposition captain are to be notified which player will not bat and which player will not bowl or keep wickets immediately after the toss.

Note: This rule allows for free "interchange" of fielders. The Laws of Cricket regarding substitute fielders are to be strictly applied and enforced by Umpires only when a 13th fielder is used.

Should a player or players arrive after the commencement of the match on the day/s they are nominated to play, then those players shall not be permitted to bat or bowl until "Penalty Time" has been served as set down in the Laws of Cricket (Law 24.2 and Law 25.3)

A penalty of Loss of Points or a fine where points have not been received for the match will be imposed on teams for naming players who do not participate in the match in order to simply qualify players for the finals.

- 16.2.3 Where a second innings is required in a match, players who did not bat or bowl as part of the eleven players in the first innings may bat and bowl in the second innings. Captains are to nominate these players and let Umpires know prior to the commencement of the second innings.

16.3 CLUB GRADE 35 OVER ONE-DAY MATCHES

A maximum of 13 players per team are permitted to participate in a match and only those 13 players shall be named on the competition management platform before the commencement of play. A maximum of 11 players are to be on the field at any time. All players must participate in the game at some stage for the match to be counted towards the player's eligibility for Qualifying Final, Semi-Final or Grand Final matches (Rule 7.7).

Thirteen players may be named in each team, however only eleven of these players shall be permitted to participate as batters, and only eleven shall be permitted to bowl or keep wickets i.e.: the batting twelfth and thirteenth man and the bowling twelfth and thirteenth man may be different players. The bowling twelfth and thirteenth players are not permitted to keep wickets. The umpires and opposition captain are to be notified which players will not bat and which players will not bowl or keep wickets prior to the toss.

Note: This rule allows for free "interchange" of fielders. The Laws of Cricket regarding substitute fielders are to be strictly applied and enforced by Umpires only when a 14th fielder is used.

The 13 players named on the competition management platform must be in attendance prior to the commencement of the match. However, should a player or players arrive after the commencement of the match, then those players shall not be permitted to bat or bowl until "Penalty Time" has been served as set down in the Laws of Cricket (Law 24.2 and Law 25.3)

A penalty of Loss of Points or a fine where points have not been received for the match will be imposed on teams for naming players who do not participate in the match in order to simply qualify players for the finals.

16.4 MINIMUM NUMBER OF PLAYERS

A team must have a minimum of seven (7) players ready to commence play on each day of a match.

If at any time the number of available players is reduced to less than seven, then the team impacted is to forfeit the match immediately.

RULE 17 UNDER-AGE BOWLING RESTRICTIONS

17.1 OVER RESTRICTIONS

As per Cricket Australia's guidelines at:

<https://play.cricket.com.au/community/resources/player-safety/junior-bowling-guidelines/guidelines>

Over restrictions are to apply to under age bowlers as per Schedule 1 below. Such players are to be notified to the opposition Captain and to the appointed Umpire(s), prior to the start of play.

SCHEDULE 1: Bowlers of medium pace or faster (broadly defined as those to whom the wicket keeper would normally stand back):

Under 19 at 1 September in the current season

A maximum spell of six (6) consecutive overs.

A maximum per game day allocation of 18 overs.

Under 17 at 1 September in the current season.

A maximum spell of five (5) consecutive overs.

A maximum per game day allocation of 16 overs.

Under 15 at 1 September in the current season.

A maximum spell of five (5) consecutive overs.

A maximum per game day allocation of 12 overs.

Under 13 at 1 September in the current season.

A maximum spell of four (4) consecutive overs.

A maximum per game day allocation of 8 overs.

NOTE 1: A break between spells is to be **60** minutes in a two day match and **30** minutes in a one day match. A bowler who has bowled a spell of less than the maximum spell permitted for their age group may resume bowling prior to the completion of the necessary break but this shall be considered an extension of the same spell and the maximum limit for that age player shall still apply. Following the completion of the extended spell, the normal break between spells shall apply with the break within the spell to be disregarded.

NOTE 2: A one over break to change ends does not constitute a break in a spell.

NOTE 3: After an interval or interruption of thirty (30) minutes or more, or a start of a follow-on second innings, a bowler may resume bowling without regard to the waiting period indicated above.

NOTE 4: Overs bowled by players in GDCA Under 15 and Under 13 Saturday competitions are to apply when calculating senior match restrictions as listed above. Captains are required to inform umpires before the commencement of play of the number of overs bowled by each under-age player in the junior competition that morning. Captains should monitor the workload of under-age bowlers throughout senior matches and ensure their condition does not deteriorate due to the overs bowled in the morning's junior innings.

17.2 RESPONSIBILITY OF CAPTAINS

All clubs and captains are urged to be aware of these guidelines and implement them in their matches. Irreparable damage can be done to young pace bowlers if not careful.

17.3 RESPONSIBILITY OF UMPIRES

All GDCA Umpires are well aware of the guidelines and principles and have been asked to report any known or suspected breaches on the Umpire's Match Reports. Umpires will not be required to notify captains or clubs.

17.4 BREACHES

All breaches will be followed up by the GDCA Executive and, where a second or a third breach is made, fines, suspensions or loss of match points are all distinct possibilities.

RULE 18 FORFEITS

18.1 FORFEIT

Any club choosing to forfeit a match must forfeit the lower of any grade competing in that round for that club. No club may forfeit a round and field a team in any lower grade in that round. Penalties for this offence may include loss of points to any or all competing teams of the offending club for that round as seen fit by the GDCA Pennant Committee.

18.2 FORFEIT – TEAM ON PLAYHQ COMPETITION MANAGEMENT PLATFORM

In the event of a forfeit, the players of the winning team are considered to have played a match for finals qualification purposes but have not completed an innings. A team listing the players of the winning team is to be posted on the competition management platform prior to what would have been the commencement time of the match. Failure to list a team within this time will result in those players not being considered to have played in the match for finals qualification purposes. Teams that forfeit matches are to ensure no players are selected on the competition management platform for the forfeited match.

18.3 FORFEIT – MATCH POINTS

In the event of a team receiving a forfeit in any match, that team shall be allotted the maximum points received by any other winning team in the same grade for that round. In the case of a forfeit, a fine of \$50 shall be imposed if notice of forfeit is given before 10am on the morning of the match, or \$100 if notified after 10am.

RULE 19 TWO-DAY MATCHES

19.1 For the purposes of Rule 19 the following table shall apply:-

	<i>McIntyre Cup Firsts</i>	<i>Johnstone Shield Firsts</i>	<i>McIntyre Cup Seconds</i>	<i>Johnstone Shield Seconds</i>
Time A	12:30	12:30	12:30	12:30
Time B	5.30	5.30	5.30	5.30
Time C	2.50	2.50	2.50	2.50
Time D	5.20	5.20	5.20	5.20
Overs A	80 overs	80 overs	75 overs	75 overs
Overs B	30 overs	30 overs	30 overs	30 overs

19.2 All two day matches shall commence at <Time A> and finish at <Time B>. Tea shall be taken as near to <Time C> as possible on the completion of an over or the fall of a wicket. The tea adjournment shall be 20 minutes duration from the cessation of play to the start of play. If an innings terminates or is interrupted by adverse conditions within 20 minutes of <Time C> the tea adjournment shall be taken. The rule in the Laws of Cricket governing 9 wickets down at tea apply.

19.3 In a two-day match where a 1st innings result has been reached, **both** captains must agree before stumps can be called prior to the scheduled finishing time, but not before the scheduled tea break on day two (except in semi-finals or finals where one team concedes).

If **both** captains do not agree to call stumps at tea, play shall continue until a time when **both** captains do agree to call time or overs are completed as per Rules 19.9, 19.10, 19.11 and 19.12.

19.4 Any two-day matches scheduled prior to the annual introduction of daylight savings shall have all times in 19.1 brought forward 30 minutes.

19.5 On day one a minimum of <Overs A> shall be bowled to complete the day's play. If the minimum <Overs A> are bowled before <Time B>, then stumps shall be drawn.

19.6 On day one, in the event of play being interrupted by rain, bad light, etc., the number of overs to be bowled shall be reduced in proportion to time lost, at the ratio of one over for every three minutes or part thereof lost if less than 30 minutes total time is lost.

19.7 On day two (2) if play is interrupted by rain, bad light, etc., the number of overs to be bowled shall not be reduced in proportion to time lost if less than 30 minutes total time is lost.

19.8 If no ball is bowled on the scheduled first day of a two day game, other than in semi-finals and finals, the second day shall be played under one day rules, a fresh toss being made. Bonus points will **not** be awarded for these one-day matches (McIntyre Cup Firsts & Johnstone Shield Firsts), unless any other two-day game was played and did not need to revert to a one-day game the following week, in the same round and grade. In that case, bonus points will be applied to the one-day game.

19.9 If a minimum of <Overs B> has not been bowled on the first day of a two day game, other than in semi-finals and finals, providing the side batting first has not been dismissed, day one shall be abandoned, day two being played under one day rules, a fresh toss being made. No scores of performances from day one will count for averages or qualifications.

- 19.10 The first batting side, if not previously dismissed, shall receive a minimum of <Overs A>. In all matches, except where the wet weather rule (19.6) has been applied, if the innings of the side batting first is compulsorily closed, the side batting second, if not previously dismissed, shall receive the same number of overs as has been bowled to the side batting first. The side with the greater number of runs wins.
- 19.11 If the first batting side is dismissed before <Time D> the second batting side shall commence its innings and continue until <Time B>. There is no requirement to complete <Overs A> on day one in these circumstances. On day two the second batting side is entitled to receive a minimum of a further <Overs A>.
- 19.12 If the first batting side is dismissed before <Overs A> have been bowled and after <Time D> then the second batting side shall commence its innings on day two and be entitled to receive a minimum of <Overs A>.
- 19.13 At the request of either Captain, a minimum of 20 overs are to be bowled in the last hour of a match in an attempt to obtain an outright result.
- 19.14 A compulsory closure shall be imposed at the end of the first day's play in a two day match unless the wet weather rule applies.
- 19.15 The side which bats first and leads by 100 runs in two day matches shall have the option of requiring the other side to follow on.
- 19.16 At any time during a match, either side may declare their innings closed providing the declaration is made not later than 15 minutes before the scheduled end of the days' play.
- 19.17 If for any reason play does not commence within ten minutes of the time appointed, the umpires shall, on appeal, declare the match lost by the team unable or refusing to proceed with the match, and points shall be awarded at the discretion of the Pennant Committee. Visiting teams shall be given 15 minutes grace (additional to the 10 minutes). Match end-time will not be altered, and breaks should be minimised accordingly.
- 19.18 **OVER RATES/LATE FINISHING PENALTIES (McIntyre Cup Firsts & Johnstone Shield Firsts)**
In matches where official umpires are appointed, for every full over bowled after 5:30pm, a penalty of 0.2 match points may be applied at the discretion of the Pennant Committee, allowing for reasonable delays in play, eg. injury, extra drinks breaks. After three over-rate related penalties in the one season, the captain shall be suspended for one game, unless exceptional circumstances apply.
- 19.19 **THE BOWLING OF FAST SHORT PITCHED BALLS**
A bowler shall be allowed to bowl **two** fast, short pitched deliveries per over. A fast, short pitched delivery is defined as a ball which passes above shoulder height of a batter standing upright at the crease. In the event of the bowler bowling more than two fast, short pitched deliveries in an over, either Umpire shall call and signal no ball. (This playing condition is not a substitute for Law 41.7 which umpires may decide to apply at any time). In addition, a delivery that passes over the head of the batter standing upright at the crease, is automatically a wide and one of the two fast short pitched deliveries per over irrespective of which batter is facing.
- 19.20 Clubs should use the start times listed on the competition management platform as the source of truth each week – as on occasion a match's start time may need to be adjusted by the GDCA.

RULE 20 ONE-DAY MATCHES (McIntyre Cup & Johnstone Shield)**20.1 TIMES/OVERS**

	McIntyre Cup & Johnstone Shield Firsts	McIntyre Cup & Johnstone Shield Seconds
Times of Play	12:30 – 6:10PM	12:30 – 5:30PM
Tea Break	3:10 – 3:30PM	2:50 – 3:10PM
Scheduled Overs	45	40
Innings Duration	160 mins	140 mins

- 20.1.1 All one-day matches scheduled prior to the annual introduction of daylight savings shall commence 30 minutes earlier than the listed start times in the table above with break and completion times adjusted accordingly.
- 20.1.2 Teams have the option of commencing matches earlier or later providing that both teams and officially appointed umpires are in agreement. The home team is responsible for notifying the Association secretary of the agreement to change times at least five days before the scheduled date of the match.
- 20.1.3 The tea adjournment shall be taken at the completion of the first innings irrespective of the time or number of overs bowled in the first innings.
- 20.1.4 Clubs should use the start times listed on the competition management platform as the source of truth each week – as on occasion a match's start time may need to be adjusted by the GDCA.

20.2 PRINCIPLES OF MATCHES

The matches will consist of one innings per team limited to forty five (45) overs (McIntyre Cup & Johnstone Shield Firsts), forty (40) overs (McIntyre Cup & Johnstone Shield Seconds). For explanatory purposes in these conditions, 'Side A' is defined as the side which bats first and 'Side B' is defined as the side which bats second.

20.2.1 McINTYRE CUP & JOHNSTONE SHIELD MATCHES ONLY

In all one day matches the innings of the side batting first shall be compulsorily closed at the completion of the "Scheduled Overs" from 20.1. The scheduled cessation time of the side batting first is the start of the "Tea Break" from 20.1.

- (a) If 45 (40) overs are not completed by the scheduled cessation time, and in the opinion of the Umpires the bowling team is at fault, the team batting second will only receive the number of overs equal to what they bowled at the scheduled cessation time (eg. In Mc Cup, if 42 overs bowled at 3:10pm, play will continue until 45 overs are completed and only 42 overs will be available for Team B batting second). The allowable timeframe for team B's batting innings is reduced by 3.5 minutes per over deducted.
- (b) If the team batting first is dismissed prior to the scheduled cessation time the penalty is not applicable and the team batting second will receive the full allocation of available overs (45/40). However the target completion time is adjusted as per the "Innings Duration" in 20.1 above.
- (c) Team batting second - If 45 (40) overs are not completed by the scheduled cessation time, and in the opinion of the Umpires the bowling team is at fault, the team bowling second will be penalised 5 runs per over they that

have failed to bowl. (eg, if 42 overs bowled at 6:10pm, play will continue until 45 overs are complete [or 10 wickets fall/result achieved] with 15 added penalty runs for the team batting second. The penalty runs are awarded at a rate of 5 runs prior to the first ball of each over after the cessation time.

- (d) Captains are responsible for slow over rates. After three over-rate related penalties in the one season, the captain shall be suspended for one game, unless exceptional circumstances apply.
- (e) Umpires will take into consideration time lost due to circumstances such as extra drinks breaks during hot weather, batsmen wasting time between overs, fielders having to retrieve the ball beyond the boundary, etc, however will NOT take into account the number of no-balls/wides bowled by the fielding team.

20.3 DECLARATIONS

Law 15.1 - The Laws of Cricket shall not apply. The captain of the batting team may NOT declare their team's innings closed during the course of the match.

20.4 RESULT

Where both sides have commenced their innings, the match shall immediately end once a result has been obtained. The team scoring the higher number of runs shall be the winner.

20.5 CONDITIONS OF PLAY IN AN UNINTERRUPTED MATCH (All Grades)

20.5.1 If Side A has not previously completed its innings, the innings shall be compulsorily closed on completion of the bowling of the allocated overs for that division.

20.5.2 If Side A is dismissed in less than its full quota of overs, Side B shall be entitled to bat for its full quota of allocated overs for that division (45/40) unless a result has been obtained.

20.6 MATCHES WHERE PLAY IS DELAYED OR INTERRUPTED

(All interruptions to play including wet weather, unsafe ground conditions and extreme heat conditions).

20.6.1 SIDE A – INNINGS

The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

The scheduled required number of overs are outlined in the table below. Tea break will be at the completion of the 1st innings.

Minutes Lost	McIntyre Cup & Johnstone Shield Firsts	McIntyre Cup & Johnstone Shield Seconds & 40 Over Grades	35 Over Grades
0	45	40	35
1 – 6	44	39	34
7 – 12	43	38	33
13 – 18	42	37	32
19 - 24	41	36	31
25 – 30	40	35	30
31 – 36	39	34	29
37 – 42	38	33	28
43 – 48	37	32	27
49 – 54	36	31	26
55 – 60	35	30	25
61 – 66	34	29	24
67 – 72	33	28	23
73 – 78	32	27	22
79 – 84	31	26	21
85 – 90	30	25	20
91 – 96	29	24	Match Abandoned
97 – 102	28	23	
103 – 108	27	22	
109 – 114	26	21	
115 – 120	25	20	
121 – 126	24	Match Abandoned	
127 – 132	23		
133 – 128	22		
139 -144	21		
145 -150	20		
150 +	Match Abandoned		

If Side A is dismissed in less than its full quota of overs, Side B shall be entitled to bat for its full quota of the recalculated overs for that grade unless a result has been obtained.

20.6.2 SIDE B – INNINGS

(a) INTERRUPTIONS TO PLAY NOT EXCEEDING 30 MINUTES

If the innings of Side B is delayed or interrupted for a total of playing time not exceeding 30 minutes, play shall continue until the full entitlement of overs of the batting Side B has been bowled.

(b) INTERRUPTIONS TO PLAY EXCEEDING 30 MINUTES

(McIntyre Cup Seconds, Johnstone Shield Seconds & One-Day Grades only)

If the innings of Side B is delayed or interrupted for a total of playing time exceeding 30 minutes and play can resume the following shall apply:

- i. The number of overs to be bowled shall be calculated by deducting from the scheduled overs, one over for every full three and a half minutes or part thereof lost.
- ii. Where a result is not obtained the match shall be considered drawn.
- iii. Side B shall not bat for a greater number of overs than Side A unless Side A has been dismissed in less than the required number of overs.

20.7 CALCULATION OF TARGET SCORE – DUCKWORTH-LEWIS-STERN CALCULATOR (MCINTYRE CUP FIRSTS & JOHNSTONE SHIELD FIRSTS ONLY)

(a) Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

The number of overs to be bowled shall be calculated by deducting from the scheduled overs, one over for every full three and a half minutes or part thereof lost.

INSTRUCTIONS

1. Refer to the PlayCricket platform Duckworth-Lewis-Stern Calculator at:
<https://play.cricket.com.au/dls-calculator>
2. Enter the number of overs to be faced by each team at the start of play and update the scorecard at the time of the delay.
3. Add a “stoppage row” for each and every interruption of play.
4. Check the “overs remaining” value is correct.
5. Press the “Generate Target” button.

Example 1: First innings of match is cut short (at 32 overs) based on time lost, therefore the number of overs for the side batting second is recalculated and a Revised Target Score is set:

TEAM 1 INNINGS

Over limit at start of match	Team 1's final score
45	137

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	32	137	5	13
0 overs remaining				

Add additional stoppage row +

Total overs available: 32

Penalty runs awarded to Team 1 while Team 2 are batting

TEAM 2 INNINGS

Overs at start of innings
32

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	0	0	0	0
32 overs remaining				

Add additional stoppage row +

Total overs available: 32

GENERATE TARGET

Revised Target: 174 (32 overs)

Example 2: First innings of match is completed, but play is interrupted during the second innings multiple times, leading to an updated Revised Target at each interruption:

TEAM 1 INNINGS

Over limit at start of match

45

Team 1's final score

189

Overs Bowled

1

45

Runs Scored

189

Wickets Down

7

Overs Lost/Side

0

0 overs remaining

Add additional stoppage row +

Total overs available: 45

Penalty runs awarded to Team 1 while Team 2 are batting

0

TEAM 2 INNINGS

Overs at start of innings

45

Overs Bowled

1

17

Runs Scored

60

Wickets Down

2

Overs Lost

3

Overs Bowled

2

29

Runs Scored

134

Wickets Down

6

Overs Lost

8

5 overs remaining

Add additional stoppage row +

Total overs available: 34

GENERATE TARGET

Revised Target: 164 (34 overs)

Team Two require 30 runs to win with 5 overs remaining.

Note: The target score changes with every wicket lost and each over completed. The revised targets can be accessed using the buttons at the bottom of the Team 2 scorecard. This is relevant if the recalculated number of overs to be bowled cannot be achieved due to another interruption. Both Captains are responsible for knowing these targets.

Download Par Score Tables:

Over by over

Ball by ball

TABLE OF OVER-BY-OVER PAR SCORES

PLAY

CRICKET

OVERS BOWLED	OVERS REMAINING	WICKETS DOWN									
		0	1	2	3	4	5	6	7	8	9
29	5	-	-	-	-	-	-	133	138	146	158
30	4	-	-	-	-	-	-	137	141	147	158
31	3	-	-	-	-	-	-	142	145	149	158
32	2	-	-	-	-	-	-	148	149	152	158
33	1	-	-	-	-	-	-	155	155	156	159
34	0	-	-	-	-	-	-	163	163	163	163

(b) Prematurely Terminated Matches

If the innings of the team batting second is suspended (with at least 20 overs bowled) and it is **not possible for the match to be resumed**, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis/Stern method. If the score is equal to the par score, the match is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

Example 3: The minimum of 20 overs has been bowled in the second innings, however the recalculated minimum of 32 cannot be achieved, so the result is decided by the Par Score:

TEAM 1 INNINGS

Over limit at start of match	Team 1's final score
45	137

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	32	137	5	13
0 overs remaining				
<button>Add additional stoppage row +</button>				

Total overs available: 32

Penalty runs awarded to Team 1 while Team 2 are batting

TEAM 2 INNINGS

Overs at start of innings
32

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	21	88	4	11
0 overs remaining				
<button>Add additional stoppage row +</button>				

Total overs available: 21

GENERATE TARGET

Par Score: 105
Team one win by 17 runs

- (c) Captains and umpires must note and record the Duckworth-Lewis-Stern calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

20.8 OVER LIMITS FOR BOWLERS

20.8.1 Limit per Bowler:

A bowler shall not deliver more than one-fifth of the maximum of overs permitted for an uninterrupted innings, but where the maximum is reduced because of interruptions, the limit shall be one-fifth of the adjusted maximum except for any bowler who already has exceeded the reduced limit.

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

20.8.2 Limit Reached or Exceeded:

No further deliveries shall be made by a bowler who has reached or exceeded a recalculated limit except to complete an over previously commenced by them.

20.8.3

In the event of a bowler breaking down and being unable to complete an over, the remaining balls must be bowled by another bowler. In those circumstances each bowler will be regarded as having bowled a complete over in so far as each individual's limit is concerned, but only one over will be counted towards the team's total.

20.9 INNER FIELD RESTRICTION AREA

(McINTYRE CUP FIRSTS & JOHNSTONE SHIELD FIRSTS ONLY)

Area and Marking of Restriction Area:

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

20.10 FIELDING RESTRICTIONS

Powerplay Overs

In addition to the restriction contained in 20.9 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs are set out in the paragraphs and table below.

20.10.1 POWERPLAY OVERS – UNINTERRUPTED MATCH

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at 20.11.2 and be taken as follows:

- (a) Powerplay 1: no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 45 overs (McIntyre Cup Firsts) these are overs 1 – 9 inclusive and, in a forty over match (Johnstone Shield Firsts), these are overs 1 – 7 inclusive.

- (b) Powerplay 2: no more than four (4) fielders shall be permitted outside the fielding restriction area. In an innings of 45 overs these are overs 10 to 37 inclusive and, in a forty over match, these are overs 8 – 33 inclusive.
- (c) Powerplay 3: no more than five (5) fielders shall be permitted outside the fielding restriction area. In an innings of 45 overs these are 38 to 45 inclusive and, in a forty over match, these are overs 34 – 40 inclusive.

NOTE: In all other Grades, there shall be no PowerPlay/field restrictions in place.

20.10.2 FIELDING RESTRICTIONS – INFRINGEMENT

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

20.10.3 Powerplay Overs – Distribution

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

Innings Length	Max Overs/Bowler		PP1	PP2	PP3	Innings Length	Max Overs/Bowler		PP1	PP2	PP3
50	5 x 10		10	30	10	25	5 x 5		5	15	5
49	4 x 10	1 x 9	10	29	10	24	4 x 5	1 x 4	5	14	5
48	3 x 10	2 x 9	10	29	9	23	3 x 5	2 x 4	5	14	4
47	2 x 10	3 x 9	9	29	9	22	2 x 5	3 x 4	4	14	4
46	1 x 10	4 x 9	9	28	9	21	1 x 5	4 x 4	4	13	4
45	5 x 9		9	28	8	20	5 x 4		4	13	3
44	4 x 9	1 x 8	9	27	8	19	4 x 4	1 x 3	3	13	3
43	3 x 9	2 x 8	8	27	8	18	3 x 4	2 x 3	3	12	3
42	2 x 9	3 x 8	8	26	8	17	2 x 4	3 x 3	3	12	2
41	1 x 9	4 x 8	8	26	7	16	1 x 4	4 x 3	2	12	2
40	5 x 8		7	26	7	15	5 x 3		2	11	2
39	4 x 8	1 x 7	7	25	7	14	4 x 3	1 x 2	2	10	2
38	3 x 8	2 x 7	7	24	7	13	3 x 3	2 x 2	2	9	2
37	2 x 8	3 x 7	7	24	6	12	2 x 3	3 x 2	2	8	2
36	1 x 8	4 x 7	6	24	6	11	1 x 3	4 x 2	2	7	2
35	5 x 7		6	23	6	10	5 x 2		2	6	2
34	4 x 7	1 x 6	6	23	5	9	4 x 2	1 x 1	2	6	1
33	3 x 7	2 x 6	6	22	5	8	3 x 2	2 x 1	2	5	1
32	2 x 7	3 x 6	5	22	5	7	2 x 2	3 x 1	1	5	1
31	1 x 7	4 x 6	5	21	5	6	1 x 2	4 x 1	1	4	1
30	5 x 6		5	20	5	5	5 x 1		0	4	1
29	4 x 6	1 x 5	5	19	5	4	4 x 1		0	3	1
28	3 x 6	2 x 5	5	18	5	3	3 x 1		0	2	1
27	2 x 6	3 x 5	5	17	5	2	2 x 1		0	1	1
26	1 x 6	4 x 5	5	16	5	1	1 x 1		0	1	0

20.10.4 Powerplay Overs – Commencement

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

20.10.5 Powerplay Overs – Interrupted Match Recalculation

If play is interrupted during non-Powerplay Overs, then on resumption, it is necessary to determine how many remaining Powerplay Overs should be allocated. The total number of Powerplay Overs for the innings is derived from the table in 20.10.3. Any Powerplay Overs already taken prior to the interruption will be deemed to have been in sequence.

20.10.6 POWERPLAY OVERS – INTERRUPTIONS

- (a) If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the Powerplay will assume to have been taken consecutively up to that point.
- (b) If play is interrupted during a Powerplay and on resumption the total number of Powerplay Overs has already been exceeded, then the fielding restrictions will be lifted immediately.

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

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

20.10.7 POWERPLAY OVERS – SIGNALS

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

20.11 NO BALL - Free Hit After ANY No Ball

McINTYRE CUP FIRSTS & JOHNSTONE SHIELD FIRSTS ONLY

The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery then the next delivery will also become a free hit for whichever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide.

Changing the field for a free hit is not permitted unless the batters have changed ends or the no-ball was called for a fielding violation (i.e. 3 behind square on the leg side) after which the only change allowed is to remedy the violation.

The bowler's end Umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

20.12 WIDES: WIDE BOWLING - JUDGING A WIDE

McINTYRE CUP FIRSTS & JOHNSTONE SHIELD FIRSTS ONLY

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any off side delivery that passes outside the Wide Guideline (Off Side) shall be called a wide when the batter is in normal batting position. Also any ball that passes outside the line of the leg stump, regardless of width, shall be called a wide (regardless of the leg-side Wide Guideline).

Note: A leg side wide can only be called if the ball passes behind the batter. If the ball passes between the batter and the leg stump – wide will not be called. The above provisions do not apply if the striker makes contact with the ball. Pitches should be marked as per Appendix A.

20.12.1 Wide - Reverse Sweep or Switch Hit.

When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

ALL OTHER GRADES

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery on either side of the wicket, which in the opinion of the Umpire does not give the batter a reasonable opportunity to score, shall be called a Wide.

20.13 THE BOWLING OF FAST SHORT PITCHED BALLS

A bowler shall be allowed to bowl **one** short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes above shoulder height of a batter standing upright at the crease. In the event of the bowler bowling more than one fast short pitched delivery in an over, either Umpire shall call and signal no ball. (This playing condition is not a substitute for Law 41.7 which umpires may decide to apply at any time).

20.14 SWITCH HITS - INTERPRETATION

- (a) 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.
- (b) The batter can utilise any grip, as long as they do not change it while the bowler is running in to bowl.
- (c) 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.
- (d) If the bowler sees the batter alter their grip or stance before entering their delivery stride, they are not compelled to deliver the ball.
- (e) If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- (f) 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 all batters in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.
- (g) 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.

20.15 DETERMINATION OF RESULT

20.15.1 A result can be achieved only if both teams have batted for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

20.15.2 All matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared a draw.

20.15.3 In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 45/40 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie.

RULE 21 DEDICATED ONE-DAY GRADES (JENSEN SHIELD & CLUB GRADES)

For these grades, the following One-Day rules shall also apply:

Rule 20.3	DECLARATIONS
Rule 20.4	RESULT
Rule 20.5	CONDITIONS OF PLAY IN AN UNINTERRUPTED MATCH
Rule 20.6	MATCHES WHERE PLAY IS DELAYED OR INTERRUPTED
Rule 20.8	OVER LIMITS FOR BOWLERS
Rule 20.14	SWITCH HITS - INTERPRETATION
Rule 20.15	DETERMINATION OF RESULT

21.1 40 Over One-Day grade home and away matches and finals shall commence at 1.00 pm and finish at 6.00pm. 35 Over One-Day grade matches 1.00pm – 5.30pm.

21.2 The side batting first, if not dismissed, shall receive 40 overs / 35 overs . If the side batting first is dismissed before the completion of 40 / 35 overs, the side batting second shall only receive up to the maximum of 40 / 35 overs.

Tea adjournment is to be taken after 40 / 35 overs [weather permitting] or on the completion of an innings; the adjournment is to be of 20 minutes duration.

OVERS	START TIME	FIRST SESSION	INTERVAL	SECOND SESSION
40 overs	1.00PM	1.00PM – 3.20PM	3.20PM – 3.40PM	3.40PM – 6.00PM
35 overs	1.00PM	1.00PM – 3.05PM	3.05PM – 3.25PM	3.25PM – 5.30PM

21.3 A maximum of 12 players per team are permitted to participate in a 40 over grade match and only those 12 players shall be named on the competition management platform. A maximum of 11 players are to be on the field at any time. Of the 12 players, one player shall be a designated non-batter and one player a designated non-bowler. The same player cannot be both a non-batter and non-bowler.

A maximum of 13 players per team are permitted to participate in a 35 over grade match and only those 13 players shall be named on the competition management platform. A maximum of 11 players are to be on the field at any time. Of the 13 players, two players shall be designated non-batters and two players designated non-bowlers. The same player cannot be both a non-batter and non-bowler.

21.4 The 12 players named on the competition management platform for a 40 over grade match (13 players in a 35 over grade match) must be in attendance prior to the commencement of the match. However, should a player or players arrive after the commencement of the match, then those players shall not be permitted to bat or bowl until "Penalty Time" has been served as set down in the Laws of Cricket (Law 24.2 and Law 25.3)

21.5 A player who has played in five or more matches in McIntyre Cup Firsts or Johnstone Shield Firsts competition matches before the Christmas break shall be ineligible to play in One-Day grades after that break without explicit pre-approval via the Pennant Committee.

21.6 Clubs are to adopt a "Fair Play" policy at team selection ensuring players are selected on merit. Clubs with players who the GDCA Pennant Committee believes should be playing in higher grades will be considered ineligible to be selected for the One-Day grades.

21.7 A player must play in **four** home and away matches in a One-Day grade to qualify for semi-final and grand final matches in that grade.

- 21.8 No bowler shall be permitted to bowl more than 8 overs (40 over grade) / 7 overs (35 over grade) in an innings unless the match is affected by weather and the overs reduced pursuant to Rules 20.5 and 20.6. In that case, a bowler shall not be permitted to bowl more than one fifth of the revised allocated overs.
- 21.9 In One-Day grades, batters must retire on reaching 100 runs (40 over matches) and 50 runs (35 over matches) and retire before another ball is bowled. A retired batter may return to the crease at the fall of the last wicket and in the order in which the player was retired. A batter who is compulsorily retired and does not resume that innings shall be recorded as "Retired – Not Out."
- 21.10 Any ball passing above shoulder height (batter standing upright at the crease) shall be deemed a No-Ball.
- 21.11 In 35-over "Club" Grades, bowlers must retire on taking 5 wickets (all matches) and retire before another ball is bowled (another bowler should complete the over if needed). A retired bowler may not return.

RULE 22 TWENTY20 MATCHES

22.1 DURATION OF MATCH & NOMINATION OF TEAMS

- 21.1.1 The matches shall consist of one innings per side, each innings being limited to a maximum of 20 overs. Bowlers may bowl a maximum of 4 overs.
- 21.1.2 Teams shall be nominated on the competition management platform before the match commences. Refer to One Day Rules regarding number of players per team – T20's are considered the same.

22.2 HOURS OF PLAY AND INTERVALS

22.2.1 Hours of Play

Start time shall be as published by the association prior to the commencement of the match.

Example timeframes for sessions as per below:

START TIME	FIRST SESSION	INTERVAL	SECOND SESSION
12.00PM	12.00PM – 1.10PM	1.10PM – 1.20PM	1.20PM – 2.30PM
1.00PM	1.00PM – 2.10PM	2.10PM – 2.20PM	2.20PM – 3.30PM
2.00PM	2.00PM – 3.10PM	3.10PM – 3.20PM	3.20PM – 4.30PM
3.00PM	3.00PM – 4.10PM	4.10PM – 4.20PM	4.20PM – 5.30PM
6.00PM	6.00PM – 7.10PM	7.10PM – 7.20PM	7.20PM – 8.30PM

NOTE: Host clubs may alter start times with agreement from both competing teams and appointed umpires.

- 22.2.2 Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted.
- 22.2.3 Where there are multiple games scheduled one after the other, there shall be a 30 minute break between matches 1 and 2. Host clubs are to ensure there a refreshments (food, drinks, coffee/tea) available to umpires at this break.
- 22.2.4 Umpires match fee, see 10.2

22.3 LENGTH OF INNINGS / INTERRUPTIONS

22.3.1 Uninterrupted matches:

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs. Strict adherence to over rates must be observed. Estimated duration for each innings in 70 mins.

22.3.2 Delayed or interrupted matches:

Should play be delayed or interrupted due to bad weather, 5 overs minimum per side shall constitute a match. If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs the match shall be abandoned.

- 22.3.3 Rule 20.7 relating to Duckworth-Lewis-Stern shall apply to any games impacted by interruptions.

22.4 RESULTS

22.4.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie, is equal runs, irrespective of wickets lost. In McIntyre or Johnstone Shield (Firsts or Seconds) should a match result be a tie, then a Super Over will be held as per Rule 22.6. If no further play is possible, then both teams shall be awarded 3 points.

22.4.2 As per 22.3.3 – Duckworth-Lewis-Stern shall be used to determine results for interrupted matches.

22.4.3 Result Points:

RESULT	POINTS
Win	6
Draw, Tie or No Result	3
Loss / Forfeit	0

22.5 SUPER OVER

22.5.1 A Super Over applies to McIntyre and Johnstone Shield (Firsts and Seconds) only. All other grades shall be deemed a tie and each team shall receive 3 points. A Super Over shall require each team to select one bowler to bowl a single over from one end. The batting team shall choose a new batting order using any of their eleven batters. Any non-batters must be named prior to the start of the over. Scores shall be reset to zero prior to commencement of the Super Over.

22.5.2 A coin toss shall determine who will bat first.

22.5.3 The umpires shall choose which end both teams will bowl the Super Over. If no umpires are present, the Super Over shall be bowled from the same end as the previous over.

22.5.4 The same ball that was used in the final over of the match shall be used for both innings of the Super Over.

22.5.5 At the end of each over the umpires must change position. If there is a single GDCA appointed umpire then they shall be at the bowlers end for both overs, otherwise if there are no official umpires, then after three legitimate deliveries in the Super Over the umpires must swap positions.

22.5.6 At the end of the Super Over the result shall be determined by the team with the higher score, irrespective of the number of wickets lost.

In finals, where scores are again tied at the end of a Super Over, another Super Over shall be completed by each team until such time as one team wins, or play cannot be continued due to conditions. In the event of no play continuing, the match shall be deemed to be a tie and the higher ranked team shall be declared the winner of the final.

In all other home & away matches, where scores are again tied at the end of one Super Over, the match shall be deemed to be a tie and both teams awarded 3 points.

22.6 RESTRICTIONS ON THE PLACEMENT OF FIELDERS

22.6.1 For the first 5 overs (1-5) of each innings, only two fielders, for the next 5 overs (6-10), only 3 fielders, for the next 5 overs (11-15), only 4 fielders and for the next 5 overs (16-20), only 5 fielders are permitted to be outside the field restriction circles as defined in 22.7.2.

22.6.2 Two semi-circles shall be drawn 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 27.5 metres. The semi-circles shall be linked by two parallel straight lines drawn on the field.
The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 7 metre intervals, each 'dot' maybe covered by a white plastic or rubber (but not metal) disc measuring 17.5cm.

22.6.3 In an interrupted match, the field-restrictions will apply as follows:

Length of Innings	2 Out	3 Out	4 Out	5 Out
Overs	Over Numbers	Over Numbers	Over Numbers	Over Numbers
20	1-5	6-10	11-15	16-20
19	1-4	5-9	10-14	15-19
18	1-3	4-8	9-13	14-18
17	1-2	3-7	8-12	13-17
16	1	2-6	7-11	12-16
15	-	1-5	6-10	11-15
14	-	1-4	5-9	10-14
13	-	1-3	4-8	9-13
12	-	1-2	3-7	8-12
11	-	1	2-6	7-11
10	-	-	1-5	6-10
9	-	-	1-4	5-9
8	-	-	1-3	4-8
7	-	-	1-2	3-7
6	-	-	1	2-6
5	-	-	-	1-5

22.7 BOWLING PROCEDURE

Overs are to be bowled in 5-over blocks alternating between ends, ie. Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc. At the end of each over, only the two batters must change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the umpires and batters remain at the same end.

22.8 DECLARATIONS

The captain of the batting side may not declare his innings closed at any time during the course of a match.

22.9 FREE HIT AFTER NO BALL

Refer 20.11 – this shall also apply to McIntyre 2nds and Johnstone 2nds for T20 matches.

22.10 WIDE BALL INTERPRETATION

22.10.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this rule in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide. Pitches should be marked as per GDCA one-day rules.

22.10.2 A ball that passes down the leg side and behind the striker shall be deemed as negative bowling and called “Wide”.

22.10.3 Reverse Sweep or Switch Hit. When a switch hit or reverse sweep is played or attempted, the striker is deemed to have brought the ball within reach of both sides of the wicket. The leg- side wide interpretation no longer applies.

22.11 LAW 40 – TIMED OUT

22.11.1 Law 40 shall apply. The incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls.

22.12 THE BALL

22.12.1 Refer to Rule 6.6 Table 1 for T20 match balls to be used in each grade.

22.13 THE BOWLING OF FAST SHORT PITCHED BALLS

Refer 20.13 – the same applies in T20 games.

RULE 23 WOMENS' COMPETITION – SPECIFIC RULES

23.1 RULES SPECIFIC TO A GRADE MATCHES:

- (i) 11 players are permitted on the field at one time. Only 11 players can bat, and all players are permitted to bowl (minimum number required for a game 7, maximum per team 13).
- (ii) Maximum of 4 overs per bowler in a 20-over game.
Maximum of 6 overs per bowler in a 30-over game.
- (iii) Maximum 8 balls in any over (last over must have 6 legitimate balls however).
- (iv) 20 over game: **Batters to retire after making 50 runs** before the next ball is bowled.
30 over game: **Batters to retire after making 100 runs** before the next ball is bowled.
Batters can return in the order in which they retired once everybody else is dismissed/forced to retire.
- (v) Boundary markers are to be placed in position in a circle of **60 metres radius** from the centre of the pitch.
- (vi) No fielding restrictions aside from those listed in Rule 23.4.
- (vii) Time between each innings shall be 10 mins.

23.2 RULES SPECIFIC TO B GRADE MATCHES

- (i) 9 players are permitted on the field at one time. Only 9 players can bat, and all players are permitted to bowl (minimum number required for a game 7, maximum per team 11).
- (ii) Maximum of 4 overs per bowler. It is encouraged that all players bowl at least one over.
- (iii) Maximum 8 balls in any over (last over must have 6 legitimate balls).
- (iv) **Batters to retire after making 50 runs** before the next ball is bowled. Batters can return in the order in which they retired once everybody has batted.
- (v) **Bowlers to retire after taking 5 wickets** before the next ball is bowled. Another bowler to complete the over if needed. Retired bowlers cannot return.
- (vi) Boundary markers are to be placed in position in a circle of **45 metres radius** from the centre of the pitch.
- (vii) No fielding restrictions aside from those listed in Rule 23.4.
- (viii) A full-length pitch will be used, however if a bowler is unable to make the distance, the pitch may be shortened to 18m.
- (ix) Time between each innings shall be 10 mins.

23.3 NO BALLS AND WIDES

- (i) A delivery passing the batter above shoulder height in a batter's normal batting stance shall be called a **"no ball"** by either umpire.
- (ii) Umpires should clearly note the distinction between no balls and wides:
 - a. A ball landing off the pitch shall be called a **"no ball"** in all circumstances.
 - b. A **"Wide"** should be called, if a ball lands on the pitch, but nevertheless, passes the batter, and at the discretion of the umpire, could not be struck by the batter standing in her normal batting stance.
- (iii) A full-pitched delivery directed, or passing the batter, in their normal batting stance, over waist height shall be called a **"no ball"** by either umpire.
- (iv) A bowler who bowls a ball that bounces twice or more, or rolls along the pitch, before reaching the popping crease, shall be declared a **"no ball"** as per Law 21.7 of the Laws of Cricket.

23.4 BOWLING PROCEDURE

Overs are to be bowled in 5-over blocks alternating between ends, ie. overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc. At the end of each over, only the two batters and two umpires change ends. Apart from the normal field position changes, the fielders only change after each five over block. At the end of each 5 over block, the umpires and batters remain at the same end.

23.5 FIELDING - RESTRICTED AREA

23.4.1 Except for the wicket keeper and slip fielders, no fielder should be positioned closer than a pitch length to the batter. Umpires are to control this restricted area.

23.6 PLAYER ATTIRE

Refer to rule 8 previous.

23.7 HELMETS

Refer to rule 8.11 previous.

23.8 UMPIRES

23.8.1 ALLOCATION

Official Association Umpires shall be allocated to cover matches where possible. If no officially approved umpires are appointed, all provisions in the Laws of Cricket for the award of 5 penalty runs, except in Law 23.8.2 (The Fielder), shall be disregarded.

23.8.2 MATCH FEES

Umpires full fees are \$100.00 per match, per umpire for all matches. All umpires are to be paid no later than innings break at the end of the first Innings of play. Any team(s) failing to meet this basic requirement will be liable for a fine of \$50 for late payment of the fee.

23.8.3 In the case of Umpires attending and adjudicating a forfeiture, the forfeiting team/club will be liable for full payment of Umpires fees on that day.

23.8.4 In the case where a washout is not able to be declared before 10am on the morning of the game, the Umpire attends the ground and subsequently adjudicates that there can be no play on the day, the Umpire shall be paid \$50.00 on the day.

23.9 WEATHER DELAYS

23.9.1 DELAYED OR INTERRUPTED MATCHES

Should play be delayed or interrupted due to bad weather, 10 overs minimum (30 over matches) or 5 overs minimum (20 over matches) per side shall constitute a match. If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 10/5 overs the match shall be abandoned.

23.9.2 Should the innings of the team batting second be stopped due to weather and, if no further play is possible, then the scores will be compared at the same over of the team that batted first and, as long as a minimum of 10/5 overs per innings have been bowled, the team with the greater number of runs at the comparative stage shall be declared the winner. Otherwise the match shall be deemed a draw (no result).

23.10 THE RESULT

When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie, is equal runs, irrespective of wickets lost. Should a match result be a tie, then both teams shall be awarded 3 points.

23.11 FINALS

23.11.1 Semi-finals and finals will be played over consecutive weekends, with the highest placed teams earning the right to host matches. The GDCA reserves the right to move a match to a neutral venue if the host's ground is deemed unfit for play. The A Grade semi-finals and finals shall be 30 over matches, the B Grade semi-finals and finals shall be 20 over matches.

23.11.2 In the event of a tie, draw or abandonment without play, then the team finishing higher on the ladder at the end of the home and away matches shall be deemed Premiers.

23.12 MOVEMENT OF PLAYERS BETWEEN CLUB TEAMS

Where a club has more than one team competing in the same competition, there will be a cap on the number of players that can move between teams of the same club in any week or round. In particular, if there is a bye during the round or the other team receives a forfeit, a maximum of **three** players only can move between teams from the previous round of matches. Any number greater than that will require a submission to and prior approval of the GDCA Pennant Committee Chairman.

RULE 24 MEN'S SEMI-FINALS

24.1 All Grades

The four competing teams that have attained the highest number of points at the completion of the programmed series of matches shall compete in a semi-final round of matches, the First playing the Fourth and the Second the Third on the ladder. The two winning teams shall then play off in a final round.

24.2 Semi Finals are to be of two days duration (except for 40 Over and 35 Over Grades which will be played under one-day conditions). **Play shall commence at the standard times set out in these playing conditions.** Semi Finals, if not completed within the prescribed two days, shall be decided on the first innings. Failing the completion of the first innings or the match is a tie, draw or abandonment without play, the leading team as at the end of the home matches shall be declared the winner.

24.3 In Semi Final matches, the side batting first, if not previously dismissed shall compulsorily close its innings at the end of the first days play. All relevant RULES OF PLAY relating to two day games shall apply. From Section 19 of this document the following rules DO NOT apply:

Rule 19.8
Rule 19.9
Rule 19.18

24.4 In semi-final matches, if no ball is bowled on the first day scheduled, the match shall revert to the ordinary Laws of Cricket. A fresh toss will NOT be made on the second day if the toss has occurred before the abandonment of the first day's play.

24.5 The rule regarding 30 overs minimum to be bowled in a two day game shall not apply in semi finals.

24.6 **One** competent and experienced umpire must be supplied by each club in the GDCA. Names are to be submitted to the GDCA Secretary **48 hours prior to the commencement of any Senior Grade finals.** Failure to supply Umpires name will incur a fine of \$200 per umpire not supplied.

RULE 25 MEN'S GRAND FINALS

25.1 UMPIRES

Finals umpires must be available for the entire match.

25.2 McIntyre Cup & Johnstone Shield (Firsts & Seconds)

25.2.1 Final matches are to be of two days in duration.

All Final matches are to be completed on the last scheduled playing day as allocated in the fixture. If no result is reached in the last scheduled playing day, then the team finishing higher on the ladder at the completion of the home matches shall be deemed Premiers.

There will be no reserve days in two-day finals matches.

25.2.2 In the event of a tie, draw or abandonment without play, then the team finishing higher on the ladder at the end of the home and away matches shall be deemed Premiers.

25.2.3 In Semi Final matches, the side batting first, if not previously dismissed shall compulsorily close its innings at the end of the first days play. All relevant RULES OF PLAY relating to two day games shall apply. From Section 19 of this document the following rules DO NOT apply:

Rule 19.8

Rule 19.9

Rule 19.18

25.2.4 In Final matches, if no ball is bowled on the first day scheduled, the match shall revert to the ordinary Laws of Cricket. A fresh toss will NOT be made on the second day if the toss has occurred before the abandonment of the first day's play.

25.2.5 The rule regarding 30 overs minimum to be bowled in a two day game shall not apply in finals.

25.3 One-Day Grades

25.3.1 Finals for 40 over and 35 over grades will be played under normal one-day conditions (Rule 21).

25.3.2 If a match cannot be started within 2 hours of the scheduled start time on the scheduled day of the final due to adverse weather or other interruptions (Rule 20.6), then a reserve day shall be implemented at the discretion of the Pennant Committee. Play shall then be abandoned on the scheduled day and a new game (with new toss) shall be played on the Reserve Day.

25.3.3 If play does commence within 2 hours of the scheduled start time, but the minimum of 20 overs for both sides cannot be achieved due to further interruptions, the game shall be abandoned on the scheduled day and a reserve day shall be implemented at the discretion of the Pennant Committee. A new game (with new toss) shall be played on the Reserve Day.

25.3.4 If play does commence within 2 hours of the scheduled start time, and a minimum of 20 overs for both sides is achieved, then the result will be decided by the Duckworth-Lewis-Stern method as per Rule 20.7.

25.3.5 In the event of a tie, draw or abandonment without a result, then the team finishing higher on the ladder at the end of the home and away matches shall be deemed Premiers at the discretion of the Pennant Committee.

25.3.6 In the event of no result being achieved in the Jensen Shield final, neither club shall be awarded the Jensen Shield for that season.

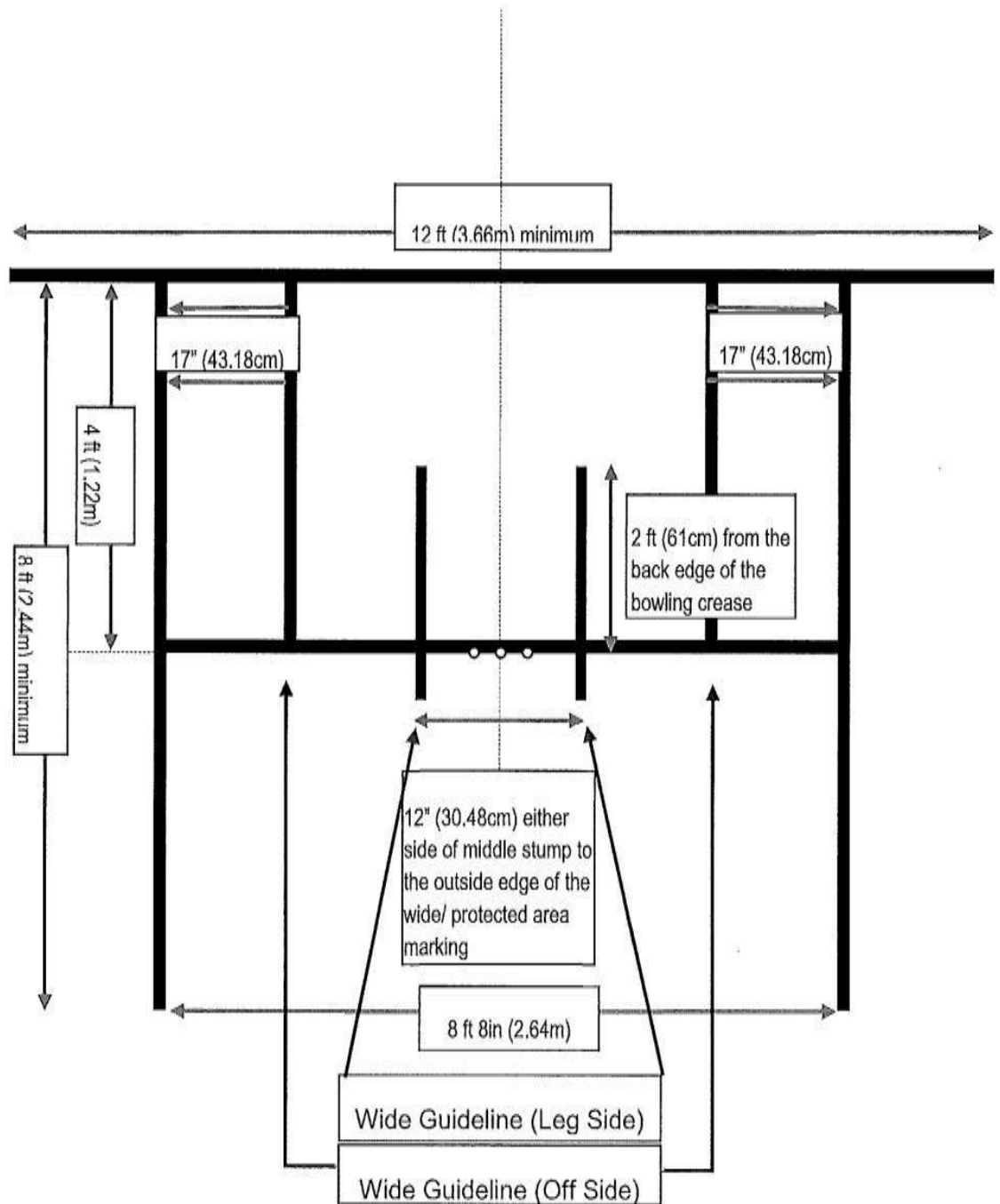
25.4 McIntyre Cup Firsts – One Day Final

25.4.1 The two teams adjudged top of the “One Day Ladder” after the completion of seven (7) fixtured rounds of One Day and/or Twenty20 games, shall play off in a One Day Final. This applies to the McIntyre Cup Firsts competition only.

25.4.2 The rules of play for the final shall be the same as any regular McIntyre Cup Firsts One Day game, (45 overs) with the exception of, if the scores are tied at the conclusion of both innings, in which case a Super Over in accordance with rule 22.6 shall be played to determine a winner.

Appendix A

White Ball Cricket Crease Markings Diagram



APPENDIX B. CODE OF CONDUCT – PENALTY GUIDELINES

The following guidelines should be read in conjunction with Law 42.

Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the rule, the provisions of the rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

Rule1: Level 1 Offences – Player Mention

The offences set out at 1.1 to 1.5 below are level 1 offences. The range of penalties which may be imposed for a level 1 offence are a Player Mention (refer Rule 15.3). Players and, where applicable, officials must not:

Player Mention	No	Rule	Guidelines
	1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings.	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary markers or any part of, or contents of, any building or structure at 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 obvious delay in resuming play or leaving the wicket. - This rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in their Captains' Report.
	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. - The extent to which such behaviour is likely to give offence shall be considered when assessing the seriousness of the breach.
	1.4	Engage in excessive appealing.	Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out, with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.
	1.5	Point or gesture towards the pavilion, or behave aggressively or derisively towards either batsman, upon the dismissal of a batsman.	Includes charging or running up to the batsman and getting "in his/her face".

Rule 2: Level 2 Offences – Prescribed Penalty

The offences set out at 2.1 to 2.8 below are level 2 offences. The range of penalties which may be imposed for a level 2 offence are set out in the GDCA Prescribed Penalty form (refer Rule 15.1).

Players and, where applicable, officials must not:

Prescribed Penalty	No	Rule	Guidelines
	2.1	Show serious dissent at an umpire's decision by action or verbal abuse.	Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the crease. This rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in their Captains' Report.
	2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match 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.	- This is not intended to replace Law 41 (4) and (5) of the Laws of Cricket. - Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.
	2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This rule will not prohibit a fielder or bowler from 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. See comments under rule 1.3 above in relation to the seriousness of the breach.
	2.7	Change the condition of the ball in breach of 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, other than perspiration and saliva.

	2.8	Attempt to manipulate a match in regard to the result, net run rate, performance points or otherwise. The captain of any team guilty of such conduct shall be held responsible.	Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's performance points or net run rate.
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Rule 3: Level 3 Offences - Report

The offences set out at 3.1 to 3.3 below are level 2 offences. The range of penalties which may be imposed shall be at the discretion of the GDCA Independent Tribunal (refer Rule 15.2).

Players and, where applicable, officials must not:

Report to Tribunal	No	Rule	Guidelines
	3.1	Intimidate an umpire whether by language or gesture or conduct.	Includes appealing in an aggressive or threatening manner.
	3.2	Threaten to assault another player, team official or spectator.	Self-explanatory.
	3.3	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race religion, colour, descent or national or ethnic origin	Self-explanatory.

Rule 4: Level 4 Offences - Report

The offences set out at 4.1 to 4.4 below are level 4 offences. The range of penalties which may be imposed shall be at the discretion of the GDCA Independent Tribunal (refer Rule 15.2). Players and, where applicable, officials must not:

Report to	No	Rule	Guidelines
	4.1	Threaten to assault an umpire.	Self-explanatory.
	4.2	Physically assault 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 on the basis of that person's race religion, colour, descent or national or ethnic origin.	Self-explanatory.
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Rule 5: Laws of Cricket and The Spirit of Cricket – Report to GDCA Executive

No	Rule	Guidelines
5.1	Players must obey the Laws of Cricket and play within The Spirit of Cricket.	• This is meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in rules 1-4 (inclusive) of the Code. • Conduct which will be prohibited under the clause includes time wasting and any other conduct which is considered “unfair play” under Law 41 of the Laws of Cricket. • This rule is not intended to punish unintentional breaches of the Laws of Cricket. • Reference may be made to any statement or explanation of The Spirit of Cricket published in conjunction with the Laws of Cricket.
5.2	Law 41.1: Captains are responsible for ensuring play is conducted within The Spirit of Cricket.	• The captain must use his position as the nominated leader of the team and take all reasonable steps to ensure that the team and individual members of the team play cricket within the Laws and in The Spirit of Cricket. • A captain who has not done so can be held responsible for a violation of the Laws or Spirit of Cricket and as such will be held accountable by the same penalty as was given to the offending individual.

Rule 6: Unbecoming Behaviour – Report to GDCA Executive

No	Rule	Guidelines
6.1	Without limiting any other rule, players and officials must not at any time engage in unbecoming behaviour that could bring the game of cricket into disrepute or be harmful to the interests of cricket.	• This is also meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in rules 1-4 (inclusive) of the Code. • It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour, cheating during play, smoking on the field, drinking during the match and playing whilst under suspension.
6.2	Public or media comment that is detrimental to the interests of cricket, irrespective of when or where such comment is made.	NOTE: Without limitation, Players and Player Support Personnel will be deemed to have made comment detrimental to the interests of cricket in breach of Article 6.2 if they: • Criticise members/clubs/association/umpires or any other person involved in Cricket whether or not in relation to incidents which occurred in a Match; • Engage in bullying behaviour including but not limited to name-calling or making condescending, offensive (including racist or sexist) or abusive remarks about any members/clubs/association/umpires; or • Engage in any other behaviour which the GDCA reasonably determines, in its absolute discretion, to have breached this by-law. • Comment on the likely outcome of a hearing of a Report or an appeal; • Criticise the outcome of a hearing of a Report or an appeal under this Code of Behaviour; or • Criticise any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under this Code of Behaviour. When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be considered. It is also not relevant that the Person making the remarks was not aware that the content could or would be made publicly available.