



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

CONTENTS

Preliminary	2
1. Experimental Laws:.....	2
2. Amendments to the Rules:	2
Competition Framework	2
1. Competition Name:	2
2. Fixtures Committee:	2
3. Draw Presentation:.....	2
4. Fixture Alterations:	2
5. Team Nominations:	2
6. Player Eligibility:	3
Players	3
1. Registration	3
2. Transfers	3
3. Dress	3
Competition Format	3
1. General Structure:	3
2. Match Formats:	4
Under 9's	4
Under 11's	5
Under 13's	7
Under 15's	9
3. Play	10
Code of Conduct	10
Results Point Score Penalties.....	11
Grounds	12 11
Finals Series	12
Administrative By-Laws	12
CNSW Policies.....	14



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

PRELIMINARY

This document outlines the Rules that apply to all fixtures organised by the Macleay Valley Cricket Association Inc., unless stated otherwise.

1. EXPERIMENTAL LAWS:

1. Any experimental Laws adopted by the CNSW and the CCNSW will be in effect for all competition matches from the start of the season in which they are introduced.
2. However, the Management Committee may exclude these Laws before the season begins.

2. AMENDMENTS TO THE RULES:

1. Changes to the Rules will only be considered during a Rules meeting in July or as a Special Business item at a Management Committee meeting.
2. All requests for Rule changes must be submitted in writing.

COMPETITION FRAMEWORK

1. COMPETITION NAME:

1. The formal title of the Competition shall be the Macleay Valley Cricket Competition (the "Competition").

2. FIXTURES COMMITTEE:

1. An elected Fixtures Committee, comprising 3 members (with no more than 1 member from any single club), shall be responsible for creating the fixtures (the draw) at the Annual General Meeting (AGM) prior to the season's commencement.
2. The Fixtures Committee will:
 - a. Determine the duration of the Competition.
 - b. Decide the format of matches.
 - c. Allocate grounds for fixtures.

3. DRAW PRESENTATION:

1. The completed draw will be presented to the Executive Committee for formal approval.
2. Once approved, it will be made publicly available on Play HQ <https://www.playhq.com/cricket-australia/org/macleay-valley-cricket-association/04f16c92> prior to the first match of the Competition.

4. FIXTURE ALTERATIONS:

1. If alterations to fixtures are necessary during the season, the secretaries of any affected clubs will be informed by the Association secretary or a designated delegate.
2. Email and social media updates shall be considered adequate for notification.

5. TEAM NOMINATIONS:

1. Clubs are permitted to nominate teams in any or all grades.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

6. PLAYER ELIGIBILITY:

1. Players must be under the specified age limit as of September 1st in the year the competition starts to be eligible. If a player is over this age limit, they must seek written permission from the Association prior to participating in any matches.

PLAYERS

1. REGISTRATION

1. All Registrations are completed through the Clubs Play HQ and remain valid until the commencement of the next season.
2. New registrations must be submitted with match scores for the first game in which the player participates. A penalty will occur if non-compliant
3. Clubs fielding an unregistered player will forfeit any matches and points won in those matches involving the unregistered player. Their opponents will receive the points allocated for a forfeit.

2. TRANSFERS

1. Players wishing to transfer to a new club must obtain clearance from their current club.
2. Clearance requests must be initiated via the PlayHQ Administration Portal.
3. Transferor clubs are to confirm that the player has met all obligations and has no outstanding commitments to the club. Once satisfied, the request is finalised via the PlayHQ Administrator Portal.
4. Clubs must process transfer requests promptly and without undue delay.
5. If a decision isn't finalised within 7 days, the Executive Committee may intervene upon the player's request and rule on the transfer.
6. A player can only be registered with one club at any given time.
7. Players can transfer between clubs during the season if they have played no more than 3 matches for their current club.
8. If a player has participated in more than 3 matches, they must apply for a transfer to the Executive Committee, providing detailed reasons.
9. Written approval from the Executive Committee is required before the transfer takes effect.

3. DRESS

1. Players must be dressed in full and correct attire to participate. This includes:
 - a. Approved Club playing shirt/ White or cream shirt
 - b. Approved Club playing pants/ White or cream Trousers or Shorts
2. Spiked shoes are strictly prohibited on synthetic pitches.

COMPETITION FORMAT

1. GENERAL STRUCTURE:

1. Games will be conducted:
 - o Under 9's, Under 11's and Under 13's Saturday mornings, as decided by the Fixtures Committee.
 - o Under 15's Friday evenings, as decided by the Fixtures Committee



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

2. MATCH FORMATS:

NOTE: All players under the age of 18, except for those in the Under 9's competition, must wear helmets while batting or keeping, both during games and in the nets.

UNDER 9'S

1. This grade will be non-competitive, meaning no competition points will be allocated. Its primary objective is to help players develop basic cricket skills while ensuring that they enjoy their participation in the game.
2. Teams shall consist of seven (7) players, unless otherwise agreed upon by the coaches prior to the match
3. A softy ball is used and purchased from the Macleay Valley Cricket Association.
4. Matches will start promptly at 8:30 AM and must conclude by 10:45 AM. Each team will have a maximum of 1 hour to field during their innings, ensuring a structured and timely game for all participants.
5. Each batter shall face 18 balls (or a lower if agreed to by both coaches regardless of how many times he is dismissed).
6. Each player must bowl at least two overs, consisting of six balls each. This is mandatory for all participating bowlers regardless of any wides or no-balls.
 - a. Wides and No-Balls:
 - i. Wides and no-balls will be counted as two (2) runs plus any additional runs scored by the batters.
 - ii. These runs will be added to the batting team's total.
 - b. Free Hit Rule:
 - i. If a delivery comes to a standstill, it will be considered a free hit.
 - ii. During a free hit, the batter is allowed only one swing at the ball.
 - iii. This delivery will also be classified as a no-ball and runs scored during this delivery will be counted accordingly.
7. The length of the pitch may be varied by re-positioning the stumps to allow for varying degrees of ability at this age. 16 metres is the maximum length of the pitch.
8. Fielders should be positioned to allow batters a fair chance to play "normal cricket" shots, and score runs effectively. The only exception to this rule is the wicketkeeper; no other fielder may be placed within 10 meters of the bat.
9. No runs shall be deducted for the fall of wickets.
10. Boundaries may be reduced to a minimum of 35 metres on agreement of both coaches.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

UNDER 11'S

1. Teams shall consist of nine (9) players, unless otherwise agreed upon by the coaches prior to the match.
2. A red two-piece leather cricket balls weighing 142 grams. These balls must either be new or in reasonable condition and are purchased from the Macleay Valley Cricket Association.
3. Pitch length 18m
4. Matches will start promptly at 8:30AM and must conclude at 11:45AM. An over commenced before 11:45AM should be completed regardless of any fall of wickets. No over shall be started after 11:45AM.
5. If a team is not ready to play by 8:35 AM, they will forfeit the toss to the opposing team. If a team is not ready to play by 8:45 AM, they will forfeit the entire match. A team must have at least six (6) players present to be considered "ready to play."
6. Innings
 - i. Each team will play one innings. A maximum of 25 overs is allowed for each innings. There will be a 10-minute break between the two innings. The team with the higher number of runs wins the match.
 - ii. The innings of the team batting first must conclude by 10:00 AM, but any over that starts before this time must be completed, even if wickets fall. The team batting second will receive the same number of overs as the first team unless the first team is dismissed.
 - iii. If the first team is dismissed, the second team will be entitled to a minimum of 25 overs to chase the target. In the scenario where the team batting second is not dismissed but does not receive the full number of overs due to circumstances beyond their control, you would compare the scores of both teams after the highest common number of overs bowled. This is applicable if both teams have received a minimum of 15 overs.
7. The Batter
 - i. A batter must retire after facing 20 balls.
 - ii. **Wides** and no balls are included in the total count of balls faced.
 - iii. Retired batters can return to bat only after all other players have had their turn, and they will return in the order they retired.
8. The Bowler
 - i. 6 balls must be bowled in each over except for the last over^s where wides and no balls are to be rebowled until there are 6 legal deliveries.
 - ii. No bowler can bowl more than 4 overs in a single innings.
 - a) EXCEPTION: player injury or player shortage. The extra overs are to be make up by single overs to a maximum of 4 per player.
 - iii. A fast bowler may bowl a maximum of 3 overs in a single spell. After bowling, a fast bowler must wait until at least 3 overs have been bowled from the same end before they can bowl again.
 - a) A fast bowler is defined as one to whom the wicketkeeper normally stands back.
 - iv. Each player must bowl a minimum of 2 overs.
 - v. Finals Series
 - a) Each player does not have to bowl 2 overs
 - b) A bowler may bowl a maximum of 5 overs. Fast bowler rule 8.iii. still applies
9. The Wicket Keeper
 - i. Wicket Keepers are required to change at 13 overs
10. Fielding
 - i. When the ball is bowled, no fielder may stand closer than 10 metres from the striker's wicket on the leg side or in front of point on the offside, i.e., on the offside only, slips and gully fielders may stand within 10 metres.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

11. Wides
 - i. Wides shall count as one run and shall not be bowled again except in the last **two** overs of each innings.
 - ii. Any byes off a wide shall be scored as wides and shall be debited against the bowler as wides.
12. No Balls
 - i. Any ball passing the batter higher than the batter's shoulder
 - ii. Any fast pitched full toss arriving at the batter above waist height when in his batting stance
 - iii. No-balls shall count as one run (sundry) and shall not be bowled again except in the last **two** overs of each innings.
 - iv. Any runs scored "off the bat" from a no-ball, shall be added to the score of the batter, the bowler and the total.
 - v. Any byes or leg byes scored from a no-ball shall all be scored as no-balls and debited against the bowler as no-balls. [What is rationale for this one?](#)
13. Boundaries are to be a maximum of 45m.
14. Team managers and coaches must assess whether conditions are suitable for play. They need to evaluate the field and weather both before and during the game. There should be a strong inclination to hold the match if conditions permit, emphasising the need for common sense in decision-making.
15. If matches are cancelled, announcements will be made through social media platforms and club delegates.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

UNDER 13'S

1. Teams shall consist of 12 (12) players, unless otherwise agreed upon by the coaches prior to the match.
 - i. One player be nominated as a batter only, i.e., he may not bowl or keep wickets, with another player nominated as a bowler only, i.e., he can bowl or keep wickets, but not bat.
 - ii. Only eleven players shall be on the field at any time. Only eleven players may bat.
2. A red two-piece leather cricket ball weighing 142 grams. These balls must either be new or in reasonable condition and are purchased from the Macleay Valley Cricket Association.
3. Pitch is full sized.
4. Matches will start promptly at 8:30AM and must conclude at 11:45AM. An over commenced before 11:45AM should be completed regardless of any fall of wickets. No over shall be started after 11:45AM.
5. If a team is not ready to play by 8:35 AM, they will forfeit the toss to the opposing team. If a team is not ready to play by 8:45 AM, they will forfeit the entire match. A team must have at least seven (7) players present to be considered "ready to play."
6. Innings
 - i. Each team will play one innings. A maximum of 25 overs is allowed for each innings. There will be a 10-minute break between the two innings. The team with the higher number of runs wins the match.
 - ii. The innings of the team batting first must conclude by 10:00 AM, but any over that starts before this time must be completed, even if wickets fall. The team batting second will receive the same number of overs as the first team unless the first team is dismissed.
 - iii. If the first team is dismissed, the second team will be entitled to a minimum of 25 overs to chase the target. In the scenario where the team batting second is not dismissed but does not receive the full number of overs due to circumstances beyond their control, you would compare the scores of both teams after the highest common number of overs bowled. This is applicable if both teams have received a minimum of 15 overs.
7. The Batter
 - i. A batter must retire after facing 25 legitimate balls.
 - ii. Wides and no balls are NOT included in the total count of balls faced.
 - iii. Retired batters can return to bat only after all other players have had their turn, and they will return in the order they retired.
8. The Bowler
 - i. 6 legitimate balls to be bowled in each over with wides and no balls to be rebowled to a maximum of 8 balls except for the last over where wides and no balls are to be rebowled until there are 6 legal deliveries.
 - ii. No bowler can bowl more than 4 overs in a single innings.
 - a) EXCEPTION: player injury or player shortage. The extra overs are to be made up by single overs to a maximum of 4 per player.
 - iii. A fast bowler may bowl a maximum of 3 overs in a single spell. After bowling, a fast bowler must wait until at least 3 overs have been bowled from the same end before they can bowl again.
 - a) A fast bowler is defined as one to whom the wicketkeeper normally stands back.
 - iii. Each player must bowl a minimum of 2 overs.
 - iv. Finals Series
 - a) Each player does not have to bowl 2 overs
 - b) A bowler may bowl a maximum of 5 overs. Fast bowler rule 8.iii. still applies
 - ii. Minimum Rest Period



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

- a) A bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.
- b) A bowler who has bowled a spell of fewer than the maximum number may resume bowling prior to the completion of the minimum rest period but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
- c) For calculating a bowler's minimum rest period any interruption to play due to weather or interval contribute to the amount of one over for each 3.5 minutes.

9. The Wicket Keeper

- i. Wicket Keepers are required to change at 13 overs

10. Fielding

- i. When the ball is bowled, no fielder may stand closer than 10 metres from the striker's wicket on the leg side or in front of point on the offside, i.e., on the offside only, slips and gully fielders may stand within 10 metres.

11. Wides

- i. Wides shall count as one run and shall not be bowled again except in the last ~~two~~ overs of each innings.
- ii. Any byes off a wide shall be scored as wides and shall be debited against the bowler as wides.

12. No Balls

- i. Any ball passing the batter higher than the batter's shoulder
- ii. Any fast pitched full toss arriving at the batter above waist height when in his batting stance
- iii. No-balls shall count as one run (sundry) and shall not be bowled again except in the last two overs of each innings.
- iv. Any runs scored "off the bat" from a no-ball, shall be added to the score of the batter, the bowler and the total.
- v. Any byes or leg byes scored from a no-ball shall all be scored as no-balls and debited against the bowler as no-balls.

13. Boundaries are to be a maximum of 50m.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

UNDER 15'S

1. Teams shall consist of 12 (12) players, unless otherwise agreed upon by the coaches prior to the match.
 - i. One player be nominated as a batter only, i.e., he may not bowl or keep wickets, with another player nominated as a bowler only, i.e., he can bowl or keep wickets, but not bat.
 - ii. Only eleven players shall be on the field at any time. Only eleven players may bat.
2. A red two-piece leather cricket balls weighing 156 grams (pin or white). These balls must either be new or in reasonable condition and are purchased from the Macleay Valley Cricket Association.
3. Matches will start promptly at 5:30PM.
4. If a team is not ready to play by 5:35PM, they will forfeit the toss to the opposing team. If a team is not ready to play by 5:45PM, they will forfeit the entire match. A team must have at least seven (7) players present to be considered "ready to play."
5. Innings
 - i. Each team will play one innings. A maximum of 25 overs is allowed for each innings. There will be a 10-minute break between the two innings. The team with the higher number of runs wins the match.
 - ii. If the first team is dismissed, the second team will be entitled to a minimum of 25 overs to chase the target. In the scenario where the team batting second is not dismissed but does not receive the full number of overs due to circumstances beyond their control, you would compare the scores of both teams after the highest common number of overs bowled. This is applicable if both teams have received a minimum of 15 overs.
 - iii. If in the event of a tie, a super over will be played. No restrictions on batting order, however, the bowler cannot bat in a super over.
6. The Batter
 - i. A batter must retire at 50 runs, unlimited balls.
 - ii. Retired batters can return to bat only after all other players have had their turn, and they will return in the order they retired.
7. The Bowler
 - i. The bowler is required to bowl on a full-length pitch.
 - ii. No bowler can bowl more than 4 overs in a single innings with no restriction on the length of spell.
 - iii. 6 legitimate balls must be bowled in each over with no maximum balls in the over [This contradicts 10 \(ii\) below](#)
8. Fielding
 - i. When the ball is bowled, no fielder may stand closer than 10 metres from the striker's wicket on the leg side or in front of point on the offside, i.e., on the offside only, slips and gully fielders may stand within 10 metres.
 - ii. A maximum of 5 fielders may field on the leg side
 - iii. For overs 1-6 maximum of 2 fielders can field outside the inner circle
 - iv. For overs 7-20 a maximum of 4 fielders may field outside the inner circle.
 - v. Where there is no circle marked, umpires' judgement will be used.
9. Wides
 - i. Wides shall count as one run and to be bowled.
 - ii. Any byes off a wide shall be scored as wides and shall be debited against the bowler as wides.
10. No Balls
 - i. A free hit will be awarded to ANY no ball bowled. i.e.
 1. Any ball passing the batter higher than the batter's shoulder



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

2. Any fast pitched full toss arriving at the batter above waist height when in his batting stance
 3. Batters can only be dismissed runout on a Free Hit.
 4. The extra ball is otherwise counted as a legitimate ball.
 5. If a wide is bowled on a Free Hit, the next ball is also a Free Hit.
 - ii. No-balls shall count as one run (sundry) and shall not be bowled again except in the last two overs of each innings. This contradicts 7 (iii) above.
 - iii. Any runs scored "off the bat" from a no-ball, shall be added to the score of the batter, the bowler and the total.
11. Any byes or leg byes scored from a no-ball shall all be scored as byes and only the no ball is debited against the bowler.
 12. Boundaries are to be a maximum of 50m.

3. PLAY

1. Teams must be named in PlayHQ for all grades by Friday night to allow for live scoring during matches. Failure to comply will result in a penalty loss of 3 points.
2. If a club has 2 teams that are in the same age group, then no player can cross over to the other team throughout the season unless written approval has been provided from the Executive. Said requests will need to be forwarded to the Macleay valley Cricket Association via macleaycricket@gmail.com by Thursday 12.30pm before the game commences. Players filling in sides from a younger age group can do so in either team (i.e. If the older grade/age group has 2 teams in the competition)
3. The home team needs to record the game results in PlayHQ by 6pm on the Monday following completion of each match in grades involved in competition matches.
4. The away team need to confirm the game results in PlayHQ by 7pm on the Monday following completion of each match in grades involved in competition matches.

CODE OF CONDUCT

As per mandated NSW Code of Conduct Procedures 2024-25 season <https://resources.cricket-nsw.pulselive.com/cricket-nsw/document/2024/09/12/46fd2504-8249-4cc8-920b-8c881fbbcea0/CNSW-Code-of-Conduct-Procedures-2024-25-season-final-.pdf>

1. The Management Committee shall appoint a Code of Conduct Commissioner at the Annual General Meeting (AGM).
2. The Commissioner adjudicates official citations and reports concerning breaches of the Code of Conduct Rules and/or the Laws of Cricket.
3. Reviews must uphold principles of justice and equality of rights.
4. The Commissioner may impose various penalties on players found guilty of breaches, including:
 - a. Suspension from all matches for a specified period, or a lifetime for serious offences.
 - b. Monetary fines.
 - c. Physical restitution.
 - d. Any combination of the above penalties.
5. Umpires or players reporting a breach must do so in writing within 72 hours of the alleged incident.
6. Reports must be sent to the Association secretary, detailing the incident and naming the involved player(s) or club(s).
7. The Association secretary will notify the concerned parties and outline the nature of the complaint.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

8. The Association secretary shall notify the defendant(s) via their respective club(s) about the complaint's nature and the review date, which must be before the next competition round.
9. Defendants may present their version of events in writing before the review.
10. After reviewing, the Commissioner will communicate the decision to the Association secretary, who will inform all relevant parties immediately.
11. Either party (defendants or plaintiffs) may appeal the Commissioner's decision within 72 hours in writing, stating the grounds for appeal.
12. Notification of the appeal will be given to all parties within 72 hours of receipt.
13. A panel of three Executive Committee members will hear the appeal within 7 days or before the next official MVCA match.
14. Members of the Executive Committee involved in the initial review cannot participate in the appeal panel.
15. If any party remains unsatisfied with the appeal outcome, they may further appeal to the Mid North Coast Cricket Council.
16. **Nothing can justify a "win at all costs approach".**
17. **Be responsible in your demands on young players' time, energy and enthusiasm. Remember that they have other interests.**
18. **Avoid over-using the very talented players. "Just average" players need to feel that they are getting a "fair go".**
19. **Remember that children play for fun and enjoyment, and that winning is only part of it. Never ridicule or yell at your players for making mistakes or losing a match.**
20. **Believe that youth sport is about participation, learning, getting better and the pursuit of excellence... Not just about winning.**
21. **Provide plenty of variety at training sessions. "Cricket practice" should be more than just batting and bowling in the nets.**
22. **Recognise that if you "psych up" the whole team that it will make some players perform better, and other players perform worse.**
23. **Encourage your players to attribute success and failure to things they can control.**

RESULTS|POINT SCORE|PENALTIES

The Management Committee has the power to decide on deduction of points for result sheet and non-attendance misdemeanours where it is considered that there has been a manipulation of the final points score.

RESULTS	POINTS
Win	7
Draw Washout	3
Loss	1
Forfeit – Advised	0
Forfeit – Not advised	-5
Failure to nominate team in PlayHQ Friday night	-3
Failure to lodge results on time	-3
Failure to confirm results on time	-3
Nominated home team failure to put covers out	-4
Win on Forfeit	Maximum points gain by any team in that grade in that round
Bye	# See Notes

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Where each team receives the same number of Byes in a round, no points will be allocated for the bye. Where one or more teams do not receive the same number of byes in a round, points will be awarded as follows:

- The total points gained in the round are divided by the number of matches in the round. This gives average points per match which number will be allocated to bye teams.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

GROUNDS

1. Maintenance of Grounds

- a. Clubs may be levied by the Association for the cost of:
 - i. Removal of grass from the edges of pitches
 - ii. Provision of an adequate supply of soil to fill stump holes.
 - iii. Marking of boundaries and crease lines.
 - iv. Maintenance of turf pitches

NB: No maintenance which changes the nature of a synthetic pitch shall be carried out during a two-day game.

2. Fitness of Grounds

- a. If wet weather renders a scheduled ground unfit, or if the council declares the ground unavailable before the game starts, the Fixtures Committee is responsible for transferring the match to a suitable alternative ground, provided one is available.
- b. If the ground's unsuitability/unavailability is not discovered in time to notify the Fixtures Committee, an officially appointed umpire, or both captains (in the absence of an umpire), may step in to transfer the game to another ground, given that a spare ground is available.
- c. A transfer of grounds cannot occur once the game has commenced (i.e., after the first ball has been bowled).
- d. Before Toss: The Fixtures Committee or the curator of a turf pitch determines the fitness of the ground.
- e. After Toss: The appointed umpire makes the call on ground fitness.
- f. No Umpire Appointed: In such cases, the two captains decide on the fitness of the ground.

FINALS SERIES

1. Semi-Finals

- a. 1st Place vs 4th Place (1v4)
- b. 2nd Place vs 3rd Place (2v3)
- c. The winner of each game advances to the Grand Final.

2. Players must have participated in 3 games for their club during the current season to qualify for finals series games.

ADMINISTRATIVE BY-LAWS

1. Disputes and Protests

- a. Disputes and protests must be lodged by club secretaries within 72 hours of the game's completion.
- b. Individual disputes will not be accepted.
- c. A lodgement fee of \$50 is required; if the case is proven, the fee will be refunded; if not, it is forfeited.
- d. Disputes filed outside the 72-hour limit will be dismissed.

NB: Lodgement means the document must be in the hands of the Association secretary or reasonably expected to be delivered within the timeframe.

2. Association Finance

- a. The Association treasurer will issue accounts per Management Committee resolutions.
- b. Accounts must be paid within 21 days of issue. Failure to do so will render the club unfinancial, unless an exemption is granted in writing.
- c. Unfinancial clubs will receive no further competition points and incur a 10% monthly levy until they become financial. These clubs are also excluded from finals.



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

- d. Members of a defunct club in debt may register with another club if they either pay their portion of the debt or provide evidence (receipts or a Statutory Declaration) that they have fulfilled obligations to the defunct club.
 - e. Verification of these documents may require the last known executive members to deliver financial records to the Association secretary.
 - f. The amount owed by a player will be calculated by dividing the total debt at the time of the club's defunct status by the total number of registered players at that time.
 - g. Rules regarding disputes also apply to moneys owed to umpires and other clubs, with discretionary extensions for financial mismanagement that could bring disrepute.
 - h. Umpire fees set by the Association and will be included in club invoices sent to clubs by the treasurer.
3. Club Obligations
- a. Clubs not represented by at least one delegate at any general meeting will lose 3 competition points for each team entered.
 - b. Meetings run from the AGM in June through March; the March meeting may be adjusted to precede the semi-finals.

The Competition Rules and Playing Conditions are set annually by the Association



MACLEAY VALLEY CRICKET ASSOCIATION

Junior Competition Rules and Playing Conditions 2024-25

CNSW POLICIES

- [Anti-Corruption Policy \(CNSW\)](#)
- [Anti-Doping Code \(CA\)](#)
- [Australian Cricket's Looking After Our Kids Code of Behaviour \(CA\)](#)
- [Australian Cricket's Policy for Safeguarding Children and Young People \(CA\)](#)
- [Bowling Workload Guidance](#)
- [Code of Conduct Procedures \(CNSW\)](#)
- [Complaints and Dispute Resolution Policy \(CNSW\)](#)
- [Concussion and Head Trauma Guidelines \(CA\)](#)
- [Helmet Fitting Guidelines](#)
- [Heat Policy \(CNSW\)](#)
- [Helmet Management Policy \(CNSW\)](#)
- [Illicit Substances Rule \(CA\)](#)
- [Member Protection Policy \(CNSW\)](#)
- [Privacy Policy \(CNSW\)](#)
- [Safeguarding Children and Young People Policy \(CNSW\)](#)
- [Training and Warm Up Policy \(CNSW\)](#)