

# **MANNING RIVER DISTRICT CRICKET ASSOCIATION**



## **SENIOR COMPETITION & PLAYING RULES GAME DAY DRAFT - 2025/26 V2**

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## Version and Amendment Control

Version	Date	Page No.	Rule	Description
2021/ 2022.V1	7/9/21	5		Addition to Competition Framework
		15	4 (a)	Remove two day references
		15	4 (a)	Remove the outright win segment in Points allotment
		15	4 (a)	Remove two-day point allocation
		15	4 (vii)	Amend names of grade from 1 <sup>st</sup> grade to JMS MDMS and CDS
		18	9 (iv)	Remove 9a iv restriction statement
		21	15 (a)	Remove 15a 1 <sup>st</sup> grade players must play Premier league
		21	15 c (i)	Amend grade names, remove Premier league -
		21	15(c.)	Remove grading criteria
		21	15 (c.)	Add statement that Grading committee will provide a criteria at the beginning of the season.
		21	15 (d) (xii)	Remove statement of players with restrictions
		24	25 (a)	Amend Player Qualification to 2 games to be played - (2021-2022 season only)
		25	28	Add (d) MRDCA Incident report to be completed by both Player and umpire
		27	31	Add (f) MRDCA Incident report to be completed by both Player and umpire
		29	Glossary 7	Add JMS MDMS CDS and Umpire Association definitions
		31	Schedule of Fees (7)	Amend Team names to JMS, MDMD and CDS

2021/2022.V2	31/12/21	19	10 (f) (h)	Amend wet weather ground closure clauses
		6	1.1	Addition of a clause for Appointment of Official Umpires
2023/2024	12/10/23			
2025/26	28/07/25			

## Manning River District Cricket Association Incorporated

Competition & Playing Rules Draft - 2025/2026

		21	15(c.)	Grading committee to provide criteria at season start
		21	15(d)(xii)	Removed statement on players with restrictions
		24	25(a)	Player qualification amended to 2 games (2021–2022 season)
		25	28	Added (d) MRDCA Incident report for both player and umpire
		27	31	Added (f) MRDCA Incident report for both player and umpire
		29	Glossary 7	Definitions for JMS, MDMS, CDS, and Umpire Association
		31	Schedule of Fees (7)	Team names amended to JMS, MDMD, and CDS
2021/2022.V2	31/12/21	19	10(f)(h)	Amended wet weather ground closure clauses
		6	1.1	Added clause for Appointment of Official Umpires
2023/2024	12/10/23			
2025/26	28/07/25			

A delegate from MRDCU&SA is encouraged to attend monthly MRDCA meetings for ongoing communication. Umpire fees are paid during the innings break or earlier by both teams. Preliminary rounds: 1 umpire \$150 (\$75 each team), 2 umpires \$130 each. In finals, 1 umpire \$150 (\$75 each team), 2 umpires \$130 each (Association covers the difference). Grand final umpires are paid by the Association. Extra travel expense of \$25 is paid for travel over 75 km each way. MRDCU&SA may change umpire fees before a season in consultation with MNCCCU&SA.

## PRELIMINARY

The Rules laid down in this document shall apply to all fixtures controlled by the Manning River District Cricket Association Inc., unless otherwise stated.

Unless variations are specified within these rules, the MCC Laws of Cricket 2017 Code 2nd Edition 2019 shall apply to all competition matches conducted by the Association. The reference source for MCC Laws of Cricket shall be the current edition of Cricket Umpiring and Scoring (2017 Code, publisher: We Weidenfeld and Nicholson of London), hereafter referred to as “MCC Laws”, together with its interpretations and definitions.

All experimental Laws adopted by the NSWCA and the NSWCCA shall apply to all competition matches conducted by the Association and shall apply from the commencement of the season for which they were introduced. However, these may be excluded by a decision of a General / Planning Meeting of the Association prior to the commencement of the season.

Changes to rules will only be considered at a rule meeting in prior to season commencement, or as an item of Special Business at a meeting of a General / Planning Meeting. Any request for Rule changes must be submitted in writing to the Secretary of the MRDCA.

## COMPETITION FRAMEWORK

The Competition shall be formally known as the Manning River District Cricket Competition (the “Competition”). Notwithstanding the previous point, the Executive **Committee** of the MRDCA has the right to change the name of the competition in accordance with any corporate agreements for sponsorship and/or naming rights.

The Competition will consist of a two-tier competition, of one day matches.

Johnny Martin Shield will be known as Tier 1, which will consist of more experienced players, predominantly known previously as 1<sup>st</sup> grade players. There will be no grading or restrictions in this tier.

The Mick Dobson Memorial Shield and will be referred as Tier 2, consisting of teams made up from all other players. These teams will play a complete round and then all teams will be reviewed, and the lower grade teams will split into another tier. Teams competing in MDMS Grade may be split into two grades midway through the season or immediately prior to the final's series. The lower Grade will be known as the Chris Dempsey Shield (Tier 3) will be the lower teams from the Mick Dobson Memorial Shield.

Please note: There will be no restrictions in the Mick Dobson Memorial and Chris Dempsey Shields, but the Grading Committee will monitor these two competitions and where a player dominates in this grade, their grading will be reviewed, and any amendments will be applied.

A Fixtures Chairperson will be invited as stated in the Constitution at/after the AGM and have autonomy to select his/her committee and carry out the duties of the position inclusive of the start, length and format of the competition, ground allocations and the format of the order of play for finals series.

A Rules Committee Chairperson will be invited at/after the AGM and have autonomy to select his/her committee and carry out a review of the previous season's Competition Playing Rules to see if there were any anomalies throughout the season, and if there were any amendments to the MCC Laws of Cricket that need addressed, prior to the new season commencing.

The draw will be compiled and presented to the Executive Committee for formal sign off and made available on the Association website prior to the first competition match.

Should the Fixtures Committee deem it necessary to alter any fixtures during the season, the secretaries of any clubs affected shall be advised by the Association Secretary or delegate **by email or text message**. Advice by telephone shall be considered sufficient, however all complex alterations will be advised on the Facebook page. Every effort will be made to have late changes broadcast over local radio on the Saturday morning of the matches affected. Such information will also be available on the website where practical.

Games are played on Saturday afternoons, 1:00pm–6:30pm. Finals and grand finals follow the same schedule. If play is lost due to weather or exceptional circumstances, umpires calculate lost overs, adjusting as necessary. The tea break is at the end of the over in progress at 3:40pm or at innings change, with a 10-minute changeover. Additional drinks breaks may be scheduled for extreme heat, but no extra playing time is allowed.

If no play is possible on grand final day or reserve day, the highest placed team will be declared premiers. Penalties apply for not bowling the required number of overs in the allotted time.

Each innings is limited to 40 overs, with reductions for interruptions. Preliminary rounds require at least 15 overs per team for a complete match; grand finals require 25. Run rates are used to determine winners if matches are shortened. Specific safety protocols are in place for lightning.

## **Team Nomination and Conduct**

Teams must have at least 7 registered players to begin a game. Up to 12 players can be listed, but only 11 may bat or bowl. Team lists are exchanged before the toss. The toss is conducted no later than 15 minutes before play, and the winner chooses to bat or field. Forfeits must be notified in advance and may result in penalties and reimbursement of incurred expenses.

Substitute fielders are permitted according to Laws of Cricket, but must be registered. All players must be registered on Play HQ. Unregistered players are not allowed, and their presence may result in penalty. All participants are expected to follow the MRDCA Code of Conduct.

## **Equipment and Safety**

Specific Kookaburra balls are to be used according to sponsorship agreements. Penalties apply for using incorrect balls. Dangerous deliveries, such as high full tosses and beamers, are penalised as per MCC Law 41.7, with repeated offences leading to removal of the bowler.

## **Scoring and Marking**

No balls, wides, and penalty runs are scored in accordance with the MCC Laws. Wide lines are marked by the home team, and rules for judging wides and no balls are detailed for each tier. The fielding circle and field restrictions apply in all grades, with penalties for infringements.

## **Junior Player Restrictions**

There are specific bowling limitations for junior players based on age. Protective equipment is required for all under 18s when batting or fielding close to the wicket.

## **Finals and Points**

**1.1 Finals formats depend on the number of teams, with specific pathways for teams to reach the grand final. Player qualification rules apply for finals eligibility. Higher-ranked teams have ground nomination rights for finals, with fixtures committee having the final say.**

## **Appointment of Official Umpires**

### **1.2 Appointment of Official Umpires**

## **The Manning River District Cricket Umpires, also referred to as Manning Junior Cricket Umpire's Competition Format**

Association (MRDCU&SA) will have full responsibility for the allocation of official umpires for both the MRDCA and the MJCA.

### **1. Appointments**

- a) Appointment of Official Umpires shall be done via the MRDCU&SA President, prior to the commencement of play each week.
- b) An official appointment listing will be provided via email to the MRDCA Secretary, Recorder and Fixture Committee.

### **2. Official Umpires role**

- a) Official Umpire role is to control the match as required by the MCC Laws, with absolute impartiality.
- b) Official Umpires should refrain from sitting with either team to avoid the incidence or suggestions of bias.

### 3. Official Umpire decision

An official umpire may alter any decision provided that such alteration is made promptly. The umpire's decision, **once made, is final**

**Scorers must record the correct information as indicated by the official umpire.**

### 4. Official Umpire disputes and disagreements

Disputes on field will be handled promptly on field by the official umpire.

Where there is disagreement or dispute about any matter, the official umpire (s) shall make the final decision.

### 5. Request for a change or reallocation of an Umpire

Requests to reallocate umpires will only be reviewed in exceptional conditions, and will be at the discretion of the MRDCU&SA President and the process to follow will be as follows

#### Prior to the match

- a) A review will only be processed where appropriate reasons and the justification for the reallocation is provided in writing to the MRDCA Secretary.
- b) Verbal requests will not be accepted
- c) MRDCA Secretary will liaise with both team captains and provide the reason, justification for the reallocation. Confirmation from both captains will require a SMS Text or Email before the request will be forwarded to the MRDCU&SA President for review.
- d) Should either of the team captains disagree, the request will be denied.

#### On Game Day

- a) A review will only be processed where appropriate reasons and the justification for the reallocation is provided to the MRDCU&SA President prior to the commencement of the match.
- a) The MRDCU&SA President will confer with both captains prior to any decision being made.

### 6. Unofficial Umpires

Unofficial umpires will **not** be permitted to officiate a match where an official umpire has been appointed.

An unofficial umpire may only officiate as an umpire, If

- a) Both team captains agree with the delegate put forward as an unofficial umpire.
- b) If either captain disagrees the unofficial umpire cannot officiate.
- c) They do **NOT** receive payment for their unofficial services.

### 7. Dispute/ complaint handling

Where a dispute or complaint is lodged after the game, the dispute/ complaint must be lodged within 72 hours of the match and provide full details of the match, clubs, umpire and the nature of the dispute. These disputes/ complaints will be reviewed by an independent review panel, who will provide a decision/ outcome based on the review. The independent review panel will be selected by the MRDCA Secretary and will exclude any member from either of the clubs involved in the dispute/ complaint.

### 8. Collaboration between the MRDCU&SA and the MRDCA

It is recommended that a delegate from the MRDCU&SA attend MRDCA General Delegate Meetings held each month. This provides ongoing liaison and continuous communication flow between both Association.

### 9. Team or Club

All Umpire fees are to be paid directly to the Umpire during the innings break or beforehand by both sides.

#### **10. Umpire fees Preliminary Rounds**

- 1 umpire \$150 - \$75 each side
- 2 umpires \$130 each

#### **11. Semi Finals & Grand Finals**

- 1 umpire \$150 - \$75 each side
  - 2 umpires \$130 each (Association makes up the difference)
- All Senior Grand Finals the Association pays the Umpire/s**

#### **12. Extra Travel expense**

\$25 Travel expense over 75kms each way, Total 150km's

#### **13. Changes to Umpire fees**

The MRDCU&SA reserve the right to change umpire fees before the start of any season. Any changes to the Umpire fees will always be in consultation with the MNCCCU&SA.



# COMPETITION FORMAT

## Game Type - One Day Matches

### 2.1 Playing Times

- a. Games shall be played on one Saturday afternoon as determined by the Fixtures Committee. Playing times are as follows:
- |                              |                   |
|------------------------------|-------------------|
| Preliminary rounds: Saturday | 1:00pm to 6:30pm  |
| Finals series: Saturday      | 1:00 pm to 6:30pm |
| Grand Final: Saturday        | 1:00 pm to 6:30pm |
- b. In the event of lost time due to wet weather, extreme heat, light, ground condition, exceptional circumstances, or any other reason as determined by the appointed umpires, or both captains where no umpire is appointed the following will apply
- The Umpires will calculate the amount of over's lost until the minimum quota of overs to constitute a match are achieved. Further to this, if play has commenced and is cut short by wet weather or extreme heat, the Umpires will re calculate the quota of over's to be received by each team. If further interruptions occur, the Umpires will continue to recalculate the over's to be bowled until the minimum quota of over's cannot be achieved. (see table on page 15)
  - In all matches, the tea break will be incorporated into the innings change or at the end of the over in progress at 3.40pm if the innings has not been completed prior to 3.40pm, **with no extra time allowed**. A 10-minute changeover of innings will occur at either 3.40pm or if the 1<sup>st</sup> innings is completed earlier than 3.40pm.
  - A drink break of not more than 5 minutes may be taken after 20 overs have been bowled. The change of Innings will be 3.40pm unless the side batting first is dismissed, or the allocated quota of over's has been bowled
  - In consultation with both captains and in extreme heat conditions, the umpire will schedule additional drink breaks. A drink break of not more than 2 minutes may be taken each hour; players should remain on the field to reduce time delays. Such a break shall not be taken if a normally scheduled break (lunch, tea, stumps, etc.) is due within the next 30 minutes. The change of Innings will be 3.40pm unless the side batting first is dismissed, or the allocated quota of over's has been bowled. **No extra time shall be added to either inning to compensate for extra drink breaks. Overs will be recalculated as per clause 2b). i. above**
- c. If, due to Ground, Weather or Light, no play is possible on the original scheduled Grand Final Day or the scheduled Reserve Day, the highest placed team will be declared the premiers for the current season.
- d. The following penalties will apply where the allotted number of over's is not bowled in the allotted time:
- If the team bowling first fails to bowl the required number of over's as provided for in rule 2.2(b) by the scheduled cessation time, they will continue to bowl until the required number of over's as provided for in rule 2.2(b) has been completed. The team batting second will then only receive the amount of over's bowled as at the scheduled cessation of the first innings.
  - If the team fielding second fails to bowl the required number of over's as provided for in rule 2.2(b) by the scheduled cessation time, the hours of play shall be extended until the required number of over's has been bowled or a result achieved.
  - Unless determined otherwise by the Umpires, a penalty of six runs per over will be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

## 2.2 Innings Limitations

- a. 40 overs. Variations shall only be made in the case of interruptions (refer rule 2.3) or when either side is dismissed in fewer than 40 overs.
- b. In preliminary rounds, inclusive of the semi-final series, each team must receive a minimum of 15 overs to constitute a complete match. An innings will be deemed complete where a team is dismissed in fewer than 15 overs.
- c. In Grand Final matches, each team must receive a minimum of 25 overs to constitute a complete match. An innings will be deemed complete where a team is dismissed in fewer than the allocated overs.

## 2.3 Interrupted Play

- a. A match is deemed to have commenced where at least one ball has been bowled.
  - i) Where play is delayed or interrupted due to weather or light conditions, the object should always be to rearrange the number of over's so that both teams can bat for the same number of over's.
  - ii) If due to suspension of play after the start of the match, the number of over's in the innings of either team has to be revised to a lesser number than originally allotted (minimum 15 over's), unless the provisions of rule 2.3(a) (i) apply, then a revised target score (to win) should be set for the revised number of over's which the team batting second will have the opportunity of facing. This revised target is to be calculated using the "Run Rate Method".

A team's run-rate is calculated by dividing its total number of runs scored by its total number of over's received.

    - (1) For the purposes of run-rate calculations, each fair delivery bowled counts as one-sixth of an over.
    - (2) Where a team is dismissed before it has received its maximum number of over's, it is deemed to have received the maximum number of over's.
    - (3) The team with the higher run-rate wins the match, regardless of the number of wickets that it has lost.
- b. Lightning: Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 40 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition. These safety measures must be enforced by the team Captains when there is no official Umpire appointed.

## 2.4 Nomination of Teams

- a. A minimum of 7 registered players must be in attendance at the ground in order to constitute a team to commence a game.
- b. Each side shall nominate his/her team of up to 12 players into Play HQ prior to the game's commencement (but only 11 players may bat, and 11 players may bowl).
- c. A written team lists must be exchanged between the opposing captain's before the toss. Both team list will be shown and given to the umpires. If there isn't an official umpire present, then both captains will retain each team list until the end of the season, for Play HQ and Finals series purposes.

## 2.5 The Toss

- a. The captains shall toss a coin for the choice of innings, on the field of play not later than 15 minutes prior to the scheduled time of play. The toss cannot be made unless each team has 7 registered players present at the ground (see rule 2.4(a)).
- b. The captain of the team winning the toss shall announce his decision to either bat or field to the opposing captain immediately after the toss has been made.
- c. If one team is not present 5 minutes before the scheduled time of commencement of play, the captain of the team which is present may claim to have won the toss.

## 2.6 Forfeits

- a. Any team not prepared to play 15 minutes after the scheduled time of commencement on any day will be deemed to have forfeited.
- b. Any team which intends to forfeit should notify the opposing club, the Association Secretary and wherever possible, the CEO of the MRDCU&SA (Umpires Association) not later than 4.00pm on the afternoon prior to the day in question. Shorter notice may be considered in extenuating circumstances. In the event that a team forfeits, their club will be penalised as per rule 4(f).
- c. Any expenses (travelling, umpires fees, etc.) incurred by an opponent, where due notice has not been given shall be reimbursed by the forfeiting club.
- d. Any team forfeited against has the option to enter a team list onto the Play HQ website for the purpose of player qualification in rule 22. Team entry must be carried out in accordance with rule 7.

### Substitutes

Should a team have fewer than eleven players available at the start of play, substitute fielders may be permitted as per the Laws of Cricket, provided they are registered with Play HQ. Substitute fielders cannot bat, bowl, or act as wicketkeeper, but may participate in the field. If a late-arriving player, who has been named on the team list, arrives after the commencement of play, they may take the field and participate fully following notification to the umpire and opposition captain.

### Player Registration and Eligibility

All players participating must be registered with Play HQ ahead of the match. Unregistered players are not permitted to participate under any circumstances, and the presence of an unregistered player may result in penalties for the team concerned, including potential forfeiture of the match or loss of points, as determined by the Association. However a fill in player can be listed but will need to be registered on play hq if such player plays more than 1 game.

### Player Conduct

All players and team officials are expected to adhere to the MRDCA Code of Conduct throughout the match. Disputes or breaches of conduct should be reported to the appointed umpire, or, in the absence of an umpire, to the Association Secretary, for investigation and possible disciplinary action.

## 2.7 Use of Balls

- a. Balls are to be used as per the current MRDCA Kookaburra sponsorship agreement.
- b. Balls used in All Grades when playing on “**Turf Pitches**” are to be Kookaburra Senator 4-piece balls.
- c. Balls used in All Grades when playing on “**Synthetic Pitches**” are to be Kookaburra Tuff Pitch 2-piece balls.
- d. Use of incorrect balls will attract a penalty of: 6pts per infringement. A team will not accumulate result or bonus points in any match where it is deemed, they have used an incorrect ball.

## 2.8 Bowling of dangerous and unfair non-pitching deliveries. (Refer to MCC Law 41.7)

- a. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the **popping crease the Umpire shall call and signal - No ball.**
- b. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.
- c. In the event of a bowler bowling a high full pitched ball as defined in clause (b) (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- d. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e. The bowler thus taken off shall not be allowed to bowl again in that innings.
- f. The umpire shall report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g. The umpire/s shall then report the matter to the MRDCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

## 2.9 Scoring and Recording No Balls

- a. As per the MCC Laws - Law 21.16 runs resulting from a No ball.
- b. The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in **Law 41.17.4** (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat, otherwise they shall also be scored as Byes or Leg byes as appropriate.

## 2.10 Wides and Pitch Marking

- a. **In Tier 1 a** delivery that passes outside the leg stump without contact with the striker's bat or person shall be called a wide, unless the ball passes between the striker and the stumps. On the offside, a line will be drawn 750mm from off stump as a guide for offside wides.
- b. In Tier 2 **& 3** : a line will be drawn 750mm from the leg stump as a guide for leg side wides, and a line will be drawn 750mm from off stump as a guide for offside wides. Wides are when the ball is clearly outside the **line from the popping crease to the bowling crease.**

The marking of wide lines is the responsibility of the home team and are to be marked by the home team prior to the commencement of the match.

- c. **The batsman on strike can not make a wide, refer Law 22.1 & 22.1.2 Judging a wide and 22.4 & 22.4.2 Delivery not a wide.**

## 2.11 The Circle – Special Playing Condition for ALL Grade Matches

- a. The Circle rule will apply in **all Tier 1, Tier 2 and Tier 3 matches**, whether there is an official umpire or not.

- b. A semi-circle measuring 30 metres from the centre stump at each end, joining up to form a circle, shall be measured and marked with a mown strip by the home team or by arrangement with the curator of the ground. **Or either disc markers or line marking paint.**
  - i) At the instant of delivery, there may be no more than five fieldsmen on the leg side.
  - ii) For the first “12” over’s, only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
  - iii) After the first “12” over’s, only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
  - iv) Under all circumstances, the field restrictions for the innings of the team batting second shall be the same as for the team batting first.
  - v) In the event of an infringement of (i), (ii) or (iii) above, either appointed umpire shall call and signal NO BALL.

## 2.12 Bowling of Dangerous and Unfair Deliveries (Refer to MCC Law 41.6)

- a. One Day Matches:
  - i) In addition to MCC Law 41.6.5, any delivery that upon pitching passes at a height above the head of the batsman standing in the upright position shall be called a NO BALL.
  - ii) One short, pitched delivery, that upon pitching passes above the shoulder but not above the head of a batsman standing upright is allowed per over.
  - iii) All subsequent deliveries of this nature shall be called NO BALL.
  - iv) All adjudication on balls that might be considered to be unfair balls will be made by the controlling umpire, which is the umpire standing at the bowler’s end. This applies in the case of an unofficial umpire, or an official umpire. The controlling umpire may work as a team with the umpire standing at the striker’s end, to assist him in his determination as to the fairness or otherwise of any ball.

## 2.13 Free Hit

- a. The following rules apply for a free hit where there are official umpires appointed:
  - i) The delivery following ANY No Ball shall be a free hit for whichever batsman is facing it.
  - ii) If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.
  - iii) 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.
  - iv) Changes to fielding positions are only permitted if a different batsman is on strike, or there is a fielding no ball then the field can change to ensure right number of fielders are in the circle for the free hit delivery.
  - v) The bowler’s end Umpire shall signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

## 2.14 Square Leg Umpire

- a. Where a player is standing in as the square leg umpire, the following conditions must be met:
  - i) The umpire must be a senior player or a player above the age of 18yrs, or 16yrs if an older player is not present.
  - ii) The umpire may choose to wear a high Vis vest or a Polo Shirt that is not white or that conflict with the fielding team’s shirt.
  - iii) The umpire must wear footwear.
  - iv) **The umpire is prohibited from using a mobile phone.**
  - v) Square leg will carry a counter and count each delivery
  - vi) Square leg will call no ball if wicketkeeper has his gloves in front of the stumps immediately after delivery

- vii) Any bouncer that clearly passes over the head or a full-toss clearly passes over the waist of the batsman standing in a normal upright position the square leg shall signal no-ball, which shall be called and signalled to the scorers by the umpire at the non-striker's end.

## 2.15 Fielder Absent or Leaving the Field; Substitutes

- a. If a player is absent at the start of the match, he/she will be permitted to take part in the match at the time of their arrival, i.e. they can bowl as soon as they arrive.
- b. If a player leaves the field after play has commenced, or leaves the field during a session of play, the umpire shall be informed of the reason for his/her absence and shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.
- c. "Penalty Time" being absence for more than 20 minutes from the field, penalty time will accrue 1 over equals to 4 minutes for time absent from the field and not allowed to bowl for that period of time absent. Inclusive of the 20 minutes off the field.

## 2.16 Batsman's Innings; Runners

- a. If a player is absent at the start of the match, he/she will be permitted to take part in the match at the time of their arrival, i.e. they can bat as soon as they arrive.
- b. Nominated 12<sup>th</sup> man, a non-batsman/woman) may bat after the fall of the 9<sup>th</sup> wicket if: -
  - i. A Batsman receives an external injury which in the opinion of the umpire(s) or both captains in absence of an umpire prevents a batsman to continue in his innings.
  - ii. Other injury requiring conveyance from the ground for medical treatment
- c. With the exception of "a" above, "Penalty Time" for absence from the field will accrue as per the MCC Laws – Law 25.

## 2.17 Bowling Limitations

Note: Refer to the table below to aid with the following calculations.

- a. No bowler shall be permitted to bowl more than one fifth of the total number of over's to be bowled in an innings. If any bowler has bowled more than one fifth of a revised number of overs prior to an interruption to play, he shall not be allowed to bowl again. The number of remaining maximum over's per bowler would in such instances reduce proportionately to one quarter, one third or one half of the remaining overs.
- b. Where the total of revised over's is not evenly divisible by the minimum number of bowlers allowable, one additional over shall be allocated to the maximum number per bowler necessary to make up the balance, e.g. in a 33 over innings, 3 bowlers may bowl a maximum of 7 and no other bowler may bowl more than 6.
- c. Where a late interruption has occurred reducing the innings to, say 24 over's, and two bowlers have already bowled 8 each (one fifth of the original 40), and the remaining 8 overs are shared between 3 bowlers, one may only bowl 2 and the other two may bowl 3 each.
- d. In the event that over restrictions are recalculated for the first innings of a match, the same restrictions shall then also apply to the second innings.

- e. Limitations for Junior Pace Bowlers.

Age at August 31	Max over's per spell	Max over's per day
Under 19	8	20
Under 18	7	18
Under 17	6	16
Under 16	6	14
Under 15	5	12
Under 14	5	10
Under 13	4	8

Note: It is the obligation of the junior player's **senior** team to enforce the bowling limitations. It is not the responsibility of the umpire.

- f. Where Junior Pace Bowling limitations are breached, teams will be penalised as per rule 4(d).  
g. For clarity, a junior player aged 17 is deemed to be under 18 and is able to bowl the spell for that age.

## 2.18 Junior Players, Protective Equipment and Fielding Restrictions

- a. Any player under the age of 18yrs prior to the cricket season in question, **MUST always wear protective equipment whilst batting.** Such protective equipment is defined as a helmet with grill, protective leg guards (batting pads) batting gloves and a protector.
- b. If fielding within 10mtrs of the striker in front of the wicket, the fielder must wear protective equipment. Such protective equipment is defined as a helmet with grill, protective leg guards (shin pads) and a protector. Protective leg guards (shin pads) must be worn under the player's cricket pants.
- c. Any youth keeper standing up to the **stumps must always wear the protective equipment, irrespective of the pace of the ball.** Such protective equipment is defined as a helmet with grill, protective leg guards (wicket-keeping pads), wicket-keeping gloves and a protector.
- d. **Under 18yrs players whilst keeping must be back behind the stumps as far as 7 metres to not wear a helmet.**

## 2.19 Final Series – Order of Play

For competitions of 5 or more teams (3-week format):

- i) After positions in the Competition have been determined, the order of semi-final play shall be: 1v2 and 3v4.
- ii) The winner of 1v2 shall progress directly to the grand final, while the loser of 1v2 will play the winner of 3v4 in the preliminary final for the right to the second spot in the grand final.
- iii) If position number 2 team defeats position number 1 team and is first into the Grand Final, then team number 2 is then classed as the higher ranked team for the purpose of wet weather results.
- a. For competitions of less than 5 teams (2-week format):
- i) After positions in the Competition have been determined, the order of semi-final play shall be: Position number 1 team progresses straight to the Grand Final and 2v3.
- ii) The winner of 2v3 shall progress to the grand final.
- b. Where a division is split into two grades (see Competition Framework), the fixtures committee will make a recommendation to the executive committee on the make-up of two newly created grades.
- c. Where a division is split into two grades (see Competition Framework), any competition points gained prior to the split will carry forward.
- d. The Fixtures Committee will schedule a Reserve Playing Day which can be used only in the event of the Grand final being washed out. Refer MCC Law 2.7 (Fitness for play)



## 2.20 TABLE FOR CALCULATING REDUCTION OF OVERS - As per rule 2.3(a)

For times lost PRIOR to play, reduce innings by 1 over per team for each WHOLE 8 minutes lost

For time lost DURING INNINGS OF THE TEAM BATTING FIRST reduce  
innings by 1 over per team for each WHOLE 8 minutes lost.

Start	Finish	Minutes	Over's
1.00	3.40	160	40
3.50	6.30	160	40
Start Time	Over's	Field Restriction	Bowler Max Over's
1.00	40	1 - 12	8
1.08	39	1 - 12	$4 \times 8 + 1 \times 7$
1.16	38	1 - 11	$3 \times 8 + 2 \times 7$
1.24	37	1 - 11	$2 \times 8 + 3 \times 7$
1.32	36	1 - 11	$1 \times 8 + 4 \times 7$
1.40	35	1 - 11	7
1.48	34	1 - 10	$4 \times 7 + 1 \times 6$
1.56	33	1 - 10	$3 \times 7 + 2 \times 6$
2.04	32	1 - 10	$2 \times 7 + 3 \times 6$
2.12	31	1 - 9	$1 \times 7 + 4 \times 6$
2.20	30	1 - 9	6
2.28	29	1 - 9	$4 \times 6 + 1 \times 5$
2.36	28	1 - 8	$3 \times 6 + 2 \times 5$
2.44	27	1 - 8	$2 \times 6 + 3 \times 5$
2.52	26	1 - 8	$1 \times 6 + 4 \times 5$
3.00	25	1 - 8	5
3.08	24	1 - 7	$4 \times 5 + 1 \times 4$
3.16	23	1 - 7	$3 \times 5 + 2 \times 4$
3.24	22	1 - 7	$2 \times 5 + 3 \times 4$
3.32	21	1 - 6	$1 \times 5 + 4 \times 4$
3.40	20	1 - 6	4
3.48	19	1 - 6	$4 \times 4 + 1 \times 3$
3.56	18	1 - 5	$3 \times 4 + 2 \times 3$
4.04	17	1 - 5	$2 \times 4 + 3 \times 3$
4.12	16	1 - 5	$1 \times 4 + 4 \times 3$
4.20	15	1 - 5	3

Time lost DURING the innings of the team batting 2<sup>nd</sup>, reduce innings by 1 over for each whole 4 minutes lost.



Minutes Lost	Over's Lost	Minutes Lost	Over's Lost	Minutes Lost	Over's Lost
4	1	40	10	76	19
8	2	44	11	80	20
12	3	48	12	84	21
16	4	52	13	88	22
20	5	56	14	92	23
24	6	60	15	96	24
28	7	64	16	100	25
32	8	68	17	No Play after this point	
36	9	72	18		

For reduced overs of the team batting 2<sup>nd</sup>, refer to the “Over’s” in the table above for, Field Restrictions and Maximum Over’s per Bowler.

All times quoted are for the first innings using normal one day playing times. Where play is scheduled differently, times can be adjusted appropriately.

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## GROUNDS

### 3. Grounds and Equipment

- a. Boundaries shall be suitably marked on each ground by the home team with a suitable measuring tape or string or other method, to ensure the same size boundaries over the course of a two-day match.
- b. Boundaries will be of 65 metres, measured from middle stump at either end.
- c. Where there is a boundary fence, then the boundary of the playing area shall be marked at least one metre inside the boundary fence.
- d. Stumps: Metal-tipped stumps, or metal tipped stumps with ferrules, or plain tipped stumps with metal ferrules are not permitted to be used. Any club whose teams use such stumps will be subject (if reported by an umpire or by an opposing official) to a monetary fine not exceeding \$25.00 for each incidence of use of such stumps.

### 4. Fitness of Grounds

- a. In the event of wet weather making a scheduled ground unfit for play, or should Council intervene and declare a ground unavailable for play prior to the commencement of a game, the Fixtures Committee shall transfer the game to a suitable ground, subject to one being available.
- b. An officially appointed umpire (or both captains where no umpire is appointed) may deputise for the Fixtures Committee in such instances where the unsuitability/unavailability of the ground is not discovered in time to inform the Fixtures Committee. In such circumstances the appointed umpire (or both captains) may transfer the game, assuming a spare ground is available. Such a transfer cannot be made after the commencement of a game (refer rule 2.3(a) re: commencement).
- c. The decision as to fitness of grounds is vested as follows:
  - i) Up to the scheduled time of toss—the Fixtures Committee or the curator of a turf pitch.
  - ii) After the scheduled time of toss—the appointed umpire.
  - iii) If no umpire is appointed—the two captains.
- d. First Day Rained Out. If a two-day fixture is scheduled (excluding finals series matches) and no play is possible on the first day, then the second day will become a one day fixture to be played under one day rules, with bonus points to be allocated for batting and bowling. Matches already commenced on day one will continue under two-day rules as normal.
- e. In the event that some matches in the round are completed in a two-day format, points shall be awarded to teams who only play a one-day format on day two as follows:
  - i) The winning team shall receive the average points gained by the winning teams in the two-day format or the actual points gained (whichever is greater).
  - ii) The losing team shall receive the average points gained by losing teams in the two-day format or the actual points gained (whichever is greater)

f. In the event that a JMS grade one day fixture set down for a turf wicket is unable to be played on turf, that match may be transferred to an available synthetic wicket (with the exception being any finals series matches).

g. Wet weather cancellations:

In the event of wet weather ground closures to certain grounds on any particular weekend, the executive shall consult and at their discretion, allow the play of matches where grounds remain open, regardless of the impact to competition points.

The teams allocated to the open grounds, will play at these grounds and will not be moved to allow for another team to play.

Matches that have cannot be played due to ground closures will have an opportunity to replay the match at a later date, the Fixture Committee will reschedule these matches. Where these matches

cannot be replayed at a later date, they will be declared abandoned, both teams involved shall receive the average points gained by both winning and losing teams, divided by the number of teams that play.

The Mid Coast Council conduct a review of all grounds each Friday morning and update the website with any ground closures by 3:00pm Friday afternoon. These closures are then emailed to the Association Secretary no later than 4:00pm Friday afternoon.

The Mid Coast Council has ownership of the grounds and has the right to close the grounds due to wet weather, smoke pollution, Fire hazards or dangerous conditions at any point of time.

If it is apparent on Friday evening that due to field closures and play is unlikely, the executive shall consult and at their discretion they may call the round off for the weekend and notify clubs via email and Facebook, what's app weather group and media accordingly.

Otherwise, as cricket does not have a significant impact on playing fields, Mid Coast Council has agreed that when conditions are marginal, and improving on the day of play, they will not close the grounds. In this case, the decision to play is in the hands of official umpires, if appointed, and the team captains. It is to be noted that player safety must always be the first consideration. When team captains are adjudicating whether play will take place, they must agree before play can commence.

If agreement to cancel the round on any weekend is reached, the following steps will be taken by the Association where practical:

- i) Play HQ
- ii) Notify Radio 2RE on (02) 6552 2100.
- iii) Post a notification on Facebook and what's app weather group.
- iv) Notify the Secretary of the Umpire's Association.
- v) Notify each club Secretary.

If agreement to cancel an individual game is reached by the captains involved, the following steps will need to be taken where practical:

- i) Play HQ
- ii) Notify Radio 2RE on (02) 6552 2100.
- iii) Notify the appointed Umpire for the game if known, or the Secretary of the Umpire's Association.
- iv) Failure to do so will render both teams liable for the appointed Umpire's travelling expenses.

Reports of cancellations will be broadcast on Radio 2RE (1557 AM) throughout the morning of scheduled matches.

## FINALS SERIES

### 5. Order of Play

- e. For competitions of 5 or more teams (3-week format):
  - iv) After positions in the Competition have been determined, the order of semi-final play shall be: 1v2 and 3v4.
  - v) The winner of 1v2 shall progress directly to the grand final, while the loser of 1v2 will play the winner of 3v4 in the preliminary final for the right to the second spot in the grand final.
  - vi) If position number 2 team defeats position number 1 team and is first into the Grand Final, then team number 2 is then classed as the higher ranked team for the purpose of wet weather results.
- f. For competitions of less than 5 teams (2-week format):
  - iii) After positions in the Competition have been determined, the order of semi-final play shall be: Position number 1 team progresses straight to the Grand Final and 2v3.
  - iv) The winner of 2v3 shall progress to the grand final.

- g. Where a division is split into two grades (see Competition Framework), the fixtures committee will make a recommendation to the executive committee on the make-up of two newly created grades.
- h. Where a division is split into two grades (see Competition Framework), any competition points gained prior to the split will carry forward.
- i. Order of play for T20 and One Day sub-competitions shall be positioning of number 1 v 2.

## 6. No Result

- a. Finals series games shall be played over **Saturday of the one weekend** (irrespective of weather) and in the event that no result is reached, the team occupying the higher position Regardless of whether a game continues on to end in a draw. **In the event of a tied result in the Grand Final both teams will be declared joint Premiers.**
- b. At the discretion of the fixtures committee, there may also be reserve days, or a reserve weekend set aside for Grand Final Matches in the event of wet weather.

## 7. Player Qualification and Grade

- a. A player must play in **20%** of current season matches in a grade to be eligible to participate in finals series matches for that grade.
- b. Any player may play in a higher-grade final's series game (subject to qualification); however, they may not play in a grade lower than that which they have qualified.
- c. Where a grade is split mid-season, matches played both before and after the split will count towards qualification for the finals.  
Example: If a player is graded MDMS grade, then to qualify for the MDMS grade finals that player must play in a minimum of 20% of the available MDMS grade playing days during the season. The number of days played in higher grades is irrelevant where a person has met the qualification criteria in any particular grade. This scenario would also make the player eligible to play in MDMS or JMS grade finals matches.
- a. Qualification criteria for any sub competitions, e.g. one day competition, will be advised by the Executive Committee when and if required.
- b. Players that relocate mid-season in accordance with rule 14(g) must satisfy the qualification criteria with their new club, as stated in rules 22(a) to 22(d), to be eligible to participate in finals series matches.

## 8. Ground Allocation

- a. **The higher ranked team for each match will have first right to nominate a ground for a final's series match excluding the Grand Final. Should GF be neutral ground like JMO, REC 3, Cundletown ?? or 1<sup>st</sup> into GF can chose ground**
- b. **Where possible and if available, Tiers 2 & 3 finals series match may be played on a turf wicket.**
- c. The fixtures committee has the last right to relocate any Finals series match.

## 9. Extreme Heat Policy

### Temperature threshold

Where a temperature threshold is stated, the following measurement shall apply.

The "Real Feel" or effective temperature (accounting for wind and humidity) from the nearest reference point in degrees Celsius from the BOM App shall be used or the **CNSW Ludisana lytics.com APP**.

The "Real Feel" temperature will usually vary from the absolute temperature.

Level I. The umpires (if no umpires both captains) shall schedule extra drinks when the real temperature reaches 37 degrees Celsius.

Level II Play shall cease immediately if the "Reel Feel" temperature reaches 43 degrees Celsius

Play shall not resume until the temperature reaches 42 degrees Celsius for a minimum of 8 minutes.

MRDCA reserves the right to cancel all games, based on current temperature and forecast heat of 43 degrees Celsius or greater.

Captains/or Umpires to organise with scorers to be given a smart phone with the weather app.

MRDCA have a duty of care and the above information is not negotiable irrespective what players may say or want. Players who are most vulnerable health wise are most likely not request to go off the ground due not heat.

## GLOSSARY OF TERMS

1. All references to the “Association” shall be taken to mean the Manning River District Cricket Association Incorporated.
2. The only official abbreviations for the Association shall be:
3. Manning River District Cricket Association Inc.
4. MRDCA Inc.
5. The Executive Committee is the group of members elected to carry out the duties of President, Secretary, Treasurer, Vice Presidents and Recorder (referred to in the Constitution as Office Bearers).
6. The Delegates Committee comprises those persons referred to in Part 1, 2 – Preliminary (d) of the Constitution as their authorised Proxies.
7. Abbreviations used herein:
  - a. MCC Marylebone Cricket Club (supreme governing body of world cricket)
  - b. NSWCA New South Wales Cricket Association
  - c. NSWCCA New South Wales Country Cricket Association
  - d. MNCCC Mid North Coast Cricket Council
  - e. MRDCU&SA Manning River District Cricket Umpires (also referred to as Manning Junior Cricket Umpire’s Association)
  - f. JMS Johnny Martin Shield
  - g. MDMS Mick Dobson Memorial Shield
  - h. CDS Chris Dempsey Shield
8. Inter-district Matches is a reference to the one-day competition conducted by the MNCCC and played by representative teams from the respective Associations which comprise the Council area.
9. Any reference to the male gender shall apply equally and fully to the female gender and vice versa.
10. Reference to a Captain making an on-field decision or being advised or cautioned by an umpire also refers to the batsman at the wicket who may deputise for the team captain in such circumstances.
11. The abbreviation used for daylight saving time is DST.
12. The web site or **[www.mrdca.nsw.cricket.com.au](http://www.mrdca.nsw.cricket.com.au)** is terms used to describe the MRDCA Inc. online management program.

## CNSW Code of Conduct

1. The CNSW Code of Conduct shall apply to all members of the MRDCA Inc. This does Extend to all registered players, Spectators, Parents, Officials and Groundsmen.
2. The captains are and will be held responsible for any breaches of the NSW Code of Conduct by any member in his/her team under CNSW Code of Conduct and may accordingly be disciplined for failure to control his/her team in the terms of the Laws of Cricket.
3. In the event that any person is disciplined for breaching the CNSW Code of Conduct in any way, the procedures set out in the CNSW Code of Conduct in conjuncture with the MRDCA Inc. shall apply as they form the MRDCA Inc Competition & Playing Rules.

## CODE OF CONDUCT

### Part 1 Scope and application

(1.1) All Players registered to play cricket in any competition owned, operated and/or managed under the auspices of CNSW or its Affiliates are bound by and comply with all rules, regulations, constitutions and by-laws, codes of conduct, and policies of CNSW.

(1.2) Players acknowledge that it is their personal responsibility to familiarise themselves with all of the requirements of the Code of Conduct, including what behaviour constitutes an offence under the Code of Conduct; including what behaviour, action or inaction constitutes an offence as set out in this document.

(1.3) Players agree to submit to the exclusive jurisdiction of the CNSW Code of Conduct Commissioner, Judiciary Committee or other Hearing Tribunal convened under the Code of Conduct to hear and determine charges brought pursuant to the Code of Conduct.

(1.4) For the avoidance of doubt, a reference to Match Referee and/or Judiciary Committee has the definition as set out in Part 10 of this Procedure and where validly appointed has the same jurisdiction, power and responsibility as the CNSW Code of Conduct Commissioner. Collectively, the Commissioner, Judiciary Committee and/or Match Referee are a 'decision-maker' as set out in these Procedures.

### Part 2 Spirit of Cricket

(2.1) The Preamble to the Laws of Cricket sets out the Spirit

The Spirit of Cricket, Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, Match Officials and, especially in junior cricket, teachers, coaches and parents. Respect is central to the Spirit of Cricket. Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair. Accept the umpire's decision. Create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you. Congratulate the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result. Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

## APPENDIX 1

### SCHEDULE OF FEES

- |  |      |
|--|------|
| 1. Player and Club Registration Fees for the current season. |      |
| 2. Affiliation Fee   | \$20 |
| 3. Annual Subscription                                       | \$10 |
| 4. Junior Player   | \$?? |
| 5. Senior Player   | \$?? |

## APPENDIX III

### MRDCA COVID-19 Check List



#### HYGIENE PROTOCOLS ARE IN PLACE

All measures should be to always maintain Hygiene.



#### NO SHINING THE BALL WITH SALIVA

Ensure that participants understand that they are not to shine the ball with saliva at any time during training or Match Day.



#### OBSERVE A Clean House

Ensure all participants, coaches, Officials and volunteers Keep Amenities and change rooms clean at all times.