

**BOX HILL REPORTER  
DISTRICT CRICKET  
ASSOCIATION INC**

**Senior  
Competition Rules**



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Contains all amendments up to and including those approved at the  
Rules Meeting 27/5/2014 & as proposed by the Senior Rules Sub  
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**For the purposes of these Rules the following abbreviations apply...**

- 80 or (80) means 80 Over Two Day competition
- 80 OD or (80 OD) means an 80 Over One Day competition
- 64 or (64) means 64 Over Two Day competition
- SI or (SI) means 64 Over Split Innings competition
- UA means BHRDCA Umpires Association
- CoM means BHRDCA Committee of Management

# COMPETITION RULES

## 1 COMPETITION

### (a) Laws of Cricket

Competitions arranged by the Association shall be played under the Laws of Cricket, as adopted by Cricket Australia and Cricket Victoria except where otherwise provided for in these rules.

### (b) Grades

- (i) Teams taking part in the Competition(s) may be divided into grades as decided by the CoM.
- (ii) The highest grade of the Premier Competition is to be known as McIntosh Shield Grade

### (c) Matches

Notwithstanding the provisions herein, matches shall be played on dates and at times as decided by the CoM which may introduce Competition Rules to accommodate matches played on such dates and at such times as not to be adequately described in these Rules.

### (d) Follow-on and Declaration

Any side being 80 or more runs ahead on the first innings in a two day match may compel the opposing side to follow on. A declaration may be made no sooner than 15 minutes before the scheduled start of play on the second day.

### (e) Points

Points shall be allocated as follows...

- 10 points for outright win if winning team leads first innings
- 8 points for outright win where first innings is a tie
- 7 points for outright tie if ahead on first innings
- 6 points for outright win if winning team behind on first innings
- 5 points each for outright tie if tied on first innings
- 6 points for first innings win
- 4 points for first innings win if beaten outright
- 3 points for each team for tie on first innings
- 3 points for outright tie if behind on first innings
- 3 points for a draw
- 2 points for outright loss if tie on first innings

If no play is possible on the complete day or days of any scheduled match, such match shall be declared a draw.

All Byes and Forfeits will be awarded 6 match points, except where these occur in an abandoned round, in which no points shall be awarded

### (f) Readiness for Play and the Toss

Matting, boundary markers (where applicable) and stumps shall be fixed 20 minutes prior to the time for play to commence. The two opposing captains shall toss in the presence of the Umpires not less than 20 minutes prior to the time set for commencement of play. The captain winning the toss shall immediately signify his intention to the opposing captain and umpire(s).

In the event of extreme conditions, bad light and/or ground conditions delaying the start of, or interrupting play, both teams shall assist in making the ground ready for play. The home team shall have a broom available. Any club failing to comply with this clause shall be fined for each breach in accordance with Rule 16 Schedule of Fines.

### (g) Team Sheets

Team sheets must be exchanged by the two captains prior to the toss being made. Any club infringing this rule may be deemed to have forfeited the match in which such infringement took place, and shall be dealt with as the CoM may think fit.

### (h) Percentages

If two or more teams are equal on points, their relative positions shall be determined by percentages calculated by:

- (i) Dividing total runs scored by total wickets lost, (batting average)
- (ii) Dividing total runs against by total wickets taken, (bowling average)
- (iii) Dividing the batting average (i) by the bowling average (ii)

A team declaring its innings closed or having it compulsorily terminated under Rules 2 or 3 shall be deemed to have lost only those wickets which have actually fallen.

### (i) Late Start

Any club causing a late start may be fined, as determined by the CoM, for each offence according to Rule 16. If play does not commence within 30 minutes of the time appointed without such explanation as shall be deemed satisfactory by the CoM the offending club shall be deemed to have forfeited the match and be penalised according to Rule 16. The opposing team shall receive 6 points for the forfeit in that game.

**(j) Drinks Breaks**

One drinks break is permitted at the mid-point of each session provided there has been no loss of play prior to that time during that session. For 1:00pm start games the break times are 2:10pm and 4:50pm; for 1:30pm start games the break times are 2:30pm and 4:55pm.

With agreement of both captains prior to start of play on any day the breaks may either be foregone or, on days of extreme heat, one additional break scheduled for each session with times adjusted accordingly (e.g. a break about every 45 minutes). Breaks are to be taken at the end of an over or at the fall of a wicket and should take no longer than two minutes.

**(k) Contrived Result**

- (i) If the CoM suspects reasonably that competing clubs with or without the involvement of any other person or club have colluded to contrive the result of a match, it shall have full authority to investigate or direct the investigation of a game, the actions of club officials, team captains, players and/or any other person(s) involved with such a match.
- (ii) Given a finding that contrivance of the outcome of a match or collusion in an attempt to bring about such contrivance has occurred, the CoM may at its absolute discretion do one or more of the following:
  - impose a fine or fines;
  - suspend a captain or player;
  - disallow any points earned by a club in respect of the match;
  - amend any points earned by a club in the match; or
  - take any action it deems appropriate

**2 TWO DAY GAMES**

**(a) Playing Hours**

Normal playing hours

- 1.00 p.m. to 6.00 p.m. (80 Over grades)
- 1.30 p.m. to 5.30 p.m. (Reduced Over Grades)

On non Daylight Savings playing dates, play shall commence 30 minutes earlier and conclude 30 minutes earlier than the designated times above.

Playing time can be extended to make up time lost due to extreme conditions, bad light or exceptional circumstances. The extension of time is to be equal to the time lost up to a maximum of 30 minutes with the latest rescheduled time for stumps being 6:30pm (6:00pm non daylight saving).

**(b) Tea Interval**

A twenty minute tea interval shall be taken at the completion of the over in progress at 3:20pm (2:50pm) unless:

- (i) At the time nine wickets are down, or where 20 runs or less are required, in which case play will continue for a period not exceeding 30 minutes or until the innings is completed.
- (ii) An innings is completed after 2:50pm (2:20pm), or there is a stoppage caused by extreme conditions, bad light or exceptional circumstances at or after 2:50pm (2:20pm), in which case tea will be taken immediately.
- (iii) A wicket falls within two (2) minutes of the tea interval, in which case tea will be taken immediately. (Except as in (i) above).
- (iv) Play on any day starts at or after 2:50pm (2:20pm) in which case no tea break will be taken.

**(c) Overs in a Day**

Maximum overs to be bowled in a day's play unless reduced under other provisions of this rule shall include...

1. 80 Overs for Two Day open competitions
2. 64 Overs for Two Day reduced over competitions
3. 80 Overs for One Day open competitions
4. 64 Overs for Two Day Split Innings reduced over competitions

The umpire(s) prior to recommencement of play after any break shall advise both captains of the number of overs remaining to be bowled. If necessary play will continue after 6:00pm until the required overs have been bowled. The umpire(s) shall signal to the scorers at the start of the first over commenced after the specified finishing time. The scorebook shall be marked accordingly.

The day's play shall cease when the required overs (or the reduced overs) have been bowled.

**NOTE:** When playing time has been extended under Rule 2(a) the overs shall be bowled by the rescheduled finishing time.

**(d) Reduction in Overs**

The overs shall be reduced at the rate of one per full three and a half minutes for playing time lost due to (See Table 1):

- Extreme conditions, bad light or
- Exceptional circumstances which in the opinion of the Umpire(s)/Captains were beyond the control of either side.
- Change of innings outside of a break (tea, extreme conditions, bad light or exceptional circumstances) - three over reduction.

If the reduced number of overs is bowled by the specified finishing time then no penalties will apply.

**NOTE:** When time lost is 30 minutes or less and the time lost is able to be made up under Rule 2(a) there is no reduction to the overs. Where time lost exceeds 30 minutes and time is able to be made up under Rule 2(a) the reduction applies to the time lost in excess of 30 minutes.

**(e) Slow Over Rate**

Umpire(s), where appointed, shall report the actual start and finish time on each day. The report by the umpire(s) shall further indicate...

- the number of overs incurring penalty bowled beyond the specified finishing time, and
- the subsequent apportionment of penalty to each side.

**NOTE:** The apportionment (in terms of full overs) may be made wholly or partially to the batting and/or bowling side. Penalties will be applied according to Rule 6. This penalty also applies to overs bowled after a rescheduled finishing time under Rule 2(a)

**(f) Compulsory Closure**

A Compulsory Closure applies

- where a full day's play is achieved on the first day, or
- where less than 30 minutes in total is lost on either day due to extreme conditions, bad light or exceptional circumstances.

**(i) Innings of Side Batting First**

- The innings of the side batting first shall be compulsorily closed when the required overs have been bowled for the day.
- The innings is deemed to be closed if the team batting first is dismissed within 3 overs of the required total, and the days play is concluded.
- The number of completed overs includes the final over of the innings even if a full six fair deliveries may not have been bowled in the over
- If the innings of the side batting first is interrupted by extreme conditions, bad light or exceptional circumstances after 6:00 p.m. (5:30 pm), if playing time has been extended under Rule 2 (a), and the overs completed are within the totals of Table 2, compulsory closure applies.

**(ii) Innings of Side Batting Second**

The second side, if not dismissed beforehand, is entitled to receive the greater of the actual overs received by the first side or the required overs in a day. (e.g. in 80 over grades: First side dismissed in 77th over, second side entitled to 80 overs; first side not dismissed in 80 overs second side entitled to 80 overs).

**(iii) Second Innings**

If sufficient overs remain after completion of both first innings a new innings shall commence & play shall continue until the remaining overs for the day have been bowled.

**(iv) Result of Match**

The match shall be decided by the number of runs scored in each first innings irrespective of wickets lost unless an outright decision is reached.

**(g) Non Compulsory Closure (innings of the team batting first is completed or declared)**

Non Compulsory closure conditions apply when:

- The innings of the side batting first is completed on the first day & more than three overs remain, or
- The team batting first declares its inning closed, or
- The first innings of both sides is completed, or
- More than 30 minutes playing time is lost on either day.

**(i) Completion of Innings on First Day**

- Where the innings of the side batting first is completed on the first day, the side batting second is entitled to receive the balance of overs on the first day (allowing three overs for change of innings where this does not coincide with a break tea, extreme conditions, bad light or exceptional circumstances) plus the required overs on the second day.
- Unless dismissed beforehand, the total number of overs received by the side batting second shall be no less than those received by the side batting first and play shall continue to this end (conditions permitting) on the second day beyond the scheduled finishing time without penalty.

**(ii) First Innings of Both Sides Completed**

The match continues for the required overs on each day allowing three overs reduction for each change of innings not coinciding with a break (tea, extreme conditions, bad light or exceptional circumstances) and ends immediately an outright decision is reached.

**(iii) Loss of More Than 30 Minutes Playing Time First Day**

- Where more than 30 minutes playing time is lost the side batting first is entitled to bat into the second day up to an innings maximum of 80 (64) overs.
- The second side is then entitled to receive the balance of the overs on the second day allowing three overs for a change of innings outside a scheduled break. The innings of the side batting second can continue for a maximum of 80 (64) overs (time permitting) if the first innings was closed at 80 (64) overs.

**(iv) Loss of More Than 30 Minutes Playing Time Second Day**

Where stoppages exceed 30 minutes on the second day, play continues, until the recalculated overs required for the day have been bowled.

**(v) Second Innings**

If sufficient time remains after completion of both first innings' a new innings shall commence and play shall continue until the remaining overs have been bowled.

**(vi) Result of Match**

Provided the side batting second has received at least the same number of overs as the side batting first the winner shall be the side scoring the greater number of runs in the first innings irrespective of wickets lost unless an outright result is achieved. Where the side batting second has not received at least the same number of overs in its first innings as the side batting first (having not been dismissed nor having passed the score beforehand), the match will be drawn.

**(h) No play, Cancellation of Play**

On the first day where less than half the scheduled overs are completed or play has not commenced by 3:40 pm (3:10pm non daylight saving), play shall be cancelled and scores declared null and void. The game shall then be played as a one-day game under Rule 3 and a new toss made on that day. Where at least 50% of scheduled two day games in a grade, have been cancelled under this criterion, the whole grade will be played as a one day game under Rule 3 and a new toss made on that day.

This rule is not applicable to Semi Final or Grand Final matches.

**(i) Last Over of Days Play**

Any over commenced before the time fixed for play to cease shall be completed notwithstanding a fall of wicket(s).

**(j) Cessation of Play**

If a first innings result has been reached and there is no likelihood of any further result the Captains by agreement may request the Umpire(s) to draw stumps at any time after 4:30 pm (4:00 pm non daylight saving) on the second day.

**(k) Reduced Overs Restrictions (Non Split Innings Format – currently 64 Over Matches)**

A bowler can bowl a maximum of 15 overs for the innings, while no restrictions apply for any second innings

A batsman must retire on the ball at which his score reaches 100

### 3 ONE DAY GAMES

#### (a) Playing Hours

Normal playing hours

- 1.00 p.m. to 6.00 p.m. (80 Over grades)
- 1.30 p.m. to 5.30 p.m. (Reduced Over Grades)

On non Daylight Savings playing dates, play shall commence 30 minutes earlier and conclude 30 minutes earlier than the designated times above. There will be no second innings for either team.

#### (b) Compulsory Closure

- If the team batting first has not completed its innings, the innings shall be compulsorily closed on the completion of 40 overs being bowled or such lesser number as determined under Rule 3(f).
- The team batting second, if it is not dismissed is entitled to bat for the same number of balls unless a result is achieved beforehand, whereupon the match must end

#### (c) Slow Over Rate

In Grades specified by the CoM, the Umpire(s) may impose penalty points in respect of any or all required overs commenced after the innings finish time specified in Table 3. (Refer Rule 6 Penalties)

#### (d) Dismissal

If the side batting first is dismissed in less than 40 overs the side batting second is entitled to bat for a maximum of 40 overs (unless a result is achieved beforehand) whereupon the match must end.

#### (e) Late Start and Interruptions to Play

- (i) In the event of late start due to extreme conditions, bad light or exceptional circumstances time is to be equally divided, allowing three and a half minutes per over to ascertain the number of overs to be bowled (see Table 3 or 4).
- (ii) If extreme conditions, bad light or exceptional circumstances interrupt play for more than 30 minutes in aggregate, the game shall conclude under Rule 2(g) Non Compulsory Closure Conditions with the proviso that the innings of the side batting first is limited to a maximum of 40 overs or lesser number as reduced under these rules.
- (iii) Where more than 30 minutes are lost in aggregate over both innings the number of overs to be bowled will be reduced by one over for each three and a half minutes lost. The Umpires shall notify the scorers of the number of overs to be bowled in each innings.
- (iv) Playing time can be extended to make up time lost where play has commenced but is subsequently interrupted by extreme conditions, bad light or exceptional circumstances. The extension of time is to be equal to the time lost up to a maximum of 30 minutes with the latest rescheduled time for stumps being 6:30pm (6pm non daylight saving).
- (v) If the game has not commenced by 3:15 p.m. (2:45 p.m. non daylight saving) then play is abandoned.

NOTE: For interrupted play refer to the Loss of Overs (Table 3 & Table 4)

#### (f) Result of Match

Unless the game is being played under Non Compulsory Closure conditions the team scoring the greater number of runs irrespective of wickets lost shall be the winner.

#### (g) Bowling Restriction (One Day Games in Two Day Grade competitions)

At least four bowlers are to be used in each innings with the maximum number of overs to be bowled by any bowler being limited to ten (10) in either a full days play (40 overs per side) or if play is conducted under Non Compulsory Closure conditions. Where play starts late and a reduced number of overs is to be bowled as determined under Rule 3(f), no bowler may bowl more than 25% of the scheduled overs in any innings.

#### (h) Bowling Restriction (One Day Grade competitions)

In grades designated by the CoM as one day grades the maximum number of overs to be bowled by any bowler is eight (8) or 20% of the scheduled overs bowled in any innings if the innings is to consist of less than 40 overs.

#### (i) Batting Restriction (One Day Grade competitions)

Batsmen must retire the ball on which their score reaches 50 runs. Batsmen who retire may return in the order of retiring at the fall of the last wicket

#### 4 SEMI FINAL MATCHES

**(a) Playing Hours**

Normal playing hours shall be from 1:00pm to 6:00pm (daylight saving time).

When daylight saving is not in effect hours of play shall be 12:30pm to 5:30pm with the tea interval brought forward 30 minutes.

Times of play on either day whether daylight saving is in effect or not may be extended by up to thirty (30) minutes, either before or after the normal playing hours (as identified above), to compensate for time lost due to extreme conditions, bad light or exceptional circumstances.

**(b) Playing Conditions**

The first team shall play the fourth team in one Semi Final and the second team shall play the third team in the other Semi Final.

Semi Final Matches shall be played as Two Day Matches under Rule 2 (modified) as below. The CoM may schedule reserve days as it sees fit in order to maximize the chances of achieving a result should major disruption to play occur.

**(i) Time Loss Exceeding 30 Minutes Either Day**

Where more than 30 minutes playing time is lost on either day and a third day is available to schedule the match, the innings of the second side may continue on the third day for an innings maximum of 80 (64) overs or the recalculated reduced overs. Where the game extends into the extra day play concludes immediately a first innings result is achieved.

**(ii) No Play, Cancellation of Play**

Rule 2(h) does not apply.

**(c) Overs in Days Play**

80 (64) overs must be bowled in each day's play in accordance with the provisions of Rule 2. In the event of the required over rate not being achieved penalties may be applied in accordance with these rules. The Umpire(s) shall be the sole judge(s) of which side was responsible for the delay.

**(d) Result of Match**

If no decision is reached or the result is a tie, whichever team is positioned higher on the ladder at the end of home and away matches shall be deemed the winner.

**(e) Designated Grades**

In grades designated by the CoM as other than two day grades, semi finals shall be conducted in the same manner as home and away games except that the CoM may impose such variations as are deemed necessary from time to time.

#### 5 FINAL MATCHES

**(a) Playing Times**

Playing hours in all grades as being from 1:30 pm to 5:30 pm are from 1:00 pm to 6:00 pm with tea interval to be taken from 3:20pm to 3:40pm.

When daylight saving is not in effect hours of play shall be brought forward 30 minutes.

In all cases playing time may be extended by up to thirty (30) minutes, either before or after the normal playing hours (as identified above), to compensate for time lost due to extreme conditions, bad light or exceptional circumstances.

**(b) Playing Conditions**

Finals are to be played as 160 Over/128 Over games. The CoM may schedule reserve days as it sees fit in order to maximize the chances of achieving a result should major disruption to play occur.

**(c) Overs in Days Play**

The provisions of Rule 4(c) shall apply, except that a three over reduction is not made for change of innings outside of a break (tea, extreme conditions, bad light or exceptional circumstances).

**(d) Compulsory Closure**

The provisions of Rule 2 apply.

**(e) Non Compulsory Closure**

If the innings of the side batting first is completed other than by compulsory closure, the side batting second, if it is not dismissed, is entitled to bat for 80 overs and any further overs to a match total of 160 Overs/128 Overs.

**(f) Interruptions to Play**

In the event of play being delayed or interrupted by extreme conditions, bad light or exceptional circumstances, playing time may be extended by a maximum of 30 minutes to make up for the time lost. The number of overs to be bowled in a day shall be reduced at the rate of one over for each three and a half minutes lost in excess of 30 minutes.



**(g) Result of Match**

- (i)** The provisions of Rule 2 apply.
- (ii)** If no decision is reached or the result is a tie, whichever team is positioned higher on the ladder at the end of home and away matches shall be deemed the winner.

**(h) Designated Grades**

In grades designated by the CoM as other than two day grades, finals shall be conducted in the same manner as home and away games except that the CoM may impose such variations as are deemed necessary from time to time.

**6 PENALTIES**

**(a) Deduction of Points**

Should the minimum number of overs not be bowled before the end of the specified playing time a penalty of 0.2 premiership points may be applied to each over commenced after the specified playing time.

**(b) Umpires Role**

The umpire(s) shall be the sole judge(s) of which side was responsible for the required overs not being bowled and the decision shall be final. The number of overs bowled beyond the specified finishing time and incurring a penalty shall be apportioned, either wholly or partly, to the batting and/or bowling side.

**(c) Notification**

The umpire(s) should notify the captains of any penalties at the end of the days play, however the onus is on each captain to check for existence of penalties. The number of overs incurring a penalty and the apportionment to each side shall be noted on the umpires report form.

**7 GROUNDS & MATERIAL**

Each breach of this rule shall be subject to the penalty prescribed in Rule 16.

**(a) Playing Surface**

All matches shall be played on turf or other materials as recommended by the CoM and approved by the member clubs of the Association, Such materials and pitch to be at least 1.8 metres wide.

**(b) Boundary**

Where a ground has neither a fence nor clearly defined boundary, it shall be clearly identified by boundary markers, such markers to be of a distinctive colour and spaced approximately 20 metres apart. The boundary is to be a straight line between markers unless otherwise marked.

Clubs shall use a string line from the centre of the pitch (and put the boundary markers in the same position each week), the recommended radius to be 70m. Where this is not possible, then the radius is to be notified to both the Umpire(s) and the visiting Captain prior to commencement of play.

**(c) Ball**

A new leather ball conforming to the laws of cricket, together with a suitable substitute ball, shall be provided by each team. A new ball will be used at the commencement of each team's first innings. A new ball may be used at the commencement of a second innings, but if a used ball is used to start a second innings, a new ball cannot be claimed.

There is no entitlement to a second new ball during the progress of any innings in any game.

The ball used must be approved by the CoM.

**(d) First Aid**

Each team shall provide an efficient First Aid Kit. Each team shall have endorsed in its scorebook the names, addresses and phone numbers of three local doctors at whose surgery emergency medical treatment can be obtained during a match.

**(e) Scoreboards**

Each club's first and second eleven must have an operative scoreboard clearly readable from the wicket.

**(f) Crease Markings**

Clubs shall ensure that crease lines are kept painted on all synthetic wickets. Additionally in Shield grades appropriate batting crease lines shall be marked at square leg/point for guidance of umpires and runners substituting for injured batsmen.

**(g) Pitch Cleaning**

Clubs are responsible for keeping pitch surfaces clean and free of sand/dirt. The CoM may direct clubs to undertake cleaning.

**(h) Umpires' Rooms**

At all grounds provided with pavilions accessible to the home club and containing umpires' change rooms these rooms are to be made available for use by the umpires

**8 NO BALLS, WIDES**

The rules for No Balls and Wides will follow those recorded in the Laws of Cricket, except for the following...

**(a) No Balls**

Any ball pitched wide of the pitch surface shall constitute a no ball.

Either umpire shall call and signal "no ball" for any full pitched delivery bowled at any pace that passes, or would have passed at or above waist height of the striker standing upright at the crease.

**(b) Wides**

Any ball bowled wide of the wicket after striking the pitch surface that, in the opinion of the Umpire is not within reach of the striker in his normal batting position, shall be called wide.

**(c) No Ball One Day Games**

Either umpire shall call and signal "no ball" for any delivery which passes or would have passed above the shoulder of the striker standing upright at the crease.

**(d) Wide Balls One Day games**

In addition to the above any delivery not being a no ball with which the striker has not made contact shall be called 'wide ball' if in the Umpire's opinion the ball passes wide of the striker where he/she is standing and would also have passed wide of the striker standing in a normal guard position. The ball will be considered as passing wide of the striker if...

- (i) it is not sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke or
- (ii) it lands outside the line of the striker's leg stump and then veers further to the on side.

Delivery not a Wide - The umpire shall not adjudge a delivery as being a Wide if the striker, by moving, either

- (iii) causes the ball to pass wide, as defined in 8(d)(i) above or
- (iv) brings the ball sufficiently within his/her reach to be able to hit it with the bat by means of a normal cricket stroke

**9 GROUND, LIGHT AND EXTREME CONDITIONS**

**(a) Start of Play**

Prior to the commencement of play on any day, the Captains shall decide whether the ground, light or extreme conditions (refer to BHRDCA Extreme Conditions Policy – Attachment 3) are suitable for play. In the event of disagreement the official Umpire(s) shall decide.

**(b) Appeal**

An appeal against the light or extreme conditions must be decided by the Umpires (or Captains where no Umpires are present). No more than two appeals against the fitness of light shall be allowed in any one innings on any day. After the second appeal, the fitness of light shall be in the hands of the Umpire(s). However, in the event of extreme conditions, the Umpire(s) has power, without appeal to call cessation of play.

**(c) Resumption of Play**

After any cessation of play, other than for a successful light appeal, the Umpires (or Captains where no Umpires are present), shall decide if and when conditions are suitable for play to recommence.

**(d) Playing Surface**

Where agreement can't be reached between Captains/Team Managers regarding condition of the playing surface for commencement or continuation of a match, and there is/are no BHRDCUA Umpire(s) officiating, the Association is to be advised immediately. Upon receipt of such advice an appropriate independent inspection of the playing surface shall be conducted as soon as is practical by a BHRDCA representative who will make the necessary determination.

## 10 PLAYERS

### (a) Eligibility

#### (i) Registration

All competing Clubs must register their players at a time, not later than 8.00 p.m. on the Tuesday following the date arranged for the commencement of the first match in which a player takes part, and in a manner determined by the CoM.

#### (ii) Player Points System

The total number of player points for an eligible team shall not exceed the limit established by the CoM at the beginning of the season and defined in the Player Points System Policy and Player Points Tables (PPS Policy Table 1.). Clubs breaching the player points system for any match will be deemed to have played an unregistered player.

#### (iii) Junior Players (i.e. Players under the age of 18 years as at 1 September in the current season)

Junior players may interchange freely between all Cricket Victoria based competitions

This rule applies to women up to 20 years of age and regarding their participation in the appropriate level of Cricket Victoria Affiliated women's competitions.

#### (iv) Unregistered Players

Any club infringing (i) or (ii) of this rule, may be deemed to have forfeited the match in which such infringement occurred and shall be dealt with by the CoM as they see fit.

#### (v) New Players

Players who have not played in any other Association during the season may register up to the completion of home-and-home matches, except where Rule 10a (ii) applies where such players are subject to the Player Point System.

Registration and a PPS Lodgement and approval must occur by 8.00 p.m. Thursday prior to the completion of the match in which the player commences i.e. Thursday before the last Day of play in the match occurs

Such approval must be sought in writing from the Secretary, PPS Administrator or Administration Mgr.

#### (vi) Transferred Players

Should a player transfer from one Club to another within the BHRDCA Competition during the season, it is not necessary for him to re-register.

#### (vii) Responsibility for Compliance

Both the Club and the Player shall be held responsible for inclusion in any team of a player ineligible to play under the provisions of Rule 10.

It is primarily incumbent upon Clubs themselves to monitor opposition teams for ineligible players.

Reports against players and/or Clubs for such breaches must be reported to the Association Secretary by 8.00pm on the Monday following the alleged infringement.

#### (viii) Appeal

The Clearance and Permit Committee shall be constituted as a Board of Appeal, and empowered to decide all appeals resulting from the registration or non registration of players.

#### (ix) Termination

All registrations shall terminate at the Annual General Meeting.

#### (x) Semi Finals and Finals

To be eligible to play in Semi Final or Final matches in any season a player must have:

- Qualified for that grade by playing at least three (3) games for that club in the grade or a lower grade.
- In grades where predominantly one day games are played Any player having accrued a total of six (6) days play in the same or lower grades of one and/or two day competitions is deemed to have qualified.

Where a player has not met this grade qualifying standard, a permit to play under Rule 10 (d) may be granted on application to the Permit & Clearance Committee.

Players breaching this rule will be deemed unregistered and may be deemed to have forfeited the match in which such infringement occurred and the player and/or players club shall be dealt with by the CoM as they see fit.

**(b) Conduct**

All reports made by umpires for Conduct or Code of Behaviour Violation shall be in accordance with the procedures set by the CoM.

**(i) Misconduct**

Any player or official of any club misconducting himself shall be dealt with by the CoM as they see fit.

**(ii) Code of Behaviour Violation**

The umpires shall report all instances of Code of Behaviour violations.

The captain of any team incurring two violations in a season shall have the option of either taking an automatic two weeks suspension or arguing his case before a tribunal hearing. Such hearing may waive the penalty, apply the standard penalty or increase the penalty.

Any team incurring three Code of Behaviour violations in any one season will be penalized two premierships points. Each subsequent violation will incur a further two point penalty. The club whose team has incurred such penalty will have the option of accepting the penalty or arguing its case before a tribunal hearing. Such hearing may waive the penalty, apply the standard penalty or increase the penalty.

**(iii) Liquor**

Consumption of intoxicating liquor at the ground by competing players during the hours of play is strictly prohibited. The club responsible is liable for penalty under Rule 16.

**(iv) Attire**

Refer ATTACHMENT 4 for the BHRDCA Attire Policy

**(v) Notification of Infringements**

Any infringements under this rule, including the nature of the infringement and the player involved, shall be included on the umpires' and/or player report to the Association.

**(c) Transfers**

**(i) Transfers Between Clubs**

When a player transfers from one Club to another in this Association a clearance must be produced from the Club for which he last played. This clause does not apply to any player who did not play in this Association during the current or previous season.

**(ii) Clearance Applications**

Applications for transfer between Clubs shall be via the Administrative process (MyCricket) as prescribed by the Association. The Club receiving the application shall reach a decision and forward advice via MyCricket of this decision to the player and Association within fourteen (14) days of the application being received.

Any clearance not dealt with in this time is automatically granted and a permit will be issued for the player to play with his new Club.

**(iii) Right of Appeal**

Should a clearance application be refused the player concerned has right of appeal to the Permit and Clearance Committee. One representative each of both Clubs and the player concerned have the right to be heard at the Permit and Clearance Committee hearing. The decision reached by the Permit and Clearance Committee shall be conveyed to the player and is binding and final.

**(iv) Closure of Transfers**

Applications for permits relating to clearances between clubs or transfers from Clubs in other Associations will close at 8:00pm on the Thursday prior to the first scheduled match in January.

**(v) Transfers to or from Other Associations**

A player having played with a Club of an Association affiliated with the Victorian Metropolitan Cricket Union (VMCU) during the current season shall, before playing with any team entered in competition with this Association, first obtain a transfer from the Club he wishes to leave.

**(vi) Clubs with Teams in other Associations**

Players of a Club with teams in more than one Association shall be permitted to interchange freely throughout the season between the teams of that club which competes in another Association.

#### **(d) Permits**

##### **(i) Applications**

Applications for permits must be on the prescribed form and in the hands of the Chairman of the Permit and Clearance Committee not later than 8:00pm on the Thursday prior to any round.

##### **(ii) Playing in Other Associations**

No player shall be allowed to play in this Association having played with a club in another Association during the same season unless he first obtains a clearance; the application for such a clearance shall be accompanied by the signature of the player.

##### **(iii) Interchange of Players**

In the case of any Club having more than one team in the Association, players may be freely interchanged within a competition except that at no time during the season can a player play more than two club teams below that in which he last played without obtaining a permit.

From the last six weekends of home & away competition, as stipulated by the relevant VMCU designated dates-of-play and standard draws, no player who has played more than four (4) matches in a higher grade shall be allowed to transfer to a lower grade without obtaining a permit. If a player breaches this rule he will be deemed unregistered for the grade in which he plays and the club penalized in accordance with Rule 10(a)(iv).

Players may be interchanged between different competitions within the Association (e.g. Two Day open, One Day open, Veteran's etc) subject to the respective competition rules and requirements of the CoM as decided from time to time.

If a player plays in a lower grade than that for which a permit was granted or if conditions of a permit are breached he will be deemed to be unregistered for that grade and the club will be penalized accordingly.

##### **(iv) Interchange of Players Semi Final Matches**

In semi final matches clubs with consecutive sides engaged are permitted to freely interchange players within such teams provided that no player is permitted to move more than one team from that in which he last played.

##### **(v) Interchange of Players Final Matches**

Players can only play in final matches if they have qualified for that grade or a lower grade under the provision of Rule 10(a) (x). Under the provision of Rule 10(a) (x) a player not meeting the qualifying standard must apply for a Permit to play unless the club has a higher consecutive side engaged in a final match and the player is qualified for that higher grade.

##### **(vi) Interchange of Players to VCA Clubs**

Players with VCA Clubs are eligible to play with their former Club in the BHRDCA under the following restrictions:

- They are not selected by their VCA club
- They are Under 21 at 1 September of the current season
- They may not play in one day grades

Permits for such players will be required after 31 December.

##### **(vii) Conditional Permits**

The Permit and Clearance Committee may impose conditions of use on any permit granted.

#### **(e) 12 Players per Team**

- (i) In Two Day Grades (For 2014/15 season – B Grade & below), for Two Day matches only, Clubs may select 12 registered players, of which one player on Day 1 may be interchanged for another on Day 2.
- (ii) All 12 players must be declared on the Team Sheet [Refer Rule 1 (g)], which must be exchanged between Captains prior to the commencement of the match, and subsequently entered onto the MyCricket Match Report for the purposes of player achievement and finals qualification, when the match concludes.
- (iii) The Team Sheet must record which interchange player is playing on Day 1 and which interchange player is playing on Day 2.
- (iv) Both interchange players must be eligible for selection in that Grade and cannot be selected for any other team their club may field on their 'non playing' week.
- (v) For the purposes of finals qualification both interchange players must have actually participated in the match and are considered to have played 1 playing day or half a Two Day Match each.
- (vi) Any breach of this rule may be subject to penalties [Refer Rule 16].

## **11 RESULTS OF MATCHES**

### **(a) Scores**

The Secretary of the Home Club shall be responsible for reporting progress of the match after the conclusion of each playing day as directed by the CoM.

**(b) Match Reports**

A report of each match must be provided by such date and in such manner as directed by the CoM. If no play is possible in the time set-aside for the match, or if a team receives a bye or forfeit, a team sheet must be submitted, and the relevant players shall be deemed to have played in the match for the purpose of all qualification and eligibility requirements.

No team forfeiting a match shall be permitted to enter a team sheet

**(c) Score Books**

Captains must check and sign the score books after each day's play.

**(d) Captains' Report on Umpires**

After each match Captains must provide a report on the performance of officiating umpires in a manner specified by the CoM.

**(e) Infringements**

A penalty in accordance with Rule 16 will be applied for each infringement of this rule.

**12 PROTESTS**

- (a) All protests resulting from matches must be made in writing by authority of the Club President and/or Secretary and forwarded to the Association Secretary by 8:00pm on Tuesday following completion of the match. A deposit of \$100 shall be lodged with each protest. If any protest is deemed frivolous the offending Club may lose its deposit.
- (b) The club against whom the protest is lodged shall be furnished with a copy by the CoM, within 48 hours of the receipt of the protest.
  - i. Any club that wishes to Dispute a match in MyCricket, should make contact with the Section Manager or Administration Manager prior to committing to the Dispute option on the match concerned.
  - ii. Where the locking of a match via the Dispute process has occurred, and is deemed frivolous by the CoM, an Unlock fee of \$25 may be applied to the Club locking the match

**13 UMPIRES**

**(a) Appointments**

Umpires for all grades shall be selected and appointed by the Umpires Committee.

**(b) Fees**

Each Club shall share the expense of the Umpire(s) each match day including reserve days. If no play takes place from any cause, the Umpires shall be paid half fees if they are in attendance, and if detained after 3:40pm full fees shall be paid. Umpires fees must be paid no later than the end of the tea break on each day.

**(c) Attendance**

Umpires appointed for each round of matches must be at the ground at least 45 minutes before the scheduled time for play to commence. They must notify both Captains and/or their Deputy that they are within 15 minutes of starting time.

**(d) Conduct of Game**

Before and during a match the Umpire(s) shall ensure that the conduct of the game, and the implements used are strictly in accordance with the laws. They are the final judges of the fitness of the ground, extreme conditions and light in the event of decisions being left to them.

All disputes during play shall be determined by the Umpire(s), and if they disagree the actual state of things shall continue.

**(e) Umpires' Report on Match**

In addition to procedural requirements published by the association from time to time, umpires for each match, shall forward to the Association Secretary by 8:00pm on the Tuesday following completion of the game, a match report in the manner prescribed by the Association.

**(f) Code of Behaviour Violations**

The umpires shall report all instances of Code of Behaviour violations.

**(g) Breaches of Rules**

Umpires must report any breach of these rules to the Association Secretary by the Tuesday following completion of the match, such report to be on the official form.

**(h) Dress**

All Umpires shall officiate in the dress as directed by the BHRDCA Umpires Association

Where there is only one official umpire, the square leg umpire must be dressed with some distinguishing apparel (i.e. coloured vest, dark pants etc).

Where no official umpire is present officiating umpires must be appropriately attired (shirt, footwear – no thongs, etc) with at least one item of distinguishing apparel.

Breaches of this rule are subject to penalties under Rule 16

**(i) Finals Matches**

Any Umpire appointed to a Senior Semi-Final or Final shall not be allowed to umpire on the morning of such match.

**(j) Umpire's Association**

Any Umpire appointed by this Association must become a member of the Umpires Association and attend their meetings. An Umpire infringing any requirement of Rule 13 shall appear when called upon by the CoM or the Umpires Committee, failing which they shall be dealt with as either Committee think fit.

## 14 TROPHIES & SHIELDS

### (a) Trophies

Trophies shall be provided in each grade for the best batting and bowling averages.

- (i) In Two Day 80 Over Grades, the winner of the batting average must have scored at least 300 runs and have played in a minimum of six (6) matches in that grade.  
  
Any player having not been dismissed during the season is deemed to have been dismissed once for the purpose of determining that player's batting average.
- (ii) In Two Day 80 Over Grades, the winner of the bowling average must have taken at least 30 wickets and have played in a minimum of six (6) matches in that particular grade.
- (iii) In designated One Day Grades, the winner of the batting average must have scored at least 300 runs and have played in a minimum of ten (10) games in that grade. The winner of the bowling average must have taken a minimum of thirty (30) wickets and have played in a minimum of ten (10) games in that particular grade
- (iv) In designated Reduced Grades, the winner of the batting average must have scored at least 250 runs and have played in a minimum of six (6) games in that grade. The winner of the bowling average must have taken a minimum of twenty five (25) wickets and have played in a minimum of ten (10) games in that particular grade
- (v) Where the batting or bowling average standards above are not met, the CoM reserves the right to vary the qualification standards in order to promote a trophy winner

Only performances in home-and-home matches will be used in compiling these averages.

### (b) Pennants

Pennants shall be provided in each grade for premiership teams.

### (c) McIntosh Shield Grade

A Shield shall be awarded to the premiership team(s) in McIntosh Shield Grade. The Shield shall be held for a period decided by the CoM. The Club holding the Shield shall take all reasonable care of same while in their custody.

### (d) Shield Ownership

Shields will remain the property of the association at all times

### (e) Insurance of Shields

The Association shall arrange for the insurance of Shields owned by it.

## 15 FORFEITURE OF MATCHES

### (a) Notification

Any Club failing to notify the Association Secretary prior to 8.00pm on any Thursday prior to the commencement of a round that they will be forfeiting the game shall pay the Association the total cost of umpires' fees for that match.

The Club forfeiting is also required to notify the opposing Club by that time.

### (b) Side Forfeited.

Any Club forfeiting a game shall forfeit the lowest ranked side entered by that Club in the Competition.

### (c) Infringements

All breaches of this Rule are subject to penalty under Rule 16.

### (d) Automatic Withdrawal

Any team forfeiting two matches in succession shall be adjudged to have withdrawn, and shall be disqualified for the season at the discretion of the CoM.



## 16 SCHEDULE OF FINES

Late Start [Rule 1(i)] - <i>for each offence</i>	\$40
Late Start causing loss of match [Rule 1(i)]	\$40
Grounds and Material [Rule 7] <i>each breach</i>	\$50
- Use of Non-Approved Match Ball [Rule 7.c]	\$50
Incorrect Attire [Rule 10(b)]	\$40
No scores [Rule 11(a)] - <i>for each day</i>	\$40
Late Match Report [Rule 11(b)]- <i>for each offence</i>	
- Up to 7 days late	\$50
- More than 7 days late	\$100
Late Umpires Match Report [Rule 11(d)] - <i>for each offence</i>	
- Up to 7 days late	\$50
- More than 7 days late	\$100
Incorrect Umpires Attire (Rule 13(h))	\$40
Forfeit [Rule 15(a) (b)] - <i>for each offence</i>	\$100 min.

NOTE: CoM discretion may be exercised (up to \$200) for a forfeit in the final H & A round

Player not included on PPS list (First offence)	\$50
Player not included on PPS list (Subsequence offence)	\$100 & loss of match points
Slow Over Rate Semi-Finals and Final.	
- [Rules 4 (c) over rate not achieved]	\$50
Consumption of Intoxicating Liquor [Rule 10(b)(iii)]	\$100 min.
Non Attendance Prescribed Assoc. Meetings	\$100
Failing to assist readiness for play [(Rule 1(f)]	\$100

- (b) The CoM may at its discretion impose a further penalty up to the maximum allowed under section 54 (d) of the act for repeated breaches of the same rule during a season or where a fine is specified as a minimum.
- (c) The CoM may at its discretion impose penalties for any breach of competition rules not specified in 16 (a).
- (d) These fines may also be imposed where applicable to breaches of Junior Rules.

# **ATTACHMENTS**

## **Attachment 1**

### **CODE OF BEHAVIOUR**

It is to be hoped that all games will be conducted in the true spirit of the game of cricket. Cricket is a game of skills associated with knowledge of the rules. However skills and knowledge are only part of the pleasure to be derived from playing the game.

### **Attitude and sportsmanship are vital ingredients**

To achieve this, managers and captains are to adopt and enforce the following code of behaviour.

1. That in-going and out-going batsmen cross on the field of play.
2. That bowlers return to the start of their run-up quickly, and are ready to bowl without wasting time.
3. Insist on players maintaining a standard of dress commensurate with the game's traditions, and that team and individual equipment is serviceable and well maintained.
4. Encouraging players to respect the umpires by accepting decisions without dissent and, if possible, to honestly assist umpires in the making of difficult decisions.
5. Co-operating with the opposing captain and both umpires in the "running" of the game which includes preparation of the pitch and surrounds for play.
6. Thoroughly and firmly briefing their teams spelling out what is expected of them in terms of behaviour, both on, and off the field.
7. That all fieldsmen move quickly between overs and whenever required to change position.
8. That the setting or changing of the field is undertaken without wasting time.
9. Be courteous at all times to the umpires.
10. Players must not dispute or react in a disapproving manner, either towards an umpire, his decision, or generally after an umpiring decision is given.
11. When given out walk quickly from the crease, do not dawdle off the field or indulge in ill-mannered tantrums.
12. Avoid making unnecessary and uncomplimentary remarks to opponents.
13. Remember that the visiting team and the umpires are guests and should be treated as such.
14. In making his report to the Association on umpires the captain should be constructive and not be influenced by a win or loss or a bad decision.

### **GOOD CRICKET IS AN ATTITUDE OF MIND**

### **GOOD SPORTSMANSHIP IS PART OF THE GAME OF CRICKET**

## **Attachment 2**

### **INJURY CODE**

1. Where a player suffers an injury during the course of a game which causes bleeding, then the Umpires, (or captains or junior team managers where no umpire is present), shall decide that player must immediately retire from the game until such time as First Aid has been administered to prevent further bleeding. He cannot resume playing unless the bleeding has stopped or the wound is securely covered.
2. A batsman who is injured and has temporarily retired under clause 1, 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 deemed closed.
3. Where an injury occurs to a batsman involved in the tenth wicket partnership, a maximum of ten minutes will be allowed in order to comply with clause 1. Where this injury occurs within ten minutes of the scheduled tea adjournment, tea shall be taken immediately with no extra time being added. If that batsman is unable to resume within the ten minute time limit or at the end of the tea break, then he shall be deemed to be Retired Hurt and the innings of the batting team deemed closed.
4. There shall be no reduction to the number of overs to be bowled when time is lost due to an injury.
5. All home teams shall provide a First Aid Kit - Rule 7(d) - to be available to both competing teams. Shall kit shall contain as a minimum: Bandages, Cotton Wool, Gauze, Adhesive Plaster, Band-aids, Closures, Scissors, Tweezers, Antiseptic, Disposable Gloves, Disposable Plastic Bags, Ice Pack.
6. Each team Scorebook shall have names, addresses and phone numbers of three local doctors available to give emergency treatment during the course of a match.

### Attachment 3

## EXTREME CONDITIONS POLICY

Revised 30/9/2014

The BHRDCA Extreme Conditions Policy shall be implemented by the Committee of Management when the temperature for **Melbourne** is forecast by the Bureau of Meteorology (**Phone 1196**) to reach **40°C** during normal hours of play in the respective section...

Senior Grades: 1.00 – 6.00 p.m.,  
Twilight Grades: 5.00 – 8.15 p.m.  
Junior Grades: 8.30 – 11:45 a.m., and

**38°C** for Veterans Grades: 1 – 6 p.m.

The decision to cancel any play will be made at or before **7.00 a.m.** for Saturday/Sunday morning matches, **10.00 am** on the morning of Saturday/Sunday afternoon matches and **1.00 p.m.** for Twilight matches

Should the policy be implemented, notification shall be via the BHRDCA SMS Text Service, posted on the BHRDCA Website and via announcements on the BHRDCA Social Media network.

**Drinks** – Umpires, Captains (where Umpires are not present) for Senior and Veterans Grades; Team Managers and Coaches for Junior Grades may allow additional drink breaks without concern as to the extra time beyond the scheduled playing time. Any participant may call for additional drink breaks whilst batting, fielding or umpiring, although every effort should be taken to minimise when this occurs.

Bowlers may have drinks placed on the boundary line, which can be consumed at the completion of an over without disrupting play. It is recommended that when the Temperature exceeds 34°C that a minimum of two drinks breaks per session are taken.

**Tea Break** – Umpires, Captains (where Umpires are not present), Team Managers & Coaches in Junior Grades may schedule a longer break and play additional make up time after the scheduled time for stumps. This is entirely at the Umpires', Captains' and or Team Managers/Coaches discretion, but a consensus decision must be reached.

**Slow Play** – Where the required number of overs is not bowled within the scheduled time Umpires, Captains (where Umpires are not present), Team Managers & Coaches in Junior Grades are to show appropriate leniency where delays are attributable to extreme conditions affecting the team. Play can be extended in Senior Grade matches until 7.00 p.m. If no result is achieved by 7.00 p.m. the match shall be drawn.

**Player Rotation** – After notifying his Captain and an Umpire (if present), a player may remove himself from the field at any time for reasons of heat stress. If a team has more than the named eleven players, they may, after notifying the umpire, rotate fieldsman to rest players in extreme conditions.

Umpires and Captains in afternoon matches are to pay particular attention to juniors who have played cricket earlier in the day, for signs of heat stress.

**Heat Stress** - Any player observed to suffering from heat stress is to be sent from the field by the Umpire, Captain or Team official immediately.

**Shade** – Clubs should provide shaded areas where the batting team, spectators and scorers may shelter.

**Sun Protection** – Players are reminded of the need for frequent applications of sunscreen and the use of long sleeved shirts to reduce exposure to the sun. Hats are an essential item and wide brimmed style is recommended, particularly on sunny days.

**Lightning** – Where an Umpire or Captain (where Umpires are not present) or a Team Official believes that lightning poses a threat to the safety of participants, play will be suspended and safe shelter taken. Any time lost for lightning shall be treated in the same manner as for extreme conditions i.e. play can be extended to 7:00 p.m.

**Umpires** – Where an Umpire feels that his health or judgment may suffer because of extreme conditions, he may take a break from his duties, after arranging an appropriate substitute.

**First Aid** – Club First Aid Kits must include aids for the treatment of heat affected participants. Every endeavour should be made to have a club member, who is properly skilled in the treatment of heat affected people, at home games.

A notice should be prominently included in or displayed near the first aid kit, explaining treatment of heat affected patients.

**Early Finish** – If the trying conditions exist in Senior or Veterans matches, both Captains, by agreement may call the game off early after there has been a first innings result, however, both Captains must agree to such an early finish.

**ATTIRE POLICY**

**CLOTHING**

- Players should wear predominantly white shirts, white pullover, white (cream) trousers, white socks and predominantly white shoes (In Junior matches players may wear white shorts or alternate clothing approved by the BHRDCA CoM)
- Club or Sponsorship/Promotional logos must not exceed community standards of appropriateness as displayed for Senior and Junior sport
- Any such designed clothing or advertising display that may reasonably be considered a distraction to the batsman, when worn by a bowler will not be approved by the CoM
- Names (specifically first names and/or Surnames) and numbers are permitted on clothing
- Nick names are not permitted

**COLOURED CLOTHING**

- Teams wishing to wear coloured clothing for shortened forms of the game, i.e. T20, One Day matches, Junior matches etc., may do so only after the proposed clothing is approved by the BHRDCA CoM
- A design (Front & back) of any proposed coloured clothing must be approved by the CoM before a club or team can take the field in any such proposed clothing
- All team members must be attired in the same or similar styled clothing i.e. a few players in 'whites' and the rest in coloured clothing is not permitted

**NOTE:** Juniors who play in coloured clothing must not wear this clothing when playing in senior matches if the senior attire standard is white clothing

**ADVERTISING**

- Permissible advertising on player's shirts is of minimal size with no more than five displays allowed
- No more than one (1) of these is to be located on each sleeve and/or breast pocket position (Additional advertising is permitted across the back of the shirt describing a panel at shoulder level, no more than 10 cm high and 30 cm wide)
- Where an unobtrusive manufacturer's logo is normally included on the shirt (as purchased), it shall not be considered a component of the advertising allowance
- A Club logo or promotional display shall constitute advertising
- The dimensions of each sleeve/breast pocket display shall not exceed 65 square cm in area, nor 10 cm in height (sleeve) or width (sleeve & breast pocket position)
- Design and dimensions for additional advertising/sized display will only be approved by the CoM as it sees fit

**SHOES**

- It is recommended that shoes shall be predominantly white
- No player shall wear metal spikes or similar protrusions in his footwear

**HEADWEAR**

- Players in Shield grades wishing to use headwear excluding protective helmets must wear either their recognised club cap, BHRDCA Representative cap or an approved white/club coloured hat. Players in all other senior grades wishing to use headwear excluding protective helmets must wear their recognised club cap, BHRDCA cap, approved white hat or baseball style club cap. (Superseded Club caps are also permissible)
- The BHRDCA recommends that, in extreme conditions, all players must wear a cap or hat.
- Any player eligible to play Junior cricket must wear a helmet with a face grille when batting in Senior teams.

**BREACHES**

- No player is permitted to take the field in incorrect attire. The Club responsible shall be fined in accordance with Rule 16 Schedule of Fines for each player incorrectly attired and on each occasion on which a player offends (except as recommended in the Umpires report).

**PLAYER POINT SYSTEM**

The intent of the Player Points System (PPS) is to achieve the following:

1. For season 2014/15, replace the 'Now' obsolete Professional Player Declaration [Rule 10 (a) Part (ii)] that was voted out at the 2012/13 AGM
2. A trial of the PPS was conducted during season 2013/14 to allow proper assessment of how this will impact affiliate clubs, with example data being collated and discussed with the Club Delegates
3. Provide a transparent and measureable mechanism to assess all clubs senior playing lists, ensuring a level playing field for all
4. Attract new and improved cricket talent to the BHRDCA
5. Further grow the competition by achieving the objectives set out in points 3 and 4 above

Any Club fielding a senior team within the BHRDCA Saturday open competition must comply with the requirements of the new Rule **Rule 10 (a) Part (ii)** and Player Point System Policy Document as set out below. **NOTE:** This rule applies only to Clubs fielding teams in Ray McIntosh Shield (RMS), Howard Wilson Shield (HWS), Dorothy McIntosh Shield (DMS) and A Grade.

Clubs which field teams in B Grade and below, or in a One Day competition will not be required to comply with this rule. Any clubs fielding a team in Howard Wilson Shield, Dorothy McIntosh Shield or A Grade that is their 1<sup>st</sup> XI is required to comply with this rule.

**RULES - Player Points System (PPS)**

**1. POINTS**

The team make up may comprise any mix of players, provided the total number of points allocated **does not** exceed the maximum Team Points as defined in **Section 6 Table 3**. The definition of 'Player Types' are defined in **Section 3 Table 1**.

**2. POINTS DETERMINATION**

- a. At the commencement of a season, any Club that enters a team in the BHRDCA Saturday open competition in RMS, HWS, DMS or A Grade shall be required to submit a list of all players that it intends to play in those grades during the season.
- b. This list shall comprise the 'Players Name', their 'MyCricket ID' the 'Season Commenced' with the Club, the 'Number of Games' played since commencing and 'Player Type' in accordance with the provisions set out in **Section 3 Table 1; Player Types**.
- c. Other information will also need to be provided by each club as outlined in the **BHRDCA Player Points Submission Form (Form 1)**. The completed list shall be submitted to the BHRDCA at least 14 days prior to Round 1 for approval, or the Date nominated by the BHRDCA CoM. **NOTE:** An example of a completed **BHRDCA Player Points Submission Form (Form 2.)** is included below.
- d. Once approved the **Player Points List** and point allocations will be posted on the BHRDCA website and (if available) a field in MyCricket associated with the players name when added to a team list.
- e. Additional players may be added to this list during the season on approval of the BHRDCA CoM. Any such request must be submitted in writing to the BHRDCA Secretary and BHRDCA Administration Manager by 8.00 p.m. on the Thursday evening prior to the first match that the player is required.
- f. Clubs failing to have a player approved on the official **Player Points List** prior to a match commencing shall be fined **\$100 per Rule [1 (g) and Rule 16]**. Clubs failing to have a player listed on the official **Player Points List** prior to the second game played by that player will forfeit all match points earned for that round.

### 3. PLAYER TYPES

'Player Type' will be defined according to the following table:

<b>Table 1. – BHRDCA Player Points Table</b>				
Play er Type	Code	Category	Description	Point s
<b>1</b>	<b>HG</b>  <b>BP</b>	<b>Home Grown</b>  <b>Base Player</b>	<ul style="list-style-type: none"> <li>• Any player who has only ever played Senior/Junior cricket at Club, or has reached 50 games as per Section 3. a, b or c</li> <li>• A player that has received a 'Season Loyalty' reduction to 1 point, but has not yet achieved 'Home Grown' status</li> </ul>	<b>1</b>
<b>2</b>	<b>OA</b>  <b>INA 2</b>	<b>Other Affiliate</b>  <b>Inactive 2</b>	<ul style="list-style-type: none"> <li>• Played in VMCU/VCCL affiliated competition or other State equivalent</li> <li>• Not played Cricket in the past 5 seasons - <b>Premier Grade or below (Player Type 4 or below)</b></li> </ul>	<b>2</b>
<b>3</b>	<b>BHR</b> <b>VSD 2</b> <b>PR 2</b> <b>INA 1</b>	<b>BHRDCA</b> <b>VSDCA 2</b> <b>Premier 2</b> <b>Inactive 1</b>	<ul style="list-style-type: none"> <li>• Played at another BHRDCA Club</li> <li>• Played VSDCA / other State equivalent 2</li> <li>• Played Premier or other State equivalent 3</li> <li>• Not played Cricket in the past 5 seasons - <b>Overseas or International (Player Type 5 or 6)</b></li> </ul>	<b>3</b>
<b>4</b>	<b>VSD 1</b> <b>PR 1</b>	<b>VSDCA 1</b> <b>Premier 1</b>	<ul style="list-style-type: none"> <li>• Played VSDCA or other State equivalent 1</li> <li>• Played Premier or other State equivalent 1</li> </ul>	<b>4</b>
<b>5</b>	<b>OS</b>	<b>Overseas</b>	<ul style="list-style-type: none"> <li>• Any overseas player below First Class level</li> </ul>	<b>5</b>
<b>6</b>	<b>INT</b>	<b>International</b>	<ul style="list-style-type: none"> <li>• First Class Player or International Player of any origin <b>(verified using ESPN Cricinfo or other such tools)</b></li> </ul>	<b>6</b>

- a. Players of **Player Type 3** and above who have played less than 30 Junior games that leave their current Club before reaching 'Home Grown' status will have their Time Served/Game Tally reset to zero seasons/zero consecutive games for their new Club.
- b. Players who have played 30 or more but less than 50 Junior games at a Club and later return can continue to add to their 'Game Tally' until they reach 50 games. At this point the player will be deemed 'Home Grown' and will be allocated 1 player point. Until the 50 'Game Tally' is reached the player will be allocated points in accordance with their previous playing history.
- c. Players who have only ever played Junior or Senior cricket at a Club will be required to play 50 consecutive games at a Club or 7 'Qualified Seasons' (whichever comes first) to be classified as 'Home Grown' for life (see Loyalty Provisions). Until 'Home Grown' status is achieved this type of player will be deemed as a 'Base Player'
- d. A 'Qualified Season' is where a player has played enough games to qualify for finals during that season
- e. Players of **Player Type 2 or 3** who have not played cricket for the past 5 seasons will be deemed to be a **Player Type 2** when joining a Club.
- f. Players of **Player Type 4, 5 & 6** who have not played cricket at Premier 1<sup>st</sup> & 2<sup>nd</sup> XI level, VSDCA 1st XI or above for the past 5 seasons will be deemed to be a **Player Type 3** when joining a Club.
- g. Players of any **Player Type** who **have not** played cricket for 4 or less years will be assessed based on their previous playing history. No 'Season Loyalty' reductions will apply.

### 4. CLUB SUBMISSIONS

A Club may submit in writing, a request or review for '**Player Type**' or '**Team Points**' consideration to the CoM under extenuating circumstances. Any such application will be assessed and the ruling published on the BHRDCA website defining details of any change and the validity of any such change. The onus is on the Club to provide scorebook and registration evidence to support their submissions in the absence of MyCricket records. Without such evidence, the submission will not be approved.



## 5. LOYALTY DISCOUNTS

- a. All players, other than **Player Type 1** ‘Home Grown’ or ‘Base Player’, will have their point allocation reduced by 1 point following the completion of 2 seasons at the Club. According to ‘Player Type’, they will then reduce their point allocation by 1 point per season until they reach 1 point status ‘Base Player’ or 50 games ‘Home Grown’ whichever comes first (see table below).

**Table 2. – BHRDCA Player Loyalty Point Reduction Table**

Player Type	Season 1	Season 2	Season 3	Season 4	Season 5	Season 6	Season 7
1	1	1	1	1	1	1	1
2	2	2	1	1	1	1	1
3	3	3	2	1	1	1	1
4	4	4	3	2	1	1	1
5	5	5	4	3	2	1	1
6	6	6	5	4	3	2	1

- b. For a player to qualify for a ‘Loyalty Discount’ point reduction, he must be eligible to play in finals in accordance with Rule 10 (a). If a player plays less than the required number of games to qualify for finals he will not be credited with a ‘Qualified Season’ at their club.
- c. Once a Player attains ‘Home Grown’ status as per section 3. a, b or c, the player will retain that status at that Club for life regardless of any movement to and from the BHRDCA.

## 6. TEAM POINTS

- a. The maximum number of points for any team that must comply with this rule cannot exceed 22 (Twenty Two) points
- b. In the first season of live implementation (2014/15), an additional 2 points shall be added to the maximum number of points to allow for current player commitments and recruitment plans to evolve into the requirements of this Rule. These additional points will be decreased by one point per season until they reach the base level of 22 (Twenty Two) points (refer **Table 3. Player Points Transition Table** below).

**Table 3. – BHRDCA Player Points Transition Table**

Grade	Season 2014/15	Season 2015/16	Season 2016/17
RMS, HWS, DMS & A	24	23	22

**NOTE:** An example of how to complete the BHRDCA Player Points Submission Form appears below (**Form 2.**)

Clubs are to complete only sections 1-9; the BHRDCA CoM will complete the assessment and allocate Player Points. This is working example assumes that the system has been place for a number of years and ‘Loyalty Discounts’ have been applied.

In the second year of the Player Point System a field for ‘Home Grown’ status will be added to the Submission Form for clubs to complete; ongoing records will be held with the BHRDCA CoM. After a player is assessed by the BHRDCA CoM as ‘Home Grown’ the Player Name and MyCricket ID will be the only fields required for subsequent seasons.

# BOX HILL REPORTER DISTRICT CRICKET ASSOCIATION

<b>Club Name:</b>		<b>Season:</b>	
<b>Date:</b>		<b>Signed (Secretary):</b>	

1. Complete Columns 1- 9 for players your club believes will be considered for selection in RMS, WS, DMS or A Grade
2. Forms containing missing fields will be returned to the Club for completion
3. To receive credit for 'Qualified Seasons' in lieu of 50 Games to achieve 'Home Grown' status, player must have qualified for finals (club to prove in lieu of MyCricket)
4. 'Home Grown' status & points allocations including 'Loyalty Discount' reduction will be determined by BHRDCA CoM

Form 1. – BHRDCA Player Points Submission Form													
Column 1	2	3	4	5	6	7	8	9	BHRDCA Use				
Player's Surname	Player's First Name	MyCricket ID No.	Played Juniors at Club (Y/N)	Number of Junior Games	Year First Played at Club	Previous Club, Competition & Season Last Played	Completed Seasons at Club	Consecutive Senior Games at Club	Original Player Category	Original Player Type	Loyalty Discount	Current Season Points	Home Grown Player

## BOX HILL REPORTER DISTRICT CRICKET ASSOCIATION (Example)

<b>C l u b Name:</b>	Box Hill Giants Cricket Club	<b>Season:</b>	2013/14
<b>Date:</b>	17 July 2013	<b>S i g n e d (Secretary):</b>	Joe Bloggs

1. Complete Columns 1- 9 for players your club believes will be considered for selection in RMS, WS, DMS or A Grade
2. Forms containing missing fields will be returned to the Club for completion
3. To receive credit for 'Qualified Seasons' in lieu of 50 Games to achieve 'Home Grown' status, player must have qualified for finals (club to prove in lieu of MyCricket)
4. 'Home Grown' status & points allocations including 'Loyalty Discount' reduction will be determined by BHRDCA CoM

### Form 2. – BHRDCA Player Points Submission Form

Column 1	2	3	4	5	6	7	8	9	BHRDCA Use				
Player's Surname	Player's First Name	MyCricket ID No.	Played Juniors at Club (Y/N)	Number of Junior Games	Year First Played at Club	Previous Club, Competition & Season Last Played	Completed Seasons at Club	Consecutive Senior Games at Club	Original Player Code	Original Player Type	Loyalty Discount	Current Season Points	Home Grown Player
Johnson	Mark	121 xxx	Y	25	0 2 / 03	Donvale, VSDCA 1 XI, 2005/06	0	0	INA 2	2	0	2	N
Gibbs	Phil	122 xxx	N	0	0 7 / 08	Richmond, Premier 1 <sup>st</sup> XI, 2006/07	5	51	P R 1	4	3	1	Y
Reed	John	123 xxx	Y	31	0 0 / 01	N/A	12	78	BP	1	N/A	1	Y
Peters	Paul	124 xxx	N	0	11/1 2	North Ringwood, RDCA, 2007/08	2	11	OA	2	1	1	N
Williams	Glen	125 xxx	Y	32	0 6 / 07	N/A	6	32	BP	1	N/A	1	Y
Watson	Michael	126 xxx	N	0	10/1 1	Duke CC, England (INT), 2009/10	2	23	OS	5	1	4	N
Jones	Ben	127 xxx	N	0	1 2 / 13	St David's CC, BHRDCA, 2010/11	1	11	B H R	3	0	3	N
Border	Alan	128 xxx	N	0	1 3 / 14	Australia, Australia (INT), 1999/00	0	0	INA 1	3	0	3	N
Ponting	Ricky	129 xxx	N	0	1 3 / 14	Australia, Australia (INT), 2012/13	0	0	INT	6	0	6	N
Webber	Tom	130 xxx	N	0	10/1 1	Donvale, VSDCA 1 XI, 2009/10	3	34	V S D 1	4	2	2	N
Martyn	Damien	131 xxx	N	0	10/1 1	Australia, Australia (INT), 2009/10	3	4	INT	6	0	6	N
Mason	Carl	132 xxx	Y	51	0 1 / 02	N/A	11	62	HG	1	N/A	1	Y
Graham	George	133 xxx	N	0	0 5 / 06	Donvale, VSDCA 3rd XI, 2002/03	7	49	V S D 2	3	2	1	Y

**SPLIT INNINGS RULES**

These Rules apply to all Two Day grades where reduced overs Split Innings conditions (currently 64 Overs/Day) apply

**Playing Condition Overview**

- Bowlers may bowl a maximum of 15 overs per innings (to the first 64 overs of the innings & after that there are no restrictions) with a maximum of 8 overs per bowler per 32 over split session.
- A batsman must retire on the ball at which they reach 100
- A team may have 12 registered players of which any combination of 11 players can bat, bowl and field. There is only 11 on the field at any one time and 10 wickets to be taken as per normal conditions.
- Each team must declare their 12 players by exchanging team sheets listing all 12 players. At the exchange of team sheets, each team must nominate the non batsman. You do not need to play 12 players, this is an option only.
- All 12 players of a team must be entered in My Cricket and also be recorded in both scorebooks. Players not listed in the scorebook and on My Cricket will mean they are unable to count the match towards finals qualifications.
- If a bowler commences an over that exceeds the limit of overs bowled as specified in these guidelines the delivery or deliveries is/are to be declared null and void and a replacement bowler will re-bowl the over.

**For Two day games only...**

- Each innings (64 overs) will be split into 32 over groups i.e. after the first 32 overs of an innings there will be a tea break and the fielding side will start their batting innings.
- On 2nd day the team that batted second on Day 1 will resume their innings (assuming they were not dismissed) with the 2 current not out batsman, for a further maximum of 32 overs. After the Tea break the other team will then resume their innings.
- At the end of each batting session, a notation must be made in the scorebook confirming score at end of 32 overs e.g. 4/156. Not out batsman and their individual scores e.g. Smith 23\* Jones 12\*. A further notation should be made to record which end the last over was bowled from and which batsman was on strike. These details will be important on day 2 ensuring bowling commences from the correct end with the correct batsman on strike.
- In effect, the first innings of each team (64 overs) is split across 2 days.
- If a team is dismissed prior to using its allocated 64 overs, the other team will be able to bat these overs, less any loss for change of innings. For example, if Team 1 is dismissed in 54 overs, Team 2 can bat for 74 overs (64 overs + 10 overs). Follow on rules etc will still apply as per the current 2 day rules.
- In the event of extreme conditions, existing rules will apply. The team batting last must be given the opportunity to face the same number of overs as the team batting first (maximum 64 overs). If the team batting last does not face the same number of overs and is not dismissed or they don't make the necessary runs the game will be a draw.
- In each section of the innings, a bowler can only bowl a maximum 8 overs per session, capped at 15 overs for the 64 over innings.
- In the event that a team is dismissed within the 64 overs the bowling restriction is removed after 32 overs have been bowled in the next batting session.

**For One day games only...**

- Bowlers can bowl a maximum of 8 overs per innings
- A batsman must retire on the ball at which they reach 50

**TABLE 1: CALCULATOR TABLE FOR TIME & OVERS LOST**

<b>Mins</b>	<b>Overs</b>	<b>Mins</b>	<b>Overs</b>	<b>Mins</b>	<b>Overs</b>
3.5	1	73.5	21	143.5	41
7.0	2	77.0	22	147.0	42
10.5	3	80.5	23	150.5	43
14.0	4	84.0	24	154.0	44
17.5	5	87.5	25	157.5	45
21.0	6	91.0	26	161.0	46
24.5	7	94.5	27	164.5	47
28.0	8	98.0	28	168.0	48
31.5	9	101.5	29	171.5	49
35.0	10	105.0	30	175.0	50
38.5	11	108.5	31	178.5	51
42.0	12	112.0	32	182.0	52
45.5	13	115.5	33	185.5	53
49.0	14	119.0	34	189.0	54
52.5	15	122.5	35	192.5	55
56.0	16	126.0	36	196.0	56
59.5	17	129.5	37	199.5	57
63.0	18	133.0	38	203.0	58
66.5	19	136.5	39	206.5	59
70.0	20	140.0	40	210.0	60

**TABLE 2: OVERS & COMPULSORY CLOSURE**

Minutes Lost	0	3.5	7.0	10.5	14.0	17.5	21.0	24.5	28.0
Overs (80 over grades)	80	79	78	77	76	75	74	73	72
Overs (64 over grades)	64	63	62	61	60	59	58	57	56

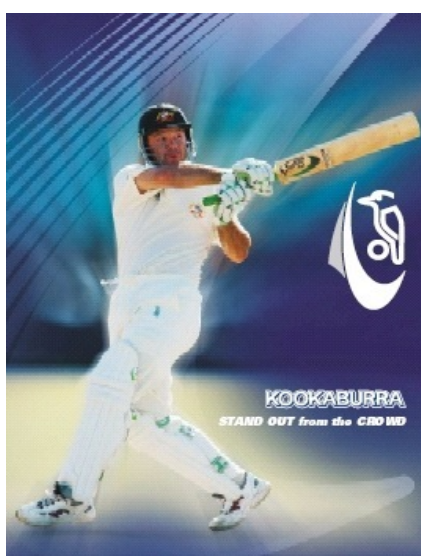
**TABLE 3: Late start due to Extreme Conditions, Bad Light or Exceptional Circumstances – DS Time****Reduced Overs One Day Games (Daylight Saving Time)**

<b>First Innings (PM)</b>	<b>Tea Break (PM)</b>	<b>Second Innings (PM)</b>	<b>Overs Each Team</b>
1:00-3:25	3:25-3:45	3:45-6:10	40
1:15-3:30	3:30-3:50	3:50-6:05	37
1:20-3:35	3:35-3:55	3:55-6:10	37
1:25-3:35	3:35-3:55	3:55-6:05	36
1:30-3:40	3:40-4:00	4:00-6:10	36
1:35-3:40	3:40-4:00	4:00-6:05	34
1:40-3:45	3:45-4:05	4:05-6:10	34
1:45-3:45	3:45-4:05	4:05-6:05	33
1:50-3:50	3:50-4:10	4:10-6:10	33
1:55-3:50	3:50-4:10	4:10-6:05	31
2:00-3:55	3:55-4:15	4:15-6:10	31
2:05-3:55	3:55-4:15	4:15-6:05	30
2:10-4:00	4:00-4:20	4:20-6:10	30
2:15-4:00	4:00-4:20	4:20-6:05	28
2:20-4:05	4:05-4:25	4:25-6:10	28
2:25-4:05	4:05-4:25	4:25-6:05	27
2:30-4:10	4:10-4:30	4:30-6:10	27
2:35-4:10	4:10-4:30	4:30-6:05	25
2:40-4:15	4:15-4:35	4:35-6:10	25
2:45-4:15	4:15-4:35	4:35-6:05	24
2:50-4:20	4:20-4:40	4:40-6:10	24
2:55-4:20	4:20-4:40	4:40-6:05	23
3:00-4:25	4:25-4:45	4:45-6:10	23
3:05-4:25	4:25-4:45	4:45-6:05	21
3:10-4:30	4:30-4:50	4:50-6:10	21
3:15-4:30	4:30-4:50	4:50-6:05	20

**TABLE 4: Late start due to Adverse Extreme Conditions, Bad Light or Exceptional Circumstances – Non DS Time**

**Reduced Overs One Day Games (Non-Daylight Saving Time)**

<b>First Innings (PM)</b>	<b>Tea Break (PM)</b>	<b>Second Innings (PM)</b>	<b>Overs Each Team</b>
12:30-2:55	2:55-3:15	3:15-5:40	40
12:45-3:00	3:00-3:20	3:20-5:35	37
12:50-3:05	3:05-3:25	3:25-5:40	37
12:55-3:05	3:05-3:25	3:25-5:35	36
1:00-3:10	3:10-3:30	3:30-5:40	36
1:05-3:10	3:10-3:30	3:30-5:35	34
1:10-3:15	3:15-3:35	3:35-5:40	34
1:15-3:15	3:15-3:35	3:35-5:35	33
1:20-3:20	3:20-3:40	3:40-5:40	33
1:25-3:20	3:20-3:40	3:40-5:35	31
1:30-3:25	3:25-3:45	3:45-5:40	31
1:35-3:25	3:25-3:45	3:45-5:35	30
1:40-3:30	3:30-3:50	3:50-5:40	30
1:45-3:30	3:30-3:50	3:50-5:35	28
1:50-3:35	3:35-3:55	3:55-5:40	28
1:55-3:35	3:35-3:55	3:55-5:35	27
2:00-3:40	3:40-4:00	4:00-5:40	27
2:05-3:40	3:40-4:00	4:00-5:35	25
2:10-3:45	3:45-4:05	4:05-5:40	25
2:15-3:45	3:45-4:05	4:05-5:35	24
2:20-3:50	3:50-4:10	4:10-5:40	24
2:25-3:50	3:50-4:10	4:10-5:35	23
2:30-3:55	3:55-4:15	4:15-5:40	23
2:35-3:55	3:55-4:15	4:15-5:35	21
2:40-4:00	4:00-4:20	4:20-5:40	21
2:45-4:00	4:00-4:20	4:20-5:35	20



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