

EASTERN GOLDFIELDS CRICKET ASSOCIATION



Senior By-Laws & Playing Conditions

September 2025

AMENDMENTS LOG			
AMENDMENT	DATE	AUTHOR	STATUS
Revision	1/10/24	Alex Jerrard	For Review
Amended	10/10/24	Alex Jerrard	Approved
Formatted	15/10/24	Stewart McLeod	Published
Amended	23/09/25	Alex Jerrard	Approved
Formatted	8/10/25	Stewart McLeod	Published

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Definitions

In these By-Laws:

“By-Law” means any By-law contained in this document

“Transfer” means a request by a player to register to a new club. Transfers are initiated by a player during registration (on PlayHQ) to their intended new club and require the approval of the player's current and new club, and their association before the player can complete their registration to their new club.

“Season Permit” A Player Led/or club lead (on behalf of player) season permit is initiated by a player, during registration to their intended secondary club. This means that a player can maintain their original club affiliation, but also play in another competition with another team. I.e. a player playing Saturday cricket for Club A and veterans' cricket for Club B.

A Season Permit is required when:

The player is registering to a club (not an association)

The player's registration is to a different club than their current club or to a different competition season.

“Club” means any cricket club authorised by the Association to participate and that is financial with the EGCA.

“Code of Behaviour” or **“Code of Conduct”** means the EGCA Code of Behaviour and associated penalties set out in Section 4.

“Commission” means Board of Commissioners appointed at the AGM (or nominated during the season to replace a resigning Commissioner).

“Commissioner” means a member of the EGCA Commission.

“Competition” or **“Competitions”** means any Competition.

“Cricket Clothing” means shirts, T-shirts, skins, trousers, sweaters, caps, hats, helmets, wristbands, headbands, sunglasses or other headgear.

“EGCA” means Eastern Goldfields Cricket Association.

“Finals” includes any finals.

“Overseas Player” An overseas player means a person who does not hold Australian citizenship or permanent residency. New Zealand residents are not classed as overseas players.

“Laws of Cricket” means the Laws of Cricket as defined and recognised by Cricket Australia and Marylebone Cricket Club

“PlayHQ” means the Australian cricket competition management system and player database maintained by Cricket Australia for use by cricket clubs and cricket administrators.

“PlayCricket” is an application that fixtures and statistics can be viewed on

“Official” means any Club representative holding the position of president, vice-president, secretary, treasurer, committee member, coach, assistant coach, selector, team manager or any other officially recognised position.

“Preliminary Round” means any round of matches in a Competition before Finals.

“Protest” means a protest lodged under clause 2.9.3 f these General Rules.

“Registered Player” means a player registered with a Club in the PlayHQ database.

“Registrar” means an EGCA appointed committee member nominated by the committee for these duties.

“Report of Umpire form” means a form approved by the Association for use by the umpires to offer a set penalty or refer to the Tribunal.

“Residential Qualification” means having a fulltime residential address within 250 kilometres of the Kalgoorlie Post Office for a period of three days.

“Season” means the cricket playing period from 1 September to 31 March (or such later date for which fixtures are arranged) in any calendar.

“Spirit of Cricket” means votes awarded by umpires at the conclusion of each A and B Grade match based on each team playing within the spirit of the game.

“Wet Weather contact” means a nominated person from each club who is responsible to be the liaison between the EGCA and the club regarding inclement weather and the need to cover the wickets.

1. General

- a) All matches under the control of the Eastern Goldfields Cricket Association (EGCA) shall be played in accordance with the current Laws of Cricket of the Marylebone Cricket Club, except where they are modified or negated by these rules or those of the Cricket Australia.
- b) Fixtures shall be agreed to by the EGCA Commission and administered thereafter by the EGCA.
- c) These By-Laws and Playing Conditions are to be applied to all EGCA senior cricket matches.
- d) In any Grade in any Game, once there is a result, the game concludes.
- e) Clubs are to register teams as per the EGCA Constitution and in consultation with the EGCA Commission.
- f) Playing uniforms are defined in Section 4 – Codes of Behaviour.
- g) Club Presidents are the default Wet Weather Contact.

2. Competitions and Formats

2.1 Competitions

The EGCA provides senior competition cricket including;

ONE DAY CRICKET

Competitions that have a length of between 40 and 50 overs per side. Refer Section 6 & 7 for match Conditions and Playing Formats.

TWENTY20 CRICKET

Competitions that have a length of 20 overs per side. [Refer Section 6 & 8 for Match Conditions and Playing Formats]

COUNTRY WEEK

Up to two (2) Country Week representative teams will be selected from all players from within the EGCA. The grades are dependent upon promotion and relegation from previous year's results and decided by the WACA.

At the conclusion of Country Week, the EGCA will advise all clubs and players of any outstanding money owed to the EGCA. Players are ineligible to play in the EGCA until all money is paid in full.

2.2 Teams

- 2.2.1 A team shall consist of a maximum of 12 players. Section 2.5 of the Laws of Cricket shall not apply when 12 players are nominated on the team sheet.
- 2.2.2 Only 11 fielders shall be allowed on the field at any one time.
- 2.2.3 Only 11 players are allowed to bat. There is no requirement to nominate the non- batter.

- 2.2.4 All 12 players are allowed to bowl. The first player to start off the field can bowl immediately. Any other players that then leave the field must re-enter the field of play and field for the same number of overs that they were off the field prior to bowling.
- 2.2.5 Captains are to notify Umpires of when players are leaving/entering the field of play. Umpires must record this to ensure the enforcement of 2.2.4.
- 2.2.6 In any Grade fixture, a team must have at least eight players to partake in the match.
- 2.2.7 Refer to Clause 7.9.2 for a definition of a Forfeit.
- 2.2.8 A club is permitted to nominate only one team per grade unless approved by the EGCA Commission.

2.3 Umpires

- 2.3.1 Umpires are to be registered on PlayHQ (OfficialsHQ)
- 2.3.2 Umpire payments are due before the commencement of play.
- 2.3.3 The schedule of umpire payments will be set by the EGCA prior to the commencement of the season.
- 2.3.4 In the event of Association umpires being unavailable, each team must provide its own umpires and the onus is on the captains to ensure that these umpires are conversant with the Laws of Cricket. In the case of a complaint the captain of the opposing team shall act in place of the umpires.
- 2.3.5 Where players perform the function of an umpire, they must be over the age of 18 years (including square leg) and wear clear identification such as a vest. Players acting as umpires must wear closed in shoes and must not carry a bat. The player/person carrying out these duties is on the field as an umpire not as a member of their team. They are not to confer with persons batting.
- 2.3.6 The square leg umpire is permitted to hold a drink for the batsmen. A drink can be provided between overs on the basis of no delay to the game. Should the umpires believe the on-field drinks are delaying the match they may instruct the drinks to be removed.
- 2.3.7 If a club forfeits a game on the day that the game is scheduled and has not advised the EGCA Administrator and the Captain of the opposition club prior to 9.30am on the day of the match, the forfeiting team will be responsible for the payment to the officiating umpire of both teams' normal match fees. (That is the non-forfeiting club does not have to pay any fee to the umpire).
- 2.3.8 Suspect Bowling Actions – the process to address suspect bowling actions is:
 - a) If both umpires believe the bowling action is not legitimate, they will advise the captain not to bowl the offending player again.
 - b) If the umpires are unsure of the legitimacy of the action – no action should be taken during the match. The umpires will then refer the matter to EGCA as part of the Match Report.
 - c) The EGCA will review the bowling action in conjunction with advice from the WACA and/or its representatives. Should a player be deemed to have an illegitimate action their Club will be advised in writing that until the player is deemed by EGCA to have rectified their action they are not permitted to bowl in an EGCA match.
 - d) During the investigation process the EGCA will advise if the player can continue bowling.

2.4 Match Day Requirements

- 2.4.1 Players must be selected on PlayHQ by no later than 5pm on the day preceding the match. Changes can be made up until the toss.
- 2.4.2 In the presence of one or both umpires, the captains shall toss for choice of innings on the field of play **30 minutes** before the time scheduled for the match to start. In the event of the toss being delayed due to ground conditions or an umpire being delayed in arriving to the ground this time can be adjusted to not later than **15 minutes** before the time scheduled for the match to start, or before the time agreed upon for the play to start.

- 2.4.3 Before the toss for choice of innings the captains must have selected teams in PlayHQ. Players can only be deemed to have officially played a match when the player has participated for at least part of the match (i.e. on the field play).
- 2.4.4 Both teams are responsible for live scoring via the PlayHQ live scoring system for the match and must be able to connect to the internet. In the event of the online scoring system not being useable (i.e. website crashing) a manual scorebook may be used, however every effort must be taken to score electronically.
- 2.4.5 It is the home team's responsibility (A & B Grade) to put boundary markers out and provide the scoreboard.
- 2.4.6 Both sides are to provide a set of stumps and bails (3 stumps, 2 bails).
- 2.4.7 At the completion of the match it is the HOME team's responsibility to ensure the match is uploaded to PlayHQ. If manual entry or adjustment of scores/player scores is required, it must be completed within 48 hours of the completion of the match.
- 2.4.8 The EGCA reserves the right to enforce penalties if a club or team does not comply with Rule 2.4 requirements.

2.5 Tribunal

- 2.5.1 There shall be a Disciplinary Tribunal as appointed by the EGCA.
- 2.5.2 The Tribunal shall be constituted by five persons (three to form a quorum), the chairman of whom is to be a Justice of the Peace or a suitably qualified person determined by the EGCA.
- 2.5.3 A person who holds office of any kind in the EGCA - except those without voting rights - and a person who holds office of any kind in a Club shall not be eligible for appointment.
- 2.5.4 The Tribunal shall exercise the following functions and their decisions shall be final unless new evidence can be presented:
 - a) Hear all charges in respect of offences under the Laws of Cricket or under these By-Laws.
 - b) Hear all protests and all disputes and charges against players and officials and any other matters referred to it by the Commissioners.
 - c) Re-open or re-hear any matter previously dealt with as they see fit. Any application to re-open any matter previously dealt with by the Tribunal must be lodged with the EGCA within seven days of that determination.
 - d) Hear and determine any matter referred or lodged pursuant to the Laws of Cricket or under these By-Laws.
 - e) Impose such penalties authorised by the Laws of Cricket and these By- laws as it deems fit.
- 2.5.5 The EGCA shall in all cases be satisfied that the relevant By- laws have been complied with before submitting any matter for the hearing and determination of the Tribunal.
 - a) The Tribunal shall meet to consider any matter at any time convenient to it.
 - b) The Tribunal meeting may be adjourned to another time.
- 2.5.6 Any EGCA appointed umpire who lodges a charge against any player or Official of a Club shall attend at the Tribunal hearing of that charge.
 - a) Any player or Official of any Club against whom a charge has been lodged shall attend at the Tribunal hearing of the charge.
 - b) Any player or Official of any Club against whom an offence has been allegedly committed in respect of which a charge has been lodged shall attend the Tribunal hearing of that charge.
 - c) The Tribunal may, of its own motion or at the request of any party to a matter before it, require the attendance at a Tribunal hearing of any player or Official of a Club or any umpire.

- d) Any person required to attend at a Tribunal hearing shall give evidence if required by the Tribunal to do so.
- e) Any person referred to in paragraphs (a), (b), (c) or (d) of this By-law may be excused from attendance by the Tribunal but only if exceptional circumstances can be established to require such excuse.
- f) A player or Official of any Club who appears before a Tribunal as a result of a charge made against them pursuant to the Laws of Cricket or these By-Laws shall, unless the Tribunal directs otherwise, be accompanied and may be represented at the hearing by a representative of their Club.
- g) An umpire preferring a charge under the Laws of Cricket or these By- laws against a player or an Official of any Club shall, unless the Tribunal directs otherwise, be accompanied and may be represented at the hearing by, a representative of the EGCA Umpires Association or panel.
- h) A player or Official of any Club or umpire against whom an offence is alleged to have been committed and the offence is the subject of a charge shall, unless the Tribunal directs otherwise, be accompanied and may be represented at the hearing of the charge by a representative of their Club or the EGCA Umpires Association or panel as the case may be.
- i) In any other proceeding before a Tribunal a person required to appear may be accompanied and represented at the proceeding by a representative of their Club or the Organisation to which he belongs.
- j) In any of the cases referred to in paragraphs (c), (d), (e), (j), (k) and (l) of this By-law the representative of the Club, association or Organisation shall not be a legal practitioner.
- k) A Tribunal may for its purposes rely on such evidence as it thinks fit and in particular may admit statutory declarations and other writings as well as verbal evidence. It may proceed in the absence of any person.
- l) Any person who, required by these By-Laws to attend a hearing of a Tribunal, fails to attend as required and does not show good cause for such failure.

2.5.7 Any person who as required by these By-Laws attends a hearing of a Tribunal who:

- a) refuses to answer any question in the course of the hearing and does not show good cause for such refusal; or
- b) in the course of giving evidence at the hearing willfully endeavours to mislead the Tribunal; or
- c) acts in an unseemly manner:

shall be deemed to be guilty of misconduct and shall thereupon be liable to suspension or disqualification as a player or Official or both or to a fine not exceeding \$500 as the Tribunal may determine.

2.6 Reports

- 2.6.1 The umpire(s) shall report any infringements of these By-Laws committed by any Club or player in a Club competition match on the field of play or at the ground on which it is played. The umpire(s)' jurisdiction commences 30 minutes prior to and extends to 30 minutes after the completion of the match. During these times, the umpire(s) may make reports on infringements of the By-Laws or laws of cricket.
- 2.6.2 The umpire(s) must notify the captain of the offending player/s team within the time period specified in 2.6.1 of the report/s.
- 2.6.3 The umpire shall submit their report on OfficialsHQ within 24 hours (if experiencing difficulties with submitting the report, the umpire may submit their report in writing to an EGCA Commissioner).
- 2.6.4 An umpire may recommend that a minimum prescribed penalty be imposed on a player reported for an offence without the necessity to convene a meeting of the Disciplinary Tribunal, or may recommend that the report be referred directly to the Disciplinary Tribunal for consideration.
- 2.6.5 The EGCA, upon receiving the report from the umpire, will notify the president of the offender's club what the outcome of the report will be.

- 2.6.6 Where there is no complaint, the EGCA Administrator shall advise all clubs prior to the commencement of the next match, who has been suspended.
- 2.6.7 The Tribunal has the authority to vary the penalty including removal of or adding to the automatic suspension, the player being liable to disqualification from participation in any match conducted by the Association, or any other WACA affiliated Association, for a period as the Commission deems appropriate, or to a fine the Commissioners may decide to impose.

3. Player Administration

3.1 PlayHQ

- 3.1.1 The EGCA uses PlayHQ to administer player registrations and movements, fixtures and stats can be viewed on the PlayCricket app. All clubs must use PlayHQ and abide by the conditions contained in this section.
- 3.1.2 A Club commits an offence if it allows a player to play for their Club in a match that is not in accordance with the laws contained in this section.
The fines for all offences are detailed in **Appendix 1**.

3.2 Registration

- 3.2.1 A player named in any team must be an eligible player for that club and registered to that club in PlayHQ. For each cricket season, a club must register all players, including Transfers and Permits using the PlayHQ website.
- 3.2.2 All players must be registered on PlayHQ prior to the start time of the match.
- 3.2.3 The Commission at its discretion may levy a registration fee.
- 3.2.4 PlayHQ will be the register of record for all players of all member clubs.
- 3.2.5 The use of anonymous public player names ('****') in PlayHQ is to be discouraged and allowed only with an application to the Commission stating the reasons for such exceptional measures.

3.3 Cancellation of Registration

- 3.3.1 The EGCA, at its discretion, may refuse, cancel or review the registration of any player. The EGCA's decision shall be final and binding unless reviewed by the Disciplinary Tribunal as set out in 2.5.
- 3.3.2 The EGCA shall, as soon as practicable, notify the player and their club in writing of the refusal, cancellation or review.
- 3.3.3 The player shall, within seven (7) days of receipt of the EGCA's written notice, have the right to have the refusal, cancellation or review reviewed by the Disciplinary Tribunal which shall hear and determine whether such refusal, cancellation or review shall stand and shall have the power to vary such refusal, cancellation or review.

3.4 Ineligible Players

- 3.4.1 An ineligible player is any player who:
 - a) Is not registered for the club they are playing for; or
 - b) Has been suspended by this Association or any other Association affiliated with Cricket Australia or its state and territory affiliates; or
 - c) Has not obtained a transfer as required; or
 - d) Has not obtained a permit as required; or
 - e) Has provided false information on their registration, transfer or permit; or
 - f) Is in breach of any other eligibility requirement in these By-Laws.

- 3.4.2 The Board retains the power to launch investigations and tribunal proceedings following any reports of eligibility breaches. A penalty may be imposed as per Appendix 1.

3.5 Residential Qualification

- 3.5.1 Should a player not have a fulltime residential address within 250 km's of the Kalgoorlie Post Office, he shall be required to be within 250 km's of the Kalgoorlie Post Office for 72 hours prior to the scheduled fixture.
- 3.5.2 Clubs may apply in writing to the EGCA for an exemption to 3.5.1. Approval may be granted by the Commission on a case-by-case basis, dependent on circumstances.
- 3.5.3 Players who meet residential qualification and undertake Fly In Fly Out employment or those that travel outside the zone during the three-day requirement prior to the scheduled fixture are eligible to play.
- 3.5.4 Players arriving in town for residency and work commitments within 72 hours of game may request in writing to the EGCA for an exemption to clauses 3.3.1. Approval may be granted by the EGCA on a case-by-case basis, dependent on circumstances.
- 3.5.5 A player who has played seven games during the current season for a club (A Grade, B Grade and T20 inclusive) and leaves the district for any reason before the end of the season shall be deemed residentially qualified to represent that club in any match of that season, irrespective of their current residential address.
- 3.5.6 Residential qualification shall not apply to players who are students and who are compelled to leave the district during the academic year to pursue their studies (this includes institutions such as universities or other comparable colleges or schools).
- 3.5.7 Players on returning to the Goldfields during university, school or college vacations may be eligible to play with the club to which they are registered prior to leaving the district to pursue their studies and will not be required to serve any period of residential qualification.

3.6 Overseas Players

- 3.6.1 An overseas player means a person who does not hold Australian citizenship or permanent residency.
- 3.6.2 New Zealand citizens are not classed as Overseas Players.
- 3.6.3 A club may have a maximum of three (3) Overseas Players registered to their club at any one time.
- 3.6.4 A maximum of three (3) Overseas Players can play for a team in any match.
- 3.6.5 Clubs are to notify the EGCA, in writing, of Overseas Players a minimum 72 hours prior to their first match.
- 3.6.6 Overseas players may instead obtain a Dispensation Permit by which they shall not count towards the player limits. A permit may be granted where:
- a) They have been transferred to Western Australia (WA) in their employment; or
 - b) Any other extenuating circumstances at the discretion of the EGCA.

3.7 Transfers

- 3.7.1 The PlayHQ transfer function must be used when adding a PlayHQ player identification (ID) from another club.
- 3.7.2 The PlayHQ permit function must be used when adding a PlayHQ player ID whose eligibility falls outside 3.6.1.
- 3.7.3 A club may request the EGCA to approve a transfer where:
- a) The player's previous club has not responded within seven (7) days; or
 - b) The application has been unreasonably rejected by the player's previous club where it is shown that the player does not owe the previous club any fees or monetary debts.
 - c) Any such request must be submitted in writing to the Competition Administrator by 3pm on the Thursday prior to the match.

- 3.7.4 The EGCA reserves the power to deny, at its discretion, approval of any transfer.
- 3.7.5 The EGCA will not consider any transfer application before September 1st. The EGCA will not consider any transfer for a player who has played in the current season after January 31st.

3.8 Permits

- 3.8.1 All permits must be submitted using the PlayHQ permit function 24 hours preceding the match.
- 3.8.2 A season permit is required for EGCA juniors playing in EGCA senior competitions.
- 3.8.3 A season permit is required for any player who is registered as a senior player with another club, and who is on loan from that club. A SP may be valid for one (1) or more matches in a season.

3.9 One Match

- 3.9.1 No player may be selected in more than one senior EGCA match on any fixtured weekend. This does not apply to T20 Competitions, or any substitute fielder. This player will be deemed ineligible, and a penalty may be imposed as per Appendix 1.

4. Codes of Behaviour

4.1 General

- 4.1.1 Clubs are to submit new playing shirt/pants designs to the Commission for approval.
- 4.1.2 Every player taking the field must wear their respective clubs approved playing uniform.
- 4.1.3 All players must wear metal spiked cricket shoes on games fixtured on turf wickets.
- 4.1.4 Players must not assault or attempt to assault an umpire, another player or spectator.
- 4.1.5 Players must not abuse or dispute an umpire's decision, or react in an obviously provocative or disapproving manner either towards an umpire, or decision, or generally, following an umpire's decision.
- 4.1.6 Players must not use crude and/or abusive language, or engage in conduct detrimental to the spirit of the game.
- 4.1.7 Players must not in any manner use "well known" crude or abusive hand signals.
- 4.1.8 Smoking on the field during a match shall not be permitted.
- 4.1.9 Consuming alcohol during a match is not permitted.
- 4.1.10 No player shall enter the field of play if under the influence of alcohol.
- 4.1.11 If in the course of a match a player acts contrary to the Code of Behaviour, or otherwise conducts themselves in a manner likely to bring discredit upon the game of cricket, then pursuant to Law 42 of the Laws of Cricket, he shall be guilty of an offence.

5. Fines

5.1 General

- 5.1.1 The Secretary or equivalent Commissioner shall forward written notice via email providing notification to a Club or person of a fine as soon as practicable after the fine has been imposed.
- 5.1.2 If an appeal or request for review of a fine is made in writing to the EGCA Commission, the operation of this law will be suspended until the outcome of the appeal, or request for review, has been determined.

6. Playing Conditions – All Matches

6.1 Laws of Cricket

- 6.1.1 All matches shall be played in accordance with the Laws of Cricket except where they are negated or modified by the EGCA By-Laws or in these Playing Conditions.

6.2 Team Not Ready to Commence

- 6.2.1 Any team not ready to commence play within thirty (30) minutes following the stipulated starting time on either day of a match shall forfeit the match.

6.3 Law 22.1: Judging a Wide shall apply with the following additions:

- 6.3.1 Umpires are instructed to apply very strict and consistent interpretation in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a Wide.
- 6.3.2 To assist with the adjudication of off-side Wides, lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 34 inches (86.5cm) from either side of the middle stump to the outside edge of the line marking, on both sides of the wicket, hereby referred to as “Off-Side Wide Lines”.
- 6.3.3 A delivery passing the striker on the off-side outside the Off-side Wide Line shall be a Wide provided he maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off-side Wide Line shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- 6.3.4 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- 6.3.5 A delivery passing the striker on the leg side outside the leg stump shall be a Wide unless it has come into contact with the striker’s bat or person.
- 6.3.6 A short-pitched delivery passing over the top of the batter’s head (in their normal stance) shall be called a Wide by the square leg umpire, unless deemed a no ball as per Clause 6.3.1

6.4 No Balls – Above Waist Height

- 6.4.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the square leg umpire shall call and signal No ball.

6.5 Free Hit after any No Ball

- 6.5.1 The delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball), then the next delivery will become a free hit for whichever batter is facing it. The umpire will indicate the free hit delivery by making a circular motion with one arm above the head.
- 6.5.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
- 6.5.3 Field changes are not permitted for free hit deliveries, unless the strike batter has changed.

6.6 Cricket Grounds and Wickets

- 6.6.1 The EGCA Administrator will allocate grounds to fixtures in consultation with Clubs.
- 6.6.2 The EGCA Commission will approve ground allocations to fixtures at next available EGCA Commission meeting.
- 6.6.3 Cricket Ovals must measure 65 metres from the center of the wicket to the boundary or as near as possible, subject to impediments.
- 6.6.4 An inner ring must either be marked with dots (can be white rubber or painted or a line) as follows:

Two (2) semi-circles are drawn on the field of play. The semi-circles have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles is 30 yards (27.432m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

In the event that the inner circle has not been marked, the home team is to place a set of white rubber disks in its place.
- 6.6.5 All A Grade matches MUST be played on turf. Regular season matches may be transferred to another ground after consultation with and a majority decision of all club Presidents and the EGCA Chairman.
- 6.6.6 B Grade matches can be transferred to synthetic pitches for all games, inclusive of finals, depending on availability of grounds on that day.
- 6.6.7 The wearing of spikes is mandatory for all A and B Grade turf wicket matches.
- 6.6.8 Covers may be used by Clubs to assist with the preparation of turf pitches.
- 6.6.9 The EGCA can direct clubs to assist in putting covers on.
- 6.6.10 Each club must appoint a "Wet Weather Contact" who will be responsible for liaison with the EGCA in the event that the covers need to be put on wickets.
- 6.6.11 If it is possible to put covers on one pitch and not possible to get them on the pitch where a match is being played in the same grade, it is permissible to put the covers on where it's possible to do so.

6.7 Batter Helmet Policy

- 6.7.1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against fast or medium-paced bowling.
- 6.7.2 The umpire is the sole judge of whether bowling is classed as fast or medium-paced and will judge the pace of bowling against what is considered "fast", "medium-paced" or "slow" within the context of the match and ability of the batter.
 - a) The wicketkeeper standing up to or back from the stumps must not be the deciding factor in this decision.
- 6.7.3 The umpire is responsible for ensuring that a helmet is worn when required by Clause 6.7.2 but is not responsible for ensuring that the helmet is compliant to British Standard 7928:2013.
- 6.7.4 The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required.
- 6.7.5 An incoming batter must come to the crease wearing a helmet as required.
- 6.7.6 If this requirement is not met the umpires(s) will direct the batter to comply.
- 6.7.7 If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply, there shall be no loss of time/overs to the match solely due to this delay.
- 6.7.8 If a batter does not comply with the umpire's direction, the batter will be given out, Timed Out and the bowler will not get credit for the wicket.

6.8 Wicketkeeper Helmet Policy

- 6.8.1 At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.
- a) If under 18 years old, the wicketkeeper must wear a compliant helmet when wicketkeeping within 7m of the stumps.
- 6.8.2 The umpire is the sole judges of the distance from the stumps.
- 6.8.3 The umpire is responsible for ensuring that a helmet is worn when required by **Clause 6.8.1** but is not responsible for ensuring that the helmet is compliant with British Standard 7928:2013.
- 6.8.4 The umpire must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by Clause 6.8.1.

6.9 Fielder Helmet Policy

- 6.9.1 At all times when fielding closer than seven (7) metres from the bat and any wider than a standard gully or leg gully, the fielder must wear a British Standard 7928:2013 compliant helmet.
- a) Fielders fielding finer than gully or leg gully (any slips or leg slips) are not required to wear a helmet.
- b) The distance is extended to ten (10) meters if the fielder is under 18 years old.
- 6.9.2 The umpire is the sole judge of the distance from the stumps.
- 6.9.3 The umpire is responsible for ensuring that a helmet is worn when required by **Clause 6.9.1** but is not responsible for ensuring that the helmet is compliant with British Standard 7928:2013.
- 6.9.4 The umpire must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by **Clause 6.9.1**.

6.10 Over Restrictions for Underage Players (Fast and Medium Pace Bowlers)

- 6.10.1 The EGCA takes into consideration Cricket Australia's "Junior Cricket Policy" for fast and medium pace bowling. It is at the umpire's discretion as to when bowling is classed as fast, medium or slow.
- 6.10.2 The following restrictions apply to all medium and fast bowlers due to age:
- a) Under 13 - Maximum 8 overs per day (4 overs maximum per spells).
- b) Under 15 - Maximum 12 overs per day (5 overs maximum per spell).
- c) Under 17 - Maximum 16 overs per day (6 overs maximum per spell).
- 6.10.3 Bowlers subject to **Clause 6.10.2** must have a minimum of thirty (30) minutes rest between spells.
- 6.10.4 A Bowler who has bowled a spell less than the maximum permitted may resume bowling prior to the elapse of thirty (30) minutes, but this will be considered a continuation of the same bowling spell, and the maximum limit for that spell shall still apply. Following the completion of the spell, the normal requirement for a break of thirty (30) minutes shall apply; a break of less than thirty (30) minutes between the two part-spells has no effect on the subsequent thirty (30) consecutive minute break being required.
- 6.10.5 It is the responsibility of the umpires to calculate the number of overs that may be bowled by a junior player, to inform the fielding team when the maximum number of overs has been bowled or this Playing Condition is being breached, and when the relevant rest period has been completed. It is the responsibility of the captains, junior players and umpires to ensure this Playing Condition is complied with.
- 6.10.6 The age of the player is their age on 1 September before the season commences.

6.11 Extreme Weather Policy

6.11.1 The EGCA will determine if revised Playing Conditions are necessary and will advise all clubs and umpires prior to the start of play. The EGCA retains the right to cancel the day of play or adjust start times if deemed appropriate and passed by majority Commission verdict.

6.11.2 Extreme Heat Guidelines

- a) Cricket is a summer sport and as such it is inevitable that at times, matches will be scheduled for play during extreme heat conditions. As such, all captains, officials, team managers, coaches and umpires must acknowledge that they have a fundamental 'Duty of Care' to all players and officials.
- b) High intensity exercise in a hot environment can lead to: dehydration, heat exhaustion and heat stroke. Heat stroke is a potentially fatal condition and must be treated immediately by a medical professional.
- c) The symptoms of heat injury or heat stroke are:
 - Fatigue
 - Nausea
 - Headache
 - Confusion
 - Light-headedness
- d) Such symptoms indicate players should stop playing, drink more fluids and cool down. Seek medical treatment if these symptoms don't improve rapidly. Also remember to keep an eye on other players or officials who may not realise they are suffering from dehydration or heat stress.

6.12 Blood Rule

6.12.1 Any player who bleeds for any reason shall leave the field of play immediately and shall not return until the bleeding has stopped to the satisfaction of the umpire or opposition captain. Normal rules for leaving the field of play shall apply. If this rule applies to either of the last two batsmen of the innings, one period to a maximum of ten (10) minutes will be permitted to stop the bleeding, before the injured player is declared retired hurt.

7. Playing Conditions – One Day Matches

7.1 The Ball

- 7.1.1 White Kookaburra Regulation 156g 4-Piece Balls are to be used.
- 7.1.2 White Kookaburra Regulation 156g Rejects 4-Piece Balls can be used in B Grade.
- 7.1.3 The EGCA reserves the right to change the number of balls used in an A Grade games to two (2) per innings if deemed necessary.

7.2 Duration of Match – A Grade

7.2.1 A Grade games are to be 50 over games (300 legitimate balls).

7.3 Duration of Match – B Grade

7.3.1 B Grade games are to be 40 over games (240 legitimate balls).

7.4 Hours of Play – A Grade

- 7.4.1 All matches shall be played at such days and times as the EGCA may determine, and on such grounds as are arranged by the EGCA.
- 7.4.2 The scheduled start of play shall be 10:30 am.
- 7.4.3 The scheduled close of play shall be 5:30 pm.
- 7.4.4 The first innings shall be completed within 3 hours and 20 minutes of the commencement of play.
- 7.4.5 A twenty (20) minute break is to be taken at the change of innings, regardless of when the change of innings occurs.
- 7.4.6 Slow Over Rates
- a) The team bowling first must complete their overs before the nominated cut out time. If the overs are not completed, they shall continue to bowl the required number, however, will only receive the number they had bowled at the nominated cut out time. The umpires shall reduce the length of the change of innings break by the amount of time that the first innings over-ran. The minimum time for the interval will be ten (10) minutes.
 - b) If the number of balls required to be bowled have not been bowled by the specified time, the team bowling second shall incur a penalty of six runs for every over not bowled and overs still have to be completed.
 - c) The umpire shall take note of and make allowance for any time lost that is not the fault of the bowling side. If there is any calculation due to the above by-law and an amendment of the nominated cut off time, it will be based on three minutes per completed over.
 - d) The match umpires shall determine the penalties in accordance with **Clause 7.4.6 a, b, and c** and will advise the scorers at the completion of each innings what the penalties will be.
- 7.4.7 A 3-minute drinks break will be taken after the 17th and 34th over. Additional drinks breaks can be taken if the EGCA has advised of revised playing conditions under **Clause 6.11 Extreme Weather Policy**. Drinks shall be taken on the field of play. In reduced overs matches, umpires may adjust when drinks breaks are taken at their discretion.

7.5 Hours of Play – B Grade

- 7.5.1 All matches shall be played at such days and times as the EGCA may determine, and on such grounds as are arranged by the EGCA.
- 7.5.2 The scheduled start of play shall be 11:00 am.
- 7.5.3 The scheduled close of play shall be 4:30 pm.
- 7.5.4 The first innings shall be completed within 2 hours and 35 minutes of the commencement of play.
- 7.5.5 A twenty (20) minute break is to be taken at the change of innings, regardless of when the change of innings occurs.
- 7.5.6 Slow Over Rates
- a) The team bowling first must complete their overs before the nominated cut out time. If the overs are not completed, they shall continue to bowl the required number, however, will only receive the number they had bowled at the nominated cut out time. The umpires shall reduce the length of the change of innings break by the amount of time that the first innings over-ran. The minimum time for the interval will be ten (10) minutes.
 - b) If the number of balls required to be bowled have not been bowled by the specified time, the team bowling second shall incur a penalty of six runs for every over not bowled and overs still have to be completed.

- c) The umpire shall take note of and make allowance for any time lost that is not the fault of the bowling side. If there is any calculation due to the above by-law and an amendment of the nominated cut off time, it will be based on three minutes per completed over.
- d) The match umpires shall determine the penalties in accordance with **Clause 7.5.6 a, b and c** and will advise the scorers at the completion of each innings what the penalties will be.

7.5.7 A 3 minute drinks break will be taken after the 20th over. Additional drinks breaks can be taken if the EGCA has advised of revised playing conditions under **Clause 6.11 Extreme Weather Policy**. Drinks shall be taken on the field of play. In reduced overs matches, umpires may adjust when drinks breaks are taken at their discretion.

7.6 Bowling Restrictions

- 7.6.1 No bowler shall bowl more than ten (10) overs in an innings in A Grade.
- 7.6.2 No bowler shall bowl more than eight (8) overs in an innings in B Grade.
- 7.6.3 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 7.6.4 Where the total overs are not divisible by five (5), one (1) additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 7.6.5 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

7.7 Short Pitched Bowling

- 7.7.1 Bowlers can bowl two (2) short-pitched delivery per over that passes above the batter's shoulder height (in their normal stance); this is adjudicated by the square leg umpire who then signals "one for the over" for the first instance to the central umpire who then informs the bowler and batter. In the second instance the square leg umpire signals "two for the over" to the central umpire who then informs the bowler and batter. Any short-pitched delivery thereafter in that over that passes above the batter's shoulder height shall be immediately called No Ball by the square leg umpire.

7.8 Fielding Restrictions – A Grade

- 7.8.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side. This shall be applied in all matches, in all grades, regardless of whether an EGCA appointed umpire is officiating.
- 7.8.2 Fielding restrictions shall apply to certain overs in each innings.
- 7.8.3 At the instant of delivery:
 - a) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - b) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - c) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 7.8.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

7.8.5 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Examples:

- A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.
- A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

7.8.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

7.8.7 The scoreboard shall indicate the current Powerplay in progress.

7.8.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No Ball.

7.9 Fielding Restrictions – B Grade

7.9.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side. This shall be applied in all matches, in all grades, regardless of whether a EGCA appointed umpire is officiating.

7.9.2 Fielding restrictions shall apply to certain overs in each innings.

7.9.3 At the instant of delivery:

- Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
- Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.

- c) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

7.9.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

7.9.5 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

7.9.6 The scoreboard shall indicate the current Powerplay in progress.

7.9.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No Ball.

7.10 Match Results

7.10.1 WIN

The result of the A Grade and B Grade games is determined as the team with the aggregate most number of runs at the conclusion of the match.

7.10.2 FORFEIT

If a team has eight (8) or less players present after 30 minutes from the prescribed starting time, this team will be deemed to have forfeited the match.

7.10.3 TIE

A tie occurs where the aggregate number of runs for both competing teams at the conclusion of the match is equal.

7.10.4 LOSS

The team with the aggregate least number of runs scored at the conclusion of the match.

7.10.5 NO RESULT – ABANDONED

The match shall be abandoned when there is no longer enough time to play a 25 over per side match for A Grade and 20 overs per side for B Grade.

A “No result” will be the match outcome. Both teams will receive points as per **Clause 7.10**.

7.10.6 UNFINISHED MATCHES A GRADE

- a) Where the team batting second has received 25 completed overs and the match is affected by weather/rain, the result will be determined using the Duckworth Lewis System. The Duckworth Lewis calculator to be used is the Tarams Inc iPhone/Android app.
- b) In the event that the team batting second has not received 25 overs, the match shall be deemed a draw.

7.10.7 UNFINISHED MATCHES B GRADE

- a) Where the team batting second has received 20 completed overs and the match is affected by weather/rain, the result will be determined using the Duckworth Lewis System. The Duckworth Lewis calculator to be used is the Tarams Inc iPhone/Android app.
- b) In the event that the team batting second has not received 20 overs, the match shall be deemed a draw.

7.11 Match Points

7.11.1 Match points are to be awarded as follows

WIN = 4 points

FORFEIT = 4 points

TIE = 2 points each

DRAW = 2 points each

NO RESULT (Abandoned matches) = 2 points each

7.11.2 **NET RUN RATE** (to be used for determining ladder positions in a competition when two or more teams are equal on points). This is determined automatically in PlayHQ based on the following:

- a) Net run rate is calculated by the following formula:

$$(\text{Runs For} / \text{Overs Faced}) - (\text{Runs Against} / \text{Overs Bowled})$$

- b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- c) Net run rate calculations will only apply to matches where a result has been achieved.
- d) If two or more teams finish with the same points and the same Net Run Rate (to four decimal places as required), the team to progress will be determined by order of the following:
 - i) Least number of wickets lost;
 - ii) Fewer number of legal deliveries faced;
 - iii) Coin toss.

7.12 Adverse Conditions

- 7.12.1 The timing and duration of all relative delays and interruptions in play, In the event of adverse conditions all players must attend the ground until the match is officially abandoned. The umpires or captains (in the umpire's absence) can call a match "Abandoned".
- 7.12.2 Refer to 7.9.5 for a definition of "Abandoned – No Result".
- 7.12.3 Before any time is lost by delay or interruption, matches will be conducted as follows:
- Each A Grade team shall bat for 50 overs (B Grade 40 overs) unless all out earlier. A team shall not be permitted to declare its innings closed.
 - If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled.
 - If the A grade team batting first is dismissed in less than 50 overs (B Grade 40 overs) then the team batting second shall be entitled to bat for 50 overs (B Grade 40 overs).
 - If the team batting first is dismissed in less than 50 overs (B Grade 40 overs) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
 - Penalties shall apply for slow over-rates – see **Clause 7.4.6** (A Grade) or **Clause 7.5.6** (B Grade).
- 7.12.4 When playing time has been lost by delay or interruption to the innings of the team batting first, the number of overs to be bowled in the match shall be revised to this basis:
- When calculating the length of playing time available for the match (remaining playing time) the timing and duration of all relative delays, interruptions in play, excluding those for drinks and interval between innings, will be taken into consideration.
 - The revised number of overs in the match:
 - Will be based on a rate of three minutes per over (20 overs per hour, 10 overs per 30 minutes) for the Remaining Playing Time. If the calculations result in fractions of an over, the fractions shall be ignored.
 - Will be divided so that each team should have the opportunity of batting for the same number of overs.
 - Once the number of overs has been revised and play recommences, if the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is complete.
 - The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its inning in less than its allocated overs.
 - To constitute a match, a minimum of 25 overs for A Grade (B Grade: 20 overs) must be bowled to the side batting second, subject to a result not being achieved earlier.
 - Penalties shall apply for slow over-rates – see **Clause 7.4.6** (A Grade) or **Clause 7.5.6** (B Grade).
- 7.12.5 When playing time has been lost by delay or interruption to the Innings of the team batting second and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available.
- The number of scheduled overs shall be reduced at a rate of three minutes per over (or 16 overs per hour, eight overs per 30 minutes) in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - The timing and duration of all relative delays and interruptions in play will be taken into consideration in calculating the remaining time available for play (Remaining Playing Time).

- c) To constitute a match, a minimum of 25 overs for A Grade (B Grade: 20 overs) must be bowled to the team batting second subject to a result not being achieved earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- d) If the team fielding second fails to bowl the revised overs by the scheduled or re- scheduled close of play, then **Clause 7.4.6** (A Grade) or **Clause 7.5.6** (B Grade) apply.
- e) Penalties shall apply for the slow overrates – see **Clause 7.4.6** (A Grade) or **Clause 7.5.6** (B Grade).

7.13 General Conditions of Play for Finals

- 7.13.1 The format, days, venues and playing conditions (including hours of play) for all finals will be decided upon by the EGCA.
- 7.13.2 The One Day Finals are determined on the basis of the “Overall Ladder” inclusive of points gained in both T20 and One Day matches.
- 7.13.3 All decisions regarding the state of the wicket, ground and playing conditions (time and overs) will be made by the appointed match umpires.
- 7.13.4 In the event of a preliminary final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, then the side which has finished in the higher ladder position will advance to the grand final.
- 7.13.5 In the event of the Grand Final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue (see **Clause 7.9.5**), the premiership will be awarded to the team that finished in the higher ladder position.
- 7.13.6 If the Grand final is a tie for A or B Grades, the premiership will be awarded to the team that finished in the higher ladder position.
- 7.13.7 A Grade - If a ground or wicket is unfit for play due to rain or other weather conditions, the game cannot be transferred to another ground.
- 7.13.8 B Grade – If a ground or wicket is unfit for play due to rain or other weather conditions, the game cannot be transferred to another ground.
- 7.13.9 Reserve day - The Grand Final (applicable to A and B Grade) will be rescheduled to the following day if the days play is abandoned without a ball being bowled.
- 7.13.10 Once a Grand Final match has commenced the EGCA By-Laws apply in determining a result and a result must be determined on that day.
- 7.13.11 Playing times may be altered for finals because of light problems towards the end of the season. With any changes made, club representatives will be notified before finals are played.
- 7.13.12 The venues for all Finals will be ratified by the EGCA Commission.
- 7.13.13 Covering of the pitch is expected to be done for ALL finals at the direction of the EGCA. It is the lowest qualifying teams responsibility to cover pitches in all finals, this extends to game day. Once umpires arrive to the ground they will direct the usage of covers for the hour before play commences and during play, in which it is still the lowest qualifying team's responsibility to cover pitches.
- 7.13.14 The EGCA will direct clubs in the removal and storage of covers.

7.14 Qualifying Games

- 7.14.1 The number of qualifying games required to play in the A and B Grade finals series is three (3) games.
- 7.14.2 Players cannot play in the B Grade finals if they have played more than or equal to, the number of A Grade games.

7.14.3 If a club has both teams playing in that round of finals, then **Clause 7.14.2** does not need to be adhered to.

8. Playing Conditions – T20 Matches

8.1 The Ball

- 8.1.1 White Kookaburra Regulation 4-Piece Balls are to be used.
- 8.1.2 White Kookaburra Regulation Rejects 4-Piece Balls can be used in B Grade.

8.2 Duration of Match – A & B Grade

- 8.2.1 Games are to be 20 over games (120 legitimate balls).

8.3 Hours of Play – A & B Grade

- 8.3.1 All matches shall be played at such days and times as the EGCA may determine, and on such grounds as are arranged by the EGCA.
- 8.3.2 The first innings shall be completed within 1 hour and 20 minutes of the commencement of play. The Second innings must be completed within 1 hour and 20 minutes.
- 8.3.3 A ten (10) minute break is to be taken at the change of innings, regardless of when the change of innings occurs.
- 8.3.4 Slow Over Rates
 - 0) The team bowling first must complete their overs before the nominated cut out time. If the overs are not completed, they shall continue to bowl the required number, however they shall incur a penalty of one less fielder allowed outside of the inner circle for each over they are overtime.
 - 1) If the number of balls required to be bowled has not been bowled by the specified time, the team bowling second shall incur a penalty of one less fielder allowed outside of the inner circle for each over they are overtime.
 - 2) The umpire shall take note of and make allowance for any time lost that is not the fault of the bowling side. If there is any calculation due to the above by-law and an amendment of the nominated cut-off time, it will be based on four (4) minutes per completed over.
- 8.3.5 No drinks breaks are to be taken unless conditions of play are altered by the EGCA for extreme weather.

8.4 Bowling Restrictions

- 8.4.1 No bowler shall bowl more than four (4) overs in an inning.
- 8.4.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 8.4.3 Where the total overs are not divisible by five (5), one (1) additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 8.4.4 For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
- 8.4.5 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8.5 Short Pitched Bowling

- 8.5.1 Bowlers can bowl one (1) short-pitched delivery per over that passes above the batter's shoulder height (in their normal stance); this is adjudicated by the square leg umpire who then signals "one for the over" to the

central umpire who then informs the bowler and batter. Any short-pitched delivery thereafter in that over that passes above the batter's shoulder height shall be immediately called No Ball by the square leg umpire.

8.6 Fielding Restrictions

- 8.6.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- 8.6.2 Fielding restrictions shall apply to the first six (6) overs in each innings (Powerplay Overs). At the instant of delivery: Powerplay no more than two (2) fielders shall be permitted outside this fielding restriction area. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay
5	1.3
6	1.5
7	2.1
8	2.2
9	2.4
10	3.0
11	3.2
12	3.4
13	3.5
14	4.1
15	4.3
16	4.5
17	5.1
18	5.2
19	5.4

- 8.6.3 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- 8.6.4 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.
- 8.6.5 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No Ball.

8.6.6 WIN

The result of the A Grade and B Grade games is determined as the team with the aggregate most number of runs at the conclusion of the match.

8.6.7 FORFEIT

If a team has eight (8) or less players present after 30 minutes from the prescribed starting time, this team will be deemed to have forfeited the match.

8.6.8 TIE

A tie occurs where the aggregate number of runs for both competing teams at the conclusion of the match is equal. In the event of a tie occurring, the means of determining the winner will be a "SUPER OVER" Each team will face one over and be allowed two wickets to score as many runs as possible. The team batting second will bat first in the Super over (this also applies to additional super overs, the team that bats second in super over 1 will bat first in super over 2). The same balls from the first two innings are to be used (this also applies to additional super overs). The winning team will be determined by the most runs scored. If the Super Over is a tie, another Super Over will occur until a winning result is achieved (unless the match is abandoned due to adverse conditions, light etc.).

8.6.9 LOSS

The team with the aggregate least number of runs scored at the conclusion of the match.

8.6.10 NO RESULT – ABANDONED

The match shall be abandoned when there is no longer enough time to play a 5 over per side match for A and B Grade.

A "No result" will be the match outcome. Both teams will receive points as per **Clause 8.6.1**

8.6.11 UNFINISHED MATCHES A and B GRADE

Where the team batting second has received 5 completed overs and the match is affected by weather/rain, the result will be determined using the Duckworth Lewis System. The Duckworth Lewis calculator to be used is the Tarams Inc iPhone/Android app.

In the event that the team batting second has not received 5 overs, the match shall be deemed a draw.

8.7 Match Points

Match points are to be awarded as follows

WIN = 2 points

FORFEIT = 2 points

NO RESULT (Abandoned matches) = 1 point each

TIE = No ties, Super Over/s to be played

NET RUN RATE (to be used for determining ladder positions in a competition when two or more teams are equal on points).

This is determined automatically in PlayHQ based on the following:

0) Net run rate is calculated by the following formula:

(Runs For / Overs Faced) – (Runs Against / Overs Bowled)

- 1) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- 2) Net run rate calculations will only apply to matches where a result has been achieved.

- 3) If two or more teams finish with the same points and the same Net Run Rate (to four decimal places as required), the team to progress will be determined by order of the following:
- i) Least number of wickets lost;
 - ii) Fewer number of legal deliveries faced;
 - iii) Coin toss.

8.8 Adverse Conditions

- 8.8.1 The timing and duration of all relative delays and interruptions in play, In the event of adverse conditions all players must attend the ground until the match is officially abandoned. The umpires or captains (in the umpire's absence) can call a match "Abandoned".
- 8.8.2 Refer to 7.9.5 for a definition of "Abandoned – No Result".
- 8.8.3 Before any time is lost by delay or interruption, matches will be conducted as follows:
- 1) Each A & B Grade team shall bat for 20 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
 - 2) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled.
 - 3) If the team batting first is dismissed in less than 20 overs then the team batting second shall be entitled to bat for 20 overs.
 - 4) If the team batting first is dismissed in less than 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
 - 5) Penalties shall apply for slow over-rates – see **Clause 8.3.4**.
 - 6) When playing time has been lost by delay or interruption to the innings of the team batting first, the number of overs to be bowled in the match shall be revised to this basis:
 - a) When calculating the length of playing time available for the match (remaining playing time) the timing and duration of all relative delays, interruptions in play, excluding those for drinks and interval between innings, will be taken into consideration. The revised number of overs in the match:
 - i) Will be based on a rate of four (4) minutes per over for the Remaining Playing Time. If the calculations result in fractions of an over, the fractions shall be ignored.
 - ii) Will be divided so that each team should have the opportunity of batting for the same number of overs.
 - b) Once the number of overs has been revised and play recommences, if the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is complete.
 - c) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its inning in less than its allocated overs.
 - d) To constitute a match, a minimum of 5 overs for A Grade & B Grade must be bowled to the side batting second, subject to a result not being achieved earlier.

- e) Penalties shall apply for slow over-rates – see **Clause 8.3.4**
- f) When playing time has been lost by delay or interruption to the Innings of the team batting second and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available.
- g) The number of scheduled overs shall be reduced at a rate of four (4) minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- h) The timing and duration of all relative delays and interruptions in play will be taken into consideration in calculating the remaining time available for play (Remaining Playing Time).
- i) To constitute a match, a minimum of 5 overs for A Grade & B Grade must be bowled to the team batting second subject to a result not being achieved earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- j) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, then **Clause 8.3.4** applies (penalties shall apply for the slow overrates).

8.9 General Conditions of Play for A Grade T20 Grand Final

- 8.9.1 The format, days, venues and playing conditions (including hours of play) for all finals will be decided upon by the EGCA.
- 8.9.2 The A Grade T20 Grand Final will be played between the teams finishing 1st and 2nd on the **A Grade T20 Ladder**.
- 8.9.3 If the match is a No Result (Abandoned Match) the team finishing 1st on the T20 Ladder will be named T20 Premiers.
- 8.9.4 All decisions regarding the state of the wicket, ground and playing conditions (time and overs) will be made by the appointed match umpires.
- 8.9.5 In the event of the Grand Final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, the premiership will be awarded to the team that finished in the higher ladder position.
- 8.9.6 If a ground or wicket is unfit for play due to rain or other weather conditions, the game cannot be transferred to another ground.
- 8.9.7 Once a Grand Final match has commenced the EGCA By-Laws apply in determining a result and a result must be determined on that day.
- 8.9.8 The venues for all Finals will be ratified by the EGCA Commission.
- 8.9.9 Covering of the pitch is expected to be done for ALL finals at the direction of the EGCA. It is the lowest qualifying teams responsibility to cover pitches in all finals, this extends to game day. Once umpires arrive to the ground they will direct the usage of covers for the hour before play commences and during play, in which it is still the lowest qualifying team's responsibility to cover pitches.
- 8.9.10 The EGCA will direct clubs in the removal and storage of covers.

8.10 Qualifying Games

- 8.10.1 The number of qualifying games required to play in the A Grade T20 Grand Final is three (3) club games (inclusive of One Day, T20 and any B Grade matches).

9. Awards

9.1 O'Shaughnessy Medal

Presented to the Cricketer of the Year in the A Grade competition.

The umpire, or in the absence of an Association umpire, the two captains by mutual agreement, shall award votes for each match on the basis of six (6) votes per match with the best player awarded a maximum of three (3) votes for games where there is a result.

Only performances in qualifying rounds will be taken into consideration (50 over and T20 games).

9.2 B Grade Cricketer of the Year

Presented to the Cricketer of the Year in the A Grade competition.

The umpire, or in the absence of an Association umpire, the two captains by mutual agreement, shall award votes for each match on the basis of six (6) votes per match with the best player awarded a maximum of three (3) votes for games where there is a result.

Only performances in qualifying rounds will be taken into consideration (40 over and T20 games).

9.3 A Grade T20 Player of the Year

Presented to the Cricketer of the Year in the A Grade T20 competition with the most O'Shaughnessy Medal votes for the T20 qualifying rounds.

9.4 Player Awards

Players in each grade shall be awarded trophies for the following awards. To qualify for any EGCA awards, a player must have obtained the necessary match statistics set down below.

	A Grade	B Grade
Highest batting aggregate	250 runs or more	150 runs or more
Highest batting average	250 runs or more	150 runs or more
Best bowling aggregate	20 wickets or more	10 wickets or more
Best bowling average	20 wickets or more	10 wickets or more
Best All Rounder		

The All Rounder Awards shall be decided by the Commission. In determining these awards, batting, bowling and fielding performances will be taken into account.

9.5 Cranston Medal

The Cranston Medal will be awarded to the player judged best a-field in the A Grade One Day Grand Final by the umpires. If the match is unfinished due to adverse conditions and a limited number of overs has been played, the umpires may decide not to award the medal. If the match is abandoned without any play the medal will not be awarded.

9.6 A Grade T20 Grand Final Player of the Match Medal

Will be awarded to the player judged best a-field in the A Grade T20 Grand Final by the umpires. If the match is unfinished due to adverse conditions and a limited number of overs has been played, the umpires may decide not to award the medal. If the match is abandoned without any play the medal will not be awarded.

9.7 Bob Turner Award

The Bob Turner Award (engraved pewter mug) will be awarded to the player judged best a-field in the B Grade One Day Grand Final by the umpires. If the match is unfinished due to adverse conditions and a limited number of overs has been played, the umpires may decide not to award. If the match is abandoned without any play the award will not be awarded.

Appendix 1 – Fines and Penalties

OFFENCE	FINE / PENALTY
PLAYERS AND OFFICIALS	
Playing an unregistered, ineligible, unqualified or unpermitted player	\$100 plus loss of individual scores and team forfeit
Playing a player under a name other than their own	\$500 plus loss of individual scores and team forfeit
Incorrect cricket attire	\$50
Player smoking on the field	\$100
Breach of Social Media Policy	\$500 fine
Player, captain or team official not signing Report of Umpire form	Automatic referral of matter to the Tribunal
Failure to attend a Tribunal hearing when summonsed to do so	Suspended until the matter has been dealt with.
Any player or official who acts or conducts themselves in a manner prejudicial to the good order, management, control and administration of cricket.	Fine not exceeding \$500 or in the case of an official disqualification either permanently or for such time as the EGCA Commission deems fit.
Outstanding fees from participation at Country Week	Unable to play in local competition whilst fees remain outstanding.
TEAMS	
Team forfeiting a match	\$250
Failure to comply with Junior Player Bowling Restrictions	\$200
CLUBS	
Boundary line not marked or boundary flags or markers not positioned	\$100
For any breaches under Section 3 Player Administration	Loss of all accumulated premiership points for that match.

For any breaches under Section 3 - Eligibility of Matches	Loss of six premiership points
No lodgement or late lodgement of match result	\$100
Failing to enter squad players into PlayHQ match data	\$100
Failure to turn the lights off at the conclusion of a game (home team's responsibility)	\$250
Failure to lock gates and toilets at Ray Finlayson at conclusion of match (home team responsibility)	\$250
Failing to place sponsorship banner on display at game	\$100

INFRINGEMENTS	PENALTY
LEVEL 1 OFFENCES	
Abuse cricket equipment or clothing, ground equipment or fixtures and fittings	One week's suspension
Show dissent at an umpire's decision	
Use language that is obscene, offensive or insulting and/or the making of an obscene gesture	
Engaging in excessive or unnecessary appealing	
Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman	
Failure by a team to ensure that the condition of a ball is not changed in breach of Law 42.3	
LEVEL 2 OFFENCES	
Show serious dissent at an umpire's decision	Two weeks' suspension
Engage in inappropriate and deliberate physical contact with Other players or officials	
Charge or advance towards the umpire in an aggressive manner when appealing	
Deliberately and maliciously distract or obstruct another player or official on the field of play	
Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	
Use language that is obscene, offensive or of a generally insulting nature to another player, official or spectator.	
Change the condition of the ball in breach of Law 42.3	
Without limiting Rule 8, attempt to manipulate a Match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.	

LEVEL 3 OFFENCES	
Choosing not to wear a helmet when batting, wicket keeping up to the stumps and fielding in close to the batter and/or the helmet is not compliant with British Standard 7928:2013	Referred to Tribunal
Intimidate or attempt to intimidate an umpire or referee whether by language or conduct	
Threaten to assault another player, team official or spectator.	
Use language or gestures that offend, insult, humiliate, threaten, disparage or vilify another person on the basis of that person's race, religion, descent, sexuality or national or ethnic origin.	

While any fine imposed on a player or Official under the Laws of Cricket and these By-Laws remains unpaid, the player or Official shall not be eligible to play or officiate in any capacity in any scheduled fixture conducted by the EGCA.

Any such unpaid fine is the ultimate responsibility of the player or Official's club.

Appendix 2 – Policies

SOCIAL MEDIA POLICY

Any member, player or official of any club who makes or posts comments on websites or social media sites on the decisions or actions of the Commission, Secretary or its Agents, without prior approval of the Commission, shall be liable to a fine of \$500.

Any player or official who makes public comment to the media (including to the media or by any other means which the Commissioners in their absolute discretion considers is contrary to the interest of the EGCA (Inappropriate Public Comment) may receive such penalty as the Commissioners in their absolute discretion sees fit which may include suspension, sanctions, and fines provided under these By-Laws for any other conduct.

Any player or official who is found to have engaged in, or is suspected or engaging in the unacceptable use of Facebook, Twitter, YouTube or any other social networking site, including blogs, in connection with the EGCA in any way, may be dealt with by the EGCA as it deems fit, notwithstanding the behaviour did not occur on the playing field.

Without limiting the operation of this by-law, inappropriate Public Comment or unacceptable use may involve the player or official:

- a) Criticising the EGCA umpires, players, Tribunals or any other person involved in the EGCA;
- b) Engaging in bullying behaviour including but not limited to name-calling or making condescending, offensive (including racist or sexist) or abusive remarks about any person; or
- c) Engaging in any other behaviour which the Commissioners determines in its absolute discretion to have breached this by-law.

It is not relevant that the player or official making the remarks was not aware that the content could or would be made publicly available.

CONSUMPTION OF ALCOHOL POLICY

Clubs should follow the Liquor Licensing legislation requirements for Responsible Service of Alcohol, even if it is not directly binding on them or in certain unlicensed parts of their premises, such as changing rooms.

In particular, Clubs must ensure that alcohol is not provided to under- age players and patrons.

Where possible, alcohol should be consumed so that players, spectators and officials can consume in a licensed area and not in player change-rooms.

SMOKE FREE ENVIRONMENT POLICY

The EGCA recognises that smoke free environments protect non-smokers from the harmful effects of environmental tobacco smoke (ETS). The EGCA will enforce that all indoor areas and outdoor viewing areas at EGCA venues are smoke-free and that all official events are smoke-free.

Appendix 3 – Pitch Markings for One Day and T20 Games

