

Women's Community Cricket Competition

Official Handbook

SEASON 2023-24



WOMEN'S COMMUNITY
CRICKET COMPETITION



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The 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.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains:

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct:

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. **Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. **The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. **The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

5. **It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - to appeal knowing that the batter is not out
 - to advance towards an umpire in an aggressive manner when appealing

6. **Violence**

There is no place for any act of violence on the field of play.

7. **Players**

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.

8. **Coaches**

Coaching from the sidelines is not considered to be in the spirit of the game.

Square Leg Umpiring

There may be occasions where you may be called on to act as a Square Leg Umpire. This position is equally as important as the main umpire, and involves a number of duties, which we list below for your information. Please read carefully:

1. Count the balls bowled in each over and confer with your partner by way of a pre-arranged signal.
2. Watch for, then call and signal any short runs at your end.
3. Give descriptions on appeals for:
 - (a) Hit wicket
 - (b) Stumped
 - (c) Run out (at your end)
4. Call the signal No Ball when: the wicketkeeper does not remain wholly behind the wicket until the ball delivered by the bowler touches the bat or person of the striker, or passes the wicket or the striker attempts a run.
5. Check there are no more than two fielders behind the line of the popping crease on the on-side at the moment of delivery.
6. Be ready to give advice to your partner in instances where he/she may have been unsighted.
7. Assist the central umpire with the identification of waist high and above deliveries as 'No Balls' and signalling as to how high the ball was placed on the batter's body. For clarity, waist height is defined as the point at which the top of the batter's trousers would conventionally be when they are standing upright at the popping crease.
8. Do not act as a coach whilst Square Leg Umpiring.

Let us all remember that when we are umpiring, we are taking on the responsibility for conducting the game in a fair and orderly manner.

If interested in furthering your umpiring skills please contact Cricket Victoria

Scoring

All teams are to provide a scorer for each match, where a scorer isn't available, it is suggested that each batting side provides two players to score the innings.

A Competition Management scoring app is available. For updates on this and instructions on how to download, please refer to the PlayCricket Website.

Club Contacts & Grounds



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Cuthberts Road, Alfredton
GROUNDS: Alfredton Recreation Reserve (Synthetic)
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GROUND: Dendy Park West #1 (Synthetic)
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GROUNDS:



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GROUND: Burwood Reserve - East Oval
Warrigal Road, Burwood
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Ramsden Street Oval (Synthetic)
1 Field Street, Clifton Hill

GROUNDS: Fairlea West (Synthetic)
River Circuit Trail, Fairfield



COBURG

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Coburg City Oval (Turf)
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GROUNDS: Hallam Reserve (Turf)
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CRAIGIEBURN

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V I Foster Reserve
16-32 Pines Way, Craigieburn VIC 3064

GROUNDS: Highgate Recreation Reserve



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Brunswick Street, Fitzroy North

Alfred Crescent Oval (Synthetic)
Alfred Crescent, Fitzroy North



ESSENDON

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GROUNDS: Windy Hill (Turf)
Cnr Brewster Street & Napier Street, Essendon

Cross Keys Reserve (Turf)
Woodland Street, Essendon



FRANKSTON WOMEN'S

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GROUNDS: East Seaford Reserve (Synthetic)
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Seaford



GREENVALE KANGAROOS

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GROUNDS: Greenvale Recreation Reserve – Oval 2 (Turf)
195 Section Road, Greenvale
Greenvale Recreation Reserve – Oval 4 (Turf)
195 Section Road, Greenvale



KEILOR

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GROUNDS: Keilor Park Reserve
Stadium Drive, Keilor Park (Turf)
Joe Brown Oval

Old Calder Highway, Keilor



MELBOURNE UNIVERSITY

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GROUND: University Main Oval (Turf)
Tin Alley, Melbourne

GROUNDS: Princes Park #3 (Turf)
Royal Parade, Parkville



MELTON CENTRALS

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GROUND: Blackwood Oval #1 (Turf)
Reynolds Place, Melton South

GROUNDS: Blackwood Oval #2 (Synthetic)
Reynolds Place, Melton South



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GROUNDS: Frearson Oval (Synthetic)

MONASH UNIVERSITY

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GROUNDS: Strathaird Reserve (Synthetic)
38 Community Parade, Narre Warren South



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PARKFIELD

GROUNDS: Parkfield Reserve (Turf)
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POINT COOK CENTRALS

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GROUNDS: Featherbrook Reserve (Turf)
Windorah Avenue, Point Cook
Alamanda Reserve
Prudence Parade, Point Cook

Umpires Fees Season 2023/24

Cricket Victoria advises all clubs that the following will be the umpires match fees for the 2023/24 WCCC Season and have been approved by the Women's Community Cricket Panel (WCCCP).

Each club will contribute ½ costs towards each umpire appointed to their match/es.

As per AR 8.3(b), Umpires **must be paid their full amount** by the end of the tea adjournment **otherwise play will not recommence** until this has been done correctly.

As per AR 8.3(c), should a match be abandoned after the umpire/s arrive at the ground, then the umpire/s are to be paid ½ fees.

Grade/Format	Home & Away		Finals Matches		½ Fees (as per AR 8.3(c))	
	1 Umpire	2 Umpires	1 Umpire	2 Umpires	1 Umpire	2 Umpires
Shield 1 One Day (40 Overs)	\$180	\$140 per ump	\$180	\$180 per ump	\$90	\$70 per ump (H&A) \$90 per ump (Finals)
Shield 2 & 3 One Day (36 Overs)	\$170	\$140 per ump	\$170	\$170 per ump	\$85	\$70 per ump (H&A) \$85 per ump (Finals)
T20s (ALL GRADES)	\$100	\$100 per ump	\$100	\$100 per ump	\$50	\$50 per umpire

Policies,
Procedures
& Rules

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Glossary of Terms

WCCC	Women's Community Cricket Competition
WCCCP	Women's Community Cricket Competition Panel
CV	Cricket Victoria
VWCUA	Victorian Women's Cricket Umpires Association Inc
AR	Administration Rule
MR	Match Rule
Competition Management System	PlayHQ
WCCC Administrator	The Cricket Victoria Administrator of the Competition

CV Anti-Doping Policy

CV condemns the use of performance enhancing drugs and doping practices in sport. The use of performance enhancing drugs and doping practices is contrary to the ethics of sport and is potentially harmful to the health of athletes.

The only legitimate use of drugs in sport is under the supervision of a physician for a clinically justified purpose.

CV aims to prevent the use of performance enhancing drugs and doping practices in cricket by:

- Imposing effective sanctions on persons who commit doping offences;
- Educating and informing persons about drugs in sport issues; and
- Supporting the drug testing programs and education of ASDA and other drug testing authorities.

CV will:

- Make this Policy available to members, players, coaches, officials and medical and health practitioners.
- Develop and implement drug education and information programs for players, coaches, officials and medical and health practitioners.
- Support the initiatives of Cricket Australia to stop doping offences in sport.

Players and other persons may be subject to investigation and disciplined under this Policy.

For more information refer to the Victorian Premier cricket website (under "Rules") where the complete policy and procedures appear or contact the WCC Administrator.

CV Health and Safety Policy

This Policy covers issues such as

- Sunsmart
- Healthy Catering
- Smokefree
- Responsible Alcohol Management
- Smartplay (Sports Safety)
- Concussion

PREAMBLE

CV WCCC Clubs should aim to create a Healthy Environment for its members.

A welcoming and safe environment contributes to health and meets community expectations.

A healthy environment is achieved when an organisation is accessible to all community members, values its volunteers and participants, provides smoke-free areas, adopts sun-protection measures, provides healthy food choices and ensures responsible alcohol management practices are in place when conducting events or activities.

By developing a Health and Safety Policy Clubs show current and potential members it has their best interests in mind which can in turn contribute to recruiting and retaining members.

VicSport has some suitable resources and VicHealth has produced "A basic guide to creating healthy environments" brochure to assist Clubs.

Injury Policy

INJURY WHERE BLEEDING IS INVOLVED

Where a player or Umpire, during the course of a match, suffers an injury which causes bleeding:

- That person shall immediately retire from the match until such First Aid has been administered to prevent further bleeding.
- The injured person shall not resume her part in the match until either the bleeding has stopped or the wound is securely covered to prevent blood seepage. If there is any blood on clothing, this must be changed or equipment needs be cleaned. All cleaning materials need to be disposed of correctly by being double bagged.

INJURY TO BATTERS

A. Batter unable to return

A batter who is injured and has temporarily retired under Laws of Cricket – Law 25.4.2, and who is unable to return after the fall of the ninth wicket, shall be deemed "Retired hurt" and the innings of the batting team shall be deemed closed.

B. Injury to batter involved in tenth wicket partnership

Where an injury occurs to a batter involved in the tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment.

If the batter is unable to resume after five minutes the batter will be recorded in the scorebook as "Retired Hurt" and the innings shall end.

INJURY TO AN UMPIRE

Where an injury occurs to an Umpire necessitating the Umpire leaving the field, a competent person, on agreement between the Captains, shall be nominated to officiate if the Umpire is unable to resume after five minutes.

REDUCTION IN OVERS

There shall be no reduction in the number of overs to be bowled or requisite period when time is lost due to injury.

FIRST AID KIT

- ALL home teams shall have a First Aid Kit available at the ground for the use of both competing teams and umpires.
- In Semi Final and Finals both competing teams must provide First Aid Kits.

The suggested contents of a First Aid Kit:

Bandages, Cotton Wool, Gauze, Adhesive plaster, Band Aids, Closures, Scissors, Tweezers, Antiseptic, Disposable gloves, Ice Pack (s), Disposable Plastic bags.

CONCUSSION INJURY

Please refer to Cricket Australia's Concussion and head trauma policy which may include Players, Officials, Spectators and Support Staff.

Prior Permission to use a runner

- i. A player who has a permanent injury or disability who requires the use of a runner to continue to participate in WCCC matches may seek permission by applying to the WCC Administrator, who will consult the WCCCP. To be considered the application must:
 - Cover the coming season or the season in progress.
 - Be accompanied by a certificate from a registered medical practitioner which is descriptive in detailing the capacity in which the player may compete.
- ii. If approved the application will stand for the coming season or season in progress only, and must be renewed each subsequent season unless otherwise advised by the WCC Administrator.
- iii. Once approved by the WCC Administrator they will advise the player and the permit will be indicated on the WCCC website.

Pregnancy in Cricket Policy

Players should consider continued participation in cricket during pregnancy poses theoretical risks to them and their unborn child.

It is recommended pregnant Players seek advice from an appropriately qualified medical practitioner as to:

- the risks involved in participating in cricket while pregnant.
- is it safe to continue participating in cricket while pregnant and, if so, for how long participation should continue.

Further, it is recommended Players notify their club of their pregnancy.

A checklist for this policy is available from CV for clubs.

Age Policy

The WCCC is an inclusive competition and does not discriminate on age or ability. With an increase in girls playing cricket over recent years a pathway has been created for females, and it is important to not risk turning players away from the game. Young players can be scared or discouraged if they play at too high a level, whilst on the flip side more experienced players who want to play in a competitive environment should be able to do so.

With the availability of all-girls cricket competitions and other cricket formats for females, the WCCCP provides the following guidance on age requirements:

- Clubs are to use common sense when determining whether a player should take part in a WCCC match.
- If the player is under 15 years of age and has access to an all-girls competition, we recommend they only play in the WCCC if they have represented their region in a Victorian representative competition such as the Marg Jennings Cup and Country Cup, or their standard is at least equal to one adult team member.

The WCCC encourages mothers and daughters to play together in our competition, but if the daughter is under 15 and does not meet the standards discussed above, they can only take part in lower grade WCCC matches.

An alternative option that clubs could suggest to potential players who may not be suitable to play in the WCCC is CV Social Sixes <https://www.cricketvictoria.com.au/socialsixes> - a female only program which combines social cricket with fitness.

CV Racial and Religious Harassment Policy

Cricket Victoria is strongly committed to ensuring all Club players, officials and members, umpires and other representatives are able to participate in cricket in an environment free of racial and religious harassment.

Racial or religious harassment at any level of our cricket, both on and off the field of play, will not be tolerated under any circumstances. Club officials and members have a responsibility to create and maintain a playing environment in which participants feel comfortable and where people respect and tolerate the rights, views and opinions of others.

For more information refer to the Victorian Premier cricket website (under "Rules") where the complete policy and procedures appear or contact the WCC Administrator.

Player Behaviour Policy

Traditionally, cricket has aimed to maintain the highest levels of player conduct and sportsmanship. While always a very competitive game, the continued strength of the sport has relied upon the acceptance of the umpire's decision and the preparedness to play within the spirit of the game.

The areas of major concern which are unacceptable to Cricket Victoria are:

- The use of offensive language, generally as a disparaging remark to an opposing player or towards an umpire, or as an expression of frustration or self-admonishment. This includes racial or religious vilification, which is any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, colour or national or ethnic origin.
- The questioning/disputing of the umpire's decision, often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no-balls, wides, byes, etc.
- The excessive number of frivolous and ridiculous appeals, primarily aimed at pressuring and intimidating the umpire into a favourable decision.
- The actions of the dismissed better in failing to leave the crease promptly on being given out, and equipment abuse (e.g. banging the bat into the ground or against the fence, or throwing the bat, gloves or equipment during or after her return to the pavilion).

- Send offs to a dismissed batter by the bowler or a member of the fielding side. This can often inflame the situation and lead to a more serious altercation. Whether or not such behaviour is evident in international or interstate cricket, or whether the language used is considered socially acceptable, is of little concern. The primary consideration is that cricket is played within the spirit and traditions of the game. There are two processes for reporting unsatisfactory behaviour:
 - Serious breaches (Level 1): where the umpire(s) speak to a player/coach/official regarding their behaviour but do not believe a report is necessary, the incident will be noted on the umpires' match report and the player/coach/official will receive a caution. If a player/coach/official receives three such cautions in a season, they will be reported to the WCC Administrator.
 - Serious breaches of misbehaviour (Levels 2, 3, 4) will see the player/coach/official immediately reported by the umpires. If a player/coach/official is found guilty of an act of misconduct, they will be liable for suspension as determined by a WCCC disciplinary panel.

Unacceptable conduct

The umpire(s) shall take action with respect to any unacceptable conduct. There are four levels of offences. If either umpire considers the conduct of a player/coach/official at any time during the match unacceptable, the umpire concerned shall call and signal 'dead ball'. This call should be delayed until the umpire is satisfied it will not disadvantage the non-offending side.

The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If the WVCUA has only appointed one umpire to the match, then that umpire will decide whether misconduct has occurred. If so, they shall determine into which of the levels the conduct falls, as set out below, and apply the appropriate reporting procedures.

LEVEL 1

Any of the following actions by a player is a Level 1 offence:

- Wilfully mistreating any part of the cricket ground, equipment or implements used in the match. This includes any action outside the course of normal cricket actions, such as hitting or kicking the wickets, and any action that intentionally or negligently results in damage to boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.
- Showing dissent at an umpire's decision by word or action. This includes:
 - excessive, obvious or inappropriate disappointment with an umpire's decision
 - an obvious delay in resuming play or leaving the wicket
 - shaking the head
 - pointing or looking at the bat or body when given out
 - snatching a cap from the umpire
 - indicating a referral to a 'TV umpire' by word or gesture
 - arguing or entering into a discussion with the umpire about the decision.
 It is not a defence to show that the umpire made an incorrect decision.
- Using language that, in the circumstances, is obscene, offensive or insulting, making an obscene gesture (includes audible or repetitious swearing, and obscene gestures which are not directed at another person, such as swearing in frustration at one's own poor play or fortune. This offence is not intended to penalise trivial behaviour. When assessing the seriousness of the breach, the umpire shall take into account the context of the particular situation and whether the words or gesture are likely to be regarded as obscene, give offence, or insult another person).
- Appealing excessively: advancing towards an umpire in an aggressive manner when appealing (including repeated appealing or celebrating or assuming a dismissal before the decision has been given. It is not intended to prevent loud or enthusiastic appealing).
- Pointing or gesturing by a bowler or fielder to the batter upon dismissal.
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

LEVEL 2

Any of the following actions by a player is a Level 2 offence:

- Showing serious dissent at an umpire's decision by word or action. Dissent, including those listed as a level 1 offence, are classified as serious when the conduct contains an element of anger or abuse that is directed at the umpire or umpire's decision, or where there is excessive delay in resuming play or leaving the wicket or where there is persistent reference to the incident over time. It is not a defence to show that the umpire made an incorrect decision.
- Making inappropriate and deliberate physical contact with another player. Cricket is a non-contact sport, and inappropriate physical contact of a serious nature will not be tolerated. Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player. Accidental or genuinely unavoidable physical contact that occurs during the course of play shall not be considered an offence under this level.
- Throwing the ball or any other item of cricket equipment at a player, umpire or another person in an inappropriate and dangerous manner. This offence does not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
- Using language or gesturing to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature. It is acknowledged that there will be verbal exchanges between players in the course of

play. Rather than seeking to eliminate these exchanges entirely, umpires will report conduct that falls below an acceptable standard. This offence is not intended to penalise trivial behaviour. When assessing the seriousness of the breach, the umpire shall take into account the context of the particular situation and whether the words or gesture are likely to be regarded as obscene, give offence, or insult another person.

- Or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

LEVEL 3

Any of the following actions by a player is a Level 3 offence:

- Intimidation or attempted intimidation of an umpire by language, behaviour or gesture.
- Threatening to assault a player or any other person except an umpire.
- Using language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.

LEVEL 4

Any of the following actions by a player is a Level 4 offence:

- Threatening to assault an umpire.
- Making inappropriate and deliberate physical contact with an umpire.
- Physically assaulting a player or any other person.
- Committing any other act of violence.
- Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature. It is acknowledged that there will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will report conduct that falls below an acceptable standard. This offence is not intended to penalise trivial behaviour. When assessing the seriousness of the breach, the umpire will take into account the context of the particular situation and whether the words or gesture are likely to be regarded as obscene, give offence, or insult another person.
- Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct at any time that is contrary to the spirit of the game, unbecoming of a representative or official, could be harmful to the interests of cricket, or does or could bring the game of cricket into disrepute. (This is intended to be a catch-all provision to cover all types of misconduct of a serious nature that is not (and because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in this Player Behaviour Policy.)

Action by umpire(s)

LEVEL 1

If a Level 1 offence is committed, the umpire(s) shall inform the offending player's captain that an offence at this Level has occurred and that the offending player's behaviour will be mentioned on their umpires report.

LEVEL 2

If such an offence is committed, the umpire(s) shall inform the offending player's captain that an offence at this Level has occurred and that the offending player will be reported to the WCC Administrator.

LEVEL 3

If a Level 3 offence is committed, the following action will be taken:

The umpire shall call Time, if necessary.

The umpire(s) will inform the offending player's captain that a Level 3 offence has occurred, and that the offending player will be reported to the WCCC Administrator.

The umpires will direct the captain to remove the offending player immediately from the field of play, as follows:

- In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered to be whole over. Any deliveries remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.
- If the offending player is a fielder, no substitute shall be allowed for them. The offending player may return to the field of play after serving the period of suspension, and may bowl immediately.
- If a bowler is suspended mid-over, that over must be completed by another, who shall not have bowled the previous over nor shall they bowl the next over.
- If the offending player is the not out batter, they will be replaced by another member of her team. The offending player may return to bat after having served the suspension, but only at the fall of a wicket. If no batter is available to bat during a batter's suspension, the innings is completed. If the offending player does not continue their innings for whatever reason, they are to be recorded as Retired – Not Out.
- If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended.

- Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.

LEVEL 4

If a Level 4 offence is committed, the following shall be implemented.

The umpire shall call Time, if necessary.

The umpire(s) shall inform the offending player's captain that an offence at this Level has occurred and that the offending player will be reported to the WCCC Administrator.

The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match, and shall apply the following:

- If the offending player is a fielder, no substitute shall be allowed for her. They are to be recorded as Retired – Out at the commencement of any subsequent innings in which their team is the batting side.
- If a bowler is suspended mid-over, that over must be completed by a player who did not bowl the previous over, and who may not bowl the next over.
- If the offending player is a batter and has not been dismissed, they are to be recorded as Retired – Out in the current innings and in any subsequent innings in which their team is the batting side. If no further batters are available to bat, the innings is completed.

SUMMARY

The recruitment and retention of umpires has become increasingly difficult and it is certainly not being made any easier by the unacceptable levels of player conduct. Few people are willing to continually subject themselves to the childish behaviour and offensive language which is too frequently prevalent on and beyond the cricket field.

All players can play a role in raising the general standard of umpiring and the level of experience within the WVCUA umpiring panel by lifting their personal level of behaviour and allowing the umpires to concentrate on those aspects of the game for which they are most responsible.

Umpires have been instructed to take a firm stance on player misconduct, especially offensive language and disputing decisions.

All players should be aware of the standards expected by Cricket Victoria. Any player called to appear before the tribunal can expect little sympathy and, if found guilty, a period of suspension.

It is the responsibility of everyone involved with the WCCC — club officials, team captains and especially the players — to ensure that the levels of conduct and sportsmanship traditionally inherent in the game are maintained.

Appeals Procedure

Lodging an appeal against a WCCCP or CV decision

An appeal against a decision of the WCCCP or CV must be lodged with the WCC Administrator (along with a fee of \$250 which may be forfeited if the appeal is deemed frivolous by the Appeals Panel Chairperson) within 48 hours of receiving advice of that decision. The WCC Administrator will convene a WCCC Appeals Panel to deal with the appeal (refer AR 3.4 & 3.5).

Duties

The WCCC Appeals Panel will deal with Appeals:

- Against a decision of the WCCCP in regard to transfer and permits.
- Against decisions of the WCCCP or WCCC Administrator in regard to match protests.
- From affiliated clubs regarding the imposition of Fines and Penalties as outlined by the Administration Rules.
- Against decisions of the WCCCP Disciplinary Panel in regard to any disciplinary decisions arising out of, or in connection with, matches.

WCCC Appeals Panel meetings

- WCC Administrator is to invite all parties involved and convene a meeting (if at all possible) within five (5) days of receiving the appeal (three (3) days if an Appeals Panel is required during the Finals Series).
- Minutes are to be kept by the WCC Administrator on all appeal proceedings.
- Any person using insulting language or displaying contemptuous behaviour either prior to, during or after an appeal hearing shall be reported to the WCCCP.
- No Legal Representation will be permitted at meetings of the WCCC Appeals Panel.

Decision

The elected Appeals Panel Chairperson is to advise the WCCC Administrator of the decision within five (5) days of hearing the appeal. The WCC Administrator will advise all parties and the WCCCP of the decision.

- The decision of the Appeals Committee shall be final.

Disciplinary Procedure

Lodging a complaint

All complaints shall be referred to the WCCC Disciplinary Panel within three (3) days from the date of the report for action at the request of:

- the WCCCP
- WCC Administrator
- the Umpires
- the Appeals Panel

The WCC Administrator will convene a WCCC Disciplinary Panel to deal with the complaint (Refer AR 3.2 & 3.3)

Referrals

- A verbal notification of a referral is to be lodged with the WCC Administrator by telephone by 10.00 am on the Tuesday following the incident/ complaint.
- Referrals shall then be in writing to the WCC Administrator within five (5) days of the report and shall include adequate details and contact addresses and phone numbers if available.

Reports by umpires resulting from complaints arising from matches

In the case of complaints arising from matches, persons shall be considered under the jurisdiction of CV and the WCCCP from the time of arrival at a playing venue until the time of leaving the venue.

Reported Player May Elect to Forego Hearing and Accept Suspension

A player against whom a charge has been brought may elect to have the charge determined without a hearing by the WCCCP Disciplinary Panel and to accept a penalty of suspension from playing in one WCCC match.

Election Procedure

An election to accept a penalty of suspension from playing in one WCCC match shall be lodged in writing with the WCC Administrator not later than 12.00 pm on the day after the WCC Administrator has notified the reported person or the Club of the reported person that a charge has been laid.

Umpires or WCCC Disciplinary Panel May Disallow Election

If any or all of the reporting Umpires or WCCC Disciplinary Panel considers that the circumstances of the caution warrant a hearing of the charge the WCC Administrator shall disallow the election.

Hearing of the Charge if Election Disallowed or if Election Not Lodged in Time

If the notice of election is not lodged in the time frame stipulated the WCCC Disciplinary Panel shall hear and determine the charge.

WCCC Disciplinary Panel meetings

- The WCCC Disciplinary Panel shall conduct a hearing (wherever possible) within 14 days from the time of a report or a complaint being received by the WCCC Administrator.
- The WCC Administrator shall notify all persons directly concerned and request their attendance and invite them to bring any evidence or witness which may assist the Disciplinary hearing. Notice by registered mail, email, or delivered by hand will be considered sufficient notice.
- If during a WCCC Disciplinary Panel meeting a complaint arises which was not listed on the initial referral, the WCCC Disciplinary Panel has the power to investigate that complaint/s and take any action deemed appropriate.
- No legal representation will be permitted at meetings of the WCCC Disciplinary Panel.
- Under special circumstances, defendants may be allowed representation at the WCCC Disciplinary Panel's discretion. Any request for representation must be made in writing prior to the relevant WCCC Disciplinary Panel meeting and if the request is granted, that any other parties involved in the incident be advised and offered the opportunity to be represented also.
- All WCCC Disciplinary Panel meetings shall be held with only witnesses and nominated representatives being able to attend.

Process

- The evidence of the person making the complaint, the person against whom the complaint has been made, and other witnesses, shall be given in the presence of the person making the complaint and the person against whom the complaint has been made and shall be subject to cross-examination by the person making the complaint and the person against whom the complaint has been made and the WCCC Disciplinary Panel.
- The WCCC Disciplinary Panel has the power to request all forms, Score Books, team lists or any other thing they deem necessary to assist.
- The Chairperson shall have a casting vote as well as a deliberate vote where necessary.
- Any person using insulting language or displaying contemptuous behaviour either prior to, during or after a WCCC Disciplinary Panel hearing, or who gives false or misleading evidence may be dealt with by a subsequent WCCC Disciplinary Panel hearing.

- Any person who attempts to influence any member of the Disciplinary Committee may be dealt with by a subsequent WCCC Disciplinary Panel hearing.

Decision

- Where possible decisions shall be given at the conclusion of the hearing or by phone the following day and then forwarded in writing to the WCC Administrator within three (3) days of the hearing.
- The WCCC Disciplinary Panel may by resolution:
 - Expel an Affiliated Club, player or club official from the WCCC.
 - Suspend an Affiliated Club or player or club official from membership of the WCCC for a specified period or specific number of matches, and may consider finals in that suspension, in addition to home and away matches.
 - Fine an Affiliated Club, or player, or club official as soon as practicable, the WCC Administrator shall notify in writing the Affiliated Club or player or club official and the body who referred the complaint setting out the decision of the WCCC Disciplinary Panel and the grounds on which it is based.
- Notice by registered mail, email, or delivered by hand will be considered sufficient notice.
- The resolution takes effect immediately in the case of an expulsion or fine, and from the persons next match in the case of a suspension. While the person is serving their suspension, they will not be permitted to enter the playing arena of any Cricket match under any affiliated Associations to Cricket Victoria in any capacity whatsoever. If a individual match or round of matches is abandoned whilst the suspension is being served, it is deemed that the match/round abandonment does not count to the suspension or part of the suspension having being served, provided that no ball has been bowled in the match prior to the abandonment.
- Where the Affiliated Club or player exercises a right to appeal the decision of the WCCC Disciplinary Panel within three (3) days of being advised, the resolution does not take effect unless the decision of the WCCC Disciplinary Panel is confirmed by the WCCC Appeals Panel.

Appealing the WCCC Disciplinary Panel decision

- There shall be no appeal against the decision of the WCCC Disciplinary Panel unless the appellant can show there is additional evidence that was normally not available at the time of the initial hearing.
- This appeal must be lodged with the WCCC Administrator (along with a fee of \$250 which may be forfeited if the appeal is deemed frivolous by the Appeals Panel Chairperson) within three (3) days of being advised of the WCCC Disciplinary Panel's decision. If the Chairperson of the WCCC Disciplinary Panel is satisfied of the nature of the additional evidence, they shall decide when and where the WCCC Disciplinary Panel's shall reconvene to hear that appeal.

Uniform Policy

REGULATION UNIFORM

- Clean shoes or boots which may carry the manufacturers coloured stripes logo
- Cricket pants/trousers (not shorts) or black tracksuit pants (Grades below Shield 1 only)
- **NOTE: All played MUST be in the same uniform.**
- Club Shirt
- Pullover
- Hat or cap

It is advisable that a hat or cap (with the peak worn forward) and long sleeve shirt be worn during all matches.

Thigh pads - if worn must be under pants.

APPLICATION BY A PLAYER TO VARY REGULATION UNIFORM

An application, stating grounds to vary the standard uniform, must be made to the WCC Administrator. Once granted by the WCC Administrator, approval will stand throughout the player's playing career.

VARIATIONS TO REGULATION UNIFORM NOT ALLOWED

Coloured hats, State or Australian caps or caps not associated with the playing Club, must not be worn.

RESPONSIBILITY OF CAPTAIN AND UMPIRE

It is the responsibility of Captains to ensure their players are in correct uniform. Umpires are instructed to record any player not in regulation uniform on any day of cricket.

REQUIREMENT TO WEAR STANDARD UNIFORM

Players who have not been registered with the WCCC within the previous two years have until their third match to be in regulation uniform.

PLAYERS OUT OF REGULATION UNIFORM

Clubs will be fined twenty dollars (\$20.00) per player not in regulation uniform except as defined above (refer AR10.1). Players who deliberately play with tuck up shirt sleeves are considered incorrectly dressed and are subject to a fine of twenty dollars (\$20).

Administration Rules

AR 1 – WCCC Club Requirements

This Rule contains the following sections:

- 1.1 Club Representatives
- 1.2 Club requirements when affiliating with the WCCC

1.1 CLUB REPRESENTATIVES

All affiliated WCCC Clubs must nominate the following representatives:

- A member of their Club's Executive committee as Club representative, who will be familiar with the WCCC Policies, Procedures and Rules, and if requested will sit on the Disciplinary or Appeals Panel (refer to AR 3).
- A responsible Club representative to attend the WCCC meetings.

Note: The same person may fulfil both of these roles and may elect to be nominated to the WCCCP if they fulfil the required criteria (refer AR 2.3b.).

1.2 CLUB REQUIREMENTS WHEN AFFILIATING WITH THE WCCC

Clubs are responsible for:

- (i) the compliance of their members with the WCCC Policies, Procedures and Rules.
- (ii) the behaviour of their players, coaches and spectators.
- (iii) the condition of their playing fields and equipment.

AR 2 – Women's Community Cricket Panel (WCCCP)

This Rule contains the following sections:

- 2.1 Preamble
- 2.2 Composition
- 2.3 Nomination for the WCCCP
- 2.4 Roles and Responsibilities
- 2.5 Meetings

2.1 PREAMBLE

The function and purpose of the WCCCP is:

- to represent and provide feedback and advice to WCCC Administrator in regard to what is in the best interest of the WCCC.
- to be a representative for the WCCC, not their individual club.

Note: The WCCCP is supported by the WCCC Administrator.

2.2 COMPOSITION

- WCC Administrator (non-voting).
- 5 x representatives elected by WCCC Clubs.
- The elected representatives shall appoint a Chairperson from their number for the ensuing season.

Note: If positions on the WCCCP are not filled, such positions will be filled by CV Management or Administration staff.

2.3 NOMINATION FOR THE WCCCP

(a) Nominees

- Any registered member of a WCCC Club or interested individual who fulfils the nomination criteria may nominate for a position on the WCCCP.
- All positions (other than WCC Administrator) are elected by ballot on a date nominated prior to July 1 of each year.

(b) Criteria for nominees

- A WCCCP Representative nominee must be over 18 years of age and be a resident of Victoria.

2.4 ROLES AND RESPONSIBILITIES

The WCCCP shall represent and provide feedback and advice to WCCC Administrator in regards to what is in the best interest of the WCCC on such matters as, but not limited to:

- Grading of teams.
- Match formats
- Match protests
- Rule changes
- Use of venues
- Special requests from clubs i.e. permission to bat with a runner, permits, etc
- Transfer disputes
- Affiliation fees

2.5 MEETINGS

(a) Procedure

The WCCCP shall meet as often as is deemed necessary, but at least 4 times per year, and always prior to any general meetings of the WCCC. The WCCCP and the WCC Administrator may lay down its own rules of procedure which it may vary as it sees fit. The WCCCP shall not be subject to requirements of legal formality.

(b) Quorum

Three voting members of the WCCCP shall form a quorum at any meeting of the WCCCP.

AR 3 – WCCC Disciplinary and Appeals Panels

This Rule contains the following sections:

- 3.1 Function and purpose
- 3.2 Disciplinary Panel – Composition
- 3.3 Disciplinary Panel – Selection
- 3.4 Appeals Panel – Composition
- 3.5 Appeals Panel – Selection

3.1 FUNCTION AND PURPOSE

WCCC Disciplinary Panel	to deal with any charge relating to breaches of the Player Behaviour Policy, Match Rules, and breaches of the Code of Behaviour (MR 11) brought against any WCCC Club or any WCCC Club official, member, employee or player following the WCCC Disciplinary Procedure.
WCCC Appeals Panel	to deal with any appeal against the rulings of the WCCCP, WCCC Disciplinary Panel, or CV following the WCCC Appeals Procedure.

3.2 DISCIPLINARY PANEL – COMPOSITION

Three (3) voting members drawn from:

- The Club representatives (refer AR 1.1)
- May also include a representative(s) of the VWCUA

As well as

- WCC Administrator (acting as a guide only, non-voting).
- The panel shall appoint a Chairperson from their number for each sitting

3.3 DISCIPLINARY PANEL – SELECTION

- The WCC Administrator shall select the clubs and/or VWCUA representative for each Disciplinary hearing on a case-by-case basis.
- Where possible, given the criteria of this rule, the Disciplinary Panel shall be selected on a rotation basis.
- The Club representatives cannot be a member of the same Club as the player, member, or person involved in the complaint
- Each club selected can only refuse to provide a person in exceptional circumstances as agreed to by the WCCC Administrator.

3.4 APPEALS PANEL – COMPOSITION

Three (3) voting members drawn from:

- The Club representatives (refer AR 1.1).
- May also include a representative(s) of the VWCUA

As well as

- WCC Administrator (acting as a guide only, non-voting).
- The panel shall appoint a Chairperson from their number for each sitting

3.5 APPEALS PANEL – SELECTION

- The WCCC Administrator shall select the clubs and/or VWCUA representative for each Appeal on a case-by-case basis.
- The Club representatives cannot play in the same grade as the Club in which the player, member, or person lodging the Appeal participates in.
- Each club selected can only refuse to provide a person in exceptional circumstances as agreed to by the WCCC Administrator.

AR 4 – WCCC Meetings

This Rule contains the following sections:

- 4.1 Scheduled Meetings
- 4.2 Special Meetings
- 4.3 Proxy
- 4.4 Fine for non-attendance

4.1 SCHEDULED MEETINGS

WCCC Meetings shall be held in May and September as required. Clubs will be given 14 days' notice of a scheduled meeting.

4.1 (b) AWARDS NIGHT

Clubs will be invoiced for three tickets to the WCCC Awards night mid-season once costing has been confirmed. These tickets must be paid before March 1st. Clubs will be able to request additional tickets closer to the event. If the club is unable to find three attendees for the event, the costs will be forfeited.

4.2 SPECIAL MEETINGS

Special meetings may be called at any other time at the request of the WCCCP or WCCC Administrator.

4.3 PROXY

If the nominated Club Representative (refer AR 1) cannot attend a WCCC Meeting she/he may appoint a proxy. Each proxy must advise the WCC Administrator before the start of the meeting of her/his proxy status. The Proxy must be from the WCCC club they are representing.

4.4 FINE FOR NON-ATTENDANCE

Any affiliated club not represented by a Club representative or proxy at any WCCC meeting shall be fined fifty dollars (\$50.00).

AR 5 – Club Affiliation and Grading

This Rule contains the following sections:

- 5.1 Affiliation
- 5.2 Fees
- 5.3 Criteria for New Clubs and Clubs seeking re-admission
- 5.4 All Clubs
- 5.5 Grading

5.1 AFFILIATION

- By the 31st of July each year, each Club wishing to be affiliated with the CV WCCC for the coming season, must complete an online affiliation form and pay the Affiliation fee for the coming season.
- New Clubs admitted to the WCCC after 31st of July must pay their Affiliation fee immediately upon being accepted by CV.
- No Club or team will be admitted to the WCCC after the 31st August unless they can be allocated to a grade without requiring a redraw of that grade.

5.2 FEES

The WCCCP will annually review and nominate the amount to be paid as the Affiliation Fees in consultation with WCC Administrator.

5.3 CRITERIA FOR NEW CLUBS AND CLUBS SEEKING RE-ADMISSION

Applications for admission by a new Club, or teams who were not affiliated with the WCCC in the previous season must meet the following criteria:

- Submission of an online Application for Membership form containing names and addresses of fourteen (14) players. No more than four (4) of these players may be from any one Club presently affiliated with the WCCC without consultation and approval of the WCCCP.
- Attendance at a meeting, if requested by either the WCCCP or WCCC Administrator, of no less than ten (10) of the players named.
- Each new Club on first joining the WCCC shall be given a copy of the WCCC Policies, Procedures and Rules. Any applications for admission by a new Club shall contain its consent to be bound by these documents.

5.4 ALL CLUBS

To become an Affiliated Club a club must:

- (i) complete the required application procedure.
- (ii) be formally accepted by CV.
- (iii) pay any fees due and payable.

- (iv) take out an insurance policy as arranged or otherwise approved by CV.

5.5 GRADING

Except where AR 7.7(a) prevents it:

- (i) No club is to enter more than one team in any one WCCC grade within the same zone.
- (ii) Initial grading – New clubs:**
New clubs are to nominate which WCCC grade and zone they wish to be registered in when completing the Application for Membership
- (iii) Promotion**
Each season, for all WCCC grades and competitions except the highest grade, the team who finishes on top of the ladder at the end of the Home and Away season will be promoted to the grade immediately above for the following season
- (iv) Relegation**
Each season, for all WCCC grades and competitions except for the lowest grade, the team which finishes in last place at the end of home and away season will be relegated to the grade immediately below for the following season.
- (v) Additional to the requirements of AR 5.5 (iii) and (iv) above, the WCCCP may consider applications for change of grading submitted at the time of Affiliation by clubs. This application must contain justification for the request.

AR 6 – Player Registration

This Rule contains the following sections:

- 6.1 Playing Members
- 6.2 Procedure for New Players
- 6.3 Penalties for not registering players
- 6.4 Clubs fielding teams in CV WCCC and CV Premier Cricket

6.1 PLAYING MEMBERS

All Players in every match must be:

- (a)** Registered with the WCCC as described in sections (b, c, d) below.
- (b)** All players must be registered via the competition management system no later than midday Monday following the first match in which they participate in.
- (c)** No money need accompany any submission of a player's name for registration as the WCCC Affiliation & Registration fee each season covers all registrations submitted for the one Club.
- (d)** Former International, Australian State open representatives and/or WBBL player, must be granted prior approval by WCC Administrator before they may compete in the WCCC. A written application, which must set out in detail the reason for seeking such approval.

6.2 PROCEDURE FOR NEW PLAYERS

For any new players, or players being transferred from other clubs who have been granted a transfer or permit:

Player Registration	Players must be registered by assignment to a Club.
Deadline	12 Midday on the Monday following the first match in which a player played, or was named to play.
Penalty	Twenty dollars (\$20.00) and any points gained in the match.

6.3 PENALTIES FOR NOT REGISTERING PLAYERS

Any team failing to register any player in accordance with this procedure will be fined twenty dollars (\$20.00) and lose any points gained in the match in which it played unregistered players. However, its opponents will not gain the points forfeited.

6.4 CLUBS FIELDING TEAMS IN CV WCCC AND CV PREMIER CRICKET

Where clubs field teams in both CV WCCC and CV Premier Cricket, or other competitions, players must be permitted to each competition.

AR 7 – Transfer, Permits and Player movements

This Rule contains the following sections:

- 7.1 Inter Association Permits/Transfer
- 7.2 Transfer Requirements
- 7.3 Deadlines for Transfer applications
- 7.4 Procedure
- 7.5 Transfer not granted by a WCCC Club
- 7.6 Appeals against CV or WCCCP Decisions
- 7.7 Player Movements – CV WCCC and CV Premier
- 7.8 Eligibility and Permits for Semi-Finals and Finals
- 7.9 Eligibility for First Round after Christmas
- 7.10 Eligibility for Senior State representatives playing in the WCCC

7.1 INTER ASSOCIATION PERMITS/TRANSFER

(a) Visitors from Other Countries (Permit)

Visitors from other countries may be given permission to play in competition matches in Victoria. An application form completed from their intended club, outlining the level of cricket she has played must be forwarded to the WCCCP who will consult WCCC Administrator for a ruling on her request to play. The application form will be made available to all clubs prior to the commencement of the season.

(b) Other States

A player who is or has been a registered member of an outdoor interstate cricket association must fulfil the requirements of a transfer as outlined below.

7.2 TRANSFER REQUIREMENTS

- (a) All players registered with any currently affiliated WCCC Club in the last two seasons must have a duly certified Transfer in order to be transferred from the club.
- (b) Any player, whether registered or not, who has not played in a WCCC match in the last two seasons may play with any club without a transfer Refer also the requirements of Rule AR 7.2 (d).
- (c) Any Club naming a player on a match team list who has not obtained a completed transfer will be fined (\$20.00) and lose any points gained in the match, protest being unnecessary by the opposing team. However, the opposing team will not gain the points lost.
- (d) Any player having played the majority of matches with their previous Club in CV Premier cricket must be granted prior approval for her transfer by the WCCCP before she can be cleared to compete in the WCCC.
- (e) A current Open Age State Squad player (excluding rookies) cannot request a transfer to a Club which only competes in the WCCC. Note also the requirements of AR6.1 (d) regarding former Open Age State representatives and International representatives.

7.3 DEADLINES FOR TRANSFER APPLICATIONS

No player may request a transfer between the end of the home and away matches and 30th June (inclusive) in any year.

- (a) Any Transfer request post December 31st, or a request to change clubs during a season, must be applied for in writing by the player or club to the WCCC Administrator. The application is to outline the reasons for the transfer request and will be assessed by the WCCC Administrator in consultation with the WCCCP. If approved, the WCCC Administrator will notify the player/club, and an official transfer request may be submitted by the relevant Club. See also Rule AR 7.4.

7.4 PROCEDURE

- (a) Any player desiring a transfer from the club they are registered with must:
 - (i) comply with that club's rules.
 - (ii) Submit a transfer request via the competition management system.
- (b) The ex-club must grant or refuse the application and give written notification to the player regarding that decision within 5 days of receipt of the application.

7.5 PERMITS NOT GRANTED BY A WCCC CLUB

- (a) If the club refuses a transfer, reasons for refusing the transfer should be provided via the competition management system.
- (b) If the club the player wishes to leave fails to act on the transfer application within 5 days the transfer will be forwarded to the WCCC Administrator who will advise the WCCCP. The WCCC Administrator shall investigate the application which has been refused or not acted upon. The WCCC Administrator is to advise all parties of its decision in writing within 5 days of assessing the application.
- (c) Unless an appeal is lodged by either party within 7 days of notification of the decision, the decision shall stand.

7.6 APPEALS AGAINST CV OR WCCCP DECISIONS

- Any appeal by either party must be received by the WCC Administrator along with a fee of \$150 (to be refunded unless the appeal is deemed to have been frivolous) within 7 days of notification of CV Management or the WCCCP's decision.
- In the case of an appeal the player may not play in any further match until the appeal has been settled.
- The appeal will be dealt with by the Appeals Committee where all parties involved in the dispute will be asked to attend a meeting of this committee.
- This meeting must be held (if at all possible) within 10 days of the receipt of the written appeal letter.
- All correspondence in an appeal against non-granting of Transfer must be sent by email, registered mail or delivered by hand, in which case a receipt must be obtained.
- Clubs may have a maximum of three representatives present for any one appeal.

7.7 PLAYER MOVEMENTS – CV WCCC AND CV PREMIER

- (a) No club is to enter more than one team in any one WCCC grade within the same zone.

- (b) Any player eligible to play in CV Premier or CV WCCC can be named in more than one match per weekend across the two competitions, i.e. they can play for their CV Premier team on Saturday and their CV WCCC team on the Sunday (or vice-versa).
- (c) No player is permitted to be named in more than one WCCC match in any one weekend except where two games are scheduled on one day (e.g. T20 double header matches) or as allowed for in MR9 – Representative player replacement.
 - (i) Any club found breaking this rule will be deemed to have played an ineligible player and will be penalised under AR 10.2.

7.8 ELIGIBILITY AND PERMITS FOR SEMI-FINALS AND FINALS

(a) Number of games played for all grades

A player must have represented her club in at least one-third of matches during the season in that format to be eligible for Semi-Final/Final matches but the WCCCP may grant an Eligibility permit, AR7.8 (c) (where the required number of matches have not been played) in order to avoid teams being short of players for Semi-Final and Final matches. Under no circumstances will such a permit be granted to a team that has twelve players available who have played the required number of matches during the season.

(b) Matches played in a higher grade

At the end of Home and Away matches a player that has played more than half of the number of matches fixtured in that format in a higher grade of cricket or in CV Premier Cricket becomes a member of that team, and cannot transfer, back to a lower grade or WCCC team without a permit from the WCCCP. Should a club break this rule they will be deemed to have played an ineligible player and will therefore forfeit the match. If the match is a Semi Final their opponent will progress to the Final. If a Final they will lose this match. Note: Any matches played in a higher grade, as a representative player replacement. (as per MR 9) shall not be included in the calculation of qualification.

(c) Request for Eligibility permit – requirements

Club Administrators are responsible for submitting the request for an eligibility permit no later than 48 hours before the commencement of the match outlining the reasons behind the request for the permit and listing all players who have played the required number of matches and any reasons they are not available. The WCCCP may take into consideration lowering the number of matches if the player was listed in the player list of a club in the competition management where the opposition forfeited the match.

- Should a permit be requested, the Club Administrator must specify if it is required for the Semi Final, and, if the team moves into the Final, for the final as well.
- Any games played at a higher level must be specified in the permit application.
- Should the permit request not conform to the requirements of this rule it will not be considered.
- If granted, the WCCC Administrator will list the permit on the WCCC website.

(d) Playing in a Lower Grade

If a Club has more than one team in consecutive WCCC grades playing in semi-finals and final matches, players may represent their Club in any designated team. Once a team has been eliminated from semi-finals then the normal Home and Away qualifications apply for that club.

7.9 ELIGIBILITY FOR ROUNDS PLAYED AFTER CHRISTMAS

After the Christmas break eligibility to play will be as follows for Clubs with two or more teams.

Note: If a Club fields teams in both the CV Premier cricket competition and the WCCC, teams playing in the CV Premier cricket competition are deemed to be playing in a higher grade than WCCC teams.

- Players who have played all matches prior to Christmas in a higher grade/s cannot play in a lower grade at any stage after Christmas without receiving a permit from the WCCCP. Clubs must state the grounds for the permit being applied for no later than 9pm Wednesday on the week leading into the next weekend.
- Any permit that is granted for a player in a higher grade to be dropped to a lower grade may be conditional in terms of how long the permit is for and/or what involvement the player has in the match.

Note: Games where a player has acted as a Representative player, refer to MR 9 – Representative Replacement Player are not counted towards the matches played.

7.10 ELIGIBILITY FOR SENIOR STATE REPRESENTATIVES PLAYING IN THE WCCC

Current and former members of the open age Women's State Squads (inclusive of WBBL) are not permitted to play in WCCC, unless granted permission by the WCCCP in exceptional circumstances. A written application, which must set out in detail the reason for seeking such approval must be received by the WCCC Administrator not later than the Wednesday preceding the first match for which approval is sought.

AR 8 – Umpires

This Rule contains the following sections:

- 8.1 Umpires Advisor
- 8.2 Appointment of Umpires
- 8.3 Umpires fees
- 8.4 Only one Professional Umpire in attendance

- 8.5 No Professional Umpire in attendance or umpire incapacitated
- 8.6 Match Procedures
- 8.7 Umpire's Match Reports
- 8.8 Umpires uniform
- 8.9 Team supplying a Square Leg Umpire

8.1 UMPIRES ADVISOR

(a) Appointment

The Umpires' Advisor shall be nominated by the Victorian Women's Cricket Umpires' Association (VWCUA) to WCC Administrator for ratification and approval.

(b) Roles and Responsibilities

The duties of the Umpires' Advisor shall be:

- i To examine and assess Umpire performance reports.
- ii To attend meetings of the VWCUA and instruct on Laws of cricket, Rules and technique.
- iii To consult with and advise individual Umpires on matters requiring clarification.
- iv To liaise with WCC Administrator specific complaints or such other matters as may be necessary.
- v To liaise with the WCC Administrator regarding appointment of Umpires to WCCC matches.
- vi

8.2 APPOINTMENT OF UMPIRES

Wherever possible Professional Umpires shall be appointed to all matches and such Umpires shall be accredited, or in the process of being accredited, to Cricket Australia's Representative Officiating Accreditation Program standard before appointment to any match.

8.3 UMPIRES FEES

(a) Amount

Umpires' fees will be determined at the end of each season and prior to the next season by the WCCCP in conjunction with the Executive of the VWCUA.

(b) Payment of fees

Fees must be paid to Umpires not later than at the end of the tea adjournment. Play will NOT recommence until the umpire(s) have been paid the correct appropriate match payment.

(c) Fees - Play abandoned after arrival at the ground

In the event of play being abandoned before a ball is bowled, Umpires in attendance shall receive half fees.

8.4 ONLY ONE PROFESSIONAL UMPIRE IN ATTENDANCE

If only one Umpire is in attendance a substitute Umpire may, with the approval of both Captains, be appointed with full umpiring powers.

8.5. NO PROFESSIONAL UMPIRE IN ATTENDANCE OR UMPIRE INCAPACITATED

If there is no professional Umpire(s) in attendance, or the one Umpire in attendance is incapacitated, the Captains can agree to appoint a substitute Umpire or Umpires for such time as necessary.

8.6 MATCH PROCEDURES

(a) Start of play Umpires must:

- obtain a copy of the team list for each team at the toss (refer also to MR 4.1a) and must retain these copies to provide to the WCCC Administrator if requested.
- obtain the two match balls to be used from the Home team and check against the requirements of MR 2.2.
- check their watches with the scorers' watches before play commences.
- notify both Captains and take the field five (5) minutes before commencement of any period of play irrespective of whether teams are ready.

Note: If no official Umpire(s) is in attendance, each Captain must notate and sign the actual starting time of play in the opposing team's scorebook.

(b) Scorebooks

Umpires must check and sign both team's scorebooks for confirmation of agreeance.

8.7 UMPIRE'S MATCH REPORTS

All Umpires must send reports of matches to the Competition Management System no later than the Wednesday following the completion of each match.

These reports shall:

- record any players not in uniform. **Note:** Umpires are not empowered to order such player from the field.
- record the time the match commenced on the day of play.

NOTE: If an Umpire advisor seeks guidance from a club in regards to a particular rating or comment made in an umpires match assessment, they must response with a justified reason for that rating for training and guidance purposes.

8.8 UMPIRES UNIFORM

(a) Uniform

The VWCUA approved umpiring shirt with suitable logo, and when necessary the VWCUA approved all weather jacket, are to be considered as part of the uniform. Hat and footwear must be clean and white, trousers or skirt black.

(b) Logos

- The VWCUA logo(s) may be worn on one location on the approved umpiring shirt, either the chest, pocket or the sleeve.
- The VWCUA sponsor logo may be worn on one location on an upper sleeve.

8.9 TEAM SUPPLYING A SQUARE LEG UMPIRE

When a team is required to supply a Square Leg Umpire, this umpire:

- must be conversant with the Laws of Cricket.
- must be easily distinguishable from members of the fielding side by wearing a different colour.
- must wear appropriate covered footwear.
- shall not hold a broom or bat.
- may hold a drink container on days of extreme weather conditions for the use of all players and umpires.
- must not take upon the role of coaching whilst acting as Square Leg umpire.

AR 9 – Averages

This Rule contains the following sections:

9.1 Eligibility - Players

9.2 Eligibility - Criteria One Day Matches

9.3 Eligibility – Criteria T20 Matches

9.4 Representative Players

9.5 Amending Eligibility Criteria under Extraordinary Conditions

9.1 ELIGIBILITY – PLAYERS

Player lists for matches which are forfeits, walkovers and washouts must be submitted into MyCricket in order for reduction of eligibility criteria to be considered.

9.2 ELIGIBILITY – CRITERIA ONE DAY MATCHES

(a) Bowling

Players must have bowled in the season of Home and Away matches:

At least	270 balls
This is reduced for each washout, forfeit, second or third bye	by 36 balls (maximum reduction is 72 balls)

(b) Batting

Players must have batted in Home and Away matches for:

At least	50% + 1 of possible innings of fixtured matches
and have an aggregate	of at least 150 runs
This is reduced for teams that have had a total of two or more combined washouts, forfeits or second or third byes by	one (1) innings and 20 runs

(c) Wicket-keeping

Players must have wicket-kept in Home and Away matches:

At least	50% + 1 of possible innings of fixtured matches
This is reduced for teams that have had a total of two or more combined washouts, forfeits or second or third byes by	one (1) innings

9.3 ELIGIBILITY – CRITERIA T20 MATCHES

(a) Bowling

Players must have bowled in the season of Home and Away matches:

At least	120 balls
This is reduced for each washout, forfeit, second or third bye	by 12 balls (maximum reduction is 24 balls)

(b) Batting

Players must have batted in Home and Away matches for:

At least	five (5) innings
and have an aggregate	of at least 100 runs
This is reduced for teams that have had a total of two or more combined washouts, forfeits or second or third byes by	one (1) innings and 20 runs

(c) Wicket-keeping

Players must have wicket-kept in Home and Away matches:

At least	five (5) innings
This is reduced for teams that have had a total of two or more combined washouts, forfeits or second or third byes by	one (1) innings

9.4 REPRESENTATIVE PLAYERS

In the case of a player who participates in two grades on the same weekend whilst acting as a representative player replacement (refer to MR 9) any performances will count in each grade.

9.5 AMENDING ELIGIBILITY CRITERIA UNDER EXTRAORDINARY CONDITIONS

In the event of extraordinary conditions throughout the season, the WCC Administrator will consult with the WCCCP to consider reducing the eligibility criteria for averages.

AR 10 – Fines and Penalties

This Rule contains the following sections:

10.1 Fines

10.2 Penalties

10.3 Deadline for Payment and Penalties incurred

10.1 FINES

Fines will be imposed by CV for the following:

INDISCRETION		FINE
(i)	withdrawal of a team after the fixtures have been loaded to MyCricket and Clubs have been notified	Affiliation Fee
(ii)	Forfeit of match Unless at least three (3) hours' notice prior to the scheduled starting time of the match is given to the opposing team and appointed Umpire(s)	\$50.00 + Umpires Fee
(iii)	Absence of Club representative from WCCC scheduled or special meetings	\$50.00 each occurrence
(iv)	Absence of at least three club members at the WCCC end of season Awards night	Forfeit ticket costs
(v)	Late submission of Player registration (refer AR 6)	\$20.00
(vi)	Late submission of Match Results (refer MR 15.1)	\$20.00 each occurrence
(vii)	Late submission of Captain's Reports (refer MR 15.1)	\$20.00 each occurrence
(viii)	Late payment of fines imposed	\$20.00 per week after due date on invoice
(ix)	Application of MR 4.5c, minimum overs not bowled in Semi Final or Final	\$20.00 per over
(x)	Naming a player on a team list who does not have a completed permit or transfer form. (refer AR 7)	\$20.00 each occurrence
(xi)	incorrect use of covers (refer MR 5.5)	Up to \$100
(xii)	Player out of uniform policy, refer to Uniform policy	\$20.00 each player

10.2 PENALTIES

Penalties are imposed for the following:

INDISCRETION		PENALTY
(i)	Late submission of Player registration (refer AR 6)	Any points gained by the team in the match. Note: The opposition will not gain the points lost.
(ii)	Naming a player on a team list who does not have a completed a transfer. (refer AR 7)	Any points gained by the team in the match. Note: The opposition will not gain the points lost.
(iii)	Application of MR 4.1c a player not on a team list participating in the match.	Any points gained by the team in the match. Note: The opposition will not gain the points lost.
(iv)	Naming of ineligible player (AR 6.3 & 7.7).	Any points gained by the team in the match. Note: The opposition will not gain the points lost.
(v)	Application of MR 4.5c, minimum overs not bowled, home and away matches	A penalty of 0.1 Premiership Points (Semi-Finals and Finals \$20.00) shall be applied to each over of the required or reduced required minimum not commenced before the end of a requisite period

10.3 DEADLINE FOR PAYMENT AND PENALTIES INCURRED

(a) Any club owing money to CV will be ineligible to affiliate for the new season.

(b) Date of payment of all fines and penalties shall be the date it is received by the WCC Administrator.

(c) All monies owing to CV as from the May meeting are payable as follows:

INDISCRETION		PENALTY
(i)	Late submission of Player registration (refer AR 6)	Any points gained by the team in the match. Note: The opposition will not gain the points lost.
(ii)	Naming a player on a team list who does not have a completed Transfer form. (refer AR 7)	Any points gained by the team in the match. Note: The opposition will not gain the points lost.

- (d) A list of monies owing to CV for fines and penalties will be notified by the WCC Administrator to Clubs within seven (7) days of the fine or penalty occurring and will also be distributed with the minutes of WCCC Club Meetings.

AR 11 – Changes to Administration Rules

The Women's Community Cricket Panel, in conjunction with WCCC administrator, shall have the power to add, amend or delete any administrative rules, match rules or policies associated with the WCCC to align with any policies or guidelines created by Cricket Victoria or Cricket Australia, that are in the best interests of the WCCC.

Any deletions, amendments or additions made by the Clubs must be proposed via the Rules/Feedback form which will be provided by the WCCC Administrator. Notice of proposals and whether they are recommended by the WCCCP, will then be supplied to all clubs electronically for voting. Voting outcome will be forwarded to all clubs electronically within fourteen days.

For a vote on a proposed rule change to be upheld, a majority of votes must be in favour of the rule being introduced.

Match Rules

MR 1 – The Season

The season shall commence on the first weekend in October, unless otherwise deemed by CV. No competition Matches shall be played on Christmas Day or Good Friday.

MR 2 – General Provisions

This Rule contains the following sections:

2.1 Laws of Cricket – variations to the (2017 Code)

2.2 Balls

2.3 Teams forfeiting

2.4 Teams withdrawing from the competition

2.1 LAWS OF CRICKET – VARIATIONS TO THE (2017 CODE)

Matches shall be played under The Laws of Cricket (2017 Code) except as hereinafter modified:

Delete Law 24.4 – Player returning without permission. Replace with:

- Captains must inform the Umpire (s) of any player (s) failing to take the field, leaving or returning to the field at any time.
- Players may only return to the field with the controlling Umpire(s) permission

Delete Law 41.6 – Bowling of unfair short pitched deliveries.

Delete Law 41.7 – Bowling of dangerous and unfair non-pitching deliveries.

Delete Law 41.8 – Bowling of deliberate front-foot No ball.

Replace Law 41.9.2 – Time wasting by the fielding side with the following:

- (i) Inform the captain of the fielding side notification of the breach will be made to the WCCC and Club Administrator.

Delete any reference to five (5) run penalties in the Laws of Cricket (2017 Code) except:

- Law 28.2 (Fielding the ball); and
- Laws 28.3 (Protective helmets belonging to the fielding side).

Delete Law 42 – Player's Conduct.

2.2 BALLS

(a) New Ball

In all matches:

- A new ball shall be used for the innings of each team.

(b) Type of Ball

- (i) The WCCC Administrator will decide on the make and type of cricket ball to be used within all WCCC fixtures.
- (ii) In home and away matches, the home club shall provide both the match balls for the days play. Balls used in the match should be returned to the home team at the end of the match.
- (iii) For semi final/final matches CV will nominate the brand and grade of ball to be used. Each participating team is responsible for providing the ball for when they are fielding.

2.3 TEAMS FORFEITING

(a) Requirements of teams forfeiting matches

If giving a forfeit, clubs must notify the appointed umpire(s) and the opposing team at least 3 hours prior to the scheduled starting time. In the event of a forfeit not being advised or being given after the Umpires are in attendance full fees must be paid by the team giving the forfeit.

(b) Forfeit of a match by a club with multiple teams

Should any Club forfeit a match on a weekend it shall be the match in which its lowest graded side is drawn to play. **Note:** If a Club fields teams in both the CV Premier cricket competition and the WCCC, teams playing in the CV Premier cricket competition are deemed to be playing in a higher grade than WCCC teams.

(c) Multiple forfeits

Any WCCC Club's team forfeiting two matches in succession, or three matches in total, must present a written submission to WCC Administrator.

The submission:

- must be received by WCC Administrator no later than 4 pm on the Tuesday following the second successive (or third in total) forfeit.
- shall outline reasons for the forfeits and justification for the team remaining in the competition.
- Should the team be granted approval from WCC Administrator to remain in the competition, conditions, such as continuing to play but receiving no further points, may be imposed. Alternately the team may request to withdraw from the competition.

2.4 TEAMS WITHDRAWING FROM THE COMPETITION

(a) Withdrawal of team – multi team clubs

Any club wishing to withdraw a team from any grade or zone of the WCCC must withdraw its lowest graded team unless deemed otherwise by the WCC Administrator.

(b) Notification of re-draw

Any redraw which is undertaken after the season has commenced must be notified to clubs at least seven (7) days prior to the redraw commencing to allow clubs sufficient time to notify players of any changes to the fixture. Wherever possible, the match day (Saturday or Sunday) in the original draw should be maintained in the re-draw.

MR 3 – Match Format

3.1 Matches shall be either One day matches (**MR 12**) or Twenty 20 matches (**MR 13**) as determined by the WCCCP.

3.2 Where it is necessary that teams play each other more than once in Home and Away matches, the return match shall be played at the opposite ground to the previous match wherever possible.

3.3 Match dates may only be amended with the opposition's agreement, and approval by the WCC Administrator.

- (i) Any team wishing to amend the date of a match must first contact the opposition team to discuss. If the opposition agrees to the change, then;
- (ii) Apply in writing to the WCC Administrator at least 10 days prior to the match commencing, setting out reasons for the application.

MR 4 – Match Provisions

This Rule contains the following sections:

- 4.1 Nomination of team
- 4.2 Request for Substitute players
- 4.3 Overs
- 4.4 No balls
- 4.5 Requisite Period
- 4.6 Late Starting

4.1 NOMINATION OF TEAM

(a) Team list

A maximum of twelve (12) named players, plus any sub fielder taking part in the match, are to be listed on the team sheet. The team sheet, identifying any underage players (Refer MR 7) must be provided to the opposing captain and appointed Umpire(s) prior to the toss. The 12 named players must also be selected in MyCricket prior to the start of the match:

- No more than eleven (11) players may bat.
- No more than eleven (11) players may be on the field at any time, however, unrestricted interchange of the twelve (12) named players when fielding is allowed provided it causes no playing time to be lost and the umpires are informed.
- All (12) twelve players are permitted to bowl.
- The bowling restrictions under Law 24.2

shall....	..to a nominated player returning to the field
not apply	to interchange another nominated player and
apply	for whom a substitute other than one of the nominated twelve (12) players has been used

- All (12) twelve players are permitted to bowl. **Note:** If a player not nominated does participate in the match, points gained from the match for the team will be forfeited. The opposition will not gain the points lost.

(b) Sub fielders

- (i) Any sub fielder taking part in the match, are to be listed on the team list.
- (ii) If a sub fielder joins the match after the commencement of play, the captain of the relevant team must advise the opposition captain and the umpire to add the sub fielder to the team list before that player can take the field.

(c) Alteration to team list

No alteration to the team list is permitted after exchange, except in accordance with MR 9. Any alteration of the team list, not consistent with the Match Rules, will result in the team forfeiting all points awarded for that match.

(d) Player nominated on team list

A player whose name appears on a team list shall be deemed to have played in that match. However should the match proceed, any player that fails to attend the match shall have their name erased from the team list by the umpire(s). Captains must be notified.

(e) Players present

Both teams must have at least seven players named on the team list present to be permitted to commence and/or continue the match.

4.2 REQUEST FOR SUBSTITUTE PLAYERS

Any team not having a full team shall be permitted to ask the opposing Captain to provide up to two (2) substitutes. The opposing captain has the right to refuse the request. If the request is granted the Umpire(s) must be notified.

4.3 OVERS

(a) Composition

An "over" shall consist of six balls bowled over-arm and defined as legal within the Laws of Cricket. Note also MR12.10 and MR13.6 (b).

(b) Completion of Final Over

On any day, in any match, another over shall be started provided the Umpire:

- walking at his/her normal pace.
- has arrived at his/her position behind the stumps at the bowlers end.
- before the scheduled time for the end of the day's play has been reached.
- The over shall be completed unless weather or light conditions prevent further play or an innings is compulsorily closed during the over.

4.4 NO-BALLS

(a) Turf and Non-turf pitches

The law governing no-balls shall be followed as set out in the Laws of Cricket except that on both turf and non-turf pitches a no-ball shall be called if the ball pitches off the edge or clear of the playing surface.

(b) Full pitched deliveries – Definition

If the striker is standing upright at the crease, any delivery, judged by the Umpire which passes or would have passed on the full above waist height and likely to inflict physical injury to the striker is deemed to be dangerous and unfair. Umpires are advised that discretion is to be applied, especially to youth/beginner and spin bowlers when considering whether a bowler should be suspended for a second breach (receive a third and final warning).

Note: Balls passing high or wide of the striker are in the 2017 Laws of Cricket still a No Ball but there is no warning given. For clarity, waist height is defined as the point at which the top of the batter's trousers would conventionally be when they are standing upright at the popping crease.

(c) Umpires call/signal

In the case of a full pitched delivery as outlined in MR 4.4 (b), the Umpire at the bowler's end, or if two officially appointed Umpires are in attendance, either Umpire, shall call and signal "no ball". Any cautionary, as described in Law 42.7 and 42.8, or other action is to be implemented by the bowler's end Umpire as required. Club representatives acting as square leg umpire are not permitted to call "no ball".

4.5 REQUISITE PERIOD

(a) Definition

The requisite period commences when an innings is due to start and does not include specified intervals.

(b) Notification to Captains

Before each innings and any resumption after delays or interruptions, the Umpire (s) shall inform both captains:

In a One Day Match

- of the requisite period and its expiry time;
- limitations for bowlers; and
- how the match shall be played - overs or time whichever comes first.

In a Twenty20 Match

- of the overs to be bowled;
- limitations for bowlers;
- fielding restrictions;
- the requisite period; and
- its expiry time.

(c) Penalty

A penalty of 0.1 Premiership Points (Semi-Finals and Finals \$20.00) shall be applied to each over of the required or reduced required minimum not commenced before the end of a requisite period

(d) Application of Penalty

The penalty applies to matches played under MR 12. This rule shall not apply to an innings terminated prior to the end of a requisite period.

(e) Exemption from Penalty

A penalty shall not be imposed in respect of any over not commenced within the time period required which:

- would have been commenced but for circumstances of an extenuating nature.
- Could not commence because of the earlier termination of an innings or of play through bad weather or light.

(f) Extenuating Circumstances

Circumstances to be considered when determining if exemption from penalty is warranted shall include the following:

- the normal flow of play was not needlessly or wilfully impeded.
- bona fide illness or injuries to players.
- necessary replacement of the ball or equipment.
- cleaning and drying of the ball because of weather conditions.
- frequency, towards the end of the innings, of the fall of wickets
- frequency of ball retrieval.
- excessively hot weather

(g) Apportionment of Penalty

A record shall be kept throughout play, of unfair or unnecessary time wasted by either side, and of time lost through extenuating circumstances. This will be taken into consideration, at the rate of one (1) over for each three (3) minutes or part thereof, when determining the number of overs to incur penalties and apportionment between sides. The number of overs may be apportioned, in full overs, between the batting and bowling sides.

The Umpire(s) shall be:

- the sole judges of which side was responsible for required overs not being bowled as prescribed, and their decision shall be final.

If no Umpire is present:

- a decision will be made by the WCCCP.

At the conclusion of the match the Umpires shall inform the Captain and Scorer for each side of the penalties applied. The number of overs incurring penalties, and the apportionment thereof shall be noted on the Umpire's Match report.

4.6 LATE STARTING

(a) Allowable delay in start of match

The visiting team will only be allowed fifteen (15) minutes grace from the time stipulated for commencement of play. **(Note:** Play to be extended by the difference between the stipulated start of play and when the match commences). In extreme circumstances, and subject to agreement by both captains, play may commence and/or continue after fifteen (15) minutes, but not later than thirty (30) minutes after the time stipulated for commencement of play. Overs will be reduced, calculated at one over for each full seven (7) minutes for the time lost between 15 and 30 minutes. Should the Captains disagree, the final decision regarding play shall be made by the Umpires.

(b) Loss of match due to late start

Should any team, because of late starting, cause the opponents to lose the match, the WCCCP may, on report from Umpires or opposing team, deal with the matter. The penalty may be:

- The loss of one run for every minute the team is late, or
- Loss of the match.

(c) Forfeit of the match

Should play on any day of the match not start within the time limit allowed, the late team shall forfeit the match.

MR 5 – Grounds and Pitches

This Rule contains the following sections:

- 5.1 Playing Surface
- 5.2 Ground
- 5.3 Ground preparation - Home team
- 5.4 Requirements for Turf pitches
- 5.5 Covering of pitches – Turf
- 5.6 Boundaries

5.1 PLAYING SURFACE

All matches must be played on turf or any synthetic surface. The grounds and pitches of any team shall be liable to inspection by any duly appointed representative of the WCCCP or CV, and if not approved, alterations must be made by the Club concerned before any matches will be played on its ground.

5.2 GROUNDS

(a) Change of ground

Matches during the home and away season will be played on the nominated grounds as per club affiliation forms. Grounds may only be amended with the permission of WCC Administrator.

Any team wishing to amend the venue of a match must:	First apply in writing to the WCC Administrator at least seven (7) days prior to the match commencing, setting out reasons for the application
The WCCC Administrator will:	<ul style="list-style-type: none"> • consult the WCCCP to obtain permission for the change of venue • inform all teams and umpire(s) involved at least five (5) days prior to the match commencing of the decision regarding change of venue

(b) Emergency change of ground

If the proposed ground for the match to be played becomes unavailable due to unforeseen circumstances prior to the start of play, then the following shall apply:

- If a replacement ground can be located quickly and is approved by the WCCC administrator that both Home & Away teams are happy to use for the match to proceed then let that apply.
- If an adjusted commencement time is needed with an adjustment of overs at the replacement ground, then let that be applied.

(c) Requirement for Turf Clubs – Back-Up Ground

All clubs having a turf ground as their main playing ground MUST supply to WCCC a synthetic ground as backup should the turf ground be unavailable due to water damage. This ground should have adequate changing facilities as per CV policy.

5.3 GROUND PREPARATION – HOME TEAM

The home team shall be responsible for preparing the ground for each day’s play. Home teams must provide (**Note:** Failure to comply will incur a fine of \$20.00):

- sawdust (except where a letter has been received by the WCC Administrator from the ground's controlling body).
- at least one (1) broom on request by the Umpire.
- marking of the crease on the wicket, including wide lines.
- marking of the boundary as per MR 5.6.

5.4 REQUIREMENTS FOR TURF PITCHES

Where matches are played on turf, clubs must abide by the ground’s controlling body regarding the preparation of the pitch. The WCC Administrator requires a letter from the ground’s controlling body stating their conditions of ground use. After provision of the letter, Clubs are required to advise the WCC Administrator only if conditions change.

5.5 COVERING OF PITCHES – TURF

(a) Prior to Match day

Covers shall be laid by sunset (as published in the daily press) on the day preceding the match. The use of underlay material is optional. At all other times the Curator shall be permitted to use the cover at his/her discretion to obtain the best possible conditions for play on match day.

(b) Minimum Requirements - Covers

For all grounds with a turf wicket, the minimum dimensions of covers to be laid over their table shall be the equivalent of a 3-pitch cover (9.14 x 27.43 metres or 30 x 90 feet).

(c) Removing the covers on Match day.

In good conditions the covers shall be removed no later than 8.30 am. Otherwise removal shall be at the discretion of the Curator or Ground Manager having regard to prevailing weather conditions and may be re-laid if necessary.

(d) Control of the covers

The Umpire(s) shall assume control of the covers 30 minutes before the scheduled start of each day’s play and shall make all decisions regarding the use of covers until the end of the day’s play. At all intervals or interruptions they shall directly supervise the laying and removal of the covers, where necessary, and report any failure of either side to comply with MR 5.5(d).

(e) Labour for laying or removal of covers

Until the scheduled starting time for playing the Home side shall provide any labour required for laying or removal of the covers. After that time, both sides will assist in the laying and removal of the covers.

(f) Incorrect use of covers

If a team considers the provisions of MR 5.5 have been breached, it may protest to the WCCCP. The WCCCP may impose the following penalties:

- A fine of up to one hundred dollars (\$100); and/or
- Total or partial loss of points (Home & Away matches) or forfeiture of match (Finals matches).

5.6 BOUNDARIES

(a) Marking of Boundaries

All grounds, whether having a fenced boundary or not, shall be marked by plastic markers, rope or white line. Where fenced the boundary markers must be at least three (3) metres from the fence, gutter or kerb or any fixed objects (e.g. goal posts) within the playing area.

(b) Measurement of Boundary

The boundary, where possible, shall be not less than 45 metres and not more than 63 metres from the centre of the pitch in a One Day match. T20 boundaries are to be fixed at 45 metres from the centre of the pitch. If plastic markers are used (minimum 20), all boundaries shall be taken as a straight line between the plastic markers.

MR 6 – Adverse Weather

This Rule contains the following sections:

- 6.1 Heat conditions
- 6.2 Inclement weather – Inspection of ground
- 6.3 Inclement weather – After Arrival at Ground
- 6.4 Improvement of Conditions
- 6.5 Adverse weather – Result of match
- 6.6 Lightning
- 6.7 Air Pollution Policy

6.1 HEAT CONDITIONS

(a) Decision to play

In the event of forecasted temperatures for the day of play being 38C or above, a decision to proceed with the match will be made at 10.00 am on the morning of the match. The match will be abandoned if the temperature stated on the radio bulletin on ABC Local Radio 774 AM or the Bureau of Meteorology (BOM) website www.bom.gov.au (if using the BOM website the temperature will be determined by the Melbourne area observation closest to the match venue or relevant regional centre) or BoM app set for the location for the ground at 10.00 am exceeds 34C.

(b) Responsibility of home team

- listen for the temperature on the news bulletin or to log onto the BOM website or BoM app; and
- inform the opposition team and the umpire (s) of the cancellation by 10.30 am.

(c) During the match

During any match, play will be suspended if the temperature, reaches 38°C or above, as per Bureau of Meteorology website www.bom.gov.au or BoM app.

An Umpire can immediately suspend and/or conclude the match at any stage should they deem the playing conditions to be dangerous, unreasonable or unfit for play to continue. When there is a suspension of play it is the responsibility of the umpire/s to monitor conditions. No discussion with captains, players or officials shall be taken into account nor the current position of the match. It is the sole responsibility of the umpire/s on duty to determine if the game can resume or if play is to be abandoned.

6.2 INCLEMENT WEATHER – INSPECTION OF GROUND

(a) Home team

In the event of adverse weather, the representative of the home team must inspect the ground within three hours of the match commencement time.

(b) Neutral ground

In the event of a neutral ground being named, there shall be a joint inspection by a representative from each team.

(c) Notification - Ground considered unfit for play

If on inspection, the ground is considered unfit to play, after consultation between representatives of both teams, they may agree to cancel the day's play.

(d) Informing the Umpire(s)

In the event of adverse weather, a representative of the home team must contact the Umpire(s):

Prior to scheduled start of play	If Within	
	40km of Melbourne CBD	More than 40km from Melbourne CBD
Not earlier than	3 hours	3 hours
Not later than	2 ½ hours	2 ½ hours

6.3 INCLEMENT WEATHER – AFTER ARRIVAL AT THE GROUND

The Umpire(s) shall decide when and if play shall commence. (If no official Umpire is in attendance, the Captains must agree as to when play shall commence or be abandoned).

6.4 IMPROVEMENT OF CONDITIONS

Before commencement of play on any day the Umpire(s) shall see all necessary steps are taken to improve the ground or pitch, with a view to expediting play. Stumps shall not be drawn until the hour fixed by the Match Rules for the conclusion of the day's play, unless the Umpire(s) is satisfied there is no possibility of play.

6.5 ADVERSE WEATHER – RESULT OF MATCH

If adverse conditions cause a cessation of play, the result of the match will be taken on the state of the match when play finally ceased. If there is no play due to adverse conditions, the result shall be a "draw".

6.6 LIGHTNING

Where lightning strikes occur in the vicinity of the ground, Umpire(s) shall instruct the players to leave the field and seek suitable shelter indoors until there has been a gap of at least 30 minutes since the last lightning strike.

6.7 AIR POLLUTION POLICY

- When a PM2.5 reading is 150+ for your Air Quality Location Site (see table on next page), play must be suspended.
- It is the responsibility of the scorers to check the air quality levels during the match. Checks must occur 25 minutes past each hour if conditions are hazy. Play must stop on the half-hour if the PM2.5 reading goes over 150. Players should go inside a pavilion, and if no pavilion is conveniently accessible, play must be abandoned. If the next reading taken does not drop below 150, play must be abandoned. Captains can agree to abandon the match earlier.
- If the reading at 9.30am on match-day is above 370, play will be abandoned for the day and communicated to all club administrators and posted on the Women's Community Cricket website.

All readings are to be taken from the website <http://aqicn.org/> to evaluate the current level of air quality. The Women's Community Cricket Administrator will outline the air quality location site at the start of each season for every club, which can be found in the tables of the handbook.

6.8 REDUCED OVERS AND TARGET SCORE

As per other interruptions (i.e. rain, lightning, heat, etc.), overs will be reduced and Target Score might be required to determine a target score or result if the match is interrupted.

MR 7 – Under Age Players

This Rule contains the following sections:

- 7.1 Age of player
- 7.2 Helmets - requirements
- 7.3 Over restrictions

7.1 AGE OF PLAYER

A player's age shall be determined as of 1st September in the current season.

7.2 HELMETS - REQUIREMENTS

Players under the age of 19 must wear a British Standard 7928:2013 helmet:

- when batting at all times;
- fielding in-close (defined as closer than 10 metres to the stumps except slips, gully and wicketkeeper); and
- when wicket keeping up to the stumps.

Please see MR 16 for further details regarding protective equipment.

7.3 OVER RESTRICTIONS

(a) Number of overs

Under Age Bowlers of medium pace or faster (broadly defined as those to whom the wicket keeper would normally stand back) are restricted to a maximum number of consecutive overs in any one spell and a daily quota:

Age	Under 19	Under 17	Under 15	Under 14
Spell	8 overs	6 overs	5 overs	4 overs
Daily Quota	10 overs	10 overs	10 overs	8 overs

(b) Definition and requirements of a spell

- At the end of a bowling spell a bowler shall not resume bowling until a full five (5) minutes for each over bowled in that spell (up to a maximum of 30 minutes) has passed.
- A bowler who has bowled less than the maximum numbers of overs permitted in a spell may resume bowling prior to the necessary break, but any subsequent overs shall be considered an extension of the same spell. The maximum spell limit for that underage player shall still apply. Following completion of the extended spell, the normal break between spells shall apply.

MR 8 – Points and Team Averages

This Rule contains the following sections:

- 8.1 Points (One Day Match)
- 8.2 Points (Twenty20 Match)
- 8.3 Points – General Provisions
- 8.4 Application and calculation of team average
- 8.5 Determination of Semi Finalists and Finalists

8.1 Points (One Day Match)	8.2 Points (Twenty 20 Match)		
First Innings Win	6	Win	4
Match Abandoned (Draw / Washout)	3	Tie	2
Tie – each team	3	Match Abandoned (Draw)	2
Loss on First Innings	1	Loss	0
Forfeit – team which gives the forfeit	0		

8.3 POINTS – GENERAL PROVISIONS

(a) Points for a forfeit:

The maximum gained by any team in the grade or zone concerned during the round.

(b) Points for a bye:

0 points, except where any team (s) have incurred one more bye than the rest of the teams in the grade. Those team(s) will receive compensatory points as for a forfeit.

(c) Teams withdrawn from the competition

Should a team withdraw from any grade or zone of the WCCC, all points and statistics used for calculating team averages (percentages) which have been scored against that team will be cancelled and removed from MyCricket.

8.4 APPLICATION AND CALCULATION OF TEAM AVERAGE

(a) Application of team average(percentage)

Should teams be equal in aggregate points on the ladder the team higher on the ladder shall be the one with the better team average (percentage).

(b) Calculation of team average (percentage)

- The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.
- The average against such teams shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.
- The former shall be divided by the latter.

(c) Determination of wickets lost

In any innings which has been declared, only the wickets fallen shall be considered as lost. Any innings compulsorily closed under MR 12 & 13 shall be deemed to have lost the number of wickets, which have actually fallen.

8.5 DETERMINATION OF SEMI FINALISTS AND FINALISTS

(a) Determination of One day ladder

In all grades at the conclusion of the season's Home and Away matches teams will be ranked on the ladder from the points gained in all One Day matches. Where teams are equal on points their relative positions shall be determined by team averages.

(b) Club Eligibility for participating in Semi Finals

- All fines and penalties owing invoiced to clubs by 31 January and any outstanding accounts forwarded by the WCC Administrator will be payable no later than 10 days prior to the semi-finals. Failure to pay these accounts will result in a Club being ineligible to play in any Semi Final matches.
- Unfinancial clubs shall forfeit all Semi Final matches. The opposing team, providing it is financial, shall progress into the Final.

(c) Teams to contest Semi Finals and Finals

In a grade or zoned grade if there are:	The Semi Finals (unless MR8.5b applies) will be:
Six (6) teams or more	<ul style="list-style-type: none">• the first team shall play the fourth team• the second team shall play the third team and the Final will be contested by: the winner of each semi-final
Five (5) teams	the second and third team and the Final will be contested by: the team finishing first will progress directly to the final and play the winner of the semi final
Four (4) teams	None and the Final will be contested by: first and second team shall contest the final.

(d) Determination of Twenty20 Match ladder

In all grades the points gained in Twenty20 matches will be used to rank teams on the Twenty20 ladder. Where teams are equal on points their relative positions shall be determined by team averages. As per MR 13.12, a Final only will be played for the Twenty20 Premiership.

MR 9 – Representative Player Replacement

This Rule contains the following sections:

- 9.1 Definition
- 9.2 Application
- 9.3 Lower grades
- 9.4 WCCC Clubs with Premier Teams

9.1 DEFINITION

The term "representative player" shall include any player, manager, or other official appointed to a representative team by the VPSSA, CV, any other state cricket association or Cricket Australia.

9.2 APPLICATION

(a) Replacement player

Where more than one “representative player” is selected, this replacement rule shall apply to all “representative players” so selected, and the same number of replacement players may be named as there are “representative players” selected. Each replacement player shall be specifically paired with a particular “representative player”.

(b) Participation of replacement player in matches

In the case where a player is not available for a match as a result of her selection as per MR 9.1, their club shall be permitted to name a player who may or will participate in a lower grade on the same weekend, thereby allowing their to play in more than one match during a given round.

9.3 LOWER GRADES

When a replacement for a representative player is from a team in a lower Grade which is playing on the same day as the Grade in which they are to be a replacement, then this player is to be treated as a representative player as in MR 9.1.

9.4 CLUBS WITH TEAMS COMPETING IN WCCC AND CV PREMIER CRICKET

For clubs with teams competing in the CV Premier Competition, players from the club's WCCC team may be used as representative replacement players.

MR 10 – Match Protests and Disputes

This Rule contains the following sections:

- 10.1 Powers
- 10.2 Lodgement Requirements
- 10.3 Match in dispute - MyCricket
- 10.4 Appeal against decision
- 10.5 Protest upheld

10.1 POWERS

The WCCCP, in conjunction with the WCCC administrator, shall have the power to investigate and adjudicate all protests and disputes arising out of matches, including to decide all questions arising out of the matches not provided for in these Rules. A member of the WCCCP being a representative of any club involved in the protest, decision or dispute, shall not take part in the investigation.

10.2 LODGEMENT REQUIREMENTS

All protests and disputes to the WCCCP must be lodged:

- with the WCC Administrator in writing;
- on or before the Tuesday following the protest or dispute;
- with a deposit of Two hundred and fifty dollars (\$250). This deposit will be refunded unless the protest is deemed to be frivolous.

Note: The opposition club affected must be furnished with a copy of the protest within twenty-four (24) hours of receipt by the WCC Administrator.

10.3 MATCH IN DISPUTE - MYCRICKET

Where MyCricket entries for a match are in dispute, teams should contact their opposition to attempt to resolve the problem before utilising the “Match in Dispute” function in MyCricket. Refer also MR 15.2.

10.4 APPEAL AGAINST DECISION

Protests against a WCCCP decision shall be made to the WCCC Appeals Panel (refer to Appeals procedure).

10.5 PROTEST UPHELD

If a protest is upheld, the WCCCP will apportion a monetary penalty or distribution of the points for or awarding of the match as outlined in the rules.

MR 11 – Code of Behaviour

This Rule contains the following sections:

- 11.1 Definition
- 11.2 Players and Officials
- 11.3 Captains
- 11.4 Umpires

11.1 DEFINITION

All matches shall be conducted in the true Spirit of the game of Cricket. Club Officials, Coaches, Spectators, Umpires, Captains and Players are requested to adopt this code.

11.2 PLAYERS AND OFFICIALS

(a) Requirements of Club Players, Members and Officials

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

Club Players, Members and Officials shall:

- Respect the Umpire(s) and opponents.
- Not verbally or physically abuse any Umpire.
- Not dispute the Umpire's decision nor react in a threatening or disapproving manner.
- When given out, move immediately from the field.
- Generally, assist the Umpires in carrying out their duties.
- Not indulge in "sledging" of opposition players.
- Not verbally or physically abuse opposition players or officials.
- Not use discriminatory or offensive language.
- Clubs shall place all team(s) under control of a responsible person.
- No alcohol or drugs (prohibited under CA Rules) shall be consumed by players or match officials during the hours of play.
- Smoking on the playing field during the progress of a match is strictly prohibited.
- Players shall maintain a standard of dress consistent with the Uniform policy.

Any non-player in the opinion of the umpire engaging in in any form of coaching from any position between the umpire's call of "play and time", the captain shall be informed that it is not within the spirit of cricket to behave in this manner and that this off field coaching must cease. The captain is then given an official warning should there be any further breaches of this rule, then the captain is reported and a 5-run penalty is awarded to the opposite team.

(b) Failure to comply with Umpires instructions

In the event of a Player or Official failing to comply with the instructions of an Umpire, criticising their decisions by words or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall either:

- (i) **Report** the player or official immediately, advising the player or official concerned, the other Umpire and the player's Captain as soon as possible. The Umpire shall report the incidents as soon as possible to the Executive of the player's or official's team and to the WCCCP who shall take any further action which is considered appropriate against the player/s or official/s concerned.

Or

- (ii) **Caution** the player or official concerned and report the matter to the other Umpire and to the Player's Captain requesting the latter take action. If this proves ineffective, the Umpire shall report the incident as soon as possible to the Executive of the Player's or Officials team and to the WCCCP who shall take any further action which is considered appropriate against the Player/s or Official/s concerned.
- (iii) Where an Umpire has occasion to speak to a player about her behaviour but does not consider it to be so serious as to warrant reporting under MR 11.2b (i) or (ii), the Umpire shall inform the player it is a caution only, but it will be officially recorded for the attention of the WCCCP. The Umpire shall note the caution on the Umpires Match Report. Should the player have three (3) cautions recorded by the Umpires during the same season, they will be called before the WCCCP to explain their behaviour and be liable to incur a penalty as provided by the CV WCCC Rules.

11.3 CAPTAINS

Captains shall:

- Instruct players to avoid time wasting.
- Ensure that incoming and outgoing batters pass on the field of play.
- Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time wasting.
- Instruct all fielders to move quickly between overs and whenever required to change position, i.e. field setting and changes undertaken without time wasting.
- Instruct batters that other than in exceptional circumstances they must always be ready to take strike when the bowler is ready to start their run up.
- Ensure players conduct themselves in a manner that conforms to the traditional image of the game of cricket.

11.4 UMPIRES


No Umpire shall, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.

- Umpires shall respect players.
- If in the opinion of both captains, the Umpire engages in conduct unbecoming to the game of cricket, the attendance of the umpire will be dispensed with.
- Both captains shall forward a report to the WCCC Administrator by 4 pm on the following Tuesday.
- The WCC Administrator shall refer the reports to the VWCUA Executive.

MR 12 – One Day Matches

This Rule contains the following sections:

12.1 Default Hours of play and intervals

- 
- 12.2 Minimum Play Requirements & Abandonment of play
 - 12.3 Overs Required to be Bowled
 - 12.4 Duration of the Match
 - 12.5 Innings of Team Batting first
 - 12.6 Innings of Team Batting Second
 - 12.7 Determination of Result
 - 12.8 Number of overs per Bowler
 - 12.9 No-balls and Wides
 - 12.10 Allowable deliveries per over
 - 12.11 Declaration
 - 12.12 Compulsory retirement of batter (lowest grade only)
 - 12.13 Semi Finals
 - 12.14 Finals

12.1 DEFAULT HOURS OF PLAY AND INTERVALS

Match Commences	Match ceases (uninterrupted match)	Interval between innings	Drinks Interval
1:00pm	6:10pm	30 minutes on completion of the first innings of the match	One per innings normally taken at the end of 20 overs. In case of extreme heat, an extra drinks break may be taken with the agreement of the Umpire(s) and both captains

Note: Times of play can be negotiated between competing teams. The WCC Administrator must be notified of any time changes at least 10 days prior to the match. If teams are unable to agree, the default position will stand.

If play did not commence within fifteen (15) minutes of the time appointed, without a satisfactory explanation as determined by the WCCCP, each Club offending shall be fined the sum of twenty dollars (\$20.00).

12.2 MINIMUM PLAY REQUIREMENTS & ABANDONMENT OF PLAY

If play has not commenced within 2.5 hours of scheduled commencement of play, thus allowing a minimum of twenty (20) overs per side in Shield 1 grade (or 18 overs in Shield 2 & 3) with a ten (10) minute change of innings, the match shall be abandoned, the result being a washout.

12.3 OVERS REQUIRED TO BE BOWLED

	Shield 1	Shield 2 & 3	Requisite Period	Shield 1	Shield 2 & 3
Maximum Overs (uninterrupted match)	40	36		140 minutes	140 minutes

The requisite period shall be overs or time, whichever comes first. No extra time will be permitted to make up for any time lost, unless, in the opinion of the Umpire(s), there has been extenuating circumstances to cause loss of time. Refer MR 4.5.

Bowling shall be actioned in blocks of 6 overs in Shield 2 & 3 in One Day games before changing ends until the completion of the innings and/or match. Shield 1 matches will continue as per regular cricket (changing of ends after every over).

12.4 DURATION OF THE MATCH

The match finishes as soon as the team batting second is either all out for less or equal to the score of the team batting first, or passes the score of the team batting first.

12.5 INNINGS OF TEAM BATTING FIRST

If...	Then...
there is no earlier termination nor loss of playing time	the innings is compulsorily closed on completion of maximum 40 overs or end of requisite period.
For a 40 over match, play is interrupted but commences within 2.5 hours of the scheduled start time	compulsory closure shall occur on completion of the adjusted minimum number of overs as calculated at one over for each full seven (7) minutes lost or the amended requisite period (Refer Table 1). The amount of time allocated for each innings shall be reduced by half the time lost, and this will be the new amended requisite period.
For a 36 over match, play is interrupted but commences within 2.5 hours of the scheduled start time.	compulsory closure shall occur on completion of the adjusted minimum number of overs as calculated at one over for each full (8) minutes lost or the amended requisite (Refer Table 2). The amount of time allocated for each innings shall be reduced by half the time lost, and this will be the new amended requisite period.

12.6 INNINGS OF TEAM BATTING SECOND

(a) **For the side batting second** provided there is no earlier termination of its innings the following conditions apply:

If the innings of the team batting first:	... then the team batting second shall receive	If the innings of the team batting first:	... then the team batting second shall receive
has been compulsorily closed	the same number of overs	has not been terminated compulsorily	a maximum entitlement of 40 overs only, or 36 overs only (36 over match)
If the innings is delayed or interrupted for an aggregate of playing time	...then the target overs which applied when the innings was due to start	If the innings is delayed or interrupted for an aggregate of playing time	...then the target overs which applied when the innings was due to start
not exceeding 30 minutes	will not be reduced. Play shall continue until the target overs are completed	exceeds 30 minutes	within the requisite period are to be reduced at a rate of one for every three and one half (3 ½) minutes of the aggregate time lost. If the reduced overs have been bowled by 6.40 pm the match shall end.

(b) Recoupment of playing time lost

- If playing time is lost the cessation time i.e. 6.10 pm shall be advanced by the time lost to a maximum of thirty (30) minutes before any adjustments with regards to overs or requisite period are enacted.
- Where an interruption occurs during an advanced time of less than thirty (30) minutes, as much as is possible of the advanced time loss shall be recouped by further advancement up to 6.40 pm.

(c) Suspension of Play

If play is not in progress at the adjusted cessation time as calculated by MR 12.6b, then play shall end.

12.7 DETERMINATION OF RESULT

(a) Completed match

Except as provided for in MR 12.2 or 12.6b the winner shall be the side scoring the greater number of runs, irrespective of wickets lost. If both sides score an equal number of runs, the result shall be a tie, irrespective of wickets lost.

(b) Adverse conditions

When adverse conditions...	...then the result shall be	When adverse conditions...	...then the result shall be
prevent the side batting second from receiving its allocated overs	a draw.	reduce the overs for the side batting second	A win if the Target Score is reached or passed A loss if the Target Score is not reached A draw if the second batting team has not reached the target nor been dismissed if recalculated overs are fewer than 20 for Shield 1 Grade or 18 for Shield 2 & 3 Grades

(c) Target Score

(i) In a Match where an interruption to the innings of the team batting second occurs, a Target Score, relevant to the allowable overs shall be determined. To win the match, the team batting second must achieve the Target score.

Note: Calculation form for Target score is available on the WCCC website: Umpiring>Forms for Umpires.

(ii) The Target Score is calculated from the run rate per over of the team batting first:

CALCULATIONS			
Run rate team batting first =	Number of runs divided by Overs faced	Target Score =	number of overs available to the team batting second multiplied by run rate of team batting first +1 (rounded up to the nearest whole number)

Notes:

- If the reduced overs have been bowled by 6.40pm the match shall end.

- The total maximum of 30 minutes of recoupment must be utilised before the Target Score is invoked.
- (iii) Should the team batting first be dismissed in less than 40 overs, or 36 overs (for a 36 over match) the remainder shall be deemed to have been received, i.e. the Target Score shall be calculated using 40 overs in Shield 1 grade (36 overs Shield 2 & 3 Grades).
- (iv) Where the recalculated overs for the team batting second are fewer than 20 completed overs in Shield 1 grade (18 overs Shield 2 & 3 Grades) the target overs shall still be based on a minimum of 20 overs in Shield 1 grade (18 overs in Shield 2 & 3 Grades).
- (v) The result shall be a draw if the batting team does not achieve the Target Score nor the bowling team dismiss the batting team if the recalculated overs is less than 20 in Shield 1 grade or 18 in Shield 2 & 3 Grades.
- (vi) In the second innings play shall continue for the maximum number of re-calculated overs remaining (if less than 20 in Shield 1 grade or 18 in Shield 2 & 3 Grades) if either side decides there is a chance of a result.

12.8 NUMBER OF OVERS PER BOWLER

(a) Minimum number of bowlers to be used

A minimum of five bowlers are to be used in each innings. If a match is interrupted in the first innings before five bowlers have been used and the innings has ended the same number of bowlers in the second innings may match the overs as in the first innings.

(b) Uninterrupted match

In a 40-over match:

- Maximum of ten (10) overs for two bowlers.
- Maximum of eight (8) overs for two bowlers.

Note: If only one, or no Bowler, bowls the maximum of 10 overs then the remaining overs may be divided in any format ensuring a minimum of five bowlers are used.

In a 36 over match:

- Maximum of nine (9) overs for two bowlers.
- Maximum of seven (7) overs for two bowlers.

Note: If only one, or no Bowler, bowls the maximum of 9 overs then the remaining overs may be divided in any format.

(c) Interrupted match – team batting first

In a match where there is a delay to the start, or an interruption to play in the first innings causes the reduction of the number of the allotted overs for both teams to less than the maximum number (40 for Shield 1 or 36 for Shield 2 & 3 grades) overs will be reduced:

- Between one and four overs lost, proportionally from bowlers allowed (10 overs) (Shield 1), or 9 overs (Shield 2 & 3 grades).
- Between five and fifteen overs, lost, proportionally from the bowlers allowed (10 overs) and the bowlers allowed (8 overs) (Shield 1), or from the bowlers allowed 9 overs and the bowlers allowed 7 overs (Shield 2 & 3 grades).

Example (Shield 1):

The innings of Team A batting first is interrupted for 49 minutes, thus meaning each innings is reduced to 33 overs

- One Bowler may now bowl no more than (8) overs.
- Three bowlers may bowl no more than seven (7) overs.

Example (Shield 2 & 3 grades):

The innings of Team A batting first is interrupted for 49 minutes, thus meaning each innings is reduced to 31 overs.

- One bowler may now bowl no more than (8) overs.
- One bowler may now bowl no more than (7) overs.
- Two bowlers may bowl no more than (6) overs.

Note: When the number of overs is revised during the first innings so both teams have the opportunity to face the same number of overs, and one or more bowlers have already exceeded the revised limit, the same number of bowlers in the second innings may match these overs.

(d) Interrupted match – team batting second

Where the number of overs for the team batting second is revised after the conclusion of the first innings, the number of overs per bowler in the second innings will be calculated as per Table 2 – 40 Over One Day matches, or Table 4 – 36 Over One Day matches - Maximum number of overs per bowler.

(e) Bowler unable to complete an over

In the event of a bowler for any reason being unable to complete an over, another bowler will bowl the remaining balls from the same end. Such part of an over will count as a full over as far as each bowler's limit is concerned. The bowler completing this over will not be allowed to bowl the next over, nor will she have bowled the previous over.

12.9 NO BALLS AND WIDES

(a) Definition and allowance – fast short pitched delivery

A bowler shall be allowed to bowl one fast short pitched delivery per over. A fast short pitched delivery is defined as a ball that would have passed above the shoulder height of the batter standing upright at the crease, but not clearly above the batter's head.

(b) No-ball

In the event of the bowler bowling more than one fast short pitched delivery in an over, the Umpire shall call and signal a no ball regardless of whether the batter hits the ball. The penalty shall be one run for the "No Ball" plus any runs scored from the delivery. Any cautionary or other action is to be implemented by the bowler's end Umpire. Note: This is not a substitute for Law 42.6 which umpires may apply at the time.

(c) Wide

- (i) Any delivery which, after pitching, passes or would have passed over the head height of the striker standing upright at the popping crease shall be called a wide. Such a delivery shall be counted in the fast short pitched limit of one allowed as in MR12.9 [a].
- (ii) SHIELD 1 - All balls that pass wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal position
- (iii) GRADES BELOW SHIELD (1)
 - from off stump 76cm
 - from leg stump 76cm

Note: It is understood in some instances these margins may be outside the playing surface. If the umpire adjudges a delivery to be a wide they shall call and signal Wide ball as soon as the ball passes the striker's wicket.

(d) Restriction of fielders on leg side

At the instant of the bowler's delivery there shall not be more than five (5) fielders on the leg side. In the event of infringement of this law the officially appointed Umpire shall call and signal No Ball.

12.10 ALLOWABLE DELIVERIES PER OVER

Overs shall be a maximum of eight (8) balls, regardless of the number of illegal deliveries, however the final over of each innings shall be completed by six (6) legal deliveries.

12.11 DECLARATION

At any time during a match either side may declare its innings closed.

12.12 COMPULSORY RETIREMENT OF BATTER (ALL GRADES BELOW SHIELD 1)

A batter must retire upon reaching a score of 100 runs. The retired batter will be considered 'not out'. If all named team members present at the ground and able to bat have batted, retired batters may return. After a retired batter returns, a player who has not previously batted in the innings may not bat.

12.13 SEMI FINALS

(a) General Conditions

The match shall be played in accordance with MR 12.

(b) Ground

The match shall be played at a ground provided by the team which finished in the higher position on the ladder at the conclusion of the home and away season. Should the team which finished higher on the ladder be unable to provide a ground, its opponent will be given an opportunity to provide a ground. Such grounds will be subject to approval by the WCC Administrator and the WCCCP. If neither team is able to provide a ground, the WCC Administrator will seek a suitable neutral ground.

All clubs having a turf ground as their main playing ground MUST supply to WCCC a synthetic ground as backup should the turf ground be unavailable due to water damage. This ground should have adequate changing facilities as per CV policy.

(c) Play abandoned on scheduled day

If no play takes place on the scheduled day of the Semi Final, the team that was placed higher on the ladder shall progress to the Final.

(d) Tied Match or Drawn Result

Should a result of a match be a tie or draw, then the side which finished in a higher position on the ladder at the conclusion of the Home and Away matches shall proceed to the final.

(e) Substitute fielder

The substitute does not need to qualify as per AR 7.8.

12.14 FINALS

(a) General Conditions

The Final will be played by the teams as determined in MR 8.5.

- All final matches will be played in accordance with MR 12.
- One reserve day shall be scheduled.

If play does not commence (i.e. if no ball is bowled) on the scheduled day, play will be rescheduled to the reserve day.

(b) Grounds

The match shall be played at a ground provided by the team which finished in the higher position on the ladder at the conclusion of the home and away season. Should the team which finished higher on the ladder be unable to provide a ground, its opponent will be given an opportunity to provide a ground. Such grounds will be subject to approval by the WCC Administrator and the WCCCP. If neither team is able to provide a ground, the WCC Administrator will seek a suitable neutral ground.

(c) Change of ground

The ground may be changed with the agreement of the WCC Administrator and consent of both captains.

(d) Result

- (i) Should the result of the Final be a draw or abandoned without play the higher ranked team at the conclusion of the home and away series shall be declared the winner.
- (ii) Should the result of the Final be a tie, the premiership shall be shared.

(e) Equipment in Finals

Teams in all Finals to organise and supply their own equipment – e.g. stumps, bails, boundary markers/ fielding restriction/crease marking paint. Both competing teams must provide First Aid Kits.

(f) Substitute fielder

In Finals any team requiring a substitute fielder may only use a registered member of that club. The substitute does not need to qualify as per AR 7.8.

MR 13 – Twenty20 Matches

This Rule contains the following sections:

- 13.1 Hours of play
- 13.2 Intervals
- 13.3 Extra time
- 13.4 The Match
- 13.5 Compulsory Retirement (All Grades Below Shield 1)
- 13.6 Bowling Restrictions and Procedures
- 13.7 Fielding restrictions
- 13.8 Timed out
- 13.9 No-balls and Wides
- 13.10 “Free Hit”
- 13.11 Result
- 13.12 Finals

13.1 HOURS OF PLAY

Standard scheduled start and cessation times are as follows:

Format	Morning	Mid-Afternoon (1)	Mid-Afternoon (2)
First Session	11:00am – 12:15pm	1:00pm – 2:15pm	2:30pm – 3:45pm
Interval	12:15pm – 12:35pm	2:15pm – 2:35pm	3:45pm – 4:05pm
Second Session	12:35pm – 1:50pm	2:35pm – 3:50pm	4:05pm – 5:20pm

Note: The default hours of play for the matches will be mid-afternoon (1) matches. Times of play can be negotiated between competing teams. The WCCC Administrator must be notified of any time changes at least 10 days prior to the match. If teams are unable to agree, the default position will stand.

13.2 INTERVALS

Intervals between innings will be of twenty (20) minutes duration. No drinks intervals are permitted.

13.3 EXTRA TIME

No extra time will be permitted to make up for any time lost unless in the opinion of the Umpire(s) there has been extenuating circumstances to cause loss of time, and there is sufficient time taking into consideration the conditions of the ground, weather and light so both teams may safely complete the quota of overs.

13.4 THE MATCH

(a) Length of Innings – uninterrupted match

Each team shall bat for twenty (20) overs unless dismissed earlier.

If the team...	.. then the team	If the team...	.. then the team
batting first is dismissed in less than twenty (20) overs	batting second shall be entitled to bat for twenty (20) overs	fielding first fails to bowl the required number of overs in the scheduled time for cessation of the first innings	batting second shall be entitled to bat for twenty (20) overs

(b) Uninterrupted match - Penalty for not bowling overs

(c) A penalty of 0.1 Premiership Points (Semi-Finals and Finals \$20.00) shall be applied to each over of the required or reduced required minimum not commenced before the end of a requisite period

(d) Delayed or interrupted match

Should the innings of either team be delayed or interrupted, and a recalculation of overs or playing time occur, the umpire/s shall advise both captains of the new playing conditions.

(e) Team batting first

• **Interruption to the innings of the team batting first:**

In the event of a delayed start or interruption to play during the innings of the side batting first, the Umpire shall reduce the number of overs to be bowled by each side, that number remaining the same for each team. The overs to be

bowled in each innings shall be reduced by one over for each seven (7) complete minutes of the time lost. The amount of time allocated for each innings shall be reduced by half the time lost.

- **Constitutes a match:**

If delays, or interruption to play, in the innings of the team batting first exceeds 90 minutes, then the interval shall be reduced to 10 minutes, leaving both teams a minimum of 35 minutes each [if available] to bowl 10 overs.

(e) Interruptions to the innings of the side batting second

In the event of an interruption to play which prevents the team batting second from receiving the same number of overs as the team batting first, the Umpire(s) shall reduce the number of overs to be faced in the second innings by one over for every three and one half (3.5) complete minutes of time lost.

(f) Minimum Play Requirements & Abandonment of Play

Prior to the completion of the innings of the team batting first should a re-calculation in an interrupted match result in less than 10 overs being available to each team the match shall be abandoned.

13.5 COMPULSORY RETIREMENT OF BATTER (ALL GRADES BELOW SHIELD 1)

A batter must retire upon reaching a score of 50 runs (T20). The retired batter will be considered 'not out'. If all named team members present at the ground and able to bat have batted, retired batters may return. After a retired batter returns, a player who has not previously batted in the innings may not bat.

13.6 BOWLING RESTRICTIONS AND PROCEDURES

(a) Over allocation per bowler (uninterrupted match)

No bowler may bowl more than four (4) overs.

(b) Allowable Deliveries per over

Overs shall be a maximum of eight (8) balls, regardless of the number of illegal deliveries, however the final over of each innings shall be completed by six (6) legal deliveries.

Bowling shall be actioned in blocks of 5 overs in Shield 2 & 3 Grades in T20 games before changing ends until the completion of the innings and/or match. Shield 1 matches will continue as per regular cricket (changing of ends after every over).

(c) Over allocation per bowler (interrupted match)

In a match where there is a delay to the start, or an interruption to play in the first innings causes the reduction of the number of the allotted overs for both teams to less than twenty (20):

- no bowler may bowl more than one fifth of the allotted overs.
- When the overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. e.g. In a twelve (12) over match, two bowlers may bowl three (3) overs, and no other bowler may bowl more than two (2) overs.

When the number of overs is revised during the first innings such that both teams have the opportunity to face the same number of overs, and one or more bowlers have already exceeded the revised limit, the same number of bowlers in the second innings may match these overs. e.g. the revised limit is two (2) overs, but one bowler has bowled four (4) and another three (3). In the second innings one bowler may bowl four (4) overs and another may three (3), no other may bowl more than two (2).

(e) Fielding Restriction infringement

Either Umpire shall call and signal "no-ball" for infringement of MR 13.6(d).

13.7 FIELDING RESTRICTIONS

(a) Boundary and Fielding restriction circle - dimension

The boundary for a T20 match is to be fixed at 45 metres from the centre of the pitch. Two semi circles shall be drawn

on the field of play with a radius of 23 metres from the middle stump at either end of the pitch. The ends of the semi circle shall be joined to the other by a straight line drawn on the same side of the pitch.

(b) Marking of boundary and fielding restriction circle

The boundary shall be marked as per MR 5.6. The fielding restriction circle shall be clearly marked by a white line,

white discs or white dots. The discs/dots shall be a minimum of 25 in number and no less than about seven (7) metres apart.

(c) Fielders on the leg side

At the instant of delivery there shall be no more than five (5) fielders on the leg side. In the event of infringement of

this law the officially appointed Umpire shall call and signal No Ball.

(d) Restrictions on the placement of fielders

The number of fielders allowed outside the fielding restriction circle in each innings is as follows (irrespective of any reduction in overs):

Overs	Fielders outside the circle	Overs	Fielders outside the circle

(e) Fielding Restriction infringement

Either Umpire shall call and signal “no-ball” for infringement of MR 13.6(d).

13.8 TIMED OUT

Law 40 will apply. The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within one and one half (1 ½) minutes of the fall of the previous wicket. The incoming batter is expected to be near the boundary and to jog to the wicket.

13.9 NO-BALLS AND WIDES

(a) Definition and allowance – fast short pitched delivery

A bowler shall be allowed to bowl one fast short pitched delivery per over. A fast short pitched delivery is defined as a ball that would have passed above the shoulder height of the batter standing upright at the crease, but not clearly above the batter’s head.

(b) No-ball

In the event of the bowler bowling more than one fast short pitched delivery in an over, the Umpire shall call and signal a no ball regardless of whether the batter hits the ball. The penalty shall be one run for the “No Ball” plus any runs scored from the delivery. Any cautionary or other action is to be implemented by the bowler’s end Umpire. Note: This is not a substitute for Law 42.6 which umpires may apply at the time.

(c) Wide

- (i) Any delivery which, after pitching, passes or would have passed over the head height of the striker standing upright at the popping crease shall be called a wide. Such a delivery shall be counted in the fast short pitched limit of one allowed as in MR 12.9 (a).
- (ii) If a bowler delivers a ball not being a “no ball”, the umpire shall adjudge it a wide if any ball passes wide at the popping crease. As a guide:

ALL GRADES:

- From off stump 91.5 cm - (3 ft).

From leg stump 76 cm (2 ft 6 inches).

Note: It is understood in some instances these margins may be outside the playing surface.

If the umpire adjudges a delivery to be a wide he shall call and signal Wide ball as soon as the ball passes the striker’s wicket.

(d) Restriction of fielders on leg side

At the instant of the bowler’s delivery there shall not be more than five (5) fielders on the leg side. In the event of infringement of this law the officially appointed Umpire shall call and signal No Ball.

13.10 “FREE HIT”

(a) No ball foot fault– free hit

The delivery following a no-ball called for a foot fault (Laws of Cricket 21.5) shall be a “free hit” for whichever batter is facing. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the subsequent delivery will become a “free hit” for whichever batter is facing it. The Umpire will advise the on strike batter of the “free hit”.

(b) Foot fault no-ball

Should a foot fault no ball occur on the 8th delivery of an over the requirement for this no ball shall be invoked immediately and the bowler shall bowl a further 9th ball in that over. Should another illegal delivery (wide or no ball) occur the over shall continue until the free hit has been utilized.

(c) Dismissed from a “free hit”

For any free hit the striker may only be dismissed under the circumstances that apply to a no ball, even if the delivery for the “free hit” is called a wide ball.

(d) Field changes

Field changes will only be permitted for a “free hit” delivery where a different batter is on strike for the “free hit” delivery.

13.11 RESULT

(a) Teams receiving equal overs

When there is no interruption after play has commenced and when both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the higher number of runs (including penalty runs as per MR 13.4[b]) shall be the winner. The result will be a tie, irrespective of wickets lost, if the same number of runs have been scored.

(b) Team batting second receiving less overs than team batting first

Where there is a reduction of overs so the team batting first faces a minimum of ten (10) overs and the number of overs in the second innings is reduced to less than ten (10) and both captains agree a win is not possible, the match shall be declared a “draw”.

(c) Target Score

- (i) In a Match where an interruption to the innings of the team batting second occurs, a Target Score, relevant to the allowable overs shall be determined. To win the match, the team batting second must achieve the Target score.

Note: Calculation form for Target score is available on the WCCC website: Umpiring>Forms for Umpires.

(ii) The Target Score is calculated from the run rate per over of the team batting first:

CALCULATIONS			
Run rate team batting first =	Number of runs divided by Overs faced	Target Score =	Number of overs available to the team batting second multiplied by run rate of team batting first+ 1 (rounded up to the nearest whole number)

(i) Should the team batting first be dismissed in less than 20 overs the remainder shall be deemed to have been received, i.e. the Target Score shall be calculated using 20 overs.

(ii) Where the recalculated overs for the team batting second are fewer than 10 completed overs the Target Score shall be calculated on a minimum of 10 overs.

(iii) The result shall be:

(a) A win if the Target Score is reached or passed;

(b) A loss if the Target Score is not reached;

(c) a "draw" if the batting team does not achieve the Target Score nor the bowling team dismiss the batting team if the recalculated overs is less than 10

(d) End of Play

Once a result is achieved play will end.

13.12 FINALS

(a) General Conditions

- The two highest ranked teams at the completion of the Twenty20 series shall play in the Final.
- All Finals will be played in accordance with MR 13.

(b) Ground

The Final will be played on a ground nominated by the WCCC Administrator.

All clubs having a turf ground as their main playing ground MUST supply to WCCC a synthetic ground as backup should the turf ground be unavailable due to water damage. This ground should have adequate changing facilities as per CV policy.

(c) Result

(i) Should the result of the Final be a draw or abandoned without play the higher ranked team on the Twenty20 ladder shall be declared the winner.

(ii) Should the result of the Final be a tie, the premiership shall be shared.

(d) Equipment in Finals

Teams in all Finals to organise and supply their own equipment – e.g. stumps, bails, boundary markers/ fielding restriction/crease marking paint. Both competing teams must provide First Aid Kits.

(e) Substitute fielder

The substitute does not need to qualify as per AR 7.8.

MR 14 – Scorers and Scorebooks

This Rule contains the following sections:

14.1 Scorebooks

14.2 Provision of scorers

14.3 No-balls and wides

14.1 SCOREBOOKS

Clubs will use the CV supplied WCCC Scorebook in all matches. In conjunction with the Umpire(s), Team Captains (or delegates) are responsible for checking their own and the opposition scorebook for agreement and the match result and must sign and print their name in the space provided. Refer also AR8.6.

14.2 PROVISION OF SCORER

Each team must provide a competent scorer. Any team not having a scorer during their fielding innings are permitted to ask for a scorer from the opposition as needed.

14.3 NO-BALLS AND WIDES

The scorer shall debit against the bowler no-balls and wides progressively. Refer Law 21.16 (Runs resulting from a no ball – how scored) and Law 22.7 (Runs resulting from a wide – how scored).

MR 15 – Match Results

This Rule contains the following sections:

15.1 Submission of match results - MyCricket

15.2 Match result/details in dispute

15.3 Naming teams for forfeits or multiple byes

15.1 SUBMISSION OF MATCH RESULTS – MYCRICKET

Team Requirement	Deadline	Penalty (for Missing Deadline)	Team Requirement	Deadline	Penalty (for Missing Deadline)
Both Teams • Select Teams	Prior to Start of Match	Twenty dollars (\$20.00)	Home Team • Own Scorecards • Captain's Reports	11:59pm on Monday	Twenty dollars (\$20.00)
Home Team • Match Result	12 midnight on match day	Twenty dollars (\$20.00)	Away Team • Own Scorecards • Confirm or dispute result • Captain's Report	11:59pm on Monday	Twenty dollars (\$20.00)

15.2 MATCH RESULT/DETAILS IN DISPUTE

Where a match result or the batting figures, bowling figures or any catches, stumpings or run-outs are in dispute the WCCC Administrator will notify the affected Clubs. The WCCC Administrator will resolve the dispute in consultation with the WCCCP and will notify the clubs of the resolution of the dispute.

15.3 NAMING TEAMS FOR FORFEITS OR MULTIPLE BYES

If a team receives a forfeit or its second or third bye it is responsible for listing the players who would have played in this match on the MyCricket, but a players list for the opposition is not required. In the case of a washout (**Match Abandoned**), both teams are responsible for a players list of their own team on MyCricket. The purpose of listing players is for averages qualifications (see AR 8.) Note: Do not list players who were named in other teams for the Club in the same weekend except as stipulated in AR7.7.

MR 16 – Protective Equipment

Batting

A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting.

Both batting pads and both gloves must be worn during all matches and practices.

Thigh guards must be worn underneath the trousers.

Wicketkeeping

A wicketkeeper must wear a British Standard 7928:2013 compliant helmet at all times when keeping up to the stumps.

Fielding

A fielder must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than ten (10) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

Responsibility

The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

In a match with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet. An umpire can mandate the use of a helmet at any time they deem a player's position at unreasonable risk of injury.

In a match without association appointed umpires, the captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

Following a significant impact helmets should be replaced immediately in accordance with the manufacturer's recommendation.

MR 17 – Changes to Match Rules

The Women's Community Cricket Panel, in conjunction with WCCC administrator, shall have the power to add, amend or delete any administrative rules, match rules or policies associated with the WCCC to align with any policies or guidelines created by Cricket Victoria or Cricket Australia, that are in the best interests of the WCCC.

Such deletions, amendments or additions can be proposed via the Rules/Feedback link on the WCCC website by the 31st May. Notice of proposals and whether they are recommended by the WCCCP, will then be supplied to all clubs electronically for voting.

Voting will close on the 31st July and the outcome will be forwarded to all clubs electronically within fourteen days.

Calculator Tables - Delayed Starts & Interruptions To Play

KEY		KEY	
PML	Playing Minutes Lost	OVS	Adjusted minimum overs
EXP	Expiry time of 1 st requisite period	LRP	Length of 2 nd period in minutes

TABLE 1 – Adjusted minimum overs - 40 over match

PML	OVS	EXP	LRP	PML	OVS	EXP	LRP
1-3	40	3.21	139	76	30	3.58	102
4-5	40	3.22	138	77	29	3.58	102
6	40	3.23	137	78-79	29	3.59	101
7	39	3.23	137	80-81	29	4.00	100
8-9	39	3.24	136	82-83	29	4.01	99
10-11	39	3.25	135	84-85	28	4.02	98
12-13	39	3.26	134	86-87	28	4.03	97
14-15	38	3.28	133	88-89	28	4.04	96
16-17	38	3.28	132	90	28	4.05	95
18-19	38	3.29	131	91	27	4.05	95
20	38	3.30	130	92-93	27	4.06	94
21	37	3.30	130	94-95	27	4.07	93
22-23	37	3.31	129	96-97	27	4.08	92
24-25	37	3.32	128	98-99	26	4.09	91
26-27	37	3.33	127	100-101	26	4.10	90
28-29	36	3.34	126	102-103	26	4.11	89
30-31	36	3.35	125	104	26	4.12	88
32-33	36	3.36	124	105	25	4.13	87
34	36	3.37	123	106-107	25	4.14	86
35	35	3.37	123	108-109	25	4.15	85
36-37	35	3.38	122	110-111	25	4.16	84
38-39	35	3.39	121	112-113	24	4.17	83
40-41	35	3.40	120	114-115	24	4.18	82
42-43	34	3.41	119	116-117	24	4.19	81
44-45	34	3.42	118	118	24	4.19	81
46-47	34	3.43	117	119	23	4.20	80
48	34	3.44	116	120-121	23	4.21	79
49	33	3.44	116	122-123	23	4.22	78
50-51	33	3.45	115	124-125	23	4.23	77
52-53	33	3.46	114	126-127	22	4.24	76
54-55	33	3.47	113	128-129	22	4.25	75
56-57	32	3.48	112	130-131	22	4.26	74
58-59	32	3.49	111	132	22	4.26	74
60-61	32	3.50	110	133	21	4.27	73
62	32	3.51	109	134-135	21	4.28	72
63	31	3.51	109	136-137	21	4.29	71
64-65	31	3.52	108	138-139	21	4.30	70
66-67	31	3.53	107	140	20	4.31	69
68-69	31	3.54	106	141-142	20	4.32	68
70-71	30	3.55	105	143-144	20	4.33	67
72-73	30	3.56	104	145-146	20	4.44	66
74-75	30	3.57	103				

TABLE 2 – Adjusted minimum overs - 36 over match

PML	OVS	EXP	LRP	PML	OVS	EXP	LRP
1 - 3	36	3.21	139	70 - 71	28	3.55	105
4 - 5	36	3.22	138	72 - 73	27	3.56	104
6	36	3.23	137	74 - 75	27	3.57	103
7	36	3.23	137	76	27	3.58	102
8 - 9	35	3.24	136	77	27	3.58	102
10 - 11	35	3.25	135	78 - 79	27	3.59	101
12 - 13	35	3.26	134	80 - 81	26	4.00	100
14 - 15	35	3.27	133	82 - 83	26	4.01	99
16 - 17	34	3.28	132	84 - 85	26	4.02	98
18 - 19	34	3.29	131	86 - 87	26	4.03	97
20	34	3.30	130	88 - 89	25	4.04	96
21	34	3.30	130	90	25	4.05	95
22 - 23	34	3.31	129	91	25	4.05	95
24 - 25	33	3.32	128	92 - 93	25	4.06	94
26 - 27	33	3.33	127	94 - 95	25	4.07	93
28 - 29	33	3.34	126	96 - 97	24	4.08	92
30 - 31	33	3.35	125	98 - 99	24	4.09	91
32 - 33	32	3.36	124	100 - 101	24	4.10	90
34	32	3.37	123	102 - 103	24	4.11	89
35	32	3.37	123	104	23	4.12	88
36 - 37	32	3.38	122	105	23	4.13	87
38 - 39	32	3.39	121	106 - 107	23	4.14	86
40 - 41	31	3.40	120	108 - 09	23	4.15	85
42 - 43	31	3.41	119	110 - 111	23	4.16	84
44 - 45	31	3.42	118	112 - 113	22	4.17	83
46 - 47	31	3.43	117	114 - 115	22	4.18	82
48	30	3.44	116	116 - 117	22	4.19	81
49	30	3.44	116	118	22	4.19	81
50 - 51	30	3.45	115	119	22	4.20	80
52 - 53	30	3.46	114	120 - 121	21	4.21	79
54 - 55	30	3.47	113	122 - 123	21	4.22	78
56 - 57	29	3.48	112	124 - 125	21	4.23	77
58 - 59	29	3.49	111	126 - 127	21	4.24	76
60 - 61	29	3.50	110	128 - 129	20	4.25	75
62	29	3.51	109	130 - 131	20	4.26	74
63	29	3.51	109	132	20	4.26	74
64 - 65	28	3.52	108	133	20	4.27	73
66 - 67	28	3.53	107	134 - 135	20	4.28	72
68 - 69	28	3.54	106				

TABLE 3 – Maximum overs per bowler - 40 over match

	Overs Lost Per Innings		Maximum Overs		
	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
1	10	9	8	8	4
2	9	9	8	8	4
3	9	8	8	8	4
4	8	8	8	8	4
5	8	8	8	7	4
6	8	8	7	7	4
7	8	7	7	7	4
8	7	7	7	7	4
9	7	7	7	6	4
10	7	7	6	6	4
11	7	6	6	6	4
12	6	6	6	6	4
13	6	6	6	5	4
14	6	6	5	5	4
15	6	5	5	5	4
16	5	5	5	5	4
17	5	5	5	4	4
18	5	5	4	4	4
19	5	4	4	4	4
20	4	4	4	4	4

TABLE 4 – Maximum overs per bowler - 36 over match

	Overs Lost Per Innings		Maximum Overs		
	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Other Bowler(s)
1	9	8	7	7	4
2	8	8	7	7	4
3	8	7	7	7	4
4	7	7	7	7	4
5	7	7	7	6	4
6	7	7	6	6	4
7	7	6	6	6	4
8	6	6	6	6	4
9	6	6	6	5	4
10	6	6	5	5	4
11	6	5	5	5	4
12	5	5	5	5	4
13	5	5	5	4	4
14	5	5	4	4	4
15	5	4	4	4	4
16	4	4	4	4	4





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