



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

### CONTENTS

Preliminary .....	3
1. Application of Laws: .....	3
2. Experimental Laws:.....	3
3. Amendments to the Rules: .....	3
Competition Framework .....	3
1. Competition Name: .....	3
2. Fixtures Committee: .....	3
3. Draw Presentation:.....	3
4. Fixture Alterations: .....	3
5. Team Nominations: .....	4
6. Player Eligibility: .....	4
Players .....	4
1. Registration .....	4
2. Transfers .....	4
3. Grading .....	4
4. Dress .....	5
Competition Format .....	5
1. General Structure: .....	5
2. Match Formats: .....	5
<b>One-Day Games</b> .....	6
<b>Two-Day Games</b> .....	7
<b>T20</b> .....	7
<b>Bash 4 Cash</b> .....	7
3. Scheduled Times:.....	8
4. Play .....	8
5. Interrupted Play:.....	10
6. Restricted Players: .....	11
Code of Conduct .....	11
Results   Point Score   Penalties.....	12
The Points Table .....	<b>Error! Bookmark not defined.</b>
Finals Position.....	12
Qualifications for Association Trophies .....	13



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

Grounds .....	13
Finals Series .....	13
Administrative By-Laws .....	14
CNSW Policies .....	15



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

### PRELIMINARY

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

#### 1. APPLICATION OF LAWS:

1. Unless modifications are specified, the MCC Laws of Cricket will be followed for all competition matches held by the Association.
2. The reference for the MCC Laws of Cricket will be the latest edition <https://www.lords.org/mcc/the-laws-of-cricket> along with its interpretations and definitions.

#### 2. 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.

#### 3. 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.



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

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.

---

### 6. PLAYER ELIGIBILITY:

1. Teams participating in first and second grade premierships may include players of open age.
2. Teams participating in third or fourth grade premierships are limited to a maximum of 7 players over the age of 17 as of September 1st prior to the commencement of the playing season.

---

## 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. University, TAFE, or school students whose parents' home is within the Association's boundaries can register to play but must:
  - a. Provide clearance from their club.
  - b. Confirm their current grading.
4. Clubs fielding an unregistered player will forfeit any matches and points won in those matches involving the unregistered player.

---

### 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. GRADING

1. The Grading Committee, consisting of 3 members (maximum of 1 from any single club), will grade players after the five (5) first rounds of the season. Clubs will be informed from the Secretary via email of the gradings relevant to them.
2. Clubs with consecutive grades will self-grade, but the Grading Committee can invoke their right to change these if necessary.



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

3. The Grading Committee will review player gradings periodically throughout the season and will notify affected clubs of any changes through the Secretary via email.
4. Players cannot participate in a grade lower than their assigned grade but are permitted to play in a higher grade.
5. Fielding an ineligible player may result in a forfeit, and the opposing team will receive the maximum points for that round.  
Note: Substitute fielders cannot play in a lower grade.
6. Players aged 14 and under are exempt from Grading Committee rulings and are allowed to participate in all competitions.
7. Clubs are encouraged to support and develop these junior players.
8. Clubs can appeal their own players' gradings through a written request:
  - a. After initial grading.
  - b. After 3 matches, following a grading review by the Committee.
9. Club appeals are required no later than 24 hours before the next competition game
10. Players returning after missing one or more seasons must return at their last graded level.
11. Clubs can apply to resume in a lower grade, but this request must be submitted to the Grading Committee via email [macleaycricket@gmail.com](mailto:macleaycricket@gmail.com) by 5:00pm on the Monday prior to their first game back.

---

#### 4. DRESS

1. Players must be dressed in full and correct attire to participate in any grade. 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.
3. Officially appointed umpires have the authority to refuse or to remove any player from the playing field who is not properly attired.

---

#### COMPETITION FORMAT

---

##### 1. GENERAL STRUCTURE:

1. Games will be conducted over either one or two Saturday afternoons, as decided by the Fixtures Committee.
2. In exceptional circumstances, matches may be scheduled on Sundays, but this will be used sparingly.

---

##### 2. MATCH FORMATS:

1. 1<sup>st</sup> Grade Matches: Can be played as either one-day or two-day formats.
2. 2<sup>nd</sup> Grade Matches: Will be played as one-day matches consisting of 40 overs
3. 3<sup>rd</sup> Grade Matches or the lowest grade: Will be played as one-day matches consisting of 35 overs

**NOTE: All players that are under the age of 18 must wear helmets while batting or keeping, both in games and in nets.**



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

### ONE-DAY GAMES

1. Each team fields for
  - a. 1<sup>st</sup> & 2<sup>nd</sup> Grade 40 overs within 160 minutes.
  - b. 3<sup>rd</sup> Grade 35 overs within 160 minutes
2. If the team fielding first does not bowl the required number of overs within the scheduled 160 minutes, play will continue until the necessary overs are completed, unless the Umpires decide otherwise.
3. The innings for the batting second team will be restricted to the number of overs bowled by that team by the scheduled cessation time of the second session.
4. The current over in progress at that scheduled time will count as a completed over.
5. The interval between the two sessions will not be extended under any circumstances, and the second session will begin at the scheduled time.
6. Umpires have the authority to adjust the number of overs that the second bowling team must complete if they believe that factors beyond the bowling team's control hindered their ability to complete the overs in the allocated time.
7. This structure aims to maintain the flow of play while accommodating unforeseen delays, ensuring that both teams are treated fairly regarding the completion of their innings.
8. Considerations for Time Penalties is the actual time taken for the following:
  - a. Injured player treatment.
  - b. Serious injury leaving the field.
  - c. Wet ball drying.
  - d. Searching for or replacing a lost ball.
  - e. Any delays beyond the fielding team's control.
9. If the team batting first is all out and the last wicket falls after the scheduled time for the interval, the second team's innings will be limited to the same number of overs as the first team's innings.
10. The over in which the last wicket falls will be counted as a completed over.
11. If the team fielding second does not bowl the specified number of overs outlined in previous clauses, by the scheduled cessation time, play will be extended.
12. The extension continues until the required number of overs is bowled or a result is achieved.
13. Unless the Umpires determine otherwise, and after consultation with the Scorers, a penalty of six (6) runs per over may be awarded to the batting side for each over not bowled by the scheduled or rescheduled cessation time.
14. This regulation ensures that both teams have equitable conditions and sets penalties for any shortcomings in the bowling team's performance, promoting fairness in play. The Umpires have the discretion to adapt the rules as needed based on circumstances during the match.
15. Fielding restrictions in one-day games apply to all grades. With a maximum of 2 players outside the circle for the first 12 overs. A maximum of 5 players may field outside the circle from then on. No more than 5 players can field on leg side. Within the first 15 overs there must be 2 catchers in the field.
16. In preliminary rounds each team in a one-day game must receive a minimum of 15 overs to constitute a complete game, unless either team is dismissed in fewer than 15 overs.
17. In finals series games those minimums will increase to 30 overs for one-day games
18. In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but have not had the opportunity to bat for the same number of overs:
  - a. the result shall be determined by the Duckworth Lewis Stern (DLS) method.



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

---

### TWO-DAY GAMES

1. 75 overs to be bowled each day
2. If both teams complete their first innings on Day 1, the 75-over requirement is waived.
3. If either team is batting in their second innings on Day 2, there's no required overs except in the last scheduled hour, where a minimum of 20 overs must be bowled. If there's a change of innings during the last hour, 3 overs will be deducted.
4. First Innings:
  - a. Each team's first innings is limited to a maximum of 50 overs.
  - b. The second team must face a minimum of 25 overs on Day 1 or until 6 PM, whichever is later.
  - c. If there's a change of innings during the last hour, 3 overs will be deducted.
  - d. In a two-day game the required minimum for a complete match is 30 overs per team, unless either team is dismissed in fewer than 30 overs. In finals series games those minimums will increase to 50 overs for two-day games.

---

### T20

1. To be a standalone competition for both 1<sup>st</sup> and 2<sup>nd</sup> Grades.
2. To be played prior to the commencement of the competition proper.
3. Dates and draw to be determined once nominations are received.
4. The captain can nominate a team of 12 players in writing, specifying one as a non-batting bowler and one as a non-bowling batter in writing to the umpire prior to the toss with only the 11 players allowed to field with unlimited interchange for a team that has 12 players.
5. 7 fielders are to take the field, or forfeit rules apply.
6. 20 overs per innings to be bowled in no more than 70 minutes
7. Fielding restrictions in T20 games apply to all grades. With a maximum of two (2) fielders outside the circle for the first 6 overs. A maximum of 5 players may field outside the circle from then on. No more than 5 players can field on leg side. Within the first 6 overs there must be 2 catchers in the field. These restrictions can be adjusted in the case of fewer than 20 overs being bowled in an innings (three tenths of the overs bowled in the innings for fielding restrictions).
8. Bowlers are limited to a maximum of 4 overs
9. Batters have only 2 minutes from the fall of the last wicket to be ready for the next to be bowled.
10. Each team in a T 20 game must receive a minimum of 10 overs for a result to be obtained.
11. In the event of a tie a super over will be played.
12. In cases of delayed or interrupted play, the aim is to adjust the number of overs so that both teams bat for the same number of overs.
13. If there is an interruption leading to a reduction in overs for the second batting team, their target score will be the total of the highest scoring equivalent number of overs from the first batting team, plus one run.
14. The number of overs to be bowled will be calculated at an average rate of 15 overs per hour (4 minutes per over) based on the time left until the scheduled end, rounding up to the next whole over.
15. The bowling of a single ball (including no balls or wides) marks the official start of play.

---

### BASH 4 CASH

1. Competition to be played on the Saturday closest to Australia Day Holiday in January
2. This is a fund-raising competition for the Associations and separate to the normal competition
3. Rules are published closer to the competition via social media



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

### 3. SCHEDULED TIMES:

1. Preliminary Rounds:
  - a. 35 Overs: 1:00 PM to 6:00 PM
  - b. 40 Overs: 1:00 PM to 6:30 PM
2. Final Series:
  - a. Saturday:
    - i. 1<sup>st</sup> Grade (2 day format) - 1:00 PM to 6:30 PM (Minimum of 80 overs to be played)
    - ii. 2<sup>nd</sup> & 3<sup>rd</sup> Grades (1 day format) -1:00 PM to 6:00 PM
  - b. Sunday:
    - i. 10:30 AM to 12:30 PM
    - ii. Lunch: 12:30 PM to 1:10 PM
    - iii. 1:10 PM to 3:10 PM
    - iv. Tea: 3:10 PM to 3:30 PM
    - v. 3:30 PM to 5:30 PM
3. Tea Breaks:
  - a. A 10-minute tea break will be taken at the umpire's discretion at the change of innings.
  - b. In one-day games, the tea break will be incorporated into the innings change with no extra time allowed, unless at the umpires' discretion.
  - c. Any decision regarding tea break timing will be made in consultation with both umpire(s) and both captains.
5. Drink Breaks:
  - d. A drink break of up to 2 minutes may be taken each hour by mutual consent of the opposing captain or at the discretion of the umpire.
  - e. No drink break shall be taken if a scheduled break (tea, lunch, stumps, etc.) is due within the next 30 minutes.
  - f. No extra time will be added to either inning to compensate for additional drink breaks.

### 4. PLAY

1. A minimum of 7 registered players must be present at the ground for a team to commence a game.
2. **Team Nominations**
  - a. 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
  - b. Captains from all grades may nominate a team of 12 players in writing, specifying one as a non-batting bowler and one as a non-bowling batter in writing to the umpire prior to the toss with only the 11 players allowed to field with unlimited interchange for a team that has 12 players. .
  - c. If no umpire is appointed, the captains will exchange lists prior to the toss.
  - d. Two Day Games
    - i. Teams may nominate a maximum of 16 players per round.
    - ii. Team sheets must be submitted to the umpire before the toss, with only 11 nominated players allowed on the field (including the non-batter/non-bowler) per week.
    - iii. Weekly team nominations are mandatory, and adjustments after the toss are prohibited to prevent the use of a floating 16-man roster.
    - iv. A player may be named as a replacement for one of the original 12 players on the second day. This replacement player will hold the same rights as the player they replace.
    - v. A replacement **MUST** play on the second day. If the replaced player attends, they may only participate as a substitute fielder.



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

- e. If in the event of a bye in a higher grade a maximum of two (2) players in the higher grade can play down a grade. If more players are required to play down, then a request to the Grading Committee is required in writing via [macleaycricket@gmail.com](mailto:macleaycricket@gmail.com)
  - f. Substitutes players from a lower grade can take the field provided their game has finished in the applicable round
  - g. Following the toss, the nominated team list is final and may not be altered.
- 3. Verge 2 | Athletics | South West Rocks Turf Wickets**
- a. If the nominated home team per the draw fails to put the covers on the abovementioned turf wickets the afternoon prior to the game, a penalty loss of 4 points will occur per event
  - b. If a team playing in the Two Rivers competition fails to put the covers on the abovementioned turf wickets the afternoon prior to the game, the next highest grade for the clubs shall incur a 4 point penalty loss. If the Club have multiple teams in any one grade, the highest team placed on the ladder prior to the event will receive the penalty
- 4. The Toss**
- a. The toss for innings must be conducted on the field of play no later than 15 minutes prior to the scheduled start of the game.
  - b. A minimum of 7 registered players from each team must be present at the ground for the toss to take place.
  - c. The captain of the team winning the toss is required to promptly announce their decision to either bat or bowl to the opposing captain immediately after the toss is completed.
  - d. If one team is not present at least 5 minutes before the scheduled start time, the captain of the team that is present may claim victory in the toss.
- 5. Forfeits**
- a. A team not prepared to play 15 minutes after the scheduled start time will be automatically deemed to have forfeited the match.
  - b. Any team intending to forfeit must notify:
    - i. The opposing club
    - ii. The Association secretary
    - iii. The appointed umpire (or umpires' appointments officer)
    - iv. No later than 4:00pm the day before the scheduled match. Shorter notice may be accepted in extenuating circumstances.
  - c. Teams must forfeit from their lowest graded team upwards. Failure to do so will result in lower graded teams being deemed forfeited, with opposing teams receiving the appropriate points for the forfeit.
  - d. Batting and bowling statistics will not be recorded for any team that forfeits.
  - e. Any expenses incurred by the opposing team (such as travel and umpire fees) due to a lack of timely notice of forfeit must be reimbursed by the forfeiting club.
  - f. A team that forfeits on the second day of a match will lose any points gained on the first day.
- 6. Follow on**
- a. In a two-day cricket match, if the team that batted first dismisses the second team and has a lead of 75 runs or more, they have the option to enforce the follow-on. This means they can require the team that batted second to bat again immediately, rather than allowing them to bat again later in the match.
- 7. Balls**
- a. First grade shall be played using approved four-piece balls on turf wickets and an approved two piece for synthetic wickets. All other lower grade games shall be played using approved two-piece balls.
  - b. A new ball shall be used at the start of each first innings.
  - c. Approved balls are available for purchase from MVCA
- 8. No Ball Rule**
- a. A delivery will be called a no-ball if it passes above the shoulder height of the batsman in an upright position.



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

- b. 1<sup>st</sup> & 2<sup>nd</sup> Grade, all no balls will result in a free hit for the batsman on the next legitimate delivery for one day and T20 games.
- c. 3<sup>rd</sup> grade or lower, front foot no balls only will result in a free hit for the batsman on the next legitimate delivery for one day and T20 games.
- d. The no-ball rules apply to dismissals during the free hit. Fielders must maintain their positions and can only change if a different batsman is on strike.
- e. A full toss is a no-ball if it passes above the waist height of the batsman in an upright position.
- f. A bowler may receive a warning for such deliveries if it poses a risk of injury to the batsman.
- g. If one umpire is present, they have sole authority to call a no-ball.
- h. With two umpires, either can signal a no-ball.
- i. If no officials are present, the non-striker's end umpire will call the no-ball.
- j. Any ball pitching on the concrete edge, on grass protruding from the edge, or beside the pitch is called a no-ball. No runs, other than the penalty for a no-ball, can be scored unless the ball contacts the striker.

### 9. Scoring and Recording No Balls

- a. All no balls incur a specific penalty as outlined in the Cricket NSW by-laws, effective from the season start.
- b. The penalty is recorded against the bowler and categorized under sundries as no balls.
- c. Runs scored by the batsman off a no-ball (via the bat) are added to their individual score.
- d. These runs are also recorded against the bowler, in addition to the no-ball penalty.
- e. No-ball penalties are represented in analysis as a circle.
- f. If runs are hit off the bat from the no-ball, they are shown as a figure within the circle (e.g., (2) for two runs off the bat).
- g. If byes or leg byes occur after a no-ball signal, these runs are indicated as dots in the circle (e.g., 4 byes would be shown as (: :)).
- h. The total count of no balls is reflected alongside these notations.

### 10. Wide Rule

- a. In one day and T20 games, a delivery that passes outside the leg stump line (9 inches from the middle stump) and is not a no ball should be called a wide and is also subject to MCC Wide Law conditions and interpretations.
- b. One run is recorded against the bowler for each wide.
- c. This run is also categorised under sundries as "wides."
- d. Any extra runs scored by the batsman (including runs taken or byes) after a wide delivery will also be counted against the bowler.
- e. These additional runs are similarly recorded under sundries, complementary to the initial wide run.

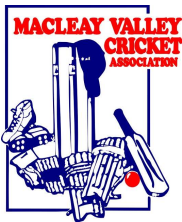
### 11. PlayHQ Recording Results

- a. The home team is responsible for recording the game live via <https://ca.score.playhq.com/auth/login> during the game, unless there is an agreement with the captains for the away team to record the live game. Irrespective if the game is scored live or manually, the results need to be finalised in Play HQ by 7pm on the Sunday following completion of each match in grades involved in competition matches. Failure to comply will result in a 3 point penalty.
- b. The away team is required to confirm the game results in PlayHQ by 8pm on the Sunday following completion of each match in grades involved in competition matches. Failure to comply will result in a 3 point penalty.

---

### 5. INTERRUPTED PLAY:

1. In cases of delayed or interrupted play, the aim is to adjust the number of overs so that both teams bat for the same number of overs.



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

2. In one-day games and the first innings of two-day games, if there is an interruption leading to a reduction in overs for the second batting team, their target score will be the total of the highest scoring equivalent number of overs from the first batting team, plus one run.
3. The number of overs to be bowled will be calculated at an average rate of 15 overs per hour (4 minutes per over) based on the time left until the scheduled end, rounding up to the next whole over.
4. To maximize overs, it's permissible to extend the scheduled finishing time by up to 20 minutes.
5. The overs restriction applies only to the first innings of each team, decreasing one over for every 4 minutes of lost time.
6. If no play occurs on the first day, the match will transition to a one-day format on the second scheduled day.
7. The bowling of a single ball (including no balls or wides) marks the official start of play.
8. In two-day games, if the team batting second has faced at least 30 overs on day one without surpassing the first team's score, and the second day is fully washed out, the match results in a draw.
9. The Association secretary will inform any club impacted by these rules. Notification will occur via email by the Friday prior to the scheduled second day of the game.

### 6. RESTRICTED PLAYERS:

1. There are not restrictions on player in 1<sup>st</sup> and 2<sup>nd</sup> Grade.
2. Appropriate batting and bowling restrictions will apply in all matches, including finals
3. If any team has up to two restricted players, these players will retire out at 30 runs each
4. If any team has three restricted players, these players will retire out at 20 runs each.
5. If any team has four restricted players, these players will retire out at 15 runs each.

### CODE OF CONDUCT

As per mandated CNSW 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 cricket 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.
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.



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

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.

### 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
Outright Win	14
First Innings Win	4
Outright Tie	10
First Innings Tie	4
One Day   T20 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
Two Rivers team failure to put covers out	-4 from the clubs highest MVCA graded team
Non – Attendance to Management Committee Meeting	-3
Grading Breach (Team Forfeit)	-5
Win on Forfeit	Maximum points gain by any team in that grade in that round
Bye	# See Notes

# 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.

### FINALS POSITION

1. In each grade, the minor premiership shall be awarded to the team accumulating the highest number of points throughout all preliminary rounds of the season.
2. The top four teams in each grade as determined by the number of points gained will contest the finals series.
3. The Club Championship (Bill King Memorial Trophy) will be determined by multiplying the lowest grade points by one, the second lowest by two etc. Junior will be included with the 14's multiplying by .75 and 12's multiply by .5, with the highest aggregate total of all grades declared Club Champions.
  - a. To be eligible to win the Club Championship, the club must (a) have a Senior team and (b) all teams in the club must play the full season. Any team withdrawn will render the club ineligible.
  - b. Where two or more teams finish with the same number of points their finals positions shall be determined by the for and against averages, calculated in the following manner: runs scored divided by



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

wickets lost (a); runs conceded divided by wickets taken (b). Divide (a) by (b) and multiply by 100. The resulting higher percentage will determine the higher place on the table.

### QUALIFICATIONS FOR ASSOCIATION TROPHIES

1. Qualifications for Association trophies are as follows:

- a. Batting: 200runs.
- b. Bowling: 20 wickets.
- c. The player must have played at least 5 games in the grade, with only figures in the official results to be considered.

NB: Any player found guilty of an offence by the Code of Conduct Commissioner or Judiciary Committee shall be ineligible to win any Association awards for that season.

### 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 2nd Place (1v2)
- b. 3rd Place vs 4th Place (3v4)
- c. The winner of 1v2 advances directly to the Grand Final.
- d. The loser of 1v2 faces the winner of 3v4 in the Preliminary Final for the second Grand Final spot.

2. Finals series games shall be played over Saturday and Sunday of the one weekend (irrespective of weather) and if no decision is reached, the team occupying the higher position on the Competition points score table shall be declared the winner.

3. Minor Premiers get choice of ground in the major Semi Final

4. First team into the Grand Final gets choice of ground for the Grand Final

5. In two-day games



# MACLEAY VALLEY CRICKET ASSOCIATION

## Senior Competition Rules and Playing Conditions 2024-25

- a. Regardless of whether a game continues to end in a draw, a win on the first innings shall be sufficient to declare a team as winner, and only an outright win or tie may overturn a first innings win.
- b. If Day One is washed out or cancelled, Day Two will be a 50 overs per side match, with a lunch break at the change of innings.
6. Players must have participated in 3 games for their club during the current season to qualify for finals series games.
7. A player becomes ineligible if they have played more than 5 games in a higher grade without approval from the grading committee.
8. Eligible players may participate in higher-grade finals; they may also drop back to lower-grade games in subsequent rounds if eligible.

### 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.
  - 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

## Senior 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 \(CNSW\)](#)