

# Senior Match & Rules Manual

## Season – 2021/22

To be read in conjunction with the [Senior Rules](#) and the [RDCA Constitution](#) at:

[Senior Documents](#)



Premier Division –	Trollope Shield, Wilkins Cup, Newey Plate, Pascoe Shield, Meehan Shield & Spencer Shield
District Division –	A, B, C, D, E, F, Split Innings Only Grades – G & H
Modified Division –	M1, M2, M3, M4, M5, M6 and Yarra Valley Hub

RDCA (Match Day contacts)	0413 569 144	Pat Meehan
	0491 759 305	Stuart Minetti
	0400 700 606	Michael Finn
(Modified Grades)	0407 874 894	Matt Thomas
(Yarra Valley)	0418 341 154	Greg Mitchell
Duckworth Lewis Calculations	0412 498 044	Warren Gilbert

**Scores!** Enter short scores into [MyCricket](#) by 9:00pm every match day.



R.D.C.A. Office: Jubilee Park, entrance off Reilly Street Ringwood [RDCA](#)

ALL MAIL SHOULD BE ADDRESSED TO: RDCA - Senior Secretary. Email: [Senior Secretary](#)

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# Presentation Night

## Season 2021/22

### Friday 22 April 2021

**Dorset Gardens Function Centre**  
335 Dorset Rd Croydon

Starting at 7:00 pm.      Cost \$55 per person

Complimentary tickets for any Trophy winner will be mailed to the Club Secretary with the winner's name written on the ticket. Complimentary tickets are non-transferable.

If Trophy winners are unable to attend, please advise, in writing (email), the Senior Secretary to avoid a fine being implemented. [Senior Secretary](#)

**Dress:** Neat Casual, no denim, 'T' Shirts or Flip Flops (Thongs).

Enquiries regarding Presentation Night Bookings please contact:

**Jo Fairy**      [marketing@rdca.com](mailto:marketing@rdca.com)      **0411 313 334**

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## RDCA Information

### Office Bearers

#### Board of Management

President	Michael Finn	0400 700 606
Administration Manager	Timothy Court	0407 838 275
Senior Committee Chair	Pat Meehan	0413 569 144
Finance Manager	Graeme Seymour	0439 114 843
Junior Representative	Sean Flynn	0411 309 386
Veterans Representative	David Sherlock	0412 350 986

#### Other Contacts

Senior Committee Secretary	Stuart Minetti	0491 759 305
Registration Secretary	Adam Kuklycx	0475 451 101
Fixtures	Stuart Minetti	0491 759 305
Disciplinary Committee Chairperson	Wayne Hartley	0411 403 149
VMCU Delegate	Pat Meehan	0413 569 144
MyCricket Administrator	Adam Kuklycx	0475 451 101
Yarra Valley Contacts	Dave Peel	0409 486 790
	Paul Broussard	0438 342 358
Health & Welfare Officer	Shane Kelton	0433 990 366

#### Umpires Committee

Chairperson	<a href="#">Doug Coldham</a>	0488 689 911
Secretary	<a href="#">Jordan Russell</a>	0413 357 444
Assistant Secretary & Social	<a href="#">Tony Gawne</a>	0418 885 993
Chairman of Selectors & MyCricket	Andy Laws	0418 545 175
Recruitment	Shawn Everitt	0419 884 107
Property/Membership	Barry Johnson	0417 102 057
Umpires' Mentor	Steve Pascoe OAM	0431 170 963
Umpires' Adviser	Graeme Lloyd	0439 634 310
Umpires Match Observer	Warren Gilbert	0412 498 044

#### Other Committees online:

##### [Contact RDCA](#)

- [Board of Management](#)
- [Seniors](#)
- [Juniors](#)
- [Veterans](#)
- [Umpires](#)

## Club Information

### Club Contacts

Code & Website	Club	Secretary	Telephone	Home Ground	Telephone
<a href="#">APK</a>	Ainslie Park	<a href="#">Alan Moss</a>	0400 353 495	<a href="#">MR01</a>	0407 874 894
<a href="#">BYP</a>	Bayswater Park	<a href="#">Melanie Causer</a>	0401 944 349	<a href="#">K01</a>	0401 944 349
<a href="#">BOR</a>	Boronia	<a href="#">Leigh Blennerhassett</a>	0433 769 535	<a href="#">K03</a>	0433 769 535
<a href="#">CSP</a>	Chirnside Park	<a href="#">Brad Malbon</a>	0425 664 747	<a href="#">YR08</a>	0425 664 747
<a href="#">CST</a>	Coldstream	<a href="#">Paul Harris</a>	0408 883 235	<a href="#">YR30</a>	0408 883 235
<a href="#">CNT</a>	Croydon North	<a href="#">Graeme Milton</a>	0418 388 149	<a href="#">MR04</a>	9726 7771
<a href="#">CRR</a>	Croydon Ranges	<a href="#">Kerryn Low</a>	0407 866 942	<a href="#">MR08</a>	0407 866 942
<a href="#">EAR</a>	East Ringwood	<a href="#">Jordan Kearney</a>	0406 515 104	<a href="#">MR17</a>	0406 515 104
<a href="#">ESF</a>	Eastfield	<a href="#">Dorothy Healy</a>	0448 876 771	<a href="#">MR12</a>	0448 876 771
<a href="#">HSV</a>	Healesville	<a href="#">Jo Drummond</a>	0438 003 129	<a href="#">YR35</a>	0407 816 152
<a href="#">HEW</a>	Heathwood	<a href="#">Steve Darmody</a>	0413 596 158	<a href="#">MR21</a>	0413 596 158
<a href="#">HDC</a>	Hoddles Creek	<a href="#">Andrew Monahan</a>	0439 311 178	<a href="#">YR37</a>	0499 995 853
<a href="#">KIL</a>	Kilsyth	<a href="#">Scott Nicholson</a>	0400 640 911	<a href="#">YR01</a>	9728 8773
<a href="#">LCP</a>	Launching Place United	<a href="#">Leah Parker</a>	0411 417 253	<a href="#">YR38</a>	0411 417 253
<a href="#">LYD</a>	Lilydale	<a href="#">Ecclees McDonald</a>	0434 253 449	<a href="#">YR03</a>	0419 115 542
<a href="#">MAR</a>	Marysville & District	<a href="#">Travis Gleeson (Acting)</a>	0409 253 449	<a href="#">MD01</a>	0427 737 399
<a href="#">MTR</a>	Montrose	<a href="#">Russell Dunning</a>	0419 567 798	<a href="#">YR12</a>	0419 567 798
<a href="#">MOO</a>	Mooroolbark	<a href="#">Tina Danisch</a>	0428 758 036	<a href="#">YR16</a>	0433 990 366
<a href="#">MTE</a>	Mt Evelyn	<a href="#">Chris Anderson</a>	0401 945 830	<a href="#">YR25</a>	0407 170 209
<a href="#">NRI</a>	North Ringwood	<a href="#">Luke Ervine</a>	0413 974 161	<a href="#">MR23</a>	9879 1855
<a href="#">NOW</a>	Norwood	<a href="#">John Kent</a>	0431 113 472	<a href="#">MR36</a>	0431 113 472
<a href="#">PWT</a>	Powelltown	<a href="#">Kane Dunne</a>	0447 374 388	<a href="#">YR48</a>	0455 086 665
<a href="#">SBY</a>	Scoresby	<a href="#">Matthew Chawulak</a>	0438 008 219	<a href="#">K22</a>	0438 400 172
<a href="#">SEV</a>	<a href="#">Seville</a>	<a href="#">David Peel</a>	0409 486 780	<a href="#">YR29</a>	0483 025 530
<a href="#">SCR</a>	South Croydon	<a href="#">Owen Bennett</a>	0413 150 601	<a href="#">MR11</a>	0413 150 601
<a href="#">SWT</a>	South Warrandyte	<a href="#">Frans Brouwer</a>	0408 222 365	<a href="#">MH01</a>	0408 222 365
<a href="#">STA</a>	St Andrews	<a href="#">Antony Pedersen</a>	0424 705 842	<a href="#">MR32</a>	0424 705 842
<a href="#">TMP</a>	Templeton	<a href="#">Paul Taylor</a>	0488 006 955	<a href="#">K14</a>	0419 554 091
<a href="#">WND</a>	Wandin	<a href="#">Joshua Hamilton</a>	0432 115 276	<a href="#">YR27</a>	0432 115 276
<a href="#">WAN</a>	Wantirna	<a href="#">David Andrew</a>	0430 276 970	<a href="#">K09</a>	0430 276 970
<a href="#">WSO</a>	Wantirna South	<a href="#">Paul Jones</a>	0418 500 315	<a href="#">K11</a>	0418 500 315
<a href="#">WDT</a>	Warrandyte	<a href="#">Robert Hay</a>	0412 261 287	<a href="#">MH2</a>	0412 368 078
<a href="#">WWD</a>	Warranwood	<a href="#">Audrey Rooks</a>	0407 017 994	<a href="#">MR26</a>	0438 110 422
<a href="#">WOP</a>	Wonga Park	<a href="#">Scott Parker</a>	0409 387 370	<a href="#">MH5</a>	0408 029 936
<a href="#">WYK</a>	Woori Yallock	<a href="#">Dean Worlley</a>	0421 475 715	<a href="#">YR40</a>	0438 342 358
<a href="#">YRG</a>	Yarra Glen	<a href="#">Mathew Grenfell</a>	0409 622 053	<a href="#">YR41</a>	0409 622 053
<a href="#">YJN</a>	Yarra Junction	<a href="#">Tyson Gaskett</a>	0421 787 630	<a href="#">YR42</a>	5967 2110

## Team Grading and Match Venues

Up to date ground information for a particular match may be obtained via the [MyCricket](#) website.

Once at [MyCricket](#) select **FIXTURES/Season Fixtures** then select **RDCA Competitions**, 2021/2022 as the season, select the **Grade** and click **Go**. (Click on the code below).

### Premier and District Grades

	TRO	WIL	NEW	PAS	MEE	SPE	A	B	C	D	E	F
<a href="#">APK</a>	<a href="#">MR01</a>			<a href="#">MR01</a>				<a href="#">MR03</a>				
<a href="#">BOR</a>											<a href="#">K03</a>	
<a href="#">BYP</a>		<a href="#">Kx01</a>				<a href="#">Kx01</a>			<a href="#">Kx02</a>			
<a href="#">CNT</a>			<a href="#">MR04</a>				<a href="#">MR04</a>					
<a href="#">CRR</a>			<a href="#">MR40</a>			<a href="#">MR40</a>		<a href="#">MR41</a>			<a href="#">MR41</a>	
<a href="#">CSP</a>			<a href="#">YR08</a>			<a href="#">YR08</a>					<a href="#">YR09</a>	
<a href="#">CST</a>								<a href="#">YR30</a>				
<a href="#">EAR</a>		<a href="#">MR17</a>			<a href="#">MR17</a>			<a href="#">MR18</a>				
<a href="#">ESF</a>					<a href="#">MR12</a>					<a href="#">MR12</a>		
<a href="#">HDC</a>								<a href="#">YR37</a>				
<a href="#">HEW</a>				<a href="#">MR21</a>					<a href="#">MR21</a>			<a href="#">MR19</a>
<a href="#">HSV</a>				<a href="#">YR35</a>				<a href="#">YR35</a>				
<a href="#">KIL</a>			<a href="#">YR01</a>		<a href="#">YR01</a>					<a href="#">YR02</a>		<a href="#">YR02</a>
<a href="#">LCP</a>											<a href="#">YR38</a>	
<a href="#">LYD</a>	<a href="#">YR03</a>					<a href="#">YR03</a>			<a href="#">YR05</a>			
<a href="#">MAR</a>												
<a href="#">MOO</a>	<a href="#">YR16</a>					<a href="#">YR16</a>				<a href="#">YR17</a>		
<a href="#">MTE</a>		<a href="#">YR26</a>				<a href="#">YR26</a>						<a href="#">YR25</a>
<a href="#">MTR</a>	<a href="#">YR12</a>			<a href="#">YR12</a>			<a href="#">YR14</a>	<a href="#">YR14</a>				
<a href="#">NOW</a>	<a href="#">MR36</a>					<a href="#">MR36</a>			<a href="#">MR37</a>			<a href="#">MR37</a>
<a href="#">NRI</a>	<a href="#">MR23</a>				<a href="#">MR23</a>		<a href="#">MR06</a>		<a href="#">MR06</a>			<a href="#">MR14</a>
<a href="#">PWT</a>												
<a href="#">SBY</a>			<a href="#">Kx22</a>							<a href="#">K22</a>		
<a href="#">SCR</a>	<a href="#">MR08</a>			<a href="#">MR08</a>						<a href="#">MR54</a>		
<a href="#">SEV</a>			<a href="#">YR29</a>				<a href="#">YR29</a>				<a href="#">YR34</a>	<a href="#">YR34</a>
<a href="#">STA</a>		<a href="#">MR32</a>					<a href="#">MR32</a>		<a href="#">MR31</a>		<a href="#">MR31</a>	
<a href="#">SWT</a>			<a href="#">MH01</a>		<a href="#">MH01</a>					<a href="#">MR15</a>		
<a href="#">TMP</a>		<a href="#">Kx14</a>				<a href="#">Kx14</a>				<a href="#">Kx15</a>		
<a href="#">WAN</a>												
<a href="#">WDT</a>		<a href="#">MH02</a>			<a href="#">MH02</a>		<a href="#">MH04</a>			<a href="#">MH14</a>		
<a href="#">WND</a>				<a href="#">YR45</a>								
<a href="#">WOP</a>		<a href="#">MH05</a>			<a href="#">MH05</a>				<a href="#">MH06</a>		<a href="#">MH06</a>	<a href="#">MH12</a>
<a href="#">WSO</a>	<a href="#">Kx11</a>			<a href="#">Kx11</a>				<a href="#">Kx07</a>				
<a href="#">WWD</a>		<a href="#">MR26</a>			<a href="#">MR26</a>				<a href="#">MR27</a>			
<a href="#">WYK</a>			<a href="#">YR40</a>				<a href="#">YR40</a>					
<a href="#">YJN</a>				<a href="#">YR42</a>			<a href="#">YR42</a>					<a href="#">YR43</a>
<a href="#">YRG</a>											<a href="#">YR41</a>	

## Split Innings, Modified Rules & Yarra Valley Hub Grades

	Split Inn. <b>G</b>	Split Inn. <b>H</b>		M1	M2	M3	M4	M5	M6		YV Hub
<a href="#">APK</a>		<a href="#">MR03</a>				<a href="#">MR09</a>		<a href="#">MR52</a>			
<a href="#">BOR</a>											
<a href="#">BYP</a>					<a href="#">Kx02</a>						
<a href="#">CNT</a>		<a href="#">MR05</a>			<a href="#">MR05</a>						
<a href="#">CRR</a>					<a href="#">MR10</a>		<a href="#">MR10</a>				
<a href="#">CSP</a>	<a href="#">YR09</a>				<a href="#">YR06</a>		<a href="#">YR06</a>	<a href="#">YR20</a>			
<a href="#">CST</a>	<a href="#">YR30</a>										
<a href="#">EAR</a>				<a href="#">MR18</a>		<a href="#">MR14</a>					
<a href="#">ESF</a>				<a href="#">MR13</a>			<a href="#">MR13</a>				
<a href="#">HDC</a>								<a href="#">YR37</a>			
<a href="#">HEW</a>							<a href="#">MR58</a>		<a href="#">MR58</a>		
<a href="#">HSV</a>				<a href="#">YR36</a>							<a href="#">YR36</a>
<a href="#">KIL</a>						<a href="#">YR19</a>		<a href="#">YR19</a>	<a href="#">YR22</a>		
<a href="#">LCP</a>											<a href="#">YR38</a>
<a href="#">LYD</a>		<a href="#">YR05</a>		<a href="#">YR04</a>							
<a href="#">MAR</a>											<a href="#">MD01</a>
<a href="#">MOO</a>					<a href="#">YR17</a>						
<a href="#">MTE</a>							<a href="#">YR25</a>	<a href="#">YR31</a>			
<a href="#">MTR</a>		<a href="#">YR15</a>		<a href="#">YR15</a>							
<a href="#">NOW</a>				<a href="#">YR22</a>							
<a href="#">NRI</a>					<a href="#">MR19</a>						
<a href="#">PWT</a>											<a href="#">YR48</a>
<a href="#">SBY</a>						<a href="#">Kx18</a>					
<a href="#">SCR</a>						<a href="#">MR54</a>			<a href="#">YR20</a>		
<a href="#">SEV</a>				<a href="#">YR47</a>				<a href="#">YR47</a>			<a href="#">YR46</a>
<a href="#">STA</a>	<a href="#">MR33</a>	<a href="#">MR33</a>		<a href="#">MR51</a>					<a href="#">MR51</a>		
<a href="#">SWT</a>		<a href="#">MR15</a>					<a href="#">MH15</a>				
<a href="#">TMP</a>						<a href="#">Kx15</a>			<a href="#">Kx10</a>		
<a href="#">WAN</a>	<a href="#">Kx09</a>					<a href="#">Kx09</a>					
<a href="#">WDT</a>	<a href="#">MH08</a>				<a href="#">MH08</a>		<a href="#">MH03</a>		<a href="#">MH03</a>		
<a href="#">WND</a>	<a href="#">YR45</a>							<a href="#">YR46</a>			
<a href="#">WOP</a>		<a href="#">MH12</a>			<a href="#">MH09</a>		<a href="#">MH09</a>				
<a href="#">WSO</a>		<a href="#">Kx07</a>							<a href="#">Kx03</a>		
<a href="#">WWD</a>	<a href="#">MR27</a>					<a href="#">MR09</a>			<a href="#">MR52</a>		
<a href="#">WYK</a>	<a href="#">YR49</a>										<a href="#">YR49</a>
<a href="#">YJN</a>								<a href="#">YR43</a>			<a href="#">YR44</a>
<a href="#">YRG</a>											<a href="#">YR41</a>



# Summary of Rule Changes for 2021/22

The RDCA Constitution and official RDCA Senior Playing Rules are separate documents and available on the [RDCA](#) website. The rules are also at the end of this document.

## Constitutional changes

**Rule 44** Clarifies Tribunal nominations and method for selection of panel members

## Senior Playing Rule Changes

**Rule 2** Penalty Unit introduced rather than specific dollar amounts.

**Rule 3** Provides a specific rule to ensure any reasonable instruction from an RDCA official is followed, otherwise disciplinary action may follow.

**Rule 4** Defines the multiple Divisional structure of the RDCA Senior Competition.

**Rule 12.4** Use of coloured clothing consistent throughout Premier Division. Provides the option for any other match to be played in coloured clothing.

**Rule 14.7 ii)** Ensures suspended players are ineligible for any RDCA awards.

**Rule 15.7** A single definition for “Wides” adopted (see rule 18.1.4)

**Rule 15.10** District Division matches – Captains have the option to bowl five (5) overs at each end before bowlers change ends.

**Rule 18** Limited-Over match rule rewritten in entirety to accommodate separate applications for Premier and Other divisions.

**Rule 18.1.4 ii)** On either side of the wicket, if the ball passes **outside** the extension of the **painted lines** as described in Rule 27.9 as it **passes the popping crease**, it will be deemed wide.

**Rule 18.2** **Premier Grade Only** – Limited-Over matches rules amended to include use of Duckworth Lewis calculations when interruptions to play occur.

**Rule 18.3** **All other Grades** – No change for Limited-Over match interruptions.

**Rule 22** New **Split Innings** format introduced.

**Rule 25.3** Specific reference and link to **Lightning Policy** included.

**Rule 27.11** Distance **boundary markers** must be placed from fences and other hazards has been increased to a **minimum of 3.1 metres**.

**Rule 32.4** All Premier Division 1<sup>st</sup> XI Home and Away matches and all Premier Division finals matches must be scored live using the MyCricket Live Score App.

**Rule 32.5** All games in all grades shall have the option to score games online using the MyCricket Live Score App. If this option is used at any game, scoring must be done using at least one official handwritten scorebook.

**Rule 36.3** Method of payment of match fees for officially appointed umpires confirmed via Club charge and monthly distribution (i.e., no cash on day).





## General Information

- The **Senior Domestic Playing Rules 2020/21** are duplicated at the end of this document.
- Ignorance of the rules is no defence against any form of penalty outlined in the rules.
- Team Captains need to understand and embrace [Rule 16: Duties of Team Captains](#).
- Match Reports (both teams) – [Rule 33](#)
  - Short Scores are to be entered into [MyCricket](#) by 9pm on the day of play, no need to phone or SMS to anyone. Minimum is the short scores but do **not** finalise or complete the match if entering on day one of a two-day game.
  - Full match report to be completed on [MyCricket](#) by 6pm the day after match completed.
  - **Captains'** Appraisal of Professional Umpire on [MyCricket](#) within 72 hours.
    - Appraisal to be objective, with mandatory comments if rated poor (6 or below)
    - [Guidelines](#) to Completing Report
- **Umpires' fees will be paid by the RDCA to each umpires' designated bank account and charged against Clubs' accounts.**
- \$140.00 each per day where two umpires stand.
- \$160.00 per day if only one umpire is in attendance.
- For 70 / 72 overs per day grades, the fee will be \$140.00 per day.
- T20 games \$80.00 per umpire
- Where play is abandoned by the Senior Committee, there will be no payment to the umpire(s).
- When an umpire is required to attend the game and play does not proceed beyond the tea break, 50% of the fee is payable.
- The full fee is to be paid once play continues, for whatever period of time, beyond the scheduled tea break.
- Affiliation Fees:
  - Senior teams           \$210.00
  - Junior teams           \$140.00
  - Veterans               \$110.00
- LATE entry of teams will not be permitted.



## RDCA Policies

[Adverse Weather Rule 26](#)

[Extreme Heat](#)

[Lightning Safety](#)

[Injury Code Rule 29.1](#)

[Blood Rule 29.2](#)

[Concussion and Head Trauma](#)

[Member Protection](#) including Harassment and Discrimination Policy

[Underage Players Rule 29.6](#)

[Helmets Rule 29.7](#)

## Other Policies

[Working with Children](#)

[Looking after our Kids](#)

[Social Media Policy](#)

[Junior Documents](#)

[Privacy Policy](#)

[Suspect Bowling Action](#)



## RDCA **Heat** and Fire Rating Policy

### Forecast at 8.00 am

Temperature	(Modified Rules) <b>36°C or more</b>	(Conventional Rules) <b>39°C or more</b>	Dangerous Conditions
Fire Rating	<i>Not Applicable</i>	<i>Not Applicable</i>	<i>Code Red</i>
ACTION	<u>All Modified Grades</u> cancelled	<u>All Fixtures</u> cancelled	<u>All Fixtures</u> cancelled

### During Play

Match Officials expected to monitor temperature at start and each break in play  
i.e., Drinks Breaks and Tea Break

CONVENTIONAL MATCH RULES	39°C or more	Less than 39°C	40°C or more
ACTION	Leave the field; monitor temperature every 15 minutes  If not under 39°C within 60 minutes abandon days play	Play may commence or resume with temperature monitored at each break	Play abandoned for the day
MODIFIED	36°C or more	Less than 36°C	40°C or more
ACTION	Leave the field; monitor temperature every 15 minutes  If not under 36°C within 60 minutes abandon day's play	Play may commence or resume with temperature monitored at each break	Play abandoned for the day

Reference point for local temperature information – Bureau of Meteorology smartphone app selecting *Current location*.

**All interruptions to play must be recorded in scorebook including time and temperature readings**

The RDCA Senior Committee retains discretion to abandon part, or all competition matches on the day prior if circumstances dictate.

# Extreme Heat Conditions

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 & officials.

## Definition

Forecast temperature is 36° C or more for Modified Grades and 39° C or more all other grades.

## Provisions

1. Adequate ice, easy to access shade, cold fresh water and sunscreen will be made available to both teams and officials at all times during the day.
2. If possible, drink eskies with water bottles and sports drinks are to be placed near the boundary.
3. Any player may take a drink break at the end of any over.
4. Official drink breaks are to be taken every 30 minutes.
5. Players under 18 years of age are restricted to bowling spells of 8 overs as per Rule 15.
6. Clubs should avoid having players under 14 years of age on the field if possible.
7. Normal loss of time rules applies in case of any lost time due to extreme heat.

## Guidelines and Advice

### Symptoms of Heat Injury or Heat Stroke

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.

The symptoms of heat injury or heat stroke are:

- Fatigue
- Nausea
- Headache
- Confusion
- Light-headedness

These 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.

### Timing of Training

Where possible, avoid scheduling training during the hottest part of the day (usually between noon and 4pm during daylight saving time). Early morning or night practice minimises the risk of encountering unacceptable playing conditions.

## Hydration

The ACB Junior Cricket Policy refers to the following guidelines regarding hydration practices for matches held during hot weather. These guidelines are also relevant to senior cricket competitions.

**NOTE: COVID-19 policies supersede the following general instructions**

- Drinks breaks should occur every 30-40 minutes in all matches (every 30 mins in conditions of extreme temperature)
- Water is the most appropriate drink for re-hydration. However diluted cordial or sports drinks may be supplied. Flavoured drinks may be particularly palatable to children who have consistently poor drinking habits during exercise
- Drinks should be available for individual players between drinks breaks. Umpires should be advised when additional drinks are sought, and players should make every effort to ensure
- No time is wasted
- Players should be encouraged to have their own drink bottles. This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and viruses
- Where cups and a large container are used, cups should not be dipped into the container. Used cups should be washed or disposed of after use
- Do not share cups

### ***Additional considerations in regard to Hydration include:***

- Consideration should be given to relaxing slow over rate penalties to allow for additional drinks breaks (which should be completed as soon as possible).
- Drink bottles also may be made available with club square leg umpires if deemed necessary or stored underground on the field if a suitable facility exists (e.g., covered tap box).
- Encourage players and officials to drink plenty of fluids (preferably water) with no restrictions placed on players getting drinks, placing them on the field, etc.

## **Player Rest and Rotation.**

- It is recommended that wherever possible when extreme temperatures are forecast, surplus players should be selected in addition to 12th man
- Consider rotating players on and off the field. Rest periods are particularly important for faster type bowlers
- Ensure players and officials seek shade when players are not on the field
- Team managers/coaches especially should be vigilant and not pressure their players in any way re performances or endurance.
- Limit bowling spells
- Limit individual batting innings

## Clothing

It is essential that everyone is made aware of the importance of:

- Wearing long-sleeved shirts
- Wide-brimmed hats
- The appropriate application and re-application of SPF 30+ sunscreen
- The use of wet towels
- Sunglasses

## Other Considerations

The welfare of players and umpires is paramount

- On days of extreme heat coaches, players, umpires and officials should be aware of the possible risks and carefully monitor all players and umpires. If any show signs of distress from the heat (see symptoms of heat illness outlined above) swift and appropriate action should be taken
- Be aware that junior, female and older players are more susceptible to heat injury.
- Be aware of junior players also playing in senior matches on the same day.
- Ensure there are sufficient shaded areas at grounds for both players and spectators where possible

## Remember HEAT

**H**ydrate **bearing in mind COVID-19 policy requirements**

**E**nsure good nourishment

**A**sk for extra drinks breaks

**T**alk to each other to recognise heat stress



# Lightning Safety

Electrical storms and the presence of lightning is difficult to predict and can be localised in nature. The following guideline (which applies to all Senior, Junior, Veteran and representative matches) is to assist match leaders (umpires, captains and junior coaches/managers) to make a duty of care decision when faced with weather conditions causing lightning within the proximity of active cricket matches.

If lightning and thunder (flash to bang) are separated by a time of less than 30 seconds, then the lightning is close enough (within 10km) to be a threat. Match leaders are advised to immediately suspend play and all players and officials are to move to SAFE areas. Common sense should also prevail. If lightning is observed in your vicinity, leave the field. Do not hesitate to take the initiative and lead your players off even if the opposition and/or umpires do not agree.

## 1) SAFER AREAS DURING A LIGHTNING EVENT

- a) Enclosed vehicles with windows closed (car, van, bus or similar)
- b) Substantial enclosed buildings
- c) Low ground, sheltering in clumps of low bushes
- d) Trees of uniform height, e.g., forest or large group of trees

## 2) UNSAFE AREAS INCLUDE:

- a) High ground
- b) Open ground
- c) Water
- d) Isolated or tall trees
- e) Near outdoor metal structures such as fences, gates, poles, seating
- f) Insubstantial structures such as shade shelters and picnic sheds

A period of 30 minutes should elapse before play is resumed, that is, after seeing the last lightning flash, wait 30 minutes before leaving shelter. If during this time lightning is again observed, the 30 minutes starts again.

## First Aid

Victims of lightning strikes are safe to handle- they do not “retain charge”. First aiders must ensure they do not become another casualty- move the victim to a safer location. Effects of a lightning strike include cardiac and respiratory arrest caused by disruption of the brains’ control centres. CPR or EAR should be given as required. It is important that even people who show no symptoms immediately after the strike receive medical attention as some effects may not be immediately obvious.





# Concussion & Head Trauma

Identification of concussion symptoms rests with match officials (unless a qualified medical practitioner is in attendance) who are to follow the assessment procedures herein and take appropriate action to ensure the safety and well-being of all participants.

The “assessor” shall be the qualified medical practitioner if present, otherwise the most medically qualified player, official umpire(s), Club official or team captain.

## Purpose:

1. It is critical to pursue best practice in the prevention and management of concussion and head trauma arising in the course of participating in RDCA sanctioned competitions and training sessions.

## Scope

2. This Policy applies to: (i) all male and female players and (ii) all umpires (collectively referred to as Participants):
  - a) Participating in any RDCA sanctioned competitions and matches or training for such competitions or matches or training and
  - b) who receive a blow to the head or neck (either bare or while wearing protective equipment), whether by ball or otherwise.

## Protective Equipment Requirements

- 3.1 The RDCA recommends the use of helmets:
  - by all players (regardless of age)
  - by umpires.
  - use of products/attachments properly fitted to helmets that provide additional protection for the vulnerable neck/occipital area of the batter (Neck Guards).
- 3.2 Helmets should be replaced immediately in accordance with the manufacturer’s recommendations following an impact.

## Head and Neck Trauma Management

- 4.1 If a Participant receives a blow to the head or neck (either bare or while wearing protective equipment), whether by ball or otherwise, then the assessor will undertake the Concussion Protocol outlined at Appendix 1 to this Policy, if they deem the blow warrants it. Importantly, this can include:
  - (a) Completing an on-field assessment to determine whether a concussion is established or suspected. Concussion is established through the reporting of symptoms and/or observation of signs. Symptoms are generally subjective to the individual (e.g., dizziness, headache, nausea) and signs are generally objective (e.g., loss of consciousness, altered balance, amnesia, disorientation, uncontrolled fall).
  - (b) If a concussion is suspected or a further assessment is required, follow the Concussion Protocol by removing the Participant from the sporting environment and completing the assessment guidelines at Appendix I.
  - (c) If a concussion is diagnosed, following the return to play steps contained in the Concussion Protocol.
- 4.2 If the assessor directs a Participant to leave the field or training area (if a concussion is diagnosed or if further assessment is required), the Participant must leave the field without delay.
- 4.3 No person, including the Participant under assessment, should attempt to influence the assessor in making their assessment or the decision to remove the Participant from the field for further assessment.

- 4.4 The match situation is not relevant in the management of the Participant and whether they are required to leave the field of play if concussion is suspected or diagnosed. The primary and only concern in any assessment shall be the health, safety and welfare of the Participant suspected of having suffered a head trauma/concussion. As an example, it is not relevant to the operation of this Policy, or the assessment of the Participant by the medical staff member or contractor, that the Participant is in a last wicket partnership to save or win a match.
- 4.5 If there is a qualified doctor on duty at a match or training session, the doctor will make any assessments required under this Policy. At matches or training sessions where a qualified doctor is not present, official umpire(s) or team captain(s) or most senior club official will undertake any necessary assessments (however he/she must refer the Participant to a doctor if he/she suspects a concussion or hospital if he/she suspects a serious head/neck injury). RDCA supports a conservative approach to the diagnosis and treatment of concussion and head/neck injuries.
- 4.6 More serious co-existing diagnoses (e.g., fractured skull, neck injury) should be managed as an emergency priority with ambulance attendance sought and once these are excluded then diagnosis of concussion can be considered.
- 4.7 After a blow to the head/neck, if any of the following are present:
- Loss of consciousness for any time;
  - Amnesia – inability to remember recent details;
  - Inability to keep balance;
  - Vomiting not explained by another cause, such as known gastroenteritis; and/or
  - Tonic posturing or fitting.
- Then the diagnosis of concussion (or more serious head trauma) is established.
- 4.8 More subtle symptoms (e.g., headache, dizziness, feeling of vagueness) are less conclusive, and in these scenarios, the Concussion Protocol in Appendix 1 should be completed.
- 4.9 The assessor will make the final diagnosis of whether a concussion may have occurred and refer the participant to a qualified doctor.
- 4.10 The participant will not be permitted to resume play on the day of the incident without first obtaining written clearance from a qualified doctor.

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# Concussion & Head Trauma Assessment

## Recognise & Remove

Concussion should be suspected **if one or more** of the following visible clues, signs, symptoms or errors in memory questions are present.

### Visible clues of suspected concussion

Any one or more of the following visual clues can indicate a possible concussion

- Loss of consciousness or responsiveness
- Lying motionless on the ground / Slow to get up
- Unsteady on feet/ Balance problems or falling over/ Incoordination
- Grabbing/ Clutching of head
- Dazed, blank or vacant look
- Confused/ Not aware of the state of play or events

### Signs and symptoms of suspected concussion

The presence of any one or more of the following signs and symptoms may suggest a concussion.

<b>Loss of consciousness</b>	<b>Headaches</b>	<b>Seizure or convulsion</b>
<b>Dizziness</b>	<b>Balance problems</b>	<b>Confusion</b>
<b>Nausea or vomiting</b>	<b>Drowsiness</b>	<b>Feeling slowed down</b>
<b>“Pressure in Head”</b>	<b>More emotional</b>	<b>Irritability</b>
<b>Blurred vision</b>	<b>Sensitivity to light</b>	<b>Sadness</b>
<b>Amnesia</b>	<b>Sensitivity to noise</b>	<b>Fatigue or low energy</b>
<b>Don’t feel right</b>	<b>Neck Pain</b>	<b>Feeling like ”in a fog”</b>
<b>Nervous or anxious</b>	<b>Difficulty remembering</b>	<b>Difficulty concentrating</b>

**Any player/ umpire with a suspected concussion should be IMMEDIATELY REMOVED FROM PLAY and should not be returned to activity until they are assessed medically. Players/ Umpires with a suspected concussion should not be left alone and should not drive any vehicle.**



### Memory function

Failure to answer any of the following questions correctly may suggest a concussion:

- “What is your full name”
- “What is your date of Birth
- ” What venue are we at today”
- “What is the name of your club”
- “Are you batting or bowling”

In all cases of suspected concussion, the player or umpire is referred to a medical professional for diagnosis and guidance as well as return to play decisions, even if the symptoms resolve.

## CONCUSSION RED FLAGS

If **ANY** of the following are reported then the player should be safely and immediately removed from the field of play. If no qualified medical professional is available, consider transporting by ambulance for urgent medical assessment.

Complains of Neck Pain

Deteriorating conscious state

Increasing confusion or irritability

Severe or increasing headache

Repeated vomiting

Unusual behaviour change

Seizure or convulsion

Double vision

Weakness, tingling or burning in the arms or legs

## Remember: DRS ABCD

The basic principles of first aid:

- Danger
- Response
- Send (for Ambulance)
- Airway
- Breathing
- CPR
- Defibrillation



# Important Rules and Guidelines

## Assessment of Players, Teams and Playing Conditions

### JLT Sport Game Day and Training Checklist

The JLT paperwork is: [here](#).

This checklist is a basic pre-game/training inspection tool that helps to identify safety concerns and record your club's actions.

In each RDCA scorebook, there is a checklist form that should be used by all teams for every game or there is a smartphone app that can be found under JLT Cricket Match Day for both Android and iOS.

On the JLT form see page 3, point 2. Field of Play, point 2.6:

All Boundary markers (lines, ropes, hats, etc.) at least 3 yards/2.74 metres away from any off-field hazards including but not limited to fencing, concrete gutters, goal posts, trees or other solid structures which may cause injuries to cricketers.

Your club executive may need to discuss with council officers the need for them to remove any existing goalposts for the safety of cricketers.

**Scores!** Enter short scores into [MyCricket](#) by 9:00 pm every match day.

## Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game.

Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the **captains** but extends to all players and officials. Captains need to step up and work with their players to embrace to this all-important philosophy.

## Respect

The RDCA expects that all players and officials apply themselves in all matters pertaining to cricket with respect for the ideals under which cricket should be played.

Not only do the objectives of our Association project “the playing and fostering of cricket, free from any objectionable features, and the better acquaintance and fellowship of the players” but The Laws of Cricket devotes a specific section on the spirit of the game and the responsibility of captains, with whom major onus rests, and players to ensure that the game is not injured by unwarranted actions.

All players, officials and spectators involved in RDCA matches are expected to:

Respect the Rules and Laws under which the matches operate. This includes possessing a good knowledge of the Laws and Rules of the game and applying them without fear or favour.

Respect your own captain and team. It is a privilege for you to represent your club on the field of play; no matter in what level of cricket you are involved. Reciprocate by conducting yourself with decorum while always endeavouring to do your best.

Respect your opposition players. While acknowledging that good natured banter is acceptable as part of the modern game, comments should be restricted to the conduct of the match and must never degenerate to what may be construed as personal abuse. There is no place for any act of violence on or off the playing field during the course of play.

Respect the Role of the Umpires. Umpires, whether officially appointed or volunteers, are expected to control the game, as required by the Laws and rules, with absolute impartiality. Captains, players and umpires alike must uphold this basic essential of the game.

Respect the Spirit of the Game and its Traditional Values. It is against the Spirit of the Game:

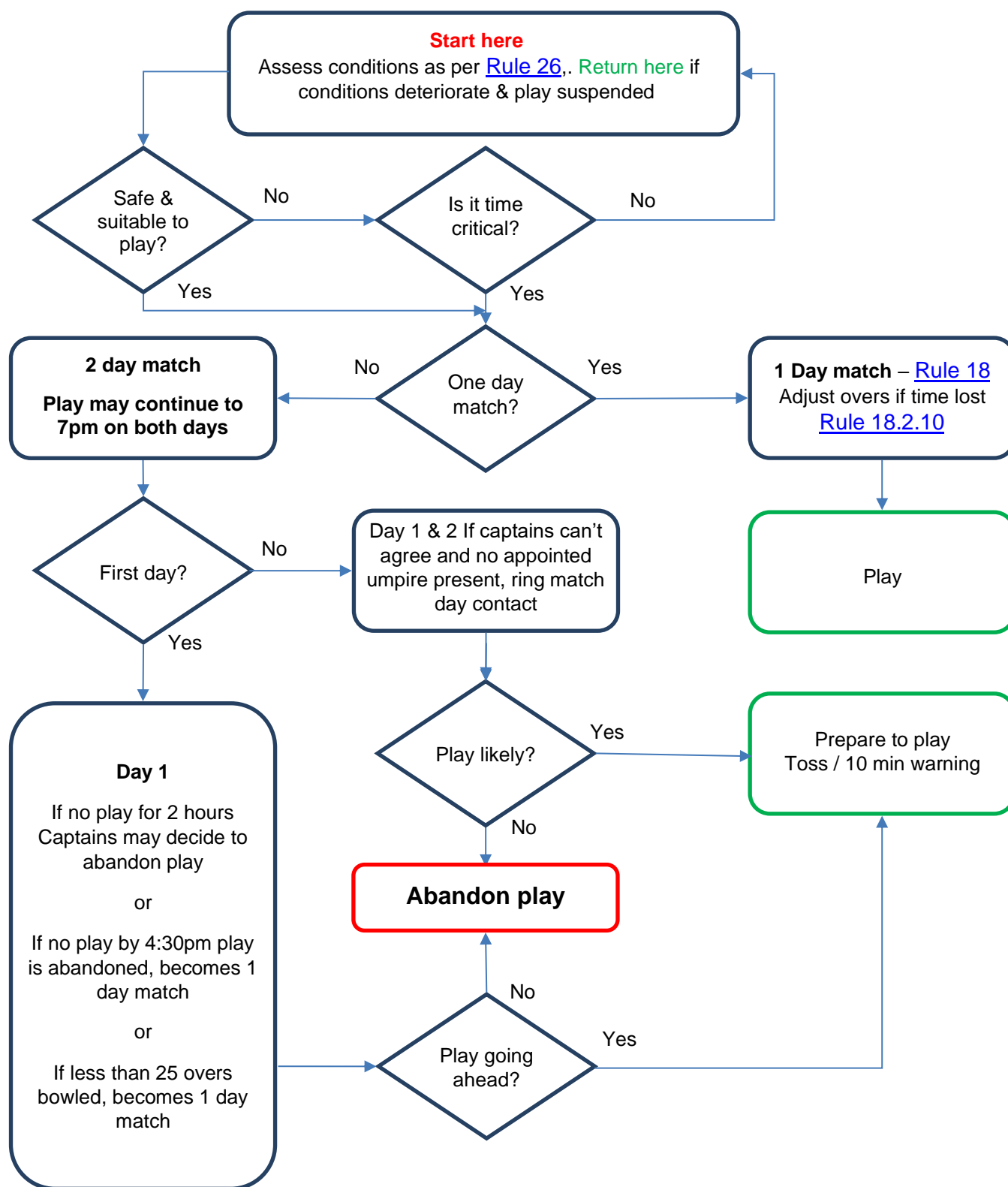
- To dispute an umpire’s decision by word, action or gesture
- To direct abusive language towards and opponent or umpire
- To indulge in cheating or any sharp practice e.g.:
  - To appeal knowing that the batter is not out
  - To advance towards an umpire in an aggressive manner when appealing
  - To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one’s own side.

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

It is expected by the RDCA Senior Committee that all umpires, players, officials and spectators will adhere to the Spirit of Cricket and, should they witness behaviour unbecoming to the game, bring such actions to the notice of the RDCA Senior Secretary, through appropriate channels, for action.

Not to do so will devalue the spirit of this great game. Any transgression will get a vigorous, predictable response from the Disciplinary Committee.

## Wet Weather Protocol



### Duty of Care is applicable at all times

Captains must sign off "Match Day Checklist" indicating conditions are playable and confirm:

- Bowlers are able to bowl from normal run-up
- Fielders have secure footing
- Batters are able to safely run between wickets and turn without undue hinderance
- No other hazards are apparent



# Ground Preparation & Maintenance Responsibilities

## The Role of the Home Captain / Team

Per [Rule 16.4](#) & [Rule 27.8](#), it is the responsibility of the Home Club, through its appointed team captain, to do everything within their power to provide a playing field free from any obstructions or obstacles, ensuring all Boundary markers (lines, ropes, hats, etc.) are at least 3.1 metres away from any off-field hazards including but not limited to fencing, concrete gutters, trees or other solid structures which may cause injuries to cricketers.

These preparations must be in place prior to the scheduled commencement of play unless current weather conditions preclude access to the playing field.

Similarly, should the match be interrupted during play due to excessive rain, and a decision is made to attempt to continue, it is the responsibility of the Home team to expeditiously undertake any necessary maintenance requirements to return the field to playable status.

Failure of the Home Club / Team to initiate / complete preparation maintenance requirements may result in the matter being brought to the attention of the RDCA Senior Committee for their consideration of disciplinary action for the offending Club, Captain and / or team.

## The Role of Officially Appointed Umpire(s). [Rule 38](#)

On arrival at the ground, the appointed umpires fully assume control / responsibility for the conduct of that match. Their main responsibility is to ensure completion of the fixture and that all preparations have been made, wherever possible, to achieve commencement of play.

Of course, the safety of the players is paramount.

It is solely for the umpire(s) to decide whether conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire and be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

If at any time the umpire(s) agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. If play is in progress and the umpires do not agree about such conditions, they shall immediately suspend play.

When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpire(s) agrees that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

**Let's get together to ensure that we all work from the same page and play as much cricket as the elements allow.**

## Match Start Times

Normally the first day of the season is the first Saturday in October. In Non - Daylight Saving Time matches start at 12.30pm, thereafter at 1.00pm unless otherwise advised by the RDCA Senior Secretary. [Rule 19.1](#)

## Registration [Rule 9](#) and Classification [Rule 10](#) of players

- If a player is unregistered or ineligible the team will forfeit the match to the opposition.
- Clubs must complete a registration form for all new players prior to inputting player details:
- Get a copy of the [Player Registration](#) form here
- This form is to be retained by the club and made available to the RDCA for verification if required.
- Each club is responsible for inputting new player registrations into the **MyCricket** system, including players requiring a clearance, to their club's block list of players.

## Clearances and Permits – [Rule 11](#)

- Where a player requires a clearance, such application is to be lodged through **MyCricket**.
- The club being asked to approve the clearance shall respond within seven days, again through the **MyCricket** system.
- The player is ineligible without this approval.
- Upon clearance being granted, the cleared player will automatically be registered with the new club.

Any concerns with **MyCricket** please contact our Registration Secretary and MyCricket Administrator [Adam Kuklycx](#).



## Player's Grade [Rule 10.2.i](#)

If a club has two or more teams in this Association, then any player of that club may play in any team of that club, within 6 grades or 1 team, whichever is the greater number of grades, than played in their previous match, without the approval of the Senior Committee. *NB: within 6 grades **excludes** the grade last played.*

### Grading Drop Table

Club Club	Trollope	Wilkins	Newey	Pascoe	Meehan	Spencer	A	B	C	D	E	F	G	H	M1	M2	M3	M4	M5	M6-YVH
TRO																				
WIL																				
NEW																				
PAS																				
MEE																				
SPE																				
A																				
B																				
C																				
D																				
E																				
F																				
G																				
H																				
M1																				
M2																				
M3																				
M4																				
M5																				
M6-YVH																				
	Grade that the player was in the previous match																			
	Grades the player may drop down in the next match (Or next team below in the club)																			
No substitutes are permitted in Modified Rules Grades. Otherwise see Rule 10.5																				

### Substitutes [Rule 10.5](#)

Persons called upon to act as "substitutes" MUST be registered players of this Association. A player may act as a substitute in a grade not more than two (2) consecutive **club teams** lower than the **team** in which they last played for **that club** during the current season. A player acting as a substitute need not have played the required qualification matches in order to act as a substitute in finals.



## Player absent

[Rule 15.9](#) Any Player absent at commencement of a day's play shall not incur any time penalty on taking the field for the first time on that day. A batter who is not out on Day one and is absent at start of play on Day two, may resume their innings following the fall of any subsequent wicket until the innings is complete.

## Afternoon Tea

[Rule 24.1](#) In a 2-day match, if there is any break in play within 15 minutes of the tea break then the tea break shall be taken immediately. If the team is 9 wickets down at the tea break, then play continues for 15 minutes.

## Afternoon Teas – Non -Provision

Unless otherwise advised by the RDCA Senior Secretary, players and officials are to be responsible for providing their own afternoon tea. Under no circumstances are clubs to provide a shared afternoon tea.

## Cricket Attire

[Rule 12.1](#) describes proper cricket attire for all players.

[Rule 12.4](#) describes the coloured clothing for Limited-Over matches in Premier grades.

## NO Ball

[Rule 15.2 ii](#) In all grades where a professional umpire is not officiating any ball that would pass higher than the height of a batter's shoulder whilst standing in an upright position shall be called and signalled as a "No Ball" in both Limited-Over and Two-day matches.

[Rule 5.6](#) Defines actions to be taken when a professional umpire is officiating.

[Rule 15.8](#) A ball pitching off the designated playing surface, shall be called and signalled "No Ball" by either umpire.

## Wides

[Rule 15.7](#) In grades without professional umpires, lines per [Rule 27.9](#) are to be used as a guideline.

[Rule 18.1.4](#) explains 'Wides' in Limited-Over matches which require painted lines as described in [Rule 27.9](#).

Any additional extras scored shall be debited against the offending bowler.

## 10 Metre Circle

[Rule 29.6.ii](#) Restrictions apply on fielding within ten (10) metres of the strikers' centre stump.

[Rule 27.8](#) Home teams will be responsible for marking **full** continuous circles of ten (10) metres radius on the ground centred on the middle stumps.

## Minimum Overs for Premier Grades

[Rule 20.1](#) In each innings of a match the overs bowled shall be no less than 16 overs per hour. A full day's play is scheduled to be completed by no later than 6:20pm.

[Rule 20.2](#) Penalties

[Rule 20.3](#) Notification of Penalties

## Official Match Scoring Requirements Rule [32](#)

# Considerations for Making Captain's Report on Umpires

## As a Technician

### Positioning

#### *At the Bowler's end*

- Did the umpire move up to the stumps to give guard?
- Did the umpire look comfortable and were they in the best position possible to adjudicate on "No Balls" etc. and to give decisions?
- Did the umpire move quickly to the best position square of the wicket to adjudicate on run-outs, short runs etc.

#### *At Square Leg*

- Did the umpire take up a position about a pitch length from the pitch?
- When the ball was played behind him, did the umpire turn to side on to follow the path of the ball whilst at the same time able to adjudicate **on short runs**?

### Communication

- Were you able to approach the umpire with a genuine query regarding the conduct of the match and receive a cordial reply?
- Did the umpire make clear the playing conditions for the match and expectations regarding player behaviour, the taking of drinks etc. at the toss?
- Did the umpire initiate unnecessary conversation with the players during the course of the game?
- Did the umpire maintain communication with their colleague?

### Concentration

- As the day progressed, were little things missed – a "wide" call, a No Ball call, a short run, an extra ball in an over? Did the umpire forget to cross over for the left hand – right-hand batting combination? All signs of concentration wavering.
- Were the umpire's decisions consistent throughout the day?

### Match Management

- Did the umpire keep you informed of the over rate?
- Was the umpire proactive in managing potential problems?
- Did the umpire treat the match as "the players game" and they were only there to count balls and make decisions – or did they become part of the game?

### Knowledge of Laws and Playing Conditions

The umpire may have made errors in judgement, but did they make errors in Law?

## As a Decision Maker

### Out – LBW

- Were LBW decisions consistent throughout the match?
- If doubt existed was the benefit given to the batter?
- In interpreting the LBW Law, where could the umpire improve their decision making?

### Out - Caught:

- If doubt existed was the benefit given to the batter?
- Did the umpire consult with their colleague when necessary?
- In interpreting the Caught Law, where could the umpire improve their decision making?

### Out - Run Out/Stumped

- If doubt existed was the benefit given to the batter?
- Was the umpire well positioned to give these decisions?
- In interpreting these Laws, where could the umpire improve their decision making?

## Calling & Signaling

- Calling was clear.
- Signals were correct and unambiguous

## Implementation of Law 42 - Fair & Unfair Play

If called upon to implement aspects of Law 42, did the umpire

- Interpret the Law correctly
- Issue the appropriate cautions in the appropriate way?
- Enlist the assistance of the Captain to take action and move the game forward?

There will be matches where the umpire is not called upon to make any judgements.

E.g. – there are no reasonable appeals for stumpings or run outs. In these cases, the umpire should receive a score of 8 with a note being made on their report that there was no need to adjudicate in these areas.

It would be expected that an umpire who has had an error free day would score at least 8 in all categories under “Decision Making”

### **10 should be reserved for the umpires who get the tough ones right.**

E.g. They hear the faint edge on to the pad in an LBW appeal.

They have to deal with chorused appeals and stands true

Gets catches behind right with the keeper standing up.

Calls “No Ball” for a keeper encroaching.

**Remember** – you are assessing the umpire’s current performance. Assessment should not be influenced by history or hearsay.

## Points Awarded

Guidelines for allocation of points should follow this format:

<b>9 - 10</b>	More than met expectations in difficult situations
<b>7 - 8</b>	Met expectations
<b>5 - 6</b>	More than 1 perceivable error
<b>3 - 4</b>	Up to 3 errors in a category
<b>1 - 2</b>	4 or more errors in a category

In instances where points are awarded above or below an allocation of 8, specific comment is to be made as to the reasons for doing so and examples of errors (or exceptional behaviours) are to be included in the report, e.g., “LBW – 6. A couple of decisions given where batters considered they hit the ball”.



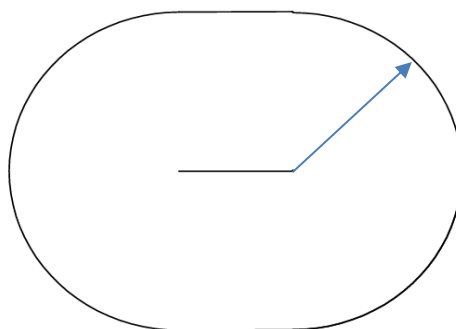
# Standard Playing Hours and Overs

## Bowling Restrictions

Refer to [Rule 19](#) for the hours, overs and bowling restrictions for particular grades

## Fielding Restrictions for Limited Over Games

**40/40 and 20/20**



Continuous  
30m Radius  
from middle  
stumps

Type of Game – Number of Overs		Maximum of fielders outside the capsule
40/40	20/20	
1 – 10	1 – 5	2
11 – 20	6 – 10	3
21 – 30	11 – 15	4
31 – 40	16 – 20	5
The restrictions reduce proportionally in a shortened match see <a href="#">Table 18-1 &amp; 18-2</a>	The overs reduce proportionally in a shortened match see <a href="#">Rule 50</a> .	

## Modified Rules Restrictions Summary in table format. [Rule 21.5](#)

Description	Limited-Over match	Two-day match
Overs per match	72 (36 each team)	144 (72 each team)
Overs per split	36	36
Min. Bowlers per split	7	7
Min. overs per bowler/split	2	2
Max. overs per bowler/split	7 *	7 *
Ball over the shoulder	No Ball	No Ball
Batter retires upon reaching	50	100
Retired Batter returns	Yes	Yes
Overs per end	6	6

\* When a Not Out Retired batter returns to the crease, bowling restrictions for individual bowlers are no longer applicable; however, the team must still bowl the minimum number of bowlers.



## Modified Grades Rules

[Rule 21](#) explains the Modified Rules

[Rule 21.1](#) applies to both One-day and Two-day matches.

[Rule 21.2](#) applies to One-day matches.

[Rule 21.3](#) applies to Two-day matches.

## T20 Rules - [Rule 44 onwards](#)

### Innings Interruptions

In an interrupted or reduced over match then fielding restrictions will apply as follows:

Length (overs)	2 out	3 out	4 out	5 out
20	1-5	6-10	11-15	16-20
19	1-4	5-9	10-14	15-19
18	1-3	4-8	9-13	14-18
17	1-2	3-7	8-12	13-17
16	1	2-6	7-11	12-16
15		1-5	6-10	11-15
14		1-4	5-9	10-14
13		1-3	4-8	9-13
12		1-2	3-7	8-12
11		1	2-6	7-11
10			1-5	6-10

Less than 10 overs each = no match.



# HOURS, OVERS and BOWLING RESTRICTIONS

Start time: 12:30 pm AEST, 1:00pm AEDT

**Rule 19** Grades Legend: (A) = Premier Division, (B) = District Division inc Split Innings, (C) = Modified Division inc Yarra Valley Hub

		Two-Day Matches (including two-day finals)	Limited-Over Matches (including one-day finals)
1	Hours of play (AEDT)	1:00pm – 6:20pm (may be extended to 7:00pm with time lost, check rule <a href="#">17.2</a> )	1:00pm – 6:20pm (may be extended to 7:00pm with time lost)
2	Scheduled overs of play per day <a href="#">Rule 17</a>	(A) 80 (B) 70 (C) 72	(A) 80 (B) 70 (C) 72
3	Designated maximum scheduled overs per match	(A) 160 (B) 140 (C) 144	(A) 80 (B) 70 (C) 72
4	Afternoon Tea Break (See also <a href="#">Rule 23</a> )	3:20 pm – 3:40 pm	After completion of first innings (20 mins)
5	Compulsory close Team batting first	(A) 80 overs (for match) (B) 70 overs (for match) (C) 144 overs (for match)	(A) 40 overs (for innings) (B) 35 overs (for innings) (C) 36 overs (for innings)
	Team batting second	(A) 160 overs (for match) (B) 140 overs (for match) (C) 144 overs (for match)	(A) 40 overs (for innings) (B) 35 overs (for innings) (C) 36 overs (for innings)
6	Minimum overs required to constitute a match	(A) 25 overs (for match) (B) 25 overs (for match) (C) 25 overs (for match)	(A) 20 overs per team (B) 18 overs per team (C) 18 overs per team
7	If team batting first is dismissed or declares	Balance of maximum scheduled overs	Not applicable
8	Completion of Match	At completion of scheduled overs rule <a href="#">17.2 ii</a>	Team batting second declares, is dismissed, or compulsorily closed
9	Slow Over rate (N/A in finals)	Premier division only <a href="#">rule 20</a>	Premier division only <a href="#">rule 20</a>
10	FOLLOW ON may be enforced	If the first innings lead is 80 runs or greater	Not applicable
11	Bowling restrictions (i) General	Nil	(A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	(ii) Time lost Before start During 1 <sup>st</sup> innings	Nil	Reduce 1 over per bowler, in turn, for each 8 minutes lost. Premier D'n <a href="#">18.1</a> , others <a href="#">18.2</a>
		Nil	Reduce 1 over per bowler, in turn, for each 4 minutes lost. Premier D'n <a href="#">18.1</a> , others <a href="#">18.2</a>
	(iii) Underage Max overs per pace* bowler per afternoon	U/17 – 16 overs U/19 – 20 overs	U/17 and U/19 (A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	Max overs per pace* bowler per spell	U/17 – 8 overs U/19 – 10 overs	U/17 and U/19 (A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	Break between spells	U/17 and U/19 - twice the number of overs bowled in the previous spell	U/17 and U/19 - twice the number of overs bowled in the previous spell
	* Bowling type guideline	Bowlers of medium pace or faster are broadly defined as those for whom the wicketkeeper would normally stand back <u>or</u> as any bowler who is not considered to be a spinner.	

Table 19-1

19.1 Where summertime (daylight saving) hours are not in operation, all matches will commence 30 minutes earlier than indicated in Table 19-1 above.

## Suspect Bowling Action Process

1. Player identified by umpires, or by club report for matches without appointed umpires, as having a suspect action, should be reported to the RDCAUA Secretary and, in turn, RDCA Senior Secretary.
2. RDCA Senior Secretary to advise player's club to be advised of identification and confirms process to be taken *and seeks permission to observe and film the bowler's action (if necessary) at the next possible opportunity. Parent's written permission is required for players under 18 years of age.*

*(Note: If permission is granted then proceed to step 3 and player may continue to bowl in matches. If permission is not given, then the player is banned from bowling in any matches until completion of the whole assessment / remedial action process.)*

3. RDCAUA Umpires Observer views bowler at next available match and advises RDCA Senior Secretary of outcome.
4. If action is considered suspect by the Umpires Observer, RDCA Senior Secretary advises club and player under review and sets a time frame for the following actions to be completed.
5. Club arranges for player's action to be videotaped and assessed by an accredited bowling coach approved by the RDCA Senior Committee, at the first opportunity (at cost to club). [Note: The RDCA sponsor, Saxon Sports, has offered to undertake this step for any club.]
6. Appointed bowling coach reviews and analyses videotape and provides a comprehensive report with recommendation for remedial action required to both the club and RDCA Senior Secretary.

The player is banned from bowling in matches until such time as remedial action recommended is completed and action reverts to within legality in terms of the Laws of Cricket.

7. Club initiates the remedial action and advises RDCA Senior Secretary upon completion and sign off by an accredited bowling coach.
8. RDCA Senior Secretary advises club and RDCAUA Secretary that the player is now available to bowl in the next match.
9. In the event that the redial action is not successful, as reported by the umpires, or participating clubs where no professional umpire is appointed, then the player will not be allowed to continue bowling.

The RDCA Senior Secretary will inform the club in writing and recommend that the player be referred to Cricket Victoria's High-Performance Department for further detailed analysis and review (at the club's cost).

10. A comprehensive signed off report, together with a copy of the video analysis and any recommended remedial actions, must be provided to the RDCA Senior Secretary before the player can resume bowling. A copy of the video will then be provided to the RDCAUA for the information of the umpires.



# Dangerous and Unfair Bowling

## Full Toss

Refer to [Rule 15.6](#).

## Short Pitched Deliveries

A short-pitched ball is defined as a delivery that would have passed over the shoulder of a batter standing upright at the crease.

In modified grades ANY short-pitched ball shall be a **NO Ball**.

A maximum of two (2) fast, short-pitched balls shall be allowed per over in 2 Day **Premier** matches.

A third short-pitched ball in any over shall be a **No Ball** and requires the umpire to adopt the procedures laid down in Laws 41.6.3 to 41.6.5 - "Bowling of dangerous and unfair short pitched deliveries - action by the umpire" after deciding that the bowling has become Dangerous or Unfair.

**Law of Cricket 21.10** applies - any ball that bounces above head height of a batter standing upright at the crease shall be deemed as a "**No Ball**" and called / signalled as such. It shall also be counted as one (1) of the maximum short-pitched balls allowed per over.

In a **one-day match, where a Professional umpire is officiating**, one (1) ball per over may pass over the batter's shoulder whilst standing in an upright position. Any other ball within the over which in the umpire's opinion would pass higher than the height of the batter's shoulder whilst standing in an upright position shall be called and signaled as a "**No Ball**" by the umpire at the bowler's end OR by a professional umpire at square leg.

In all other limited Over/One day Matches any fast, short-pitched ball, as defined above, shall be called "**No Ball**" and the umpire shall implement procedures in terms of Law 41-6.



# Umpiring in the RDCA

## Duties and Responsibilities

For Team and / or Professional Umpires

### Before Match

1. Be properly prepared:
  - Maintain a thorough knowledge of the Laws of Cricket and RDCA Rules
  - Clothing as per RDCA requirements
  - Equipment – (basic requirements) - Tape measure or like, mallet, counter, water bottle, watch, notebook & pen, bowlers' markers.
2. Check appointment details
3. Ensure attendance at ground at least 45 minutes before scheduled start
4. Greet colleague and synchronise watches
5. Check boundaries, outfield pitch surrounds for any dangerous surfaces, holes etc. and that crease markings and fielding restrictions are clear; organize rectification with home Club as necessary.
6. Pre-match discussion with both team captains re match conditions, boundaries, joint responsibilities as to player behaviour and match conduct and confirm when drinks breaks are to be taken.
7. Supervise coin toss 30 minutes prior to time of commencement of match or as dictated by conditions.
8. Erect stumps at least 20 minutes before scheduled start of match.
9. Introduce yourself to scorers and establish where they will be located.
10. Sight team lists and that they have been exchanged before play begins.
11. Advise both teams, 5 minutes before start, that umpires are taking the field and walk out together with your colleague.

### Bowler's End Umpire

1. Ask bowler their method of delivery, convey to striker, and provide "guard" to striker as requested.
2. Check readiness of striker, fielding captain, other umpire and scorers (prior to commencement or recommencement of play following drinks, tea or any other interruption).
3. At scheduled time, call "Play".
4. Call "Play" at the start of each innings, the start of each day's play, and at restart after any interval or interruption.
5. Count the number of balls and calls "over" after 6 legitimate balls.
6. Keep fielding captain abreast of over rate at least at each interval.
7. Call and signal to the scorers "No Balls" within their jurisdiction and all "Wides".
8. Signal to scorers all "Boundaries", "Byes" and "Leg Byes".
9. Answer appeals covering all modes of dismissal encompassing "Bowled", "Caught", "LBW", "Handled the Ball", "Hit the Ball Twice", "Obstructing the Field", "Timed Out" and "Run Out" at their end.
10. Call and signal "Dead Ball" when applicable.
11. Check for "Short Runs" while batters are running between wickets. Signals as required.

12. Give consent to fielder leaving or returning to the field and determines time before permitting returning fielder to bowl.
13. Ensure no more than 5 fielders on leg side at instant of delivery; otherwise calls "No Ball".
14. Make decisions based on hard evidence and maintains impartiality at all times.
15. Call for drinks to be ready 2 overs before agreed time.
16. Call "Time" at cessation of play before intervals, interruptions of play, at end of each day's play and at the conclusion of the match.
17. Respond to any captains' enquiries.

### **Striker's End Umpire**

1. Support colleague by counting balls bowled (Signalling when 2 remaining in over) and, to assist with LBW decisions, indicates how far striker is standing out of their ground.
2. Call and signal short run(s) at their end.
3. Answer appeals for "Hit wicket", "Stumped" and "Run Out" at their end.
4. Observe bowler's action for fairness of delivery (Reports any concerns to RDCA Executive)
5. Check number of fielders behind square leg at instant of delivery. Calls "No Ball" if more than 2.
6. Check whether any runner does not leave the crease prior to the ball reaching the striker.
7. Observe position of batters with regard to crossing when action indicates possible catch, overthrows or illegal fielding.
8. Ensure wicket keeper does not encroach in front of stumps before taking the ball.
9. Watch for all forms of illegal play.
10. Give utmost co-operation and assistance to colleague at all times.
11. At All Breaks of Play
12. Ensure the match ball is in the possession of an umpire until play recommences.
13. Take note of last striker and bowler.
14. Check that score books agree at the Tea Break and close of play
15. Record time of start and termination of innings to calculate innings time for inclusion on Umpires' Match Report.



## **After Match Duties**

### **Day 1 of 2-day games**

1. Record last bowler and end bowled from
2. Record last facing batter and end batting
3. Decide with other umpire who will retain the match ball(s).
4. Check that score books agree and balance.

### **At conclusion of match**

1. Check that score books balance and agree result.
2. Make notes for Umpires' Match Report Form including "Fairest and Best" and "Spirit of Cricket" voting and any matters to be advised to Association Executive for action.
3. If necessary, complete Umpires' Incident Report Form(s) and have signed off by the player or Club official. Submit all reports to reach the Umpires' Secretary within 24 hours of completion of the match but preferably sooner.

### **Within 72 hours of completion of match**

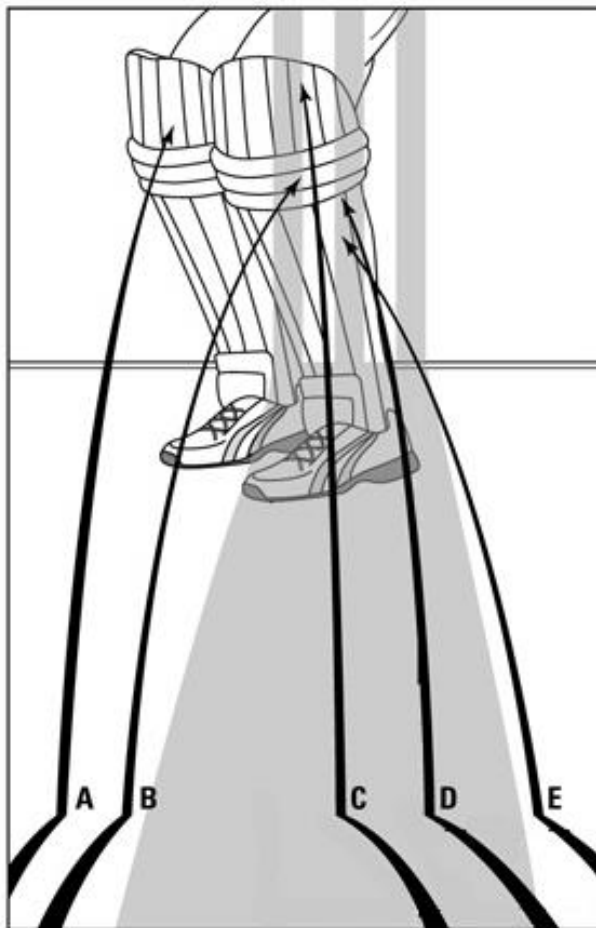
1. Enter Umpires' Match Report into **MyCricket**.
2. View personal Captains' Reports on Umpires to obtain feedback on match performance.





## The LBW Law (Law 36)

For a batter in a cricket match to be given out *leg before wicket* (LBW) a strict set of rules apply, to do with where the ball has struck the pitch and then hit the batter's pad. This figure takes you through the possibilities.



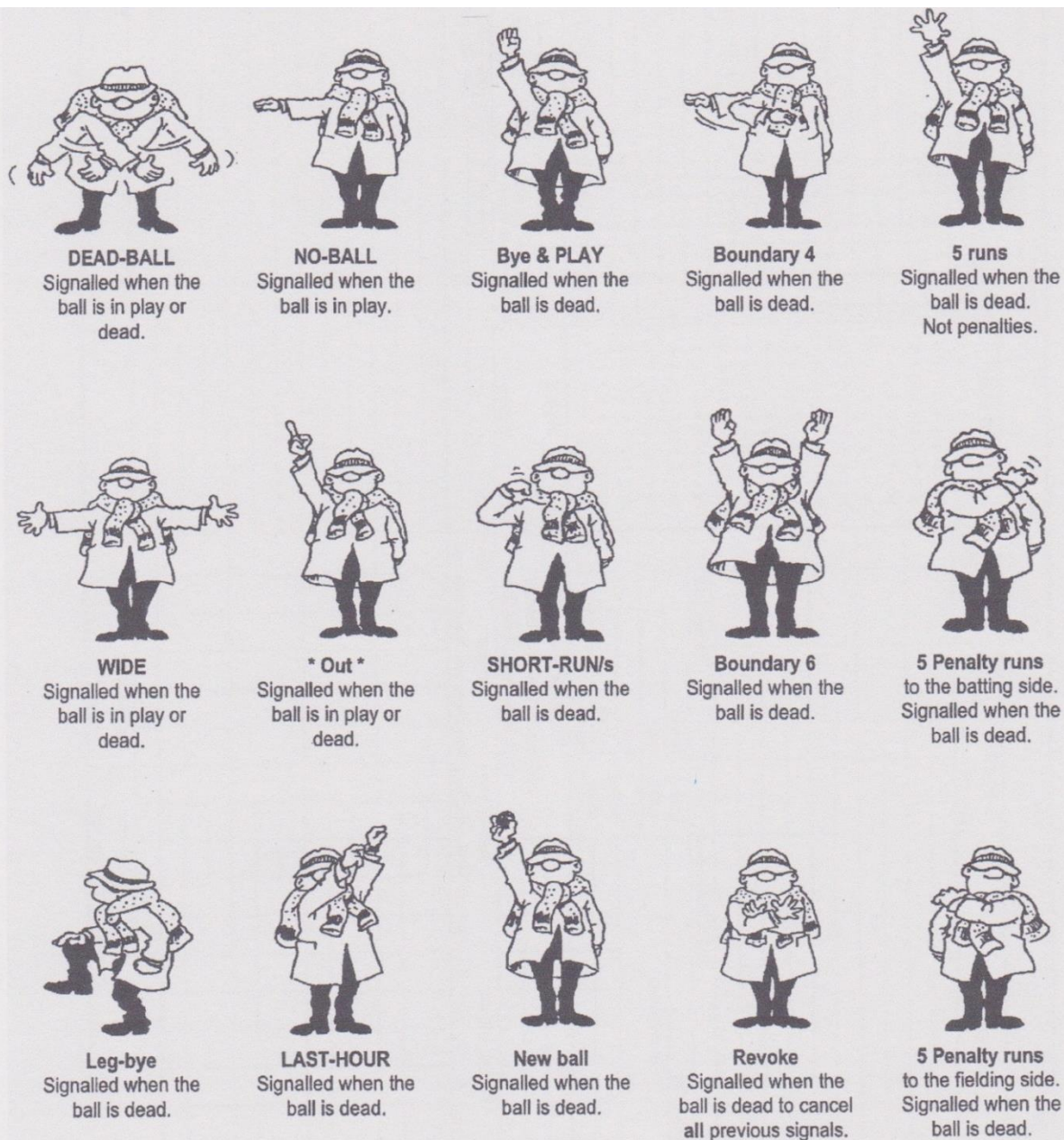
- A. Not out. Ball striking pad outside line of stumps. Ball would not have hit stumps.
- B. Out. If the batter did not play a shot, OR if the batter is hit in line with stumps, and ball will go on to hit wicket. Ball pitched outside line of off stump.
- C. Out. If the umpire feels the ball would have hit the stumps and not missed the top.
- D. Out. Ball pitched inside line of leg stump.
- E. Not out. Ball pitched outside line of leg stump.



## Five Penalty Runs (Trollope Shield and Wilkins Cup only)

Offence	Law No	Final Warning	Action	Report
Player returning without permission	24.4		Ball is dead 5 run penalty Ball re-bowled	Player & Captain
Deliberate short run	18.5	When ball is dead, first and final warning. No runs. Send batters back	When ball is dead, No runs send back 5 penalty runs	Player(s) & Captain
Illegal fielding	28.2.3		Ball is dead 5 run penalty Ball to be re-bowled	Player and Captain
Ball hits fielder's helmet placed behind the wicketkeeper	28.3.2		Ball is dead 5 run penalty	
Ball tampering	41.3	First and final warning. Change the ball 5 run penalty	<b>Any further instance</b> in the innings: Change ball Bowler removed 5 run penalty	Player(s) & Captain
Deliberate distraction of the striker	41.4	Call and signal dead ball First and final warning No dismissal Ball to be re-bowled	Call and signal dead ball No dismissal 5 run penalty Ball to be re-bowled	Player(s) & Captain
Deliberate distraction or obstruction of the batter	41.5		Call and signal dead ball No dismissal 5 run penalty Ball to be re-bowled Batters decide who faces	Player(s) & Captain
Time wasting by fielders	41.9	Call dead ball or when the ball is dead, first and final warning	Call dead ball or when ball is dead <b>Either</b> 5 run penalty (if between overs) or captain to remove bowler (if during the over)	Team & Captain
Time wasting by batter	41.10	When ball is dead, first and final warning	<b>Any further</b> instance during the innings, when ball is dead, 5 run penalty	Player(s) or team & Captain
Fielders damaging the pitch	41.12	When ball is dead, first and final warning	<b>Any further</b> instance during the innings, when ball is dead, 5 run penalty	Player(s) & Captain
Batter damaging the pitch	41.14	When ball is dead, first and final warning Inform each incoming batter	<b>Any further</b> instance during the innings, when ball is dead, No runs, send back 5 run penalty	Player(s) & Captain
Batters stealing a run	41.17		Call and signal dead ball as soon as the batters cross: Send back 5 run penalty	Player(s) & Captain

# Umpire Signals



Umpires must signal events in the order they occurred – Penalty run signal precede all others.

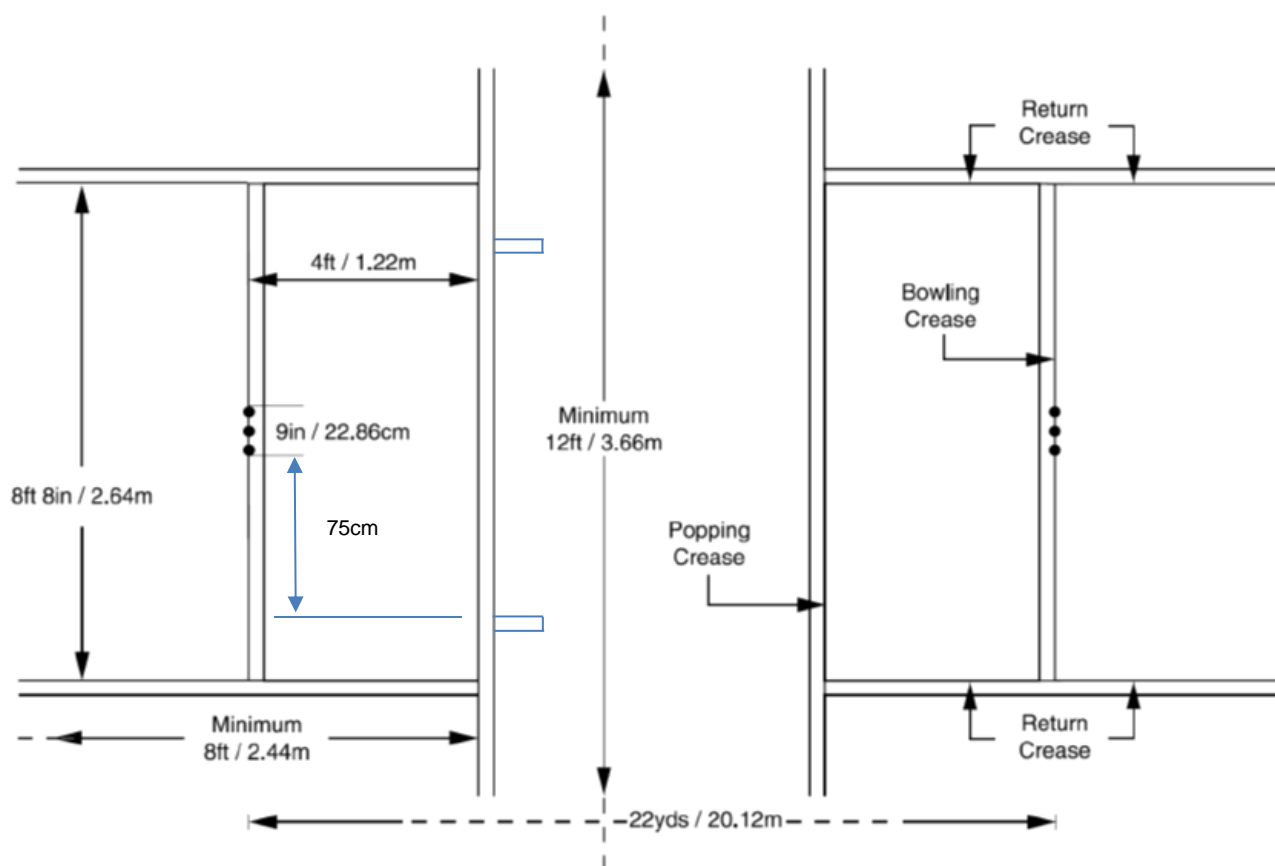
**CAPITALISED** signals are made first with a **CALL** for the players' benefit, then when the ball is dead the signal is repeated **to the scorers**.

The umpires must wait until **the scorers acknowledge each separate signal** before permitting play to proceed.

\* If on appeal, a batsman is Not-out the umpire shall call **NOT-OUT**.

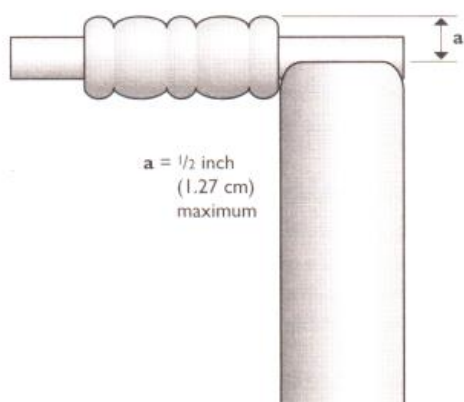
# Cricket Pitch & Stump Dimensions

Laws 6 (The pitch) and 7 (The creases)

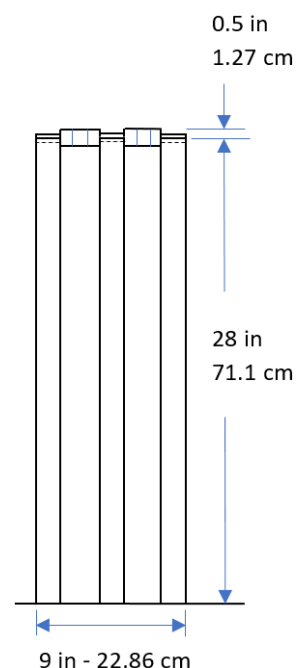


Rule [15.7](#) & [26.9](#) (No professional umpire / One day game)

To assist in adjudication of wides a white line must be painted in front of the popping crease, 75 centimetres either side of the outside stump. Only if the whole of the ball is outside either of these lines as it passes the popping crease, is it to be called wide, i.e., if any part of the ball passes over the white line as it passes the popping crease, it is not a wide.



Law 8 The Wickets



## Code of Conduct

All persons in attendance, the players, officials, staff and spectators, must conduct themselves within the bounds of these rules and also as described in the **Preamble – The Spirit of Cricket** in the official **Laws of Cricket**. Transgressions hurt the game, and our association, and there is **no tolerance** for them.

Umpires have a duty to report any transgressions as per [Rule 41](#) but anyone can raise a report.

The **constitution** describes the procedures to deal with protests, charges and reports.

This may result in fines, forfeits, namings or suspensions as per [Rule 14](#).

The captain/club is responsible for the conduct of their players and spectators as per [Rule 14.2](#).

### CODE OF CONDUCT Rule 13

13.1 The following code of behaviour is recommended by the Victorian Metropolitan Cricket Union (VMCU) and adopted by the RDCA. The Senior Committee may impose penalties for breaches of this code.

13.2 All matches will be conducted in the true spirit of the game of cricket and Club Officials, Coaches, Captains and Players are required to adopt this code, or the Senior Committee may impose penalties.

13.3 No player or official will, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.

Players will:

- i) Respect the umpire.
- ii) Not verbally or physically abuse any umpire.
- iii) Not dispute the umpire's decision nor react in a threatening or disapproving manner.
- iv) When given out, move immediately from the field.
- v) Endeavour to assist the umpire in carrying out the umpire's duties.
- vi) Not indulge in "sledging" of opposition players.
- vii) Not verbally or physically abuse any player or official.

13.4 Clubs will place all teams under the control of a responsible person.

13.5 Captains will:

- i) Instruct all players to avoid time-wasting. Incoming and outgoing batters are expected to pass on the field of play.
- ii) Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time-wasting.
- iii) Instruct all fielders to move quickly between overs and whenever required to change position, i.e., field setting, and changes be undertaken without time-wasting.
- iv) Ensure that players conduct themselves in a manner that conforms to the traditional image of the game of cricket.

13.6 Smoking on the playing field during the progress of a match is strictly prohibited. No alcohol will be consumed by players or match officials while the match they are participating in is in progress.



13.7 Players will maintain a standard of dress consistent with [Rule 12](#).

13.8 Clubs will be responsible for the behaviour of their supporters and spectators.

13.9 Player being **NAMED** - see [Rule 14.6](#).

13.10 Persons registered with the Ringwood and District Cricket Association Incorporated (RDCA) who post on the RDCA website or on a club website or in social media will be subject to the rules of the RDCA and the Code of Conduct under the RDCA Social Media policy as posted on the RDCA website.

The term social media refers to any medium or method which is used by individuals or organisations to disseminate information or opinions to one or more other individuals or organizations. This includes noticeboards and toilets.

13.11 Threatening, offensive and obscene language will not be tolerated.

## Please support our sponsors



[www.rdca.com](http://www.rdca.com)

## Reporting an Incident

It is most important for the umpire that special emphasis is placed on the procedure per [Rule 14.4.i](#) (Informing the player, captain or club).

The **Umpires Incident Report Form** and the player / official interview must be completed within 60 minutes of the completion of the match and the report form must contain:

- Correct and concise details in all pertinent areas of the report
- Indication of the charge being laid by ticking / crossing the pertinent box which also advises the pertinent "Set Penalty Offered".
- Advise reported player / official that they may accept the set penalty offered or refer the matter directly to the Tribunal.
- Advise reported player / official, of right to amend original plea should they subsequently decide to do so, but this must be completed in terms of RDCA [Rule 14.4.v](#) within 24 hours of the match completion.
- Basic information in the "Details of Report" section relating to the charge(s) only e.g., Basic circumstances which led to the report.
- No other extraneous information should be included on this form.
- Please be aware that, should the reported player / official not accept the set penalty offered, you will be required to attend a Tribunal Hearing likely to be held on the following Wednesday
- RDCAUA Secretary will advise details of the hearing and arrange for advocate support.
- Should a reported player / official not accept the offered mandatory penalty, the report will be referred to the **Disciplinary Committee** for action.
- Notice of the report (preferably with completed documentation but, at the very least, verbally or by email) must reach the RDCAUA Secretary no later than 12 noon on the day following completion of the match to enable formal submission requirements to be met.
- It is preferable that, if all report requirements can be met, the report is submitted on the day of the incident.
- Any report made against an umpire must be lodged with the Disciplinary Committee Chair (in writing) within 24 hours of the incident giving rise to the report as detailed in RDCA Constitution Rule 45. All reports will be referred to the RDCA Umpires Association for investigation and resolution.



# Sample Incident Report Form



## RDCA INCIDENT REPORT FORM

DATE: \_\_\_\_/\_\_\_\_/20\_\_\_\_

Match.....This Club.....v.....That Club.....

Grade.....A Premier..... Round.....XX.....

PLAYER / OFFICIAL NAME	CLUB																										
T. Gunn	That Club																										
UMPIRES REPORT IN WRITING REQUIRED TO BE MADE PURSUANT TO RDCA RULES																											
<b>REPORTABLE OFFENCE:</b>	<table border="1"> <thead> <tr> <th>DIRECT TO TRIBUNAL</th> <th>SET PENALTY OFFERED FOR PLAYER REPORT ONLY Tick ALL Applicable</th> </tr> </thead> <tbody> <tr> <td>Audible Obscenity (heard beyond boundary)</td> <td>Naming</td> </tr> <tr> <td>Dissension / Disputing decision</td> <td>X Naming</td> </tr> <tr> <td>Sledging or send off</td> <td>Naming</td> </tr> <tr> <td>Wilful Disregard of Laws; RDCA Rules; Umpire(s) Instructions</td> <td>2 weeks</td> </tr> <tr> <td>Alcohol Consumption (player)</td> <td>4 weeks</td> </tr> <tr> <td>Alcohol consumption (match official)</td> <td>To Disciplinary Committee</td> </tr> <tr> <td>Equipment Abuse</td> <td>X 4 weeks</td> </tr> <tr> <td>Abusive Language or action – to any player</td> <td>4 weeks</td> </tr> <tr> <td>Abusive Language or action - to Umpire</td> <td>8 weeks</td> </tr> <tr> <td>Intentional Player contact</td> <td>12 weeks</td> </tr> <tr> <td>Umpire Intimidation</td> <td>To Disciplinary Committee</td> </tr> <tr> <td>Other Reportable Incidents</td> <td>To Disciplinary Committee</td> </tr> </tbody> </table>	DIRECT TO TRIBUNAL	SET PENALTY OFFERED FOR PLAYER REPORT ONLY Tick ALL Applicable	Audible Obscenity (heard beyond boundary)	Naming	Dissension / Disputing decision	X Naming	Sledging or send off	Naming	Wilful Disregard of Laws; RDCA Rules; Umpire(s) Instructions	2 weeks	Alcohol Consumption (player)	4 weeks	Alcohol consumption (match official)	To Disciplinary Committee	Equipment Abuse	X 4 weeks	Abusive Language or action – to any player	4 weeks	Abusive Language or action - to Umpire	8 weeks	Intentional Player contact	12 weeks	Umpire Intimidation	To Disciplinary Committee	Other Reportable Incidents	To Disciplinary Committee
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Other Reportable Incidents	To Disciplinary Committee																										
Player / Official must attend the Independent Tribunal for charge to be heard	Set Penalty Accepted																										
Intentionally, recklessly or negligently making contact with an umpire	Charged Yes																										
Threatening or attempting to make contact with or strike an umpire	Player No																										
Striking an umpire	Witness Yes (if applic) No																										

### Details of Report:

I was officiating at \_\_\_\_ bowler's end \_\_\_\_\_ when the incident occurred at approximately \_\_\_\_ 3.00 \_\_\_\_ pm.  
 \_\_\_\_ T. Gunn \_\_\_\_ Player / Official \_\_\_\_ player \_\_\_\_ was reported for.....Dissension and equipment abuse in that he disputed an LBW decision and proceeded to smash his bat against the gate post when leaving the ground

Witness cited: RDCA Umpire M.Y. Partner; A. Skipper (This Club)

Umpires  
 Signature: \_\_\_\_\_ Signed \_\_\_\_\_ Name : (print).....I.M.A. Judge.....  
 Reported Player / Official  
 Signature: \_\_\_\_\_ Signed \_\_\_\_\_ Name : (print).....T. Gunn.....  
 Witness / Club Official  
 Signature: \_\_\_\_\_ Signed \_\_\_\_\_ Name : (print).....A.Boss...(That Club).....

Umpires Please Note: One report form per player to be used and relevant boxes are to be ticked

Pink Copy: To RDCA within 24 hours, Blue Copy: Umpires to retain,  
 Yellow Copy: Reported Player / Official Club, Green Copy - Witness Club

A supporting document, the **Incident Report Synopsis** as shown below, must be completed, and attached, providing details of the facts and circumstances that initiated the report.

## Incident Report Synopsis

Player \_\_\_\_\_ of the \_\_\_\_\_ Cricket Club  
is reported for:

1. Breaching the RDCA Code of Conduct as defined in Senior Rule 13.3, in particular
  - i. respect the umpire
  - ii. Not verbally abuse or physically any umpire
  - iii. Not dispute the umpire's decision nor react in a threatening or disapproving manner
  - iv. When given out, move immediately from the field
  - v. Generally, assist the umpire in carrying out their duties
  - vi. Not indulge in sledging of opposition players
  - vii. Not verbally or physically abuse opposition players or officials
2. Breaching the Law relating to "Player's Conduct" in the Spirit of Cricket as per the Laws of Cricket and the RDCA rules and guidelines issued to all Clubs in relation to 'Players' and Captains' responsibilities.
3. Below is a detailed summary of the facts and circumstances in relation to the Incident Report lodged keeping in mind that those reading this were not present. State any of the above rules applicable.

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Umpires' Name: \_\_\_\_\_ Signed: \_\_\_\_\_

Date: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

# Municipal Grounds

## Grounds Codes and Locations

Shire of Yarra Ranges	
No.	Venue & Address
<a href="#">YR01</a>	Alan Smith Oval, Pinks Reserve – Liverpool Road, Kilsyth
<a href="#">YR02</a>	Roy Baldwin Oval, Pinks Reserve – Liverpool Road, Kilsyth
<a href="#">YR03</a>	Lilydale Recreation Reserve #1 (Main) – Main Street, Lilydale
<a href="#">YR04</a>	Lilydale Recreation Reserve #2 (Rear) – Main Street, Lilydale
<a href="#">YR05</a>	Gateway Reserve – Nelson Road, Lilydale
<a href="#">YR06</a>	Lilydale Heights College – Nelson Road, Lilydale
<a href="#">YR08</a>	Kimberley Reserve #1 (South) – Kimberley Drive, Chirnside Park
<a href="#">YR09</a>	Kimberley Reserve #2 (North) – Kimberley Drive, Chirnside Park
<a href="#">YR12</a>	Montrose Recreation Reserve – Mt Dandenong Tourist Road, Montrose
<a href="#">YR13</a>	Mooroolbark College – Manchester Road, corner Ross Pincott Drive, Mooroolbark
<a href="#">YR14</a>	Keith Hume Fraser Reserve #1 (South) – Swansea Road, Montrose
<a href="#">YR15</a>	Keith Hume Fraser Reserve #2 (North) – Swansea Road, Montrose
<a href="#">YR16</a>	Mooroolbark Heights Reserve – Longfellow Avenue, Mooroolbark
<a href="#">YR17</a>	Kiloran Park #1 (South) – Hawthory Road, Mooroolbark
<a href="#">YR19</a>	Elizabeth Bridge Reserve – Durham Rd, Kilsyth
<a href="#">YR20</a>	Red Earth Community Park – Cnr Brice Avenue & Hull Road, Mooroolbark
<a href="#">YR22</a>	Balcombe Ave Reserve – Balcombe Avenue, Mooroolbark
<a href="#">YR23</a>	Morrison Reserve, (Back of school) – via Burdap Drive, Mt. Evelyn
<a href="#">YR24</a>	Kinley Estate Oval – Cave Hill Rd (rear of Lilydale High School)
<a href="#">YR25</a>	Mt. Evelyn Res #1 (Main) – Tramway Road, Mt. Evelyn
<a href="#">YR26</a>	Mt. Evelyn Res #2 (Lower) – Tramway Road, Mt. Evelyn
<a href="#">YR27</a>	Silvan Recreation Reserve – Monbulk Road, Silvan
<a href="#">YR28</a>	Seville Recreation Res. #1 (North) – Monbulk-Seville Rd., Seville
<a href="#">YR29</a>	Seville Recreation Res. #2 (South) – Monbulk-Seville Rd., Seville
<a href="#">YR30</a>	Coldstream Recreation Reserve (Halley Supple Oval) – South Gateway, Coldstream
<a href="#">YR31</a>	Margaret Lewis Reserve – Ingram Road, Coldstream
<a href="#">YR34</a>	Gruyere Recreation Reserve – Killara Rd Cnr Cahillton Road, Gruyere
<a href="#">YR35</a>	Queens Park – Don Road, Healesville
<a href="#">YR36</a>	Don Road Sporting Complex #2 (North) – via Don Road, Healesville
<a href="#">YR37</a>	Hoddles Creek Community Reserve – Gembrook-Launching Place Road, Hoddles Creek
<a href="#">YR38</a>	Launching Place Reserve – Wickhams Road, Launching Place
<a href="#">YR39</a>	Millgrove Recreation Reserve – Cavanagh Road, Millgrove
<a href="#">YR40</a>	Woori Yallock Reserve – Healesville-Koo Wee Rup Road, Woori Yallock
<a href="#">YR41</a>	Yarra Glen Rec. Res. #1 (Main) – via Melba Highway, Yarra Glen
<a href="#">YR42</a>	Yarra Junction Reserve – Park Road, Yarra Junction
<a href="#">YR43</a>	Wesburn Park #1 (West) – Warburton Highway, Wesburn
<a href="#">YR44</a>	Wesburn Park #2 (East) – Warburton Highway, Wesburn
<a href="#">YR45</a>	Wandin North Reserve – Clegg Road, Wandin North
<a href="#">YR46</a>	Wandin East Recreation Reserve – Monbulk-Seville Road, Wandin East
<a href="#">YR47</a>	Warburton Cricket Ground – Warburton Highway, Warburton
<a href="#">YR48</a>	Powelltown Reserve – Yarra Junction-Noojee Road, Powelltown
<a href="#">YR49</a>	Sheep Station Creek Recreation Reserve – Healesville-KooWeeRup Road, Yellingbo

City of Maroondah	
No.	Venue & Address
<a href="#">MR01</a>	Ainslie Park – Brentnall Road, Croydon
<a href="#">MR03</a>	Gracedale Park – Gracedale Avenue, Ringwood East
<a href="#">MR04</a>	Hughes Park (Brushy Creek Park) – Maroondah Highway, North Croydon
<a href="#">MR05</a>	Barangeong Reserve #1 (West) – Bambra Street, Croydon
<a href="#">MR06</a>	Barangeong Reserve #2 (East) – Bambra Street, Croydon
<a href="#">MR07</a>	Barangeong Reserve #3 (Baseball area) – Bambra Street, Croydon
<a href="#">MR08</a>	Griff Hunt Reserve – Lyons Road, Croydon North
<a href="#">MR09</a>	Lipscombe Park – Kirtan Drive, Croydon
<a href="#">MR10</a>	(ex) Melba College – Samuel Street, Croydon
<a href="#">MR11</a>	Cheong Park – Eastfield Road, Croydon South
<a href="#">MR12</a>	Benson Oval (Eastfield Park) – Eastfield Road, Croydon South
<a href="#">MR13</a>	Dorset Recreation Reserve #1 (East) – Dorset Road, Croydon South
<a href="#">MR14</a>	Dorset Recreation Reserve #2 (West) – Dorset Road, Croydon South
<a href="#">MR15</a>	Croydon Hills Primary School – Campaspe Drive, Croydon Hills
<a href="#">MR17</a>	East Ringwood #1 (Main) – Mt Dandenong Road, Ringwood East
<a href="#">MR18</a>	East Ringwood #2 (Lower) – Mt Dandenong Road, Ringwood East
<a href="#">MR19</a>	Ringwood Secondary College – Bedford Road, Ringwood
<a href="#">MR21</a>	Heathmont Reserve – Waterloo Street, Heathmont
<a href="#">MR23</a>	North Ringwood Reserve – Wonga Road, Ringwood
<a href="#">MR26</a>	Quambee Reserve #1 (Main) – Wonga Road, Ringwood North
<a href="#">MR27</a>	Quambee Reserve #2 (North) – Wonga Road, Ringwood North
<a href="#">MR31</a>	J.W. Manson Reserve #1 (East) – Selkirk Avenue, Wantirna
<a href="#">MR32</a>	J.W. Manson Reserve #2 (Main) – Selkirk Avenue, Wantirna
<a href="#">MR33</a>	J.W. Manson Reserve #3 (West) – Selkirk Avenue, Wantirna
<a href="#">MR36</a>	Mullum Reserve #1 (Main) – Mullum Mullum Road, Ringwood
<a href="#">MR37</a>	Mullum Reserve #2 (Lower) – Mullum Mullum Road, Ringwood
<a href="#">MR40</a>	Silcock Reserve (North) – William Road, Croydon
<a href="#">MR41</a>	Silcock Reserve (South) – William Road, Croydon
<a href="#">MR51</a>	Arrabri Reserve – Allambanan Drive, Bayswater North
<a href="#">MR52</a>	Croydon Primary School – Kent Avenue, Croydon
<a href="#">MR54</a>	Glen Park Reserve – Glen Park Road, Bayswater
<a href="#">MR58</a>	Greenwood Park – Greenwood Avenue, Ringwood

Shire of Murrindindi	
No.	Venue & Address
<a href="#">MD01</a>	Marysville Oval (Gallipoli Park) – Falls Road, Marysville

## City of Knox

No.	Venue & Address
<a href="#">KX01</a>	Guy Turner Reserve – Amber Street (off Bona Vista Rd), Bayswater
<a href="#">KX02</a>	Sasses Avenue Reserve – Terama Crescent, Bayswater
<a href="#">KX03</a>	Chandler Park – Chandler Road, Boronia
<a href="#">KX06</a>	Lewis Park #1 (North) – Lewis Road, Wantirna South
<a href="#">KX07</a>	Lewis Park #2 (South) – Lewis Road, Wantirna South
<a href="#">KX08</a>	Lewis Park #3 (West) – Lewis Road, Wantirna South
<a href="#">KX09</a>	Wantirna Reserve – Mountain Highway, Vermont South
<a href="#">KX10</a>	Schultz Reserve – Kinloch Parade, Wantirna
<a href="#">KX11</a>	Walker Reserve – Tyner Road, Wantirna South
<a href="#">KX14</a>	Templeton Reserve – Templeton Street, Wantirna
<a href="#">KX15</a>	Milpera Reserve – Milpera Crescent, Wantirna
<a href="#">KX16</a>	Wantirna College – Harold Street, Wantirna
<a href="#">KX18</a>	Llewellyn Reserve #2 (West) – via Llewellyn Park Drive, Wantirna South
<a href="#">KX22</a>	Scoresby Recreation Reserve (Exner Reserve) – Stud Road, Scoresby
<a href="#">KX27</a>	Colchester Park (Reserve), Colchester Road, Boronia
<a href="#">KX28</a>	Scoresby Secondary College – Zervas Street, Scoresby
<a href="#">KX29</a>	Dobson Park Reserve #1 – Francis Crescent, Ferntree Gully

## City of Manningham

No.	Venue & Address
<a href="#">MH01</a>	Colman Park – Colman Road, Warrandyte South
<a href="#">MH02</a>	Warrandyte Reserve #1 (Main) – Taroona Avenue, Warrandyte
<a href="#">MH03</a>	Warrandyte Reserve #2 (North) – Taroona Avenue, Warrandyte
<a href="#">MH04</a>	Stintons Reserve – Commercial Road, Park Orchards
<a href="#">MH05</a>	Wonga Park Reserve #1 (Main) – Launders Avenue, Wonga Park
<a href="#">MH06</a>	Wonga Park Reserve #2 (Upper) – Launders Avenue, Wonga Park
<a href="#">MH08</a>	Warrandyte High School – Alexander Rd, Warrandyte
<a href="#">MH09</a>	Donvale Primary School – Elata Street, Donvale
<a href="#">MH10</a>	Templestowe College – Cypress Avenue, Templestowe
<a href="#">MH11</a>	Burgundy Drive Reserve – Burgundy Drive, Doncaster
<a href="#">MH12</a>	Serpells Community Reserve (East) – Burleigh Drive, Templestowe
<a href="#">MH13</a>	Donvale Reserve #4 (East) – via Mitcham Road, Donvale
<a href="#">MH14</a>	Bulleen Park West Oval – via Bulleen Road, Bulleen
<a href="#">MH15</a>	Serpells Community Reserve (West) – Burleigh Drive, Templestowe



# RDCA Umpires' Association

## History of the RDCA Umpires Association

The RDCA Umpires' Association began in 1955 under the founding Presidency of Reg. Johnston who saw the need to create a group of independent adjudicators for the higher grade matches of the Association and interest in playing cricket was growing at a rapid rate.

Being an umpire was, and is, seen as a natural progression for players wanting to retain their involvement in the game while placing less stress on their aging bodies.

Over the years many of the umpires' panel members have demonstrated their love of and commitment to the game by significantly contributing to the RDCA in administrative and management areas.

For service to the RDCA, members have seen fit to award Life Membership to the following past and present members of the RDCA Umpires' Association and we acknowledge them for their selfless contributions to the current standing of your Association:

Bob Bissett (dec)	Alan Bonnett (dec)	Josh Brown (dec)
Ken Dunham (dec)*	Tony Gawne*	Ron Ellis (dec)*
Reg. Johnston (dec)	Harold Matthews (dec)	Pat Meehan*
Stuart Newey*	Steve Pascoe, OAM*	Charlie Puddyphatt (dec)
Alan Reidy (dec)	Don Smith* (dec)	John Springett (dec)*

\*The Umpires' Association has also bestowed separate Life Membership recognition to these past and present members, and to Paul Denton, John Fearnley and Martein Pruyers, specifically for their services to RDCA umpiring.

The dedication of our panel members is appreciated by all who seek independent management of match situations and we continually strive to improve our knowledge of the Laws and local Rules as well as match management skills to contribute to cricket matches free from any undesirable aspects. Rarely are we unsuccessful.

If you are reading this section of the manual, then it is likely that you are a registered Umpire in the RDCA competition.

On behalf of the Board of Management, and its respective competition committees, please accept our thanks to you for participating in this role.

If you are not a registered umpire, then please consider becoming an umpire.

Ask a professional umpire to provide more information or contact a member of the committee whose name appears in the front and become a participant in your sporting community.

## Umpire Accreditation

The Ringwood & District Cricket Association Umpires' Association fully endorses panel members involvement in the National Umpiring Accreditation Scheme which is conducted under the auspices of the Australian Cricket Board, and is responsible for the development, implementation and monitoring of umpire accreditation.

Members are required to have Community Officiating (Level 1) accreditation as a minimum requirement to umpire in the RDCA.

The Representative Officiating (Level 2) is available to members who wish to enhance their training qualification. It aims to provide umpires officiating at all levels below first class with an appropriate level of competency and your Association strongly recommends completion of the course to all panel members.

Upon successful completion of this course, you will be recognized through the awarding of a certificate and ID card, and your name will be registered on the ACB and Australian Sports Commission data bases of accredited umpires.

Enquiries should be addressed to the RDCA Umpires' Adviser, Graeme Lloyd on 0439 634 310 or at [lloyd@bigpond.net.au](mailto:lloyd@bigpond.net.au)

## Umpire Accreditation Renewal

New cards are issued during January and July annually. Accordingly, the reaccreditation process, including sign-off, needs to be completed by 30 June or 31 December.

Please take the following steps to renew your accreditation:

Log on to the Community Cricket website: [www.communitycricket.com.au/umpire#](http://www.communitycricket.com.au/umpire#)

Log on to the site using your email address and password (if you have not logged on to the site previously, you will need to register – follow the process on the aforementioned website).

## Navigate the courses

Complete course 2.1 (Online component) "Representative Officiating (Already accredited umpire)". This is a free course.

Email RDCA Umpires' Advisor (Graeme Lloyd: [lloyd@bigpond.net.au](mailto:lloyd@bigpond.net.au)) to request an Umpire Reaccreditation Form.

Complete the Reaccreditation Form and return to Graeme Lloyd.

Your application will be assessed on the basis of your completion of Course 2.1 and recent past umpiring experience and performance.

All members must have completed the on-line Cricket Victoria Community Officiating Accreditation Program (Level 1) to be eligible to umpire in the RDCA. The \$40 fee will be refunded by the RDCA upon the successful completion of the course.

The link is [Umpire Accreditation](#)



## Community Officiating

Cricket Australia's Community Officiating Program replaces the old Level One Umpire Accreditation course. It is an entry level course designed for:

- Those interested in becoming cricket umpires on a regular paid basis for the first time.
- Parents who, from time to time. Are required to officiate in junior competitions.
- Teachers who supervise and officiate in school competitions; and
- Anyone wishing to expand their knowledge of the game.

The accreditation program is conducted in two parts:

- Part One – a knowledge-based section completed on-line; and
- Part Two – a practical section covering on-field technique and application of the knowledge gained in Part One followed by on-field assessment in a match environment.

The cost of the program is expected to be \$40 which will include access to the on-line section of the course as well as additional resources required to complete the course.

Umpires must have the [Working with Children](#) certificate.

There is no cost for the volunteer applicants, but you will need to have a current passport photo available when the application is lodged at an Australia Post outlet.

RDCAUA Membership for the Season is \$60 payable within 1 month of 1<sup>st</sup> appointment.

## Umpires' Beliefs, Responsibilities and Ethical Standards

The Australian Sports' Commission describes the duty of sports' officials is to act as impartial judges of sport competitions. When acting as an official, the duty carries with it an obligation to perform with accuracy, fairness and objectivity through an overriding sense of integrity.

Although the vast majority of cricket umpires work as an amateur official, it is vital every official approach each assignment in a professional manner. Because of their authority and autonomy, officials must have a high degree of commitment and expertise. Cricket Victoria (CV) believes these facts impose on its umpires, the higher ethical standard by which true professionals are judged.

By choosing to umpire in the Ringwood & District Cricket Association (RDCA) competition you have therefore inherently accepted the responsibilities that go with that commitment.

The RDCA is committed to improving all aspects of cricket in the district at all levels. Playing, coaching and officiating are all part of the one brand and the RDCA aspires to be the best in all of these areas.

Quality officiating plays a vital role in player development and in the public image of the sport. It is important that all umpires who choose to umpire with CV, be part of this commitment and aspire to do their best to enhance a positive image of Premier cricket.

Every time an umpire wears the uniform it says, '*I am a representative of the Ringwood & District Cricket Association*', and we must be seen to maintain the highest standards in everything we are seen to do.

## Philosophy

As umpires we are an integral part of the cricket community, working with other stakeholders to provide a positive cricket experience for all participants.

### ***We believe:***

- That every official in all RDCA competitions should demonstrate the highest standards of ethics and sportsmanship and promote the development of good character and other valued life skills.
- That every official has the opportunity to perform at the highest level at which they are capable.
- That, to achieve this, all umpires will demonstrate a commitment to their personal development.
- That all officials are committed to the six core principles of:
  - Trustworthiness – involves integrity and honesty
  - Respect – displaying sportsmanship to all participants
  - Responsibility – being accountable and prepared
  - Fairness – making sure that everyone is treated equally
  - Caring – showing compassion for every person's role
  - Sportsmanship – playing by the rules.



## Rights

As an official operating on behalf of the RDCA you have the right to expect that:

- Your health and safety are paramount
- You will be treated with respect and openness
- You will be appointed to a level of competition appropriate to your level of competence
- You will have access to training and self-improvement opportunities.

## Theme

Individual umpires who wear the RDCAUA uniform, will demonstrate that they are part of the collective umpiring body by:

- Following the RDCA Umpires' **Code of Ethics**, being professional in all of their actions, having the utmost integrity and possessing an individual quest for excellence in preparation and performance.
- Being a positive part of the umpiring community, sharing and growing together for the betterment of umpiring and cricket
- Being part of the education process by which everyone can gain through the sharing of experiences, enforcing rules in a consistent manner and working to enhance the sporting experience for all.

## RDCAUA Mission

- To provide trained and accredited umpires for all matches in each competition conducted by the RDCA.
- To provide the highest quality standard of umpiring possible, for each level of the RDCA, by individuals who are appropriately trained and prepared.
- To be recognised as the district that produces the best umpires for the RDCA umpiring environment.

In striving to achieve this, it is expected that all umpires will have in place an individual plan by which they can demonstrate their commitment to their personal and professional development.

To achieve this and to support individuals to achieve their goals, the RDCA will:

- Establish recruitment strategies to encourage interested men and women to become umpires, to increase the body of officials available each week.
- Provide training programs that develop the individual's understanding of the Laws of Cricket, Playing Conditions for all competitions and specific technical training in best practice field craft.
- Encourage observation of the 'Spirit of Cricket', sportsmanship, fair play and ethical standards on all occasions.
- Recognise achievement and development by the promotion of individuals along a merit-based pathway.

## Heat Guidelines for Cricket Umpires

We all are aware that the umpires and the team management has the duty of care to for the health and safety of the players. We are so actively occupied looking after others' but who looks after the Umpires? Unfortunately, we are the destiny of our heat exhaustion on the field of play.

If you are 2% dehydrated, it can cause detrimental effects. It can decrease your performance by 20%, both physically and mentally. This could mean the below mentioned:

- Reduced concentration – miscounting balls and overs.
- Slower reaction times - Movement becomes lethargic & sluggish as well as getting into position.
- Impaired judgement and decision making – Missing no-balls, LBWs will be affected, caught decision could be clouded.

These are a few guidelines that Umpires could take into consideration to alleviate the effect of heat exhaustion.

### Before the Match

- Have a good night's sleep.
- Avoid any alcohol the night before the match, especially if you know what the weather forecast is. Alcohol causes dehydration.
- Ensure that you have a good breakfast on the day of the match.
- Ensure that you are well hydrated before the match. You should drink at least a litre of water before 2-3 hours of exercise on average.
- When you consult with the Captains before the match, ensure that the Umpires are taken into consideration when water is carried out to players.

### During the Match

Refer to the RDCA Heat Policy.

- Remember to include yourselves as umpires in the frequent drinks breaks during the pre-match discussion with the Captains.
- If, at any time during the match, umpires feel that their condition will compromise their decision making, they should take the necessary precautions by rehydrating themselves. Remember, if you feel that way, then the players are probably feeling the same.
- When there are two umpires and one of the umpire's condition is affected, take a drinks break and stand at square leg if you're up to it. Or go off the ground for a few overs. Wet your neck, rehydrate properly, sit in the shade and recommence when your condition allows you to.
- When there is one umpire and his/her condition is affected, ensure that you are rehydrated as often as the players are.

- If you are standing alone and your condition gets worse, speak to the Captains and go off the ground for a while, wet your neck, rehydrate properly and sit in the shade, while the players assist in umpiring. When your condition allows, recommence.

## Remember HEAT:

**H**ydrate (Covid safely)

**E**nsure that you're well nourished

**A**vail of extra drinks breaks

**T**alk to Captains to monitor YOU

## Please support our sponsors



[www.rdca.com](http://www.rdca.com)

## Ringwood & District Cricket Umpires' Code of Ethics

CV is entrusted with the development of cricketers from when they enter the sport to the National and International level, for those who achieve the highest level of recognition. This process requires that umpires at all levels to be independent, impartial and responsible to the people they serve. The official is appointed to carry out the roles and responsibilities as identified by the governing body (RDCA Executive Committee, CV or Cricket Australia).

The umpire should at all times follow the directions of the governing body, especially in the area of maintaining standards.

Violation, by an umpire, of the Code of Ethics may result in sanctions by the Executive Committee.

### **An umpire shall:**

- Place the welfare of the individual player above all other consideration.
- Maintain confidence and control at all times when in the role of the umpire.
- Devote time, thought and study to improving their understanding of the Laws, Playing Conditions and craft, to provide an effective and creditable performance in a fair and unbiased manner.
- Work with fellow umpires and the RDCA in a spirit of harmony and co-operation for the betterment of cricket.
- Resist every temptation and outside pressure to use one's position to benefit oneself.
- Under all circumstance avoid promoting the special interest of any person or group other than the sport we serve.
- Always act in a dignified manner in all personal conduct with players, coaches, club officials, CV officials and the public, whilst acting as the official.
- Be prepared both physically and mentally, dress according to expectations and maintain a proper appearance befitting the importance of the event.
- Honour RDCA appointments, regardless of any possible inconvenience or financial loss.
- Not make public comment or statement to news media that is critical of any stakeholder in the sport.
- Not smoke in the vicinity of the playing area.
- Not present in public in an intoxicated state.
- Carry a responsibility to act in a manner becoming of a professional person. The conduct of the umpire influences the public attitude towards the sport and the umpire.

## Expectations

Individual umpires must take responsibility for all of their actions and be ultimately responsible for their own progression. Whilst others may decide on your progress, it is the individual who has control over their improvement.

### ***Set yourself up for success.***

The umpire who waits for success to come their way will be passed by others who *lead change*.

As the official - *What makes you stand out?*

When an appointment for higher duties was made, ask yourself - Why was that person chosen ahead of me?

Your credibility as an official is determined by your understanding of the game and your technical ability to manage the match. The successful official demonstrates best practice, communication skills and develops a professional, working relationship with all stakeholders.

## Code of Conduct for Umpires

### **All Ringwood & District Cricket Association umpires:**

1. Shall accept responsibility for all actions taken.
2. Bear a responsibility for promoting a positive public image of RDCA and the sport.
3. Shall prepare themselves both physically and mentally; shall dress neatly and appropriately before, during and after an event and shall conduct themselves in a manner consistent with the high standards of the profession.
4. Will respect the basic tenets of history, integrity, neutrality, respect, sensitivity, professionalism, discretion and tactfulness.
5. Shall be impartial and fair in all deliberations.
6. Shall uphold the traditions, etiquette and dignity of cricket.
7. Shall master the Laws of Cricket and the mechanics to enforce the Laws in an impartial, firm and controlled manner.
8. Shall display and execute superior, communication skills, both verbal and non-verbal.
9. Must avoid conflicts of interest both real and perceived.
10. Shall encourage inclusivity and access for all.
11. Refrain from any form of personal abuse towards players.
12. Shall be punctual and professional in the fulfilment of their duties.
13. Shall work with each other and the governing body in a constructive and co-operative manner.
14. Must not make false or misleading statements in regard to any matter arising from their officiating



## Umpires' Team Rules

- ❖ *One in All in – ABSOLUTELY no exceptions*
- ❖ *We don't mess up great decisions with poor explanations*
- ❖ *If we are asked a respectful question, we give a respectful answer*
- ❖ *The behaviour we ignore is the behaviour we encourage*
- ❖ *Good umpires know what to do; great umpires have the courage to do it!*

### *Explanations:*

- *WE ARE A TEAM!*
- *ALWAYS support your colleague; discuss and resolve any matters of contention, on or off the field, in private.*
- *OWN the decision and progress as a team. No bad-mouthing panel members*
- *WE HELP AND SUPPORT EACH OTHER!*
- *Giving too much information often only muddies the waters. Keep it simple; don't try to justify close decisions. IT'S YOUR OPINION THAT COUNTS.*
- *Be civil at all times. Don't exacerbate what could become volatile situations with your words or actions.*
- *Don't pass a problem on to the next match's umpires. If you note actions outside the Spirit of Cricket / Code of Conduct, TAKE ACTION. Involve team captains and emphasise their responsibility to control their team member's behaviour / actions.*
- *You know what's required. Be assertive; Control the match; Hold Captains responsible; Escalate issues (Incident Report) if warranted.*

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## **Part 2 - SENIOR COMPETITION RULES 2021-2022**

Version 1.4 November 2021



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# 1 TITLE

The Senior Competition will be known as the Ringwood and District Cricket Association (Incorporated) (RDCA) Senior Competition.

# 2 RDCA RULES APPLY

The RDCA Senior Competition operates under the constitution of the RDCA. The rules of the RDCA Constitution and the Senior Competition, as defined herein, will apply. **A penalty unit is defined as being worth \$10 with all penalties to be defined in number of units.**

# 3 SENIOR COMMITTEE

- 3.1. The Senior Competition will be administered by the Senior Committee and shall be under the control of the RDCA Board of Management.
- 3.2. The Senior Committee will consist of a Chairperson, Senior Secretary, Registration Secretary, all elected in accordance with the constitution, and other ex-officio members. Ex-Officio members may be invited to serve on the committee and shall have normal voting rights at any Senior Committee Meeting.
- 3.3. Not more than two (2) members of any one affiliated club shall be on the Senior Committee at any one time.
- 3.4. The elected Chairperson of the Senior Committee shall be the Chairperson of all its meetings and in their absence, the meeting shall elect a chairperson for that meeting.
- 3.5. The Chairperson at all meetings shall be entitled to a casting vote as well as a deliberative vote.
- 3.6. The Senior Committee will meet as required and the Senior Secretary shall convene meetings.
- 3.7. Five members shall form a quorum and business shall not be proceeded with unless such a quorum is present.
- 3.8. Any member absent, without leave, from three consecutive meetings of the Senior Committee, shall forfeit their seat.
- 3.9. The Senior Committee will issue directives in order to enforce and administer the rules of the senior competition. If any direction of the Senior Competition has not been complied with, within the specified time, the Senior Committee is empowered to take such action as it deems fit.
- 3.10. The Senior Committee, in the absence of any set penalty for the breach of a rule, will determine the penalty which may be in the form of a fine, and/or the loss of match points and/or other suitable penalty.
- 3.11 **Players, Club Officials and Spectators are required to follow any instruction from an RDCA Umpire, RDCA Match Day Official or RDCA Committee Member. Failure to do so will result in disciplinary action by the Senior Committee.**

## 4 COMPETITION STRUCTURE

The senior competition will comprise **multiple divisions, each division containing multiple grades**. All grades will comprise eight (8) teams per grade. Grades may comprise an alternate number of teams to fulfil fixturing requirements.

- The first division will be known as “Premier Division” with,
  - six grades and,
  - the top three (3) grades to comprise club 1<sup>st</sup> XI teams only,
  - the last three (3) grades to comprise 1<sup>st</sup> and/or 2<sup>nd</sup> XI teams only.
- The second division will be known as “District Division”.
- The third division will be known as “Modified Division”.

**Other divisions may be created to fulfill other requirements as may be appropriate.**

## 5 COMMUNICATIONS

- 5.1 Information circulars emanating from RDCA officials must be consecutively numbered to ensure that clubs are aware that all advices have been received. Clubs will be held responsible for ensuring that advices are received in sequence.
- 5.2 All forms and communications addressed to the Association must be by mail, email or facsimile and be typed or written in ink.
- 5.3 Information requiring immediate dissemination to clubs may be sent via mobile text message and/or email.

## 6 ASSOCIATION REPRESENTATIVE MATCHES

- 6.1 The Selection Committee consisting of a minimum of three (3) members will be appointed annually by the Senior Committee to select teams to represent the Association in matches.
- 6.2 “Representative Teams” and practice squads of the Association will be selected by the Selection Committee..
- 6.3 A player selected in any Association Representative Team or in any practice squad, who is subsequently unable to play in such Representative Team or attend practice, will furnish the Senior Committee, at least seven (7) days before the match or practice, their notice of unavailability. If a selected player fails to attend or play as required or if the notice of the unavailability is provided less than seven (7) days before the match or practice, the Senior Committee may impose such penalty, including suspension or fine, as it considers the occasion warrants. Players selected in Association Representative Teams will be unavailable for selection in any club team scheduled to play on the same day.
- 6.4 Notification of selection will, for the purpose of this rule, be deemed sufficient if players concerned are advised of their selection personally, by mobile text message, email, or letter at least four (4) days before the match or practice.



## CLUB/TEAM ENTRIES

### 7 APPLICATIONS FOR ADMITTANCE

All new clubs will be eligible for affiliation with the Ringwood and District Cricket Association Incorporated subject to the following:

7.1 All applications by clubs desirous of playing cricket with the Association for the ensuing season will be made in writing, on forms supplied by the Association and lodged with the Administration Manager/Secretary not later than the first Friday of August in each year and will contain the following information:

- 1) Name, address and telephone number of President, Secretary, Treasurer, Club Members and when available, Junior Team Managers.
- 2) Team entries for the ensuing season, indicating the location of playing grounds, type of wicket and the best means of approach to same.
- 3) Name of team(s) sharing its wicket and dates on which the ground(s) may be unavailable.
- 4) The telephone number at Pavilion or Ground.

In regard to the nomination of new Clubs into the Association, additional information may be required by the Board of Management before a nomination is placed before the General Committee for decision at the Annual General Meeting or a Special General Meeting.

Such entries are to be regarded as final.

7.2 i) Failure to field any nominated team may result in a penalty as decided by the Board of Management.

- ii) **Before the commencement of each season each** Club must certify that it complies with the requirements of the Member Protection Policy **on the form provided by the Senior Secretary.**

7.3 A club may enter teams in the Veterans and Junior Competitions without the need to play in the Senior Competition.

7.4 The Senior Committee will determine the composition of all senior grades. Proposals for changes to the playing competition structure of the Association will be dealt with by the convening of a General Meeting, to provide the clubs with the opportunity to hear submissions, for and against the proposal, and permit the members the opportunity to vote by ballot or by show of hands. A simple majority of eligible votes will be required to achieve acceptance of such a proposal.

### 8 FULFILMENT OF FIXTURES

8.1 If a team is unable to secure its ground for a match, it must give seven (7) clear days' notice to that effect to the opposing club and to the Senior Committee Secretary. The Senior Committee Secretary will then decide where and when the match will be played and is empowered to impose a penalty on any club failing to comply with its decision.

8.2 Every team unable to play a competition match will give notice to the Senior Committee Secretary and to the opposing club of its inability to play by no later than noon on the day preceding the day scheduled for play.. Should this deadline be met, the penalty will be the deduction of 4 match points, but should advice be received after this deadline the penalty will be a deduction of 8 match points. Withdrawal of a team from the competition, after cut-off date in September, will incur a fine of **10 penalty units.**

8.3 Any team failing to fulfil any engagement will forfeit the match in question and will also be liable to be dealt with by the Senior Committee, which may include financial penalties.

- 8.4 In the event of a club withdrawing a team from the competition or forfeiting a match during the season, then the club must withdraw or forfeit its lowest grade team.
- 8.5 Possibility of re-scheduling of matches (due to vandalism, ground damage etc): Clubs must advise the Senior Committee Secretary as soon as possible who, in consultation with the Senior Committee Chair, or their delegate, will make a ruling..
- 8.6 In the event of any team of a member club being unable to field a side resulting in their forfeiture of matches on more than 5 occasions during a season then the said team and club will be dealt with by the Senior Committee. Sanctions on the said team may include being compulsorily withdrawn from competition during the season. Sanctions on the said club may include a financial penalty (minimum **10 penalty units**) and a restriction on the club registering the team again in the following season. Both will be at the discretion of the Senior Committee.
- 8.7 Application to play matches on a Sunday or public holiday (instead of Saturday).
- Clubs desiring to take this option must submit an application at least four (4) weeks before the scheduled date of the match. The Senior Secretary is empowered to make the decision. If approved, the match will become part of the scheduled fixture and be subject to the rules that apply thereto. Approval may not be forthcoming if the proposed date of the match clashes with that of a scheduled Association representative match. Clubs requesting a change of fixture must be aware of player availability under Rule 6.3 **Error! Reference source not found.** If Saturday matches of the same round are abandoned by the Senior Committee due to weather conditions (wet or heat), such decision will also apply to matches in that round being played on the Sunday or public holiday.

## PLAYING ELIGIBILITY

### 9 REGISTRATION OF PLAYERS

All players must be registered in MyCricket with their respective clubs and a player must be registered with the club with which they desire to play, prior to the completion of the match. Each club is responsible for maintaining their own player registration listing (in MyCricket) comprising ONLY those players that are eligible to be registered with their club.

#### EXISTING REGISTERED PLAYERS

- 9.1 The existing club player block registration listing at the end of the previous season will be used as the club player block registration listing for the next season.

#### NEW REGISTRATION

- 9.2 Before entry onto a Club's My Cricket database, each new player must complete and sign an Association Registration Form. This form must be signed by the Secretary or another official of the club, retained in the club records and produced for verification if required by the RDCA. No player will be eligible to play unless registered as above and no player will be registered unless eligible.

#### APPROVAL BY BOARD OF MANAGEMENT

- 9.3 Notwithstanding anything contained in these rules, all players will be and remain at all times subject to the approval of the Board of Management and / or the Senior Committee.

#### PLAYER REGISTERING WITH MORE THAN ONE CLUB

- 9.4 Any player who signs the registration forms and submits themselves for registration with more than one club in this Association will be dealt with by the Senior Committee.

## 10 CLASSIFICATION OF PLAYERS

10.1 A Premier, Sub-District or Club of another Association will be permitted free interchange of players between its Senior teams and their highest grade in this Association without permits, provided that such players are duly registered in accordance with the rules of this Association, but this rule will not permit the transfer of players between teams in this Association without compliance with these rules.

10.2 i) If a club has two or more teams in this Association, then any player of that club may play in any team of that club, within 6 grades or 1 team, whichever is the greater number of grades, than played in their previous match, without the approval of the Senior Committee. *NB: within 6 grades excludes the grade last played.*

ii) A player may transfer to a team of their club in a higher grade at any time without a permit.

10.3 The minimum number of home and away matches (finals qualifying matches) to be played by players to be eligible to play in finals matches of any one grade in any season will be determined by the Senior Committee. (see [Rule 23](#)) A player will be eligible to play for a club in finals, matches of any one grade in that season if:

1. they have played the minimum number of finals qualifying matches for that club in that grade or lower including Forfeits and Byes received, and
2. excluding any abandoned or cancelled matches, and
3. excluding any matches with Juniors, Veterans, or other clubs, and
4. subject to [rule 10.2](#).

Only teams receiving a forfeit, or a bye can enter eligible player names into MyCricket, which will count as a game played. Players of a team causing a forfeit cannot use that forfeit match as part of their eligibility to play in finals matches, (see [Rule 23](#)) It is permissible for any club to freely interchange their eligible players between any consecutively graded teams of that club in the RDCA or other Associations' final series, provided that teams are competing on the same day or days in finals matches.

10.4 Any team playing an unregistered or ineligible player **in any game** will be fined **10 penalty units** per player and will forfeit that game. **The win and any premiership** points will be awarded to the non-offending team. **The Senior Committee reserves the right to impose further penalties against captain, players, officials and club.**

10.5 Persons called upon to act as "substitutes" MUST be registered players of this Association. A player acting as a substitute need not have played the required qualification matches in order to act as a substitute in finals; however, a player may not act as a substitute in a grade more than two (2) consecutive club teams lower than the team in which they last played for that club during the current season.

10.6 A registered player of this Association will not be permitted to play in two matches at the same time or in the same round, either with this or any other Association without a permit from the Senior Committee.

10.7 Players from another Association - refer to [Rule 11.6 to 11.8](#).

## 11 CLEARANCES AND PERMITS

- 11.1 Clearance requests are to be submitted online through My Cricket and MUST be approved before that player commencing play in any match.
- 11.2 If no action is taken by the club to which the application for clearance is made within seven (7) days, the Registration Secretary may deal with the application as deemed fit.
- 11.3 All clearance and associated registrations must be finalised before the commencement of the match.
- 11.4 Any player unable to obtain a clearance from their club in this Association will have the right to apply to the Registration Secretary who will have the power to deal with the application.
- 11.5 Any player who has previously registered with an RDCA affiliated club requires a clearance application to be submitted online, on their behalf, in the MyCricket system. This clearance must be approved by the player's previous RDCA club before that player commences play in any match.
- 11.6 Disqualified players from any Association must obtain a clearance before playing in this Association.
- 11.7 Any player who has played with a club affiliated with another Association during the current season and desiring to transfer to RDCA must first obtain a clearance from their club, such clearance to be endorsed by the Association they desire to leave. In the event of the club refusing the clearance, the player may appeal to their Association. Should the club and Association refuse the application for a clearance, the player may appeal to the Senior Committee of the RDCA, whose decision will be final and binding on all concerned. To be eligible to play in following rounds, a player must be registered with the club with which they desired to play before the commencement of the match.
- 11.8 Interim Permits - the Registration Secretary of this Association will have the power to grant Interim Permits.

## PLAYERS

### 12 CRICKET ATTIRE

- 12.1 All players must appear on the field in proper cricket attire which should be predominately white (or cream), comprising white shirt with collar, white pullover if worn and long white trousers, and preferably white socks, **except as provided in rule 12.4.**
- 12.2 Players officiating as umpires must wear proper cricket attire plus distinguishing clothing as required under [Rule 40.3](#).
- 12.3 Umpires will report players contravening this rule who will, on a first occasion, be fined **1 penalty unit** and, if a further breach of this rule occurs, will be dealt with by the Senior Committee, which may impose a higher fine or penalty.
- 12.4 For all scheduled Limited-Over matches, Coloured clothing with matching coloured pads and white balls are mandatory for **all Premier Division matches. In all other divisions for each match both teams may opt to wear approved coloured clothing with matching coloured pads and use an approved white ball. If either team opts to play in whites only, then both teams must play in whites and use a red ball. Arrangements for teams agreeing to both play in coloured clothing must be completed and confirmed with the Senior Secretary by no later than 9:00pm on the Thursday preceding the fixtured game.**
- 12.5 No player will wear boots or shoes equipped with studs, spikes, sprigs, or projections made of metal or hard plastic which could damage the surface when playing on synthetic wickets. The penalty for non-compliance with this rule will be a fine of **2 penalty units**, and the offending player will not be permitted to participate in the match until this rule has been complied with.

## 13 CODE OF CONDUCT

13.1 The following code of behaviour is recommended by the Victorian Metropolitan Cricket Union (VMCU) and been adopted by the RDCA. **The Senior Committee may impose penalties for breaches of this code.**

13.2 All matches will be conducted in the true spirit of the game of cricket and Club Officials, Coaches, Captains and Players are **required** to adopt this code **or the Senior Committee may impose penalties.**

13.3 No player or official will, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.

Players will:

- i) Respect the umpire.
- ii) Not verbally or physically abuse any umpire.
- iii) Not dispute the umpire's decision nor react in a threatening or disapproving manner.
- iv) When given out, move immediately from the field.
- v) Endeavour to assist the umpire in carrying out the umpire's duties.
- vi) Not indulge in "sledging" of opposition players.
- vii) Not verbally or physically abuse any player or official.

13.4 Clubs will place all teams under the control of a responsible person.

13.5 Captains will:

- i) Instruct all players to avoid time-wasting. Incoming and outgoing batters are expected to pass on the field of play.
- ii) Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time-wasting.
- iii) Instruct all fielders to move quickly between overs and whenever required to change position, i.e., field setting, and changes be undertaken without time-wasting.
- iv) Ensure that players conduct themselves in a manner that conforms to the traditional image of the game of cricket.

13.6 Smoking on the playing field during the progress of a match is strictly prohibited. No alcohol will be consumed by players or match officials while the match they are participating in is in progress.

13.7 Players will maintain a standard of dress consistent with [Rule 12](#).

13.8 Clubs will be responsible for the behaviour of their supporters and spectators.

13.9 Player being **NAMED** - see [Rule 14.6](#).

13.10 Persons registered with the Ringwood and District Cricket Association Incorporated (RDCA) who post on the RDCA website or on a club website or in social media will be subject to the rules of the RDCA and the Code of Conduct under the RDCA Social Media policy as posted on the RDCA website.

The term social media refers to any medium or method which is used by individuals or organisations to disseminate information or opinions to one or more other individuals or organizations. This includes noticeboards and toilets.

13.11 Offensive and/or obscene language will not be tolerated.

## 14 MISBEHAVIOUR

14.1 During the progress of a match, and in all matters about dealings with Association Officials concerning the conduct within the RDCA, all players and club officials will behave in an orderly and seemly manner and abide by the spirit of cricket.

Any report made against an umpire must be lodged with the Disciplinary Committee Chair (in writing) within 24 hours of the incident giving rise to the report as detailed in RDCA Constitution Rule 45. All reports will be referred to the RDCA Umpires Association for investigation and resolution.

14.2 Clubs will be responsible for the behaviour of their spectators.

14.3 Umpires are to report all breaches of behaviour as detailed in [Rule 42](#).

14.4 i) Where an umpire believes a player has infringed the code of conduct, the umpire will inform the player that an incident report will be submitted. At the same time, the umpire will advise the Team Captain of the report and that any further such incidents during that match will result in the Captain being named for inability to control their players. The report will be formalised within 60 minutes of match end by the completion of an "Incident Report Form" including any applicable penalty (the official advice), which is to be signed by the offending player and/or their captain and/or club representative indicating whether the offered penalty is accepted or not and forwarded to the Disciplinary Committee Chair within 24 hours after the conclusion of the match. If required, the Disciplinary Committee Chair or their nominee will notify the player, in writing, via the Club Secretary of the outcome (naming / suspension or other action).

ii) A player / official having been offered a penalty has, until 24 hours after the scheduled completion of the match, the right to:

- a. change the original plea, or
- b. accept such penalty, or
- c. challenge the charge at an officially convened Tribunal hearing.

iii) An accepted penalty will apply immediately.

iv) The Disciplinary Committee has the right to refer the report direct to a Tribunal Hearing if deemed necessary.

v) Any player or person charged wishing to appeal against any naming/suspension must notify the Disciplinary Committee Chair within 24 hours of notification of the report (official advice) and lodge a written statement within 48 hours of notification of the penalty as detailed in RDCA Constitution Rule 45 together with a payment of \$100. Should the Tribunal dismiss the charge with no penalty or uphold the appeal, the \$100 will be refunded. The Senior Committee may reimburse witnesses called by the RDCA to the hearing for costs incurred in attending.

vi) The Tribunal will hear the appeal, wherever possible, on the Wednesday following the issue of the report, but no later than 14 days following the issue of the report.

vii) Any player or person charged whose appeal against a naming/suspension is not successful will serve an additional one match suspension to the penalty originally offered by the Disciplinary Committee Chair or their nominee.

14.5 Should a player be named in the finals series, such naming will carry over to the subsequent season.

14.6 The Disciplinary Committee Chair and/or their nominee, including officially appointed RDCA Umpires, are authorised to offer a penalty / penalties to reported players / officials within the undermentioned guidelines, that a reported player or person charged may accept with a "guilty" plea instead of attending a Tribunal hearing.



Audible obscenity (heard beyond boundary)	Naming*
Dissension / Disputing decision	Naming*
Sledging or send off	Naming*
Willful disregard of Laws, RDCA Rules, umpire(s) instructions	2 weeks
Alcohol consumption (player) Report	4 weeks
Alcohol consumption (match official)	To Disciplinary Committee
Equipment Abuse Report	4 weeks
Abusive language – to any player Report	4 weeks
Abusive language – to Umpire Report	8 weeks
Intentional player contact Report	12 weeks
Umpire intimidation Report	To Disciplinary Committee
Other reportable incidents	To Disciplinary Committee

If the misconduct recurs, these penalties may escalate.

**\*Naming** - a behaviour where an umpire needs to speak to a player about their behaviour but does not consider the player's behaviour to be so serious as to warrant a higher/specific penalty. Any player named during a season will, in the first instance, be issued with a warning and, should a second instance occur during the term of the naming, be suspended from playing for two (2) matches in which their team is due to participate.

Any suspension will be served according to the terms of the RDCA Constitution Rule 48 b).

**Note:** Where the duration of a player's penalty covers either a finals match or any other match being played over 2 days of the same weekend, then each day's play missed will equal 1 weeks penalty.

14.7 Any player suspended during the season will be deemed ineligible to participate in all competitions / representative matches in any on-field capacity or activity, while play is in progress, for the term of that suspension.

14.8 Penalties, whether automatically accepted or imposed at a hearing, will be posted on the RDCA website.

## MATCH CONDITIONS OF PLAY

### 15 LAWS OF CRICKET

The Laws of Cricket as adopted and interpreted by Cricket Victoria as existing at the date of the Annual General Meeting of this Association in any year will be observed, except as varied by the current RDCA rules including:

15.1 Any law introduced as an experimental law will be subject to confirmation at the Annual General Meeting or a meeting of the General Committee before the commencement of the season.

15.2 i) In Limited-Over matches, where a professional umpire is officiating, one (1) ball per over may pass between the batter's shoulder and top of the head whilst standing in an upright position. Any other ball within the over which, in the umpire's opinion, would pass higher than the height of the batter's shoulder whilst standing in an upright position will be called and signalled as a "No Ball" by the umpire



at the bowler's end or by a professional umpire at square leg. A ball pitched off the side of the synthetic wickets will be called and signalled "No Ball" by the umpire at the bowler's end.

- ii) In all grades where a professional umpire is not officiating, any ball that would pass higher than the height of a batter's shoulder whilst standing in an upright position shall be called and signalled as a "No Ball" in both Limited-Over and Two-day.

15.3 Declarations of innings may be made at any stage of a match **except** when scores are tied.

15.4 The number of on-side fielders will not exceed five of whom not more than two may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this rule by the fielding side, the umpires will call "No Ball".

15.5 A team will consist of a minimum of seven (7) players.

15.6 Dangerous and unfair bowling.

Where a Professional Umpire is officiating, the rule will be applied as it is listed in the Laws of Cricket (Law 41.6 and 41.7) except as stated below.

In all grades (matches) ANY delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called a "No Ball".

**NOTE!** Either umpire may make the call on such deliveries.

However, if considered by the umpire(s) not to have been deliberately bowled, the delivery will be called and signalled "No Ball" only. No cautionary or other action will be taken.

If directed at the striker AND considered dangerous, the cautionary requirements, as stated in Law 41.7 will apply.

15.7 Adjudication of wides..

In grades without professional umpires, **definition of a wide as defined in rule 18.1.4 shall be** used as a guideline for interpreting wides (off and leg side) in a two-day match.

Any additional extras scored off such deliveries will be debited against the offending bowler.

15.8 Any delivery pitching off the designated playing surface will be called and signalled "No Ball". Any additional extras scored off such deliveries will be debited against the offending bowler.

15.9 Any player absent at commencement of a day's play will not incur any time penalty on taking the field for the first time on that day. A batter who is not out on Day one and is absent at the start of play on Day two may resume their innings following the fall of any subsequent wicket until innings is complete.

15.10 In District Division matches, the fielding team shall have the option to bowl five (5) overs at each end before changing ends, batters change ends at the end of each over except every sixth over as bowling will commence from the opposite end. Umpires may change positions at the same time as the bowler. This option must be exercised for the entire innings, and the opposing captain is to be notified before the innings commences.

15.11 Should a bowler be unable to complete an over in any match, that over will be completed by another bowler provided that such bowler will not be the one who bowled the preceding over.

## 16 DUTIES OF TEAM CAPTAINS

Team captains should see that:

- 1) They have a good knowledge of the rules and laws of cricket and the rules of the RDCA.
- 2) Conduct of team members is exemplary.
- 3) The team displays high sportsmanship and abide by the spirit of cricket.
- 4) If playing at their home that the ground is in order, boundary markers are in the correct position as per [rule 27.11](#), fielding circles are marked on the ground as required by rules [18.2.9](#), [27.8](#) and [49.1](#) stump holes are filled level with the pitch surface, the bowler run-ups are satisfactory as per [rule 27.3](#)**Error! Reference source not found.**, and stumps are in position at least five (5) minutes before the start of play on each day.
- 5) Players under the age of 16 at the start of the season must adhere to all aspects of [Rule 29.6.ii](#) Player Safety: Underage Players.
- 6) The team is ready to play at the scheduled time.
- 7) All 1<sup>st</sup> XI teams playing Premier **Division** cricket must provide a **non-playing** scorer for the duration of the match: Non-compliance will result in a financial penalty; **5 penalty units** – first breach or **10 penalty units** for any subsequent breaches.
- 8) Before the start of play, captains or a club official will exchange a list of all players who may not be changed without the consent of the opposing captain. These names are to be entered into the scorebook after completion of play on the first day if it has not already been done so.
- 9) During play, both captains are responsible for maintaining match momentum, ensuring an acceptable average over rate of not less than 16 overs per hour and that, at the fall of wickets, outgoing / incoming batters cross on the ground (except when a break in play is called by the umpire(s)).
- 10) At the end of the match, complete the “Captains Appraisal of Professional Umpire” form.
- 11) Ensure that both scorebooks are correct at the end of each innings and at the conclusion of each day’s play. Signing the opposition’s scorebook at the conclusion of the match signifies the correctness of all names, full results and match points claimed.
- 12) Welcome officials of the opposing team and the RDCA (if present) at the afternoon tea interval.
- 13) At the end of each match, ascertain from the official umpire(s) whether any matters emanating from the match will require further action.

## 17 TWO-DAY MATCHES

- 17.1 i) All matches will consist of a designated number of overs as defined for the grade in [Table 19-1 section 3](#) to be played on days/dates advised before the commencement of the season.
- ii) On the first day of a two-day match, the number of overs to be bowled will be as defined for the grade in [Table 19-1, section 2](#), unless the team batting first is dismissed with five or less overs to be bowled, when the team batting second may take the option of forfeiting the balance of the overs due to be bowled on that day.

**Note!** A declaration is not considered as a ‘dismissal’ and, in such circumstances, the full number of overs scheduled is to be bowled on that day.

- 17.2 i) The team batting first, if it is not dismissed, will have its innings compulsorily closed after the

scheduled overs have been bowled.

**Note!** No reduction of overs for adverse weather. Play may continue to 7:00 pm on either day to make up time lost, but no over is to commence after 7:00 pm.

- ii) The team batting second will be entitled to bat for the remaining number of scheduled overs (or to 7:00 pm on the second day if adverse weather intervenes during the match) whereupon the match will end.

17.3 Should the innings of the team batting first be completed either by dismissal or declaration before completion of the scheduled number of overs then, the team batting second will be entitled to bat for the remainder of the designated overs unless they declare or are dismissed. The remaining designated overs may be used for a second innings.

17.4 Where less than the minimum overs required, as defined for the grade in [Table 19.1](#), have been bowled on the first day of a two-day match, this match will not be regarded as having commenced for the purposes of this rule, and the match will be played as a Limited-Overs match on the scheduled second day of the match.

17.5 If play has not commenced two hours after the scheduled starting time (first day only), captains may agree to abandon play. If play has not commenced by 4:30 pm (first day only), then play must be abandoned for the day.

17.6 i) When BOTH competing captains agree, matches may be terminated any time after a first innings decision has been reached. Should captains not agree, and the match is terminated for any reason other than outright result the team(s) responsible will be penalised 12 match points and further action against the captain(s) responsible will be subject to consideration by the Senior Committee.

ii) A match may not be terminated early in order to achieve an outright result.

iii) Should captains not agree, play must continue

17.7 In all matches, where the scheduled number of overs has been completed, the team scoring the greater number of runs in the first innings, irrespective of the number of wickets lost, will be declared the winner.

17.8 When the team batting second is prevented from receiving its over entitlement, the match will be drawn, unless in the available time a decision is reached.

## 18 LIMITED-OVER (One-Day) MATCHES

### 18.1 All Grades

- 18.1.1 Limited-over matches will consist of a designated maximum number of overs as defined for the grade in [Table 19-1](#) Limited-Over Matches and will be single innings matches.
- 18.1.2 Restrictions will apply to Limited-Over matches in all grades, and these restrictions will be advised before the commencement of each season.
- 18.1.3 Where overs are reduced, the maximum number of overs each bowler may bowl will be reduced equitably among the minimum 5 bowlers required to complete a full innings as per Table [18.1](#) for Premier Grades and [18.2](#) for all other grades.
- 18.1.4 For the purpose of determining 'Wides' in Limited-Over matches,
- A ball that passes **both the stumps and** the batter down the 'Leg side' without deflection, will be deemed wide;
  - On either side of the wicket**, if the ball passes **outside** the extension of the painted lines as described in Rule 27.9 **as it passes the popping crease**, it will be deemed wide.
- 18.1.5 One interval is taken at the end of the first innings. The length of the interval is governed by the amount of time lost during the first innings as follows:
- 0 – 60 minutes – 20 minutes.
  - 61+ minutes – 10 minutes.

### 18.2 Premier Grades

#### 18.2.1 Time Available

For the purpose of calculating the number of overs to be bowled in each innings a maximum time of 150 minutes (16 overs per hour) in each innings is to be applied.

#### 18.2.2 Compulsory Closure: Length of Innings

i) **Uninterrupted Innings – Team Batting First**

If the innings of the team batting first is not delayed or interrupted by adverse conditions, nor terminated, it is compulsorily closed after receiving the maximum number of overs as designated at [Table 19-1 section 5](#).

ii) **Interrupted Innings – Team Batting First**

When adverse conditions cause a late start and / or interruptions, the umpire(s) where appointed or Captains reduce the number of overs for the innings of the team batting first by 1 for each full 8 minutes of the aggregate time lost. (Refer [Appendix A.1](#)).

#### 18.2.3 Abandoning a Match

A match is abandoned if less than 20 overs per team are calculated.

#### 18.2.4 Recouping of Time Lost

i) **Team Batting First**

There is no recoupment for play lost during the innings of the team batting first.

ii) **Team Batting Second**

After a delay or interruption, overs to be bowled shall be the lesser of:

- The remaining scheduled overs, or

- b) The overs, 1 per 4 minutes or part thereof available until 6:30 pm AEDST (6:00 pm AEST)  
This becomes the new scheduled match overs for a) and calculating Duckworth Lewis par scores as per rule 18.2.7.

#### 18.2.5 Compulsory Closure of Innings – Team Batting First.

During a continuing interruption the innings of the team batting first is to be compulsorily closed immediately the calculation yields a figure equal to the overs already bowled.

This can be pre-determined by deducting the overs already bowled from the maximum entitlement of overs and multiplying by 8.

The result will be the aggregate of the minutes of lost playing time, inclusive of any previous loss, which will reduce overs for compulsory closure to a number equal to the overs already bowled. (refer [Appendix A 1](#)).

#### 18.2.6 Ending of Second Team's Innings and Match

Matches will end:

- i) When the second batting team passes the other's score, receives its overs entitlement or is dismissed.
- ii) If play is suspended at or after 6.30 pm.
- iii) If the second batting team's entitlement has been reduced to less than 20 overs and the captains agree that neither team can gain points.

#### 18.2.7 Results of Matches – Calculating a Deciding Score

In Limited-Over matches reduced by weather etc., deciding scores will be determined as follows:

The **Duckworth Lewis** method is used for all Premier Grades via an APP determined / advised by the Senior Committee prior to the commencement of each season.

##### i) Interrupted Matches – Calculation of the Target Score

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

The umpire(s) where appointed and Captains in conjunction with the scorers shall calculate and agree on the target score calculated on overs available (Refer Appendix **A2**) using the current Duckworth Lewis method calculated by the Duckworth Lewis Calculator APP adopted by the RDCA Senior Committee and advised to Clubs prior to the season start.

##### ii) Prematurely Terminated Matches

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

If the team batting second has not received at least 20 overs is not totally dismissed, nor able to match or exceed the revised target score at the 20 over mark, the match will be deemed a NO RESULT (Draw).

### 18.2.8 Recording Scores

When time is lost due to adverse conditions, Captains (and Umpires where appointed) must complete and record the Duckworth Lewis calculations at the change of innings and during any suspensions to play in the 2<sup>nd</sup> innings of a match.

### 18.2.9 Fielding Restrictions

In all Premier Grade limited-over matches fielding restrictions are to be applied:

An inner circle of 30 metres radius is to be clearly marked to allow fielding restrictions to apply. This should be marked by producing two continuous semi-circles out from the centre stump at each end and a continuous parallel line on each side of the wicket joining the semi-circles.

At the instant of delivery, there will not be more than five fielders on the leg side. Fielding restrictions for the 40 over match will apply as designated at 18.2.10.

Any breach of this rule, the umpire will call and signal “No-Ball.”

In an interrupted or reduced over match then fielding restrictions will apply as defined at 18.2.10.

### 18.2.10 Limited-Over Restrictions Calculation Reference Table

The following table defines restrictions for bowlers and fielding in **Premier** grades that may apply in Limited-Over matches, including where overs are to be reduced **after**:

- i) Calculating reduction of overs in terms of Rules 18.2.2 ii) and / or 18.2.4 ii) b.
- ii) Calculating the maximum number of overs per bowler, and
- iii) Calculating the fielding restrictions where applicable:

40 Over Match								
Reductions		Overs per innings	Maximum overs per bowler		Fielding restrictions – fielders outside circle			
Mins.	Overs				2	3	4	5
0-7	0	40	5 x 8		1-10	11-19	21-30	31-40
8-15	1	39	4 x 8	1 x 7	1-9	10-19	20-29	30-39
16-23	2	38	3 x 8	2 x 7	1-9	10-18	19-28	29-38
24-31	3	37	2 x 8	3 x 7	1-9	10-18	19-27	28-37
32-39	4	36	1 x 8	4 x 7	1-9	10-18	19-27	28-36
40-47	5	35	5 x 7		1-8	9-17	18-26	27-35
48-55	6	34	4 x 7	1 x 6	1-8	9-16	17-25	26-34
56-63	7	33	3 x 7	2 x 6	1-8	9-16	17-24	25-33
64-71	8	32	2 x 7	3 x 6	1-8	9-16	17-24	25-32
72-79	9	31	1 x 7	4 x 6	1-7	8-15	16-23	24-31
80-87	10	30	5 x 6		1-7	8-14	15-22	23-30
88-95	11	29	4 x 6	1 x 5	1-7	8-14	15-21	22-29
96-103	12	28	3 x 6	2 x 5	1-7	8-14	15-21	22-28
104-111	13	27	2 x 6	3 x 5	1-6	7-13	14-20	21-27
112-119	14	26	1 x 6	4 x 5	1-6	7-12	13-19	20-26
120-127	15	25	5 x 5		1-6	7-12	13-18	19-25
128-135	16	24	4 x 5	1 x 4	1-6	7-12	13-18	19-24
136-143	17	23	3 x 5	2 x 4	1-5	6-11	12-17	18-23
144-151	18	22	2 x 5	3 x 4	1-5	6-10	11-16	17-22
152-159	19	21	1 x 5	4 x 4	1-5	6-10	11-15	16-21
160-167	20	20	5 x 4		1-5	6-10	11-15	16-20
168+	>20	<20						

Table 18-1 (Premier Grades)

If the team batting second has not received at least 20 overs, is not totally dismissed, nor able to match or exceed the revised target score at the 20 over mark, the match will be deemed a NO RESULT (Draw). Grey squares for Team 1 = Match abandoned.

### **18.3 District and Modified Rules Grades**

18.3.1 Limited-over matches will consist of a designated number of overs as defined for the grade in [Table 19-1 Limited-Over Matches \(B\) & \(C\)](#) and will be single innings matches.

- i) Where time is lost before the commencement of a match, after 1 hour of lost play the number of overs available to each team will be reduced by one (1) for every eight (8) minutes lost, or part thereof, as defined in [Table 18-2](#) which also indicates the minimum number of overs per team required to constitute a match.
- ii) Where time is lost during the first innings of a limited-over match, the number of overs available to each team (and bowling restrictions) will be reduced by one (1) for every four (4) minutes lost or part thereof, as defined in [Table 18-2](#).
- iii) Where time is lost during the second innings of a limited-over match, the match will continue until either a decision is reached or to the end of the over in progress at 7:00 pm whichever is the earlier.
- iv) Unless a team is completely dismissed or scores the same or more runs as team 1, the minimum number of overs per team as defined in Table 19-1 section 6, will be required to constitute a match.

18.3.2 At all times, the match will conclude when the team batting second is dismissed or declares its innings closed.

18.3.3 In limited-over matches, the captains may agree to conclude the match once a decision is reached.

18.3.4 Other conditions of play are as defined in [Rule 17](#) – Two-Day Matches.



### 18.3.5 Limited-Over Restrictions Calculation Reference Table

The following table defines restrictions for bowlers and fielding in District and Modified Rules grades that may apply in Limited-Over matches, including where overs are to be reduced:

- Calculating reduction of overs in Limited-Over Matches where time is lost before the start of play and during first innings,
- Calculating the maximum number of overs per bowler:

Limited-Over Restrictions Calculation Reference Table													
40 Over Match									35 and 36 Over Match				
Time Lost up to (mins)		Overs per innings	Maximum overs per bowler		Fielding restrictions – fielders outside circle				Time Lost up to (mins)		Overs per innings	Maximum overs per bowler	
Before start	1st Inns				2	3	4	5	Before start	1st Inns			
0 - 60	0 - 10	40	5 x 8		1-10	11-19	21-30	31-40	0 - 60	0	36	5 x 7	1 x 1
68	14	39	4 x 8	1 x 7	1-9	10-19	20-29	30-39	68	4	35	5 x 7	
76	18	38	3 x 8	2 x 7	1-9	10-18	19-28	29-38	76	8	34	4 x 7	1 x 6
84	22	37	2 x 8	3 x 7	1-9	10-18	19-27	28-37	84	12	33	3 x 7	2 x 6
92	26	36	1 x 8	4 x 7	1-9	10-18	19-27	28-36	92	16	32	2 x 7	3 x 6
100	30	35	5 x 7		1-8	9-17	18-26	27-35	100	20	31	1 x 7	4 x 6
108	34	34	4 x 7	1 x 6	1-8	9-16	17-25	26-34	108	24	30	5 x 6	
116	38	33	3 x 7	2 x 6	1-8	9-16	17-24	25-33	116	28	29	4 x 6	1 x 5
124	42	32	2 x 7	3 x 6	1-8	9-16	17-24	25-32	124	32	28	3 x 6	2 x 5
132	46	31	1 x 7	4 x 6	1-7	8-15	16-23	24-31	132	36	27	2 x 6	3 x 5
140	50	30	5 x 6		1-7	8-14	15-22	23-30	140	40	26	1 x 6	4 x 5
148	54	29	4 x 6	1 x 5	1-7	8-14	15-21	22-29	148	44	25	5 x 5	
156	58	28	3 x 6	2 x 5	1-7	8-14	15-21	22-28	156	48	24	4 x 5	1 x 4
164	62	27	2 x 6	3 x 5	1-6	7-13	14-20	21-27	164	52	23	3 x 5	2 x 4
172	66	26	1 x 6	4 x 5	1-6	7-12	13-19	20-26	172	56	22	2 x 5	3 x 4
180	70	25	5 x 5		1-6	7-12	13-18	19-25	180	60	21	1 x 5	4 x 4
188	74	24	4 x 5	1 x 4	1-6	7-12	13-18	19-24	188	64	20	5 x 4	
196	78	23	3 x 5	2 x 4	1-5	6-11	12-17	18-23	196	68	19	4 x 4	1 x 3
204	82	22	2 x 5	3 x 4	1-5	6-10	11-16	17-22	204	72	18	3 x 4	2 x 3
212	86	21	1 x 5	4 x 4	1-5	6-10	11-15	16-21	>204	>72	< 18		
220	90	20	5 x 4		1-5	6-10	11-15	16-20					
220+	>90	<20											

Table 18-2 (District & Modified Grades)

Grey squares for team 1 = Match abandoned.

# 19 PLAYING HOURS AND OVERS ENTITLEMENTS

Grades Legend: (A) = Premier Division, (B) = District Division inc Split Innings, (C) = Modified Division inc Yarra Valley Hub

		Two-Day Matches (including two-day finals)	Limited-Over Matches
1	Hours of play	1:00pm – 6:20pm (may be extended to 7:00pm with time lost, check rule 17.2)	1:00pm – 6:20pm (may be extended to 7:00pm with time lost, check rule 18.1)
2	Scheduled overs of play per day	(A) 80 (check rules <a href="#">17.2</a> and <a href="#">17.7</a> ) (B) 70 (check rules <a href="#">17.2</a> and <a href="#">17.7</a> ) (C) 72 (check rules <a href="#">17.2</a> and <a href="#">17.7</a> )	(A) 80 (B) 70 (C) 72
3	Designated maximum scheduled overs per match	(A) 160 (B) 140 (C) 144	(D) 80 (E) 70 (F) 72
4	Afternoon Tea Break (See also <a href="#">Rule 24</a> )	3:20 pm – 3:40 pm	After completion of first innings (20 mins)
5	Compulsory close Team batting first	(A) 80 overs (for match) (B) 70 overs (for match) (C) 144 overs (for match)	(A) 40 overs (for innings) (B) 35 overs (for innings) (C) 36 overs (for innings)
	Team batting second	(A) 160 overs (for match) (B) 140 overs (for match) (C) 144 overs (for match)	(A) 40 overs (for innings) (B) 35 overs (for innings) (C) 36 overs (for innings)
6	Minimum overs required to constitute a match	(A) 25 overs (for match) (B) 25 overs (for match) (C) 25 overs (for match)	(D) 20 overs per team (E) 18 overs per team (F) 18 overs per team
7	If team batting first is dismissed or declares	Balance of maximum scheduled overs	Not applicable
8	Completion of Match	At completion of scheduled overs (refer rules <a href="#">17.2</a> and <a href="#">17.7</a> )	Team batting second declares, is dismissed, or compulsorily closed
9	Slow Over rate (N/A in finals)	Refer to <a href="#">rule 20</a>	Refer to <a href="#">rule 20</a>
10	FOLLOW ON may be enforced	If the first innings lead is 80 runs or greater	Not applicable
11	Bowling restrictions (i) General	Nil	(A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	(ii) Time lost - Before start	Nil	Reduce 1 over per bowler, in turn, for each 8 minutes lost. Refer Table <a href="#">18.1</a> & <a href="#">18.2</a>
	- During 1 <sup>st</sup> innings	Nil	Reduce 1 over per bowler, in turn, for each 4 minutes lost. Table <a href="#">18.1</a> & <a href="#">18.2</a>
	(iii) Underage Max overs per pace* bowler per afternoon	U/17 – 16 overs U/19 – 20 overs	U/17 and U/19 (A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	Max overs per pace* bowler per spell	U/17 – 8 overs U/19 – 10 overs	U/17 and U/19 (A) 8 overs per bowler (B) 7 overs per bowler (C) 7 overs per bowler
	Break between spells	U/17 and U/19 - twice the number of overs bowled in the previous spell	U/17 and U/19 - twice the number of overs bowled in the previous spell
	* Bowling type guideline	Bowlers of medium pace or faster are broadly defined as those for whom the wicketkeeper would normally stand back <u>or</u> as any bowler who is not considered to be a spinner.	

Table 19-1

19.1 Where summertime (daylight saving) hours are not in operation, all matches will commence 30 minutes earlier than indicated in [Table 19-1](#) section 1 (Hours of play).

19.2 This rule will be read in conjunction with Rule [17](#) (Two Day Matches) and [18](#) (Limited Over (One Day) Matches) and, where applicable, [Rule 23](#) Finals Matches.

19.3 Umpires and captains are responsible for policing the bowling restrictions under [Table 19-1, section 10](#). They must report any breaches to the Senior Committee Secretary by noon on the day following the completion of the match.

Penalties to apply for the breach of this rule are:

1<sup>st</sup> offence – captain to be named and club fined **5 penalty units**.

2<sup>nd</sup> and subsequent offences – captain to be named and club fined **10 penalty units**.

## 20 OVER RATE REQUIREMENTS

Applicable to **Premier Division grades** only

### 20.1 Minimum overs requirement

In each innings of a match, the overs bowled will be no less than 16 overs per hour. A full day's uninterrupted play is scheduled to be completed by no later than 6:20 pm.

### 20.2 Penalties:

Bowling Side: Penalty Assessment

A penalty of 0.5 match points will be applied in the first instance each season and doubled exponentially for each subsequent instance by that team.

Exceptions

A penalty will not be incurred in an innings where a side is dismissed, and the adjusted batting time taken did not exceed:

- 2 Day matches – 200 minutes
- Limited-Over matches - 100 minutes

Allowances for On-field Delays

The allowances to the bowling side will be actual times for injuries requiring treatment or assistance to leave the field, ball-drying or replacement, other delays unrelated to adverse conditions or time-wasting and tardiness in starting or resuming play and time-wasting for which the batting side is to be penalised under [rule 20.2](#).

Batting side: Penalty Assessment

A batting side will be penalised at the same rate per over as in [rule 20.2](#) for the number of overs relative to the amount of actual batting time willfully wasted by it in each innings including undue time taken by an incoming batter to reach their wicket.

### 20.3 Notification of Penalties

Penalties will be notified to clubs by the umpires if requested on the day or upon receipt of the club copy of the Umpires' Match Report.

## 21 RULES FOR MODIFIED DIVISION GRADES

These rules will apply to all teams participating in any Modified Division grades.

### 21.1 Applying to both Limited-over and Two-day matches:

- i) A minimum of seven (7) bowlers per split (36 overs) must be used with each bowling a minimum of 2 overs each. Maximum seven (7) overs per bowler permitted.
- ii) Six (6) overs to be bowled at each end before changing ends, batters change ends at the end of each over except every sixth over as bowling will commence from the opposite end. Umpires may change positions at the same time as the bowler.
- iii) A team can have thirteen (13) registered players of which any combination of eleven (11) players can bat, bowl and field.
- iv) Each team must declare their 13 players by exchanging team lists (in back of RDCA scorebook)) listing all 13 players and indicate underage players where relevant, before the commencement of play.
- v) Note [Table 19-1, section 10](#), for underage player bowling restrictions.
- vi) All 13 players of a team must be entered in MyCricket and also be recorded in both scorebooks. Players not listed in the scorebook and on MyCricket will mean they are unable to count the match towards finals qualifications.
- vii) If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines any deliveries are to be declared null and void and a replacement bowler will re-bowl the over.
- viii) Any ball bowled that bounces over the shoulder will be deemed a “No ball” in both Limited-Over and Two-day matches.
- ix) If other players have retired, the 12th and 13th players can bat, with the opposition captain’s permission, until a side loses 10 wickets.
- x) Substitute players are not allowed in the modified format

### 21.2 Applicable to Limited-over matches only:

- i) Playing 72 overs – 36 each team.
- ii) Batters retire as soon as they make 50 runs (not the end of the over). RETIRED NOT OUT is scorebook entry.
- iii) When all available players in the team have batted, RETIRED NOT OUT batters may return in order of retirement and bat until dismissed or until the close of the innings.
- iv) When a batter returns to the crease the bowling side may reuse any bowlers who have bowled without any of the original over limitations.
- v) Wides will be determined as defined in rule 18.1.4.
- vi) If a team is dismissed in less than 36 overs, the opposition is entitled to bat a maximum of 36 overs.
- vii) Scorers should record details when a player retires, such as the team score (treat like the fall of a wicket) at that point and the number of overs bowled e.g.,15.3. These facts will help in determining batting partnerships.

### 21.3 Applicable to Two-day matches only:

- i) Each innings (72 overs) will be split into 36 over groups, i.e. after the first 36 overs of an innings, there will be an afternoon tea break, following which the fielding side will start their batting innings.
- ii) On Day Two, the team that batted second on Day One will resume their innings (assuming they were not dismissed) with the two current not out batter, for a further maximum of 36

overs followed by an afternoon tea break. Then the team that batted first on Day One will then resume their innings.

- iii) At the end of each batting session, a notation must be made in the scorebook confirming the score at the end of 36 overs, e.g. 4/156. Not out batters and their individual scores e.g., Smith 23\* Jones 12\*.

**Note:** A further notation should be made to record which end the last over was bowled from and which batter was on strike. These details will be important on Day two ensuring bowling commences from the correct end with the correct batter on strike. In effect, the first innings of each team (72 overs) is split across two (2) days.

- iv) If a team is dismissed before using its allocated 72 overs, the other team will be able to bat these overs. For example, if Team 1 is dismissed in 60 overs, Team 2 can bat for 84 overs (72 overs + 12 overs). Follow on rules will still apply as per the current two-day rules.
- v) Other points awarded for a first innings win, outright win etc. will be allocated according to the current points system.
- vi) In the event of an interruption, existing rules will apply. The team batting last must be given the opportunity to face 72 overs. If the team batting last does not face 72 overs and is not dismissed or they do not make the necessary runs, the match will be a draw.
- vii) In each section of the innings, a bowler can only bowl a maximum seven (7) overs per session/split.

**Note:** The rationale behind this rule is about participation and to stop teams bowling 2 or 3 bowlers in the first 36 overs and coming back on Day two and bowling same bowlers.

- viii) If a team is dismissed within the 72 overs, the bowling restriction is removed after 36 overs have been bowled in the next batting session.

21.4 Finals will be played in the split innings format with a 2-week final series as defined in Rule 23.

21.5 Summary of above in table format.

Description	Limited-Over match	Two-day match
Overs per match	72 (36 each team)	144 (72 each team)
Overs per split	36	36
Min. Bowlers per split	7	7
Min. overs per bowler/split	2	2
Max. overs per bowler/split	7 *	7 *
Ball over the shoulder	No Ball	No Ball
Batter retires upon reaching	50	100
Retired Batter returns	Yes	Yes
Overs per end	6	6

- \* When a Not Out Retired batter returns to the crease, bowling restrictions for individual bowlers are no longer applicable; however, the team must still bowl the minimum number of bowlers.

## 22 SPLIT INNINGS RULES

The Senior Committee will determine the grades to which these rules apply based on team entries each season, and these grades will be known as the Split Innings Only Grades.

### 22.1 Applying to both Limited-over and Two-day matches:

- i) Five (5) overs to be bowled at each end before changing ends, batters change ends at the end of each over except every sixth over as bowling will commence from the opposite end. Umpires may change positions at the same time as the bowler.
- ii) A team can have twelve (12) registered players of which any combination of eleven (11) players can bat, bowl and field.
- iii) Each team must declare their twelve (12) players by exchanging team lists (in back of RDCA scorebook) listing all twelve (12) players and indicate underage players where relevant, before the commencement of play.
- iv) Note [Table 19.1](#), section 10, for underage player bowling restrictions.
- v) All twelve (12) players of a team must be entered in MyCricket and also be recorded in both scorebooks. Players not listed in the scorebook and on MyCricket will mean they are unable to count the match towards finals qualifications.
- vi) If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines any deliveries are to be declared null and void and a replacement bowler will re-bowl the over.
- vii) Any ball bowled that bounces over the shoulder will be deemed a “No ball” in both Limited-Over and Two-day matches.

### 22.2 Applicable to Limited-over matches only

- i) Playing 70 overs – 35 each team.
- ii) A minimum of five (5) bowlers per innings (35 overs) must be used with each bowling a minimum of 2 overs each. Maximum seven (7) overs per bowler permitted.
- iii) Wides will be determined as defined in rule 18.1.4.
- iv) If a team is dismissed in less than 35 overs, the opposition is entitled to bat a maximum of 35 overs.

### 22.3 Applicable to Two-day matches only:

- i) A minimum of five (5) bowlers per split (35 overs) must be used with each bowling a minimum of 2 overs each. Maximum ten (10) overs per bowler permitted.
- ii) Each innings (70 overs) will be split into 35 over groups, i.e. after the first 35 overs of an innings, there will be an afternoon tea break, following which the fielding team will start their batting innings.
- iii) On Day Two, the team that batted second on Day One will resume their innings (assuming they were not dismissed) with the two current not out batter, for a further maximum of 36 overs followed by an afternoon tea break. Then the team that batted first on Day One will then resume their innings.
- iv) At the end of each batting session, a notation must be made in the scorebook confirming the score at the end of 35 overs, e.g., 4/156. Not out batters and their individual scores e.g., Smith 23\* Jones 12\*.

**Note:** A further notation should be made to record which end the last over was bowled from and which batter was on strike. These details will be important on Day two ensuring bowling commences from the correct end with the correct batter on strike. In effect, the first innings of each team (70 overs) is split across two (2) days.

- v) If a team is dismissed before using its allocated 70 overs, the other team will be able to bat these overs. For example, if Team 1 is dismissed in 60 overs, Team 2 can bat for 80 overs (70 overs + 10 overs). Follow on rules will still apply as per the current two-day rules.
  - vi) Other points awarded for a first innings win, outright win etc. will be allocated according to the current points system.
  - vii) In the event of an interruption, existing rules will apply. The team batting last must be given the opportunity to face 70 overs. If the team batting last does not face 70 overs and is not dismissed or they do not make the necessary runs, the match will be a draw.
  - viii) In each section of the innings, a bowler can only bowl a maximum ten (10) overs per session/split.
- Note:** The rationale behind this rule is about participation and to stop teams bowling 2 or 3 bowlers in the first 35 overs and coming back on Day two and bowling the same bowlers.
- ix) If a team is dismissed within the 70 overs, the bowling restriction is removed after 35 overs have been bowled in the next batting session.

22.4 Finals will be played in the split innings format with a 2-week final series as per Rule 23.

22.5 Summary of Split Innings Only in table format.

Description	Limited-Over match	Two-day match
Overs per match	<u>70</u> ( <u>35</u> each team)	<u>140</u> ( <u>70</u> each team)
Overs per split	<u>35</u>	<u>35</u>
Min. Bowlers per split	5	5
Min. overs per bowler/split	2	2
Max. overs per bowler/split	7	10
Ball over the shoulder	No Ball	No Ball
Overs per end	5	5



## 23 FINALS MATCHES

### 23.1 FINALS STRUCTURE

The following structure will be used to decide the winner of the premiership in Premier Division Grades.

Elimination final            3<sup>rd</sup> vs 4<sup>th</sup>

Qualifying final            1<sup>st</sup> vs 2<sup>nd</sup>

Preliminary final           Winner Elimination final vs Loser Qualifying final

Grand Final                Winner Qualifying final vs Winner Preliminary final

For all other grades

Semi-finals            1<sup>st</sup> vs 4<sup>th</sup>

                                 2<sup>nd</sup> vs 3<sup>rd</sup>

Grand Final            Winners of semi-finals

### 23.2 SEMI-FINALS

- i) Semi-final matches, including Elimination and Qualifying final matches, will be played on the Saturday and Sunday following the end of the home and away matches.
- ii) Conditions of play will be the same as for two-day matches – refer [Rule 17](#).
- iii) The matches may be terminated any time after a first innings decision has been reached at the discretion of the losing captain.
- iv) In the event of a drawn, abandoned or tied match the team finishing higher on the premiership list at the end of the home and away matches will proceed to the Preliminary or Grand Final as applicable.

### 23.3 PRELIMINARY FINALS (Premier Division Grades only)

- i) Preliminary Final matches will be played on the weekend following the completion of the semi-final matches.
- ii) Playing conditions will be the same as for two-day matches
- iii) The matches may be terminated any time after a first innings decision has been reached at the discretion of the losing captain.
- iv) In the event of a drawn, abandoned or tied match the loser of the Qualifying final will proceed to the Grand Final.

### 23.4 GRAND FINALS

- i) Grand Final matches will be played on the weekend following the completion of the **Semi-Final** matches for all grades below Premier Grades. Grand Final matches for Premier Grades will be played on the weekend following the completion of the Preliminary Finals.
- ii) Conditions of play will be the same as for two-day matches – refer [Rule 17](#), [21](#) and [22](#).
- iii) In the Grand Final, a tied match will result in a shared premiership.

- iv) A drawn or abandoned match in Premier Grades will result in the premiership being awarded to the team that won the Qualifying final. In all other grades, the team that finished higher on the ladder will be awarded the premiership.
- v) Grand Final matches may be terminated any time after a first innings decision has been reached at the discretion of the losing captain.

## 24 AFTERNOON TEA and DRINKS BREAKS

- 24.1 In two-day matches, should an innings terminate, or there be a suspension in play resulting from bad light or weather conditions within 15 minutes of the scheduled afternoon tea break, an adjournment will be taken immediately and, upon resumption, play will continue under the normal playing conditions. Should the team batting have lost 9 wickets at the time scheduled for the afternoon tea break, play may continue for up to 15 minutes in an endeavour to complete the innings.
- 24.2 Drinks may be taken if pre-arranged before each session between captains and umpires.
- 24.3 Drinks will not be taken more than once in any session of play, except as required for the health and safety of players and umpires.
- 24.4 The home club will, on all days of play, provide access to drinking water from a tap. The players and umpires, on all days of play, will provide their own drinks. The home club will provide a means to store and transport the drinks on to the ground when required.
- 24.5 The sharing of drinking vessels is not permitted under any circumstances.
- 24.6 Failure to adhere to Rules 24.4 and 24.5 will be reported to the Senior Committee by the umpire(s), or, if there are no official umpires, by the visiting club.
- 24.7 Breaches of Rules 24.4 and 24.5 will be dealt with by the Senior Committee which will decide what penalty may apply to the offending club including any combination of financial, team(s) point loss and club suspension.

## 25 LATE STARTS

- 25.1 The team or teams responsible for unnecessary delay will be liable for the fine of **2 penalty units** or as determined by the Senior Committee.
- 25.2 Should a team not arrive at the ground designated for a match within 30 minutes of the scheduled starting time on either day, then that team will forfeit the match.

## 26 FITNESS OF CONDITIONS

The Senior Committee will determine members of the Adverse Weather Committee. The RDCA's Adverse Weather policies covering rain, lightning and heat apply to all matches.

### 26.1 Wet Weather

This Committee will inspect a number of grounds, and if the majority of grounds are unsuitable for play on that day, a decision will be **advised to Club Secretaries via SMS and placed on social media as early as possible**, but no later than 11:00 am.

A match having commenced, the decision to resume play will be in the hands of Official Umpires or Team Captains if official umpires are not in attendance (refer Rule 40.4)

### 26.2 Rain

With the agreement of the official umpire(s) (see [rule 38](#)) or team captains, if official umpire(s)

are not in attendance, that the safety of players is not in jeopardy, play may commence when it is raining. However, should a decision be taken to suspend play due to rain, play may not recommence until, in the opinion of the Umpires / Team Captains, the rain has eased, and it is safe to continue. See also [rule 26.5](#).

### 26.3 Lightning Policy

Refer to the Adverse Weather policy as stated in the Match Handbook and on the RDCA website ([www.rdca.com](http://www.rdca.com))

### 26.4 Extreme Heat Policy

Refer to the [policy](#) as stated in the Match Guidelines part of this manual and on the RDCA website. ([www.rdca.com](http://www.rdca.com)).

### 26.5 Fitness of Ground

The official umpire(s) (see [rule 38](#)) or team captains if official umpire(s) are not in attendance (see [rule 40.4](#)) will consider the ground as unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets.

(a) Conditions will not be regarded as either dangerous or unreasonable merely because they are not ideal, e.g., simply because the grass and the ball are wet and slippery.

(b) Conditions will be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

(c) Conditions will be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

If team captains cannot agree on the fitness of the ground to play, refer to [rule 40.4 ii](#)).

## 27 GROUNDS, PLAYING SURFACES AND PITCHES

All competition matches will be played on synthetic or matting or any other type of pitch approved by the Association.

### 27.1 Reporting of damage to a pitch.

A club must advise the Senior Committee, through the Senior Committee Secretary, that synthetic surface has been damaged. Such advice is to include details of the action the club plans to take. The Senior Committee Secretary will confirm whether the action is acceptable and carry out inspection, if, or as, necessary.

### 27.2 Laying of a new/replacement pitch.

A club must advise details of the type of synthetic to be used and obtain the approval of the Senior Committee, via the Senior Committee Secretary before laying same.

### 27.3 A synthetic wicket will not be more than nine (9) feet and not less than six (6) feet wide and not less than seventy-eight (78) feet long.

### 27.4 On synthetic wickets, the batting or popping crease will be marked IN WHITE, four (4) feet in front of and parallel to the bowling crease. Clubs failing to have painted creases on synthetic wickets will incur a fine of 3 penalty units.

- 27.5 The Senior Committee may require a club whose synthetic wicket is, in its opinion, not of the required length or in good condition, to repair or replace the wicket to the satisfaction of the Senior Committee within a reasonable time.
- 27.6 All Premier Grade teams are to have an RDCA approved super sopper available at the ground during home matches. Penalty for non-compliance **10 penalty units**.
- 27.7 If the visiting team desires to inspect the pitch before the matting is laid, a representative must be in attendance on the ground 30 minutes before the scheduled time for the commencement of play.
- 27.8 All pitches and surrounds must be properly prepared for each day's play by the home team, which will be responsible for the provision of an approved playing surface, marking full circles of 10 metres radius on the ground and centred on each middle stump and the proper fixing of boundaries.
- 27.9 To assist in the adjudication of wides in limited-over matches, a white line must be painted on the popping crease, the inner edge being 75 centimetres either side of the outside stump.
- 27.10 Clubs will be responsible for setting playing boundaries and must ensure that player safety is always considered when setting the boundaries by taking any hazards out of the field of play (e.g., Football goalposts, drains).
- 27.11 Boundaries will, where possible, be at least 60 metres from the centre of the pitch. Boundary markers (lines, ropes, cones, etc.) must be used and placed at least **3.1 metres** away from any hazards including but not limited to fencing, concrete gutters, trees or other solid structures which may cause injuries to cricketers. Raised markers must be set no more than 10 metres apart. The boundary between markings will be taken as a straight line unless a continuous white line clearly marks the boundary.
- 27.12 Umpires must be informed of the boundaries marked out before the commencement of play.
- 27.13 The batting crease will be filled in level with the pitch and the approach to the wicket will be sufficiently level to enable the bowler to obtain a fair run to the wicket.
- 27.14 All grounds and pitches will always be subject to the approval of the Senior Committee and any instructions issued by the Senior Committee for their improvement must be carried out.
- 27.15 The RDCA will have prior claim over all grounds of clubs competing in the RDCA for use in connection with all final matches, as defined in [Rule 23](#). Each club must ensure that before the start of each season, a booking is made for its main ground for possible use for final matches.

## 28 EQUIPMENT

- 28.1 In all grades, each team will provide one new leather ball (156 grams or 5 and a half ounces), purchased from the Association, to be used as the match ball when opponents are batting. A new ball may be used to commence each team's second innings of a home and away round for all grades. The balls so provided must be approved by the professional umpires or by the Captains if no professional umpire be present. A substitute ball, in good condition, will be provided by each team and handed to the umpire or umpires before the commencement of the match for use in case the ball originally provided is lost or becomes unfit for further play.
- 28.2 Each club will use only balls of Australian manufacture and stamped "RDCA" approved. Noncompliance with this requirement will result in a fine of **5 penalty units** for each offence.

- 28.3 Each ball must be signed by the official umpires or captains, where no official umpire is in attendance, at the conclusion of the first day's play.
- 28.4 Stumps of the regulation sizes, in good condition, erected to be 28 inches (71.1 cm) in height and 9 inches (22.86 cm) in width, will be used in all matches. Fine of **2 penalty units**, if in poor condition.
- 28.5 The first named team in all matches will provide sawdust to be available in the event of inclement weather.
- 28.6 Sufficient materials, satisfactory to the umpire(s), to complete the match, will be ready 20 minutes before the commencement of each day's play.
- 28.7 The first named team in all matches will provide a scoreboard, chalk and at least one broom.
- 28.8 **Premier Grade** teams are to provide a scoreboard at home grounds of a standard which enables details to be easily read from the wicket and to be updated at least once per over. Failure to comply with the above requirements may result in a fine of **4 penalty units**.

## 29 OTHER POLICIES

- 29.1 Injury Code
- 29.2 Blood Rule  
Refer to the policy as stated on the RDCA website ([www.rdca.com](http://www.rdca.com)).
- 29.3 Concussion and Head Trauma  
Refer to the policy as stated on the RDCA website ([www.rdca.com](http://www.rdca.com)).
- 29.4 Member Protection including Harassment and Discrimination Policy  
Refer to the policy as stated on the RDCA website ([www.rdca.com](http://www.rdca.com))  
The RDCA Board has the discretion to apportion to clubs some or all of the costs incurred in any mediation process.
- 29.5 Privacy  
Refer to the policy as stated on the RDCA website ([www.rdca.com](http://www.rdca.com)).
- 29.6 Player Safety: Underage Players
- i) Helmets  
Any protective helmet, which must be fitted with a face grill, will be of a colour, type, standard, design and brand approved and advised by Cricket Australia.  
Notwithstanding the above, the applicable minimum standard for all helmets worn by players is British Standard 7928:2013 'Specification for head protectors for cricketers'.
  - ii) Players under the age of 16 years at the start of the season will not be permitted to field within ten (10) metres of the striker's end stumps except slips and gully in any Senior Grade match within this Association. All players if fielding within ten (10) metres of the striker's end stumps, except slips and gully, are to wear protective equipment – helmets (as described in Rule 29.6.i)) and protectors.
  - iii) All wicketkeepers under the age of 16 years at the start of the season and standing within 3 metres of the stumps must wear a protective helmet as described in rule 0 i).
  - iv) Whilst batting, all players under the age of 16 years at the start of the season must wear a protective helmet as described in rule 0 i).

- 29.7 Player Safety - Helmets :  
In line with the ICC (2015) and CA (2019) player safety directives, the RDCA strongly recommends that all Senior Community players wear British Standard 7928:2013 - 'Specification for head protectors for cricketers' compliant helmets when batting, wicket-keeping up to the stumps commencing in the 2019/20 season. Note: it is compulsory to wear a helmet and abdominal protector when fielding within 10 metres of the striker's end stumps, except slips and

## 30 PREMIERSHIP SYSTEM

The following premiership point system will be adopted:

### 30.1 Two-day matches

Outright win if the winning team leads on 1 <sup>st</sup> innings	12 points
Outright win where 1 <sup>st</sup> innings a tie	8 points
Outright loss where 1 <sup>st</sup> innings a tie	4 points
Outright win if winning team behind on 1 <sup>st</sup> innings	8 points
Outright tie - each team regardless of 1 <sup>st</sup> innings result	6 points
1 <sup>st</sup> innings win	8 points
1st innings lead if beaten outright	4 points
1 <sup>st</sup> innings tie	4 points
No play or drawn match – each team	4 points
Team having a fixtured bye	8 points
Team receiving a forfeit or walk-over	8 points

If day 2 of a round is abandoned for any reason by the Senior Committee, results achieved on day 1 are still valid. Only those matches where no result has been achieved are declared a draw

### 30.2 Limited-Over matches

Win	6 points
Tied match – each team	3 points
No play or drawn match – each team	3 points
Team having a fixtured bye	6 points
Team receiving a forfeit or walk-over	6 points

- 30.3 If any teams are equal in premiership points gained at the end of the home and away matches, the relative positions of such teams will be determined by percentages as follows:  
The batting percentage for a team will be obtained by dividing the total number of runs scored by the number of wickets lost. The batting percentage against each team will be obtained by dividing the total number of runs scored against it by the number of wickets taken. The former will be divided by the latter. The team having the higher quotient will be considered to have the better performance. In an innings closed or match abandoned, only the wickets lost will be counted. In an innings completed, ten (10) wickets will be considered as lost.

- 30.4 If any team withdraws or is expelled from the Association during the home and away matches the Senior Committee will determine if the remaining fixtures will be regarded as walkovers or the fixture is to be redrawn
- 30.5 Except where otherwise determined at the Annual General Meeting, at the conclusion of the home and away matches, the first four teams in each grade will play off for the premiership in accordance with Rule 23
- 30.6 Premiership trophies will be awarded to the premiership teams in all senior grades. Where applicable perpetual trophies will be suitably engraved and held by the Association

## 31 GRADES

- 31.1 All grade names will, where possible, be those of living Life Members. Should a Life Member die, then the name on that Shield should remain there for a minimum of 5 (five) years after that member's death. It would then be superseded by a suitable replacement provided that the replacement Life Member has had at least 10 (ten) years' service to the Association. If, after 5 (five) years a suitable replacement is not available, then the deceased member's name will remain on that Shield until such time as one becomes available.
- 31.2 A promotion and relegation system will apply to the senior grades as follows:
- Any club being promoted will conform to the conditions as detailed by the Senior Committee.
  - If any club does not conform to the conditions of entry into the higher grade, the Senior Committee will decide on the club to be promoted.
  - The Senior Committee will determine the promotion and relegation system to apply to teams competing in the senior grades. The basic principle, where possible, is that all Premiers will be promoted, and last placed teams relegated.

## MATCH RECORDS

## 32 OFFICIAL MATCH SCORE ENTRY

- 32.1 During the progress of each match, each team will cause to be entered in its scorebook **or online (see rule 0)** the detailed scores and bowling analyses of its own and of the opposing team and the times of starting and finishing play on each day.
- 32.2 At the conclusion of each day's play, the respective Captains will see that the analyses of both scorebooks **and, if applicable, online in MyCricket**, agree and that the names of all players of both teams appear therein and will sign each other's scorebook accordingly **(or confirm online MyCricket score)**.
- 32.3 In all matches played in this Association, the time of commencement of play on every day will be obtained by the scorers from the Umpires and entered in the scorebooks.
- 32.4 All Premier **Division 1<sup>st</sup> XI Home and Away** matches **and all Premier Division finals matches must** be scored live using the MyCricket Live Score App in addition to the requirements under rule 32. If live scoring is not done by an official match scorer, then scores must be synced with the official scorers at the end of each completed over and all breaks in play. Failure to comply will result in the home club being fined 5 penalty units per breach per day. A fine of 10 penalty units will be applied per breach per day during finals.



- 32.5 All games in all grades shall have the option to score games online using the MyCricket Live Score App. If this option is used at any game, scoring must be done using at least one official handwritten scorebook.

The home team shall have the preference to use a scorebook or score online. Should the home team decide to use a scorebook, the away team can score online. In the event that online scoring is interrupted (temporarily or permanently), both teams shall agree that the score as recorded in the handwritten scorebook will prevail and that scoring will continue with both teams using a scorebook.

### 33 MATCH REPORTS

- 33.1 Team scores of each day's play for both teams will be entered on MyCricket by the home team by 9:00 pm on each match day. Every home team failing to comply with this rule will be fined **1 penalty unit** per team per day.

- 33.2 Official match reports will be entered online with MyCricket **by both clubs individually**, including all players' performances, by 6:00 pm on the day following the completion of a match. Fines, per offending team, for not complying will be:

1 <sup>st</sup> offence -	written warning
2 <sup>nd</sup> offence -	<b>2 penalty units</b> fine per team
3 <sup>rd</sup> offence -	<b>3 penalty units</b> fine per team
4 <sup>th</sup> offence -	<b>4 penalty units</b> fine per team
5 <sup>th</sup> and subsequent offence -	loss of four (4) match points per team

Official match results must also be entered when a match is washed out (other than when the whole round is abandoned by the Senior Committee), or when a team receives a forfeit or bye (by the team receiving the forfeit or bye).

- 33.3 i) A separate Captains Appraisal of the Professional Umpire report is to be entered online in MyCricket by each captain within 72 hours following the scheduled completion of the match. The report is to be completed in accordance with the guidelines in the Senior Match Handbook. Failure to comply will initially result in the club receiving a written warning of non-compliance. A second failure to comply will result in the club being fined **5 penalty units** and for any subsequent breach, a fine of **10 penalty units** will be applied.
- ii) Incomplete or inadequate reports in terms of the guidelines provided may result in clarification being sought of the offending captain / club and is to be provided within 7 days of the request. Failure to do so will result in a penalty being applied as per Rule 32.3 i).

### 34 TEAM LISTS

- 34.1 In all matches, before the start of play, captains and/or club officials will exchange a list of all players (in accordance with MyCricket team listings) which may not be changed without the consent of the opposing captain. These names are to be entered into both scorebooks after the completion of play on the first day if it has not already been done so. All players must be registered to that club prior to the commencement of the match.

Premier Grade 1<sup>st</sup> XI team lists must be entered in full on MyCricket no later than one hour before the scheduled start of each game. Any changes to a team list between initial entry and commencement of the game must be updated no later than 9:00 pm on the first day of play and

must match the team list as exchanged under this rule. Fines, per offending team, for not complying will be 1<sup>st</sup> offence - written warning, 2<sup>nd</sup>, and subsequent offences - **10 penalty units** fine per team.

34.2 The team list must not differ from those names recorded in terms of [Rule 16](#) without the consent of the opposing captain.

34.3 Substitutes are only to be permitted in terms of laws of cricket and after advising umpires/opposing captain.

34.4 Failure to advise of a substituted player prior to the entry of players names in the scorebook will preclude that player from participating in that match, (a team will consist of a minimum of seven (7) players).

34.5 At the conclusion of the match, the scorebook must be signed by the captains or officials of both clubs signifying the correctness of:

- i) all players names,
- ii) full results including match scores, player scores and extras, and
- iii) match points claimed.

34.6 The number of players **in District Division teams** may consist of 12 players. The captains must be informed at the start of the match before the toss of the coin. No more than eleven players are permitted on the field at any one time. Players that have not participated in the game in any form will not be entered into MyCricket website as having played (a breach of this rule will mean a forfeit to the opposition). To be eligible for finals, players must have (physically) participated in a minimum number of games as nominated by the Senior Committee. (see [Rule 10.3](#)). For Byes or Forfeits, only 11 players can be named. *One player in each side will not bat, and only eleven fielders will be on the field at any one time*

## TEAM/INDIVIDUAL AWARDS

## 35 GRADE TROPHIES

The Association will provide trophies approved by the Senior Committee to the winners of Batting and Bowling averages in every grade in the Association. All shields and trophies will be insured by the Association to the full insurable value.

All criteria for Batting, Bowling and All Rounder trophies are based on performances during the home and away series only.

To win a trophy:

35.1 A Batter must bat in at least half the matches played by their team in the particular grade and:

Division	Batter minimum runs	Bowler minimum balls bowled	Bowler minimum wickets taken
Premier	250	480	20
District	250	360	20
Modified	200	300	15
Modified One-Day	200	240	10

35.2 An All-Rounder Trophy will be presented each year to a player in Lindsay Trollope Shield, Bill Wilkins Cup, Stuart Newey Plate, Steve Pascoe Shield, Pat Meehan Shield and Ian Spencer Shield. The winner of these trophies will be the player who gains the greatest number of points, based on the following allocation:

- Runs 1 point per run
- Catches 5 points
- Wickets (unassisted) 15 points
- Wickets (assisted) 10 points
- Run outs 5 points per player
- Throw Outs 10 points
- Stumping 10 points

35.3 All trophy winners will be provided with a complimentary ticket to the Annual Presentation Function and will be expected to attend the function. In the case of the non-appearance of the trophy winner, the club will be fined 3 penalty units and will pay the full cost of the ticket. The Board of Management may also take disciplinary action against a player for non-attendance.

**Note** The conditions authorised in rule 35.1 may be varied by the Senior Committee under special circumstances.

## 36. OTHER RDCA TROPHIES

### 36.1 Fairest and Best Awards

The following awards will be made each year, based on votes submitted by Umpires (on a 3, 2, 1 basis) with the winner being the cricketer who polls the greatest number of votes in the particular grade. Players disqualified during the year (home and away matches) will not be eligible for these awards. Should more than one cricketer tie on the greatest number of votes, a tie will be declared, and an award will be made to each player.

Trollope Shield	Bill Dean Medal
Wilkins Cup	Bill Wilkins Medal
Newey Plate	Stuart Newey Medal
Pascoe Shield	Steve Pascoe Medal
Meehan Shield	Pat Meehan Medal
Spencer Shield	Ian Spencer Medal

### 36.2 Club Championship Trophy – Phil McCallum Championship Award

A Club Championship Trophy, named “The Phil McCallum Club Championship Award” will be awarded every year having regard to final team standings, i.e., on completion of the finals series, and the following criteria:

- 1) Recognising the success of each team in a particular grade;
- 2) Providing a weighting to higher graded teams;
- 3) Provide some benefit to clubs that field more teams in the Senior Competition;
- 4) Promote strength of club members by placing a minimum four teams entry on eligibility to participate;

- 5) Recognising the success of a club by ensuring representation in at least one of the top three grades to be eligible.

The Senior Committee will decide on an appropriate means of determining the Champion Club and advise all clubs before the start of each season.

### 36.3 Spirit of Cricket Trophy – Ron Ellis Trophy.

A Spirit of Cricket trophy, named the Ron Ellis Trophy, will be awarded to the team competing in the Premier Grade competitions that averages most points per match over the home and away season. Points will be awarded by appointed professional Umpires based on parameters approved by the Senior Committee.

### 36.4 Twenty / Twenty Competition (20/20)

A trophy will be awarded to the winning club in the RDCA Twenty/Twenty competition.

### 36.5 Umpire of the Year Award – Ken Dunham Award

An Umpire of the Year Award, named the Ken Dunham Award, will be made each year and will be awarded to an umpire on the adjudication of the RDCAUA Umpires' Selection Panel.

### 36.6 Best Administered Club Award – Bob Bisset Award

A Best Administered Club Award, named the Bob Bisset Award, will be made each year to the club that the Senior Committee judges to have been the best-administered club within the RDCA.

The following criteria will be considered when assessing this award:

- i) Level of fines incurred
- ii) The efficiency of communication with Senior Committee Secretary
- iii) Level of help provided to Association (official roles)
- iv) Player infringements
- v) Other aspects as determined by the Senior Committee.

### 36.7 All-Stars Team of the Year Award – Fred Hodgkins All-Stars Team of the Year.

The Fred Hodgkins All-Stars Team of the Year will be named each season as determined by a Selection Panel approved by the Senior Committee.

### 36.8 Annual Age Trophy – Under 21 – David Beatty Award

This award will be given to the best player in the representative matches, and the recipients will be decided by the Senior Committee in consultation with the manager(s) of the team(s).

## UMPIRING

## 37 UMPIRES

37.1 Professional umpires as available will be allotted to matches as available.

37.2 Two umpires will be appointed to stand in each Lindsay Trollope Shield and Bill Wilkins Cup match. Each team will, each match day, pay half the fees of the umpires. In case of non-payment, clubs will be liable to the Association for any amount due to the umpires and a fine

imposed.

- 37.3 The fees payable to umpires will be determined at the Annual General Meeting or at any meeting of the General Committee. (Refer **Senior Match & Rules Manual** for details.) **Such fees will be charged to Clubs by RDCA Finance Manager and paid to individual Umpires following the end of each calendar month.**
- 37.4 The professional umpire will officiate at the bowler's end throughout the match where only one is appointed to a match.
- 37.5 Umpires will ascertain from the Captain of the Home Club particulars of all boundaries before the commencement of play and advise the visiting captain.
- 37.6 If the professional umpire(s) are not in attendance, umpires will be supplied as provided in [Rule 40.4](#).
- 37.7 Professional umpires will don the uniform as described in RDCAUA Rules and Guidelines Clause 22 and provide themselves with copies of the RDCA rules and the laws of cricket. They will adopt the recognised code of signals and be in attendance at least 45 minutes before the start of play. Umpires may wear the official RDCA Umpires white jumper instead of the coat, although if two umpires are officiating both umpires must wear similar attire.
- 37.8 The Board of Management and/or the Senior Committee may call on any professional umpire to attend any meeting of the Association and/or its Committees.
- 37.9 Any professional umpire appointed by the Umpires Association Executive or Senior Committee may at any time be suspended or removed from the Association list by the Umpires Association Executive or Senior Committee.

## **38 DUTIES/POWERS OF PROFESSIONAL UMPIRES**

- 38.1 Upon the umpire's arrival at the appointed ground on each day of play, the professional umpire(s) will assume sole control of the match and will decide as to the weather or ground being unfit for play. If no professional umpire is in attendance, refer to [Rule 40.4](#).
- 38.2 It is solely for the umpires together (or sole umpire if only one in attendance) to decide whether either the conditions of the ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Refer to [Rule 26.5](#).
- 38.3 Umpires will ascertain from the captain of the Home Club particulars of all boundaries before the commencement of play and advise the visiting captain.
- 38.4 At matches where an official umpire is officiating, they must compare time with the captains and advise them, at the appropriate time that play is to commence in five (5) minutes. At all other matches, captains must compare time.
- 38.5 In matches with an RDCA umpire, the coin should be tossed no later than 30 minutes before the commencement of play.

## **39 FINALS UMPIRES**

- 39.1 RDCA Umpires will be appointed to finals. Where only one (1) official umpire is officiating, the batting teams will provide a suitable person, to the satisfaction of the appointed official umpire, to act as the square leg umpire. (This does not have to be the same person for the entire match).

39.2 Failure to comply with this rule will result in the club incurring a fine equivalent to umpire's payment, unless extenuating reasons, acceptable to the Senior Committee are provided by the club.

## 40 APPOINTMENT OF AMATEUR UMPIRES

40.1 In case of matches for which non-professional umpire(s) have to be provided, such umpire(s) will be provided by the batting side unless otherwise agreed by the respective captains.

40.2 The captain of the batting side may replace an umpire from time to time, and the captain of the fielding side may request the replacement of an umpire at any time. Any request to change a club umpire must be complied with by the opposing captain.

40.3 A non-professional umpire will wear suitable distinguishing clothing acceptable to the professional umpire or in the absence of that umpire acceptable to both captains. Acceptable, suitable, distinguishing clothing is grey dust coat, coloured poncho, dark jumper or coat, coloured trousers (dark blue or black).

40.4 Where no professional umpire is in attendance, the non-professional umpires will have all the powers and duties of professional umpires, save and except that:

- i) No player under the age of sixteen (16) years will officiate unless by consent of the opposing captains.
- ii) The captains will be the sole judges of the fitness of the playing conditions. Should captains disagree, the match **MUST** start or continue – the aggrieved team having the right to obtain the opinion of one of the RDCA Match Day contacts listed in the Match Handbook who will be independent of the two competing club teams, by ringing any of the mobile telephone numbers provided in the Match Handbook. The decision of the RDCA Match Day contact will be regarded as final.

40.5 Where a professional umpire is in attendance and standing at the bowler's end and a nonprofessional umpire is standing at square leg, the professional umpire will have the power to over-rule the nonprofessional umpire, if in the opinion of the professional umpire the non-professional umpire made an incorrect decision.

## 41 DUTIES OF UMPIRE AT SQUARE LEG

41.1 The umpire must wear suitable distinguishing clothing acceptable to either the professional umpire(s), if present, or to both captains.

41.2 Like the umpire at the bowler's end, the square leg umpire must concentrate fully on the match, remain unbiased and refrain from coaching during over changes.

41.3 Stand about 20 metres from the wicket so that the crease, which is the back edge of the marked line, can be clearly seen.

41.4 Give decisions on STUMPING, HIT WICKET, RUN OUT, SHORT RUN (watch the crease, not where the ball goes), NO BALL (if ball lands on the concrete between mats or on the middle or side leathers, if ball lands off the side of a synthetic pitch, if wicketkeeper has gloves in front of the wicket before the ball reaches wicket, or if bowler appears to throw).

41.5 The umpire may be called upon to assist the bowler's end umpire in their decision (if view blocked during the action of a catch, if batters had crossed before a catch taken, if more than five fielders on the leg side, if more than two fielders behind square leg).

41.6 Remake the wicket when bails are off.

- 41.7 Alert bowler's end umpire if fielders are deliberately upsetting batter by moving or making noises while the bowler is running in.
- 41.8 Umpire may stand at "point" for a better view, e.g., sun at the back, but with the fielding captain's permission.
- 41.9 Umpire may be replaced if requested by fielding side captain.
- 41.10 The umpire must be at least the age of sixteen (16).
- 41.11 Umpire may be a person not playing in the match, but only with the consent of both captains.

## 42 UMPIRE REPORTS

- 42.1 Professional umpires will submit incident reports to the Secretary of the Umpires Association, on a form provided by the Association. The report must reach the Umpires Secretary no later than noon on the day following completion of the match.
- 42.2 Professional umpires must report any breach of the rules or misconduct (see [Rule 13](#) – Code of Conduct) of players or club officials occurring during any match at which they are officiating. Notice of intention to report and the applicable penalty will be given to the captain or official of the offending club on the final day of play within 60 minutes of the end of the match. Signature(s) of the reported player(s) and/or the captain and/or an official of the reported players club and an indication of whether the penalty offered is accepted, should be obtained on the form but if a signature is not available the reason should be stated on the form. If required, written notice by fax or email to the secretary of the reported player's club will be sufficient notice for the purpose of this Rule 42.
- 42.3 Every report under this Rule 42 will be forwarded to the Disciplinary Committee Chair by the Umpires Secretary, to reach them no later than 24 hours after the completion of a match as detailed in RDCA Constitution Rule 45.
- 42.4 A Tribunal hearing will be held on the Wednesday evening following the completion of the match unless otherwise advised, (at a time and place to be advised by the Disciplinary Committee Chair) unless the reported player elects to have their case determined without a hearing and to accept a penalty of suspension from playing as advised in the initial report as per the terms of [Rule 14.4 i](#)).

Should the reported player / official decide to challenge the charge at a Tribunal Hearing, the Secretary of the Club of the reported player / official must provide written advice to the Disciplinary Committee Chair, no later than 48 hours following the completion of the match.

The Board of Management and / or the Disciplinary Committee may elect to have the Tribunal hear the report regardless of the reported player's decision.

**PLEASE NOTE:** A Tribunal Hearing will not be required should the reported player / official accept the penalty offered. Unless advised otherwise, the Tribunal will meet on the Wednesday of the week following the completion of the match or matches in which the reports are made.

## 43 UMPIRES' CODE OF SIGNALS

Umpires must use the Code of Signalling as per Law of Cricket 2.13 which is:

- "Boundaries" by waving the arm from side to side across the body.



- “Six” by raising both arms above the head.
- “Byes” by raising an open hand above the head.
- “Leg Byes” by touching a raised leg with the hand.
- “One Short” by bending arm upwards to touch the nearest shoulder with the tips of the fingers.
- “No Ball” by extending one arm horizontally and calling out sufficiently loud for the striker to hear to enable them to play the ball so called.
- “Wide Ball” by extending both arms horizontally.
- “Dead Ball” by crossing and re-crossing both wrists below the waist.
- “Cancel Call” by crossing arms across the chest.
- “Out” by raising the index finger above the head.

**NOTE: “No Balls” and “Wides” are not counted** in the over, but the “No Ball” or “Wide” AND any runs scored from them are debited against the bowler.

Should an umpire desire to notify an alteration to the scorers, they will do so by crossing their arms across the chest. Besides signalling, the umpire will call distinctly for the information of players and their colleague.

#### **44 20/20 T20 CONDITIONS OF PLAY**

The Laws of Cricket and the Senior Domestic Playing Arrangements of the RDCA, except as varied herein, will apply.

#### **45 OVERS, TEAMS AND PLAYERS**

45.1 The match will consist of one innings per side with each innings limited to a maximum of 20 overs.

45.2 The team batting second will be entitled to receive the same number of overs as the team batting first except that, should the innings of the team batting first be completed “all out”, the team batting second will be entitled to bat until the completion of the 20<sup>th</sup> over or when a decision has been reached.

45.3 Teams will be 11 per side and will be from clubs affiliated with the RDCA only.

45.4 Teams will be nominated before the commencement of play with captains exchanging team lists before play commencing. Only players registered with the RDCA will be eligible to play or act as substitute fielders.

45.5 Clubs are no longer permitted a guest player. All players must be registered members of that club. Any player who has played senior cricket at any other club (including district, sub-district, and other competitions) this current season will be deemed ineligible without written permission from the T20 coordinator.

45.6 A player must have played in at least three (3) games for that club before the T20 finals (Juniors, Seniors, T20 or Veterans) to be eligible to play in any of the T20 finals matches.

45.7 All 1<sup>st</sup> XI teams playing Premier Grade cricket must provide a scorer for the duration of the match: Non-compliance will result in a financial penalty; **2 penalty units** – first breach or **5 penalty units** for any subsequent breaches.

## **46 HOURS OF PLAY AND INTERVALS**

- 46.1 Preliminary Rounds: Matches will be played on days determined by the RDCA Senior Committee at the 'home' club venue and be scheduled to commence as soon as practicable after 5:15 pm.
- 46.2 The RDCA's Adverse Weather policies covering rain, lightning and heat apply to all T20 matches.
- 46.3 Matches commencing after 5:30 pm will require each innings to be reduced by 1 over for every 6 minutes or part thereof.
- 46.4 There will be an interval of no more than 10 minutes between each innings.
- 46.5 No drinks intervals will be permitted.
- 46.6 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks will be taken onto the field without the permission of the umpires.
- 46.7 Final Matches will be played at a time and venue as decided by the RDCA Senior Committee.

## **47 DELAYED OR INTERRUPTED MATCHES**

- 47.1 Time lost during the first innings for adverse weather or other unforeseen circumstances will result in both innings being reduced by 1 over for every 6 minutes, or part thereof lost. Time lost during the 2<sup>nd</sup> innings (including stoppage for bad light) – Innings to be compulsorily closed at the end of the over in progress at 8:00 pm.
- 47.2 The minimum number of overs faced by each side to constitute a match is 10.
- 47.3 If a match has not commenced for any reason by 6:15 pm then the match can be rescheduled, by agreement between the team captains to any date before the completion of the preliminary rounds, or if a final within 6 days. If this cannot be mutually agreed, then the match will automatically be rescheduled to the Thursday evening of the same week. Any rescheduling of matches must be communicated to the Senior Committee Secretary by midday the following day.
- 47.4 If a match that has commenced cannot be completed because of weather, light or some unforeseen reason, the match will be declared a draw.
- 47.5 If the team batting second has its time/overs cut short and provided at least 10 overs have been bowled, the winner will be determined by the team with the highest comparative score at the time of the last completed over irrespective of wickets lost.

## **48 THE BALL**

One new white RDCA approved cricket ball will be used to commence each innings. Clubs are expected to have additional balls available in case of lost balls etc. in order to avoid delays.

## **49 GROUND DIMENSIONS**

- 49.1 Boundaries of at least 50 metres should be clearly marked on all grounds where matches are played by easily distinguishable cones / flags.
- An inner circle of 30 metres radius is to be clearly marked to allow fielding restrictions to apply.

This should be marked by producing two continuous semi-circles out from the centre stump at each end and a continuous parallel line on each side of the wicket joining the semi-circles.

49.2 White sight boards are not permitted to be used for 20/20 fixtures.

## **50 GROUPINGS, FIXTURE, POINTS SYSTEM**

50.1 The groupings and fixtures will be determined by the RDCA Senior Committee before the commencement of the season.

50.2 In the Preliminary Rounds, a win is equal to 4 points, and a draw is equal to 2 points. Teams equal on points will be ranked according to Net Run Rate as determined below.

50.3 Net Run Rate. A team's Net Run Rate (NRR) is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of its Net Run Rate will 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. Only those matches where results are achieved will count for the purpose of NRR calculations.

50.4 A tie is determined by equal runs scored irrespective of wickets lost. In the event of a tied match, a 'Super Over' will be contested in order to achieve a result. The 'Super Over' will take place immediately after the tied match is completed and will occur on the pitch used for the match. The 'Super Over' will consist of one over extra per team with the higher score winning. If the scores are still tied after the 'Super Over', then the process will continue until there is a winner.

The team batting 2<sup>nd</sup> will bat 1<sup>st</sup> in the Super Over with fielding restrictions being as per the last 5 overs (5 fielders outside the circle). A batter dismissed during a 'Super Over' is out and may not bat again during any subsequent Super Overs. There is no restriction on how many bowlers can be used during the Super Over process, but no bowler may bowl more than 6 balls in total. For Net Run Rate calculations, Super Over results will count.

50.5 The four highest placed teams will be ranked (1 to 4) based on their performances in the Preliminary Rounds, and the semi-finals will be played as follows:

1 v 4, 2 v 3. The two winning semi-finalists will play off in the Grand. Final.

## **51 FIELDING RESTRICTIONS**

At the instant of delivery, there will not be more than five fielders on the leg side. Fielding restrictions will apply as follows:

for the first 5 overs of an innings up to 2 fielders will be allowed outside a 30-metre circle  
for the next 5 overs (overs 6-10) up to 3 fielders will be allowed outside a 30-metre circle for  
the next 5 overs (overs 11-15) up to 4 fielders will be allowed outside a 30-metre circle  
for the last 5 overs (overs 16-20) up to 5 fielders will be allowed outside a 30-metre circle.

In an interrupted or reduced over match then fielding restrictions will apply as follows:

Length (overs)	2 out	3 out	4 out	5 out
20	1-5	6-10	11-15	16-20
19	1-4	5-9	10-14	15-19
18	1-3	4-8	9-13	14-18
17	1-2	3-7	8-12	13-17
16	1	2-6	7-11	12-16
15		1-5	6-10	11-15
14		1-4	5-9	10-14
13		1-3	4-8	9-13
12		1-2	3-7	8-12
11		1	2-6	7-11
10			1-5	6-10

Less than 10 overs each = no match.

## 52 BOWLING PROCEDURE

52.1 Overs are to be bowled in five over blocks alternating between ends, i.e., overs 1 to 5 are bowled from one end, 6-10 from the other end etc

52.2 At the end of each over, only the two batters change ends (only officially appointed professional umpires are to officiate at the bowler's end).

52.3 Apart from normal fielding position changes, the fielders only change after each five over block. At the end of each five over block, the batters remain at the same end (as do umpires if 2 officially appointed umpires are in charge).

52.4 Matches may be played by bowling from only one end if umpires decide that the other end is unfit for play (wet, sun glare etc.) or other exceptional circumstances (e.g., propensity for lost balls).

52.5 No bowler will bowl more than 4 overs in an innings.

52.6 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. Where the total overs are not divisible by 5, one additional over will be allowed to the maximum number per bowler necessary to make up the balance.

52.7 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.

## 53 DECLARATIONS

The Captain of the batting side may not declare their innings closed at any time during the course of the match.

## **54 FREE HIT AFTER A FOOT FAULT NO BALL**

- 54.1 The delivery following a no ball called for a foot fault (Law 21.5) will be a free hit for whichever batter is facing it. If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- 54.2 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 a wide ball.
- 54.3 Field changes will only be permitted for free hit deliveries if a different batter is on strike for the free hit delivery.

## **55 TIMED OUT**

The incoming batter must be in a position to take guard or for their partner to be ready to receive the next ball within 1 minute and 30 seconds of the fall of the previous wicket or they will be dismissed “timed out”. The incoming batter is expected to be ready near the boundary to make their way to the wicket immediately a wicket falls and is expected to jog to the wicket.

## **56 CLOTHING**

Players must wear coloured shirts, pants, and equipment subject to approval, in advance, from the RDCA Senior Committee. Pads must also be coloured or have coloured cladding.

## Appendix A.

### Example of Duckworth Lewis Calculation (Refer Rule 18):

Calculation of reduced overs and completion of 40 (36) over matches is:

#### 1. First Innings

- a) Team 1 innings delayed by 45 minutes

$45 \text{ mins} / 8 = 5 \text{ overs}$ . 40 (36) overs – 5 = 35 (31) overs

- b) Further loss of 33 minutes reduces overs thus:

$45 + 33 = 78 \text{ mins} / 8 = 9 \text{ overs}$ . 40 (36) overs – 9 = 31 (27) –overs

- c) Another interruption, likely to be a long one, occurs after 26 (22) overs bowled. The time during interruption at which compulsory closure is to be applied is calculated thus:

$40 \text{ overs} - 26 (36 - 22) = 14 \times 8 = 112 \text{ minutes}$  less 78 minutes previously lost = 34 minutes of current interruption to elapse for compulsory closure to apply.

#### 2. Second Innings

- a) The 2<sup>nd</sup> team's initial entitlement of overs is the same as that which applied to compulsory close for the 1<sup>st</sup> team's innings or, if ended earlier, would have applied to compulsorily close it e.g. If the innings of the team batting first was due for compulsory closure after 30 overs but dismissal occurred in the 27<sup>th</sup> over, the 2<sup>nd</sup> team's entitlement would be 30 overs.
- b) If the innings of the team batting second is delayed or interrupted, its entitlement does not alter unless the anticipated batting time available to 6.30 pm (6.00 pm standard time) is so reduced that the overs in respect thereof (see rule 18.2.4 ii) b) above) are less than the initial entitlement time available to 6:30pm / 4 = maximum overs available plus those already bowled. The lesser number, or the number already bowled if weather or light prevents further play, then becomes the entitlement which can be less than 20 overs because a result on actual or deciding scores may be possible in some cases. The entitlement must be completed except where Rule 18.2.6 specifically allows otherwise.

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