# **VETERANS CRICKET AUSTRALIA**

# RULES FOR OVER 60s NATIONAL CHAMPIONSHIPS

Originally Adopted November 2019



[Updated July 2021 for >60's Nationals on Sunshine Coast Qld in September 2021]

# **PART 1 AIMS AND GUIDELINES**

#### The Spirit of Cricket is expected to be always observed

"....Cricket owes much of its appeal and enjoyment to the fact it should be played not only according to the Laws but also within the Spirit of the Game. The major responsibility for ensuring fair play rests with captains, but extends to all players, umpires...Respect is Central to the Spirit of Cricket..." (MCC Laws of Cricket 2017 code)

# **Culture of the Championship**

Whilst the structure of the championship provides for a competitive approach, the organisers believe this should not result in over-competitiveness or over-shadow what they believe is the championship's main purpose — to provide an opportunity for cricketers of all standards despite their advancing years, to continue to participate in a sport we all love.

# 1) Age Qualification

To play in the Championships a player must have reached 60 years of age during the year of the competition.

#### 2) Competition Format and Structure

- i. Games will be played on Days 1, 2, 4 and 5 with Day 3 a Rest Day
- ii. Wherever possible Divisions will consist of 8 teams.
- iii. Teams will be seeded based on previous year's results as follows: Pool A teams finishing 1st, 4th, 5th, 8th. Pool B teams finishing 2nd, 3rd, 6th& 7th. The President or his/her nominee must be consulted on requests to vary this formula. Where a State has two teams nominated in that Division, the teams will be placed in different Pools.
- a) On Days 1, 2 and 4, teams will play each of the other teams in its pool (weather permitting).
- **b)** Finals will be held on and Day 5 when teams in the equivalent position in each pool in each Division will play each other.
- c) Trophies will be awarded to the winners of all Divisions.
- d) Trophies will not be awarded in the event of social round matches being played in any age division.

#### 3) Competition Points/Placings

- a) Points teams will be awarded 2 points for a win, 1 point for a Tie or a Draw and zero points for a loss.
- b) The match is completed when a result is achieved. No further play is required.
- In all Divisions the placing of teams level on points will be decided by identifying the one with the higher wickets/runs quotient. NOTE: a retired batter will not be deemed dismissed for the purpose of calculating wickets lost in an innings.
  - i. The quotient is to be calculated as follows:
    - A Runs scored divided by wickets lost,
    - B Runs scored by opposition teams divided by wickets taken, and
    - C Divide A) by B) to determine team quotient.

# 4) Clothing, Grounds and Equipment

- a) Coloured or white team shirts and trousers are permitted.
- b) Only red four-piece balls supplied by the Championship organiser will be used.
- c) The host state must provide equipment such as stumps, bails, and marker cones.
- d) The Oval playing size is to measure 55 metres for Divisions 1 and 2 of Over 60's and 50 metres for all other Divisions. A half circle from the stumps at each end to form the ends, and then joined by straight boundaries on the off and on sides is recommended.
- e) When possible, a 30 metre "circle" is to be spotted/marked as per the boundary line described in d) above.
- f) Pitch covers are to be used when available and as required. Refer to 8 b) ii) below and 10 c)
  - i. During play both teams are responsible for speedy delivery of the covers when rain is imminent, and both teams must assist with the covering.
  - ii. Both teams must assist with removal of the covers and required overnight covering.

# 5) **Disputes**

Disputes are to be treated as per Section 16 of the VCA Championship Manual

#### 6) Wet Weather

It is the responsibility of the Organising Committee to:

- a) Where possible, organise synthetic pitches as an alternative for all matches rostered to be played on turf pitches in the event of wet weather or of grounds being considered unsafe. If there are insufficient back-up synthetic grounds available to cater for all games, priority shall be given to Division 1 then other Divisions in descending order.
- **b)** Managers are to be advised urgently of any change in ground allocation for any match.

# 7) Match Administration

The Organising Committee is responsible for the smooth running of the Championships and is empowered to delegate responsibilities as follows:

- a) ensuring that results are communicated directly to the Championship MyCricket Co-ordinator, or the Divisional Nominated Representatives. [as specified at the foot of the Match Result Summary Report Form & in the Championships Event booklet]
- b) liaising with the local club and groundsman, organising drinks and lunches, check scoring, assisting the umpires and captains where necessary, ensuring the grounds, equipment and change rooms are left in a proper state.

#### 8) **Health and Safety**

a) It is a condition of Championship registration that each state ensures that all its players have their own medical and travel insurance.

#### b) Playing conditions:

- *i.* <u>Heat Policy:</u> Each State Organising Committee is responsible for implementing a Heat Policy relevant to prevailing conditions in that State/Territory. (*Refer to Appendix 1 for guidelines.*)
  - (1) In the event of matches proceeding but, in the opinion of either captain conditions become too extreme, attention is drawn to iii) 2 of this rule below.

- ii. <u>Lightning Rule:</u> When lightning is sighted, count the seconds until thunder is heard. If that time is less than 30 seconds, the storm is within a 10km radius and is potentially dangerous. Play is to be suspended immediately and appropriate shelter taken. Play must not resume until the storm has passed and thunder is not heard within 30 seconds or 30 minutes has elapsed after the storm has passed.
  - (1) Once play ceases at one oval, play must cease on all adjoining ovals.
  - (2) Covers should not be placed if umpires are obliged to halt play due to lightning even if rain is expected.

# iii. During-play player safety

- (1) It is the responsibility of players themselves and through them, of team management and team captains to ensure, as far as possible, that players remain safe while playing matches. This includes the positioning of players in the field and the wearing of helmets by batters and fielders (including wicket keepers) bearing in mind the relative strengths and weaknesses of both their own players and of their opponents. (*Refer Playing Condition 14.*)
- (2) If a captain believes it unsafe to continue play for any reason, he/she should immediately advise the Umpire/s of his/her concerns. After consultation with both captains, the Umpire/s shall have the final say as to whether play should continue and, if so, whether match conditions are to be varied.

#### iv. Helmet Policy:

- (1) The ICC, Cricket Australia and affiliated state cricket authorities require batters to always wear a British Standard 7928.2013 compliant helmet, **except** against slow bowling. VCA is bound by the conditions of its MOU with CA to comply with policy decisions made by higher authorities in cricket.
- (2) The umpire(s) are the sole judges as to whether bowling is "slow" within the context of that match.
- (3) The positioning of the wicket keeper either standing up to or back from the stumps must not be a deciding factor in this decision.
- (4) The Umpires are responsible for ensuring that a helmet is worn when required by clause (1) but are not responsible for ensuring that the Helmet is a compliant British Standard helmet.
- (5) Fielding in Helmets is covered in *Playing Condition 14*.

# c) Defibrillators and First Aid Kits

- i. The Organising Committee shall ensure that a defibrillator (AED) and First Aid Kit is available at every match.
- ii. If teams are unable to provide their own, the Organising Committee shall:
  - (1) organise teams to share, depending on availability, OR
  - (2) arrange for AEDs to be made available from local sources, OR
  - (3) publicise arrangements for immediate access to an AED.

# **PART 2 MATCH RULES** The Laws of Cricket apply except for variations mentioned herein.

# 9) Teams

- a) Each team may consist of twelve (12) players.
- b) All 12 players can bowl.
- c) Provided a maximum of 10 wickets have not fallen in the batting innings, and subject to retirements as per rule 12a, 11 players only can bat
- d) Only eleven fielders can be on the field at any one time. Fielders may rotate at any time, after notifying the nearest umpire.
- e) Before the toss, captains will provide the opposing captain with a team list of all players

- f) Championship Finals: Player Eligibility.
  - i. to be eligible for a final, a player must have played in a minimum of one previous match at that Championship.
  - ii. A player who has played in a lower Division team is eligible to play in a higher Division final.
  - iii. A player cannot be relegated from a higher Division to play in a lower Division final unless that player has played an earlier match for the team at that Championship.
  - iv. Any request to vary Player Eligibility for finals must be approved by the Referee, prior to the commencement of play on that day.

## 10) Umpires

It is expected that all umpires will be familiar with the Championships Manual Section 16 as well as all Match Rules.

- a) Two official umpires are to be allocated to each match wherever possible. If only one official umpire is available that umpire is to stand at each bowling end.
  - i. If no official umpire(s) is available both captains shall agree on non-official umpire(s).
- **b)** After consulting both captains, umpires have the final say on whether play will start, continue, resume, or cease due to rain, unsafe ground conditions or extreme heat.
- c) When umpires decide that play is to cease due to approaching rain, they should use their discretion to determine when covers (if available) are installed on turf pitches.
- d) Umpires are to comply with Section 16 of the Championship Manual regarding disputes.

# 11) Playing Hours and Innings

- a) Hours of Play: Matches are to commence at 10.00 am and be completed by 6.00 pm unless there has been a prior arrangement with the Championship Administrator. E.g. Early start at 9.30 am, match concludes at 5.30pm.
- b) Length of Matches
  - i. Divisions 1 and 2: 45 Overs
  - ii. All other Divisions: 40 Overs
  - iii. Whenever play on a turf pitch is unlikely to commence before 11.30am or if rain or unsafe ground conditions prevent any match which commenced on turf from being fully played out, it may be completely restarted on the alternate synthetic pitch, provided less than twenty (20) overs of the first team's innings have been bowled.
    - (1) The restarted game will be reduced to twenty (20) overs for each team's innings.
    - (2) If more than twenty (20) overs have been bowled, the match shall not be restarted and will be called a draw.
    - (3) If the game cannot be restarted, and if the captains agree, with the approval of the umpire(s) teams may play a reduced over non-Championship game.
  - iv. Lost time: and Target Scores. Incorporating Rule 15.DLS Calculations for time lost.

The Duckworth Lewis Stern method of target score calculation is to be used in all Divisions. It is the responsibility of Captains to ensure that they or someone in their team has access to and knowledge of a DLS app.

All time deductions will occur as follows:

- (1) Hours of Play 10.00 6.00pm Total minutes  $-8 \times 60 = 480$  minutes.
- (2) Lunch Break 40 min.
- (3) Actual playing time available: 480 40 = 440 minutes.
- (4) Time taken for 2 teams to bowl 45 overs
  - $45 \times 7.5 = 337.5$  minutes (rounded up to 340 minutes.)
- (5) Difference between 3 and 4: 440 340 = 100 minutes.

Scheduled start is 10.00 am. 100 minutes time difference enables a start at 11.40 am without loss of overs.

Further time losses after 11.40 am:

- (6) Team batting First: Reduce the overs for both teams by one (1) for each 7.5 minutes lost in all Divisions.
  - Example 90 minutes of lost time divided by 7.5 = 12 overs lost from both team's innings.
- (7) Team Batting Second Using 6.00pm as the time by which the match must end, umpires reduce the overs by one (1) for each 4 minutes lost in all Divisions.
  - Example -90 minutes lost (90 divided by 4 = 22.5 which means 23 over reduction.

NOTE 1: There will come a point in time when it will be mathematically impossible for the team batting second to receive 20 overs. The umpires may announce that the game will be declared abandoned should play not resume by such time.

NOTE 2: There may be an occasion where a change of innings occurs outside the scheduled lunch break. In this event the lunch break will be restricted to 30 minutes. This will allow a normal 10-minute break for change of innings without loss of additional overs.

- c) Drinks breaks are to be taken at agreed intervals, with reference to the current weather. Extra drinks for batter can be supplied between overs if so requested. (Refer Appendix 1)
- d) The lunch interval should normally start once the first 45/40 overs have been bowled or on the completion of first innings after an interruption. The duration can vary from 30 to 45 minutes by agreement.

#### 12) Batting

- a) Retirements batters must retire on the stroke of scoring
  - i. 50 runs in Divisions 1
  - ii. 40 runs in all other Divisions. [Captains may on the day negotiate a lower retiring score]

<u>NOTE</u>: Batters who have retired may return in the order of their retirement until either 10 wickets have been lost or the allotted overs have been received. Retired batters who have not returned will be deemed 'Retired Not Out' for the purpose of calculating wickets lost in an innings.

- b) Substitute Runners- injured batters will be entitled to have a runner if injured during the match in progress.
- c) Wearing of Helmets.
  - A batter who ignores an umpire's instruction to wear a helmet shall be given out under Timed Out Law 40 as amended by these Playing Conditions for refusing to play. The ruling will apply in terms of Law 40.1.1.
  - ii. Should the captain of the batting team refuse to remove the batter from the field the umpires shall invoke Law 16.3.2 Umpires Awarding the Match.

# 13) Bowling

- a) Restrictions
  - i. maximum of **nine overs** each in Divisions 1 and 2 [45 over Games]
  - ii. maximum of eight overs each for all other divisions [40 over games]
  - iii. If the number of overs to be bowled in an innings is reduced, the maximum number of overs to be bowled by any bowler will be proportionately reduced in all Divisions.
- b) Unfair Deliveries an Unfair Delivery is:
  - i. No Balls (in addition to the normal front and back foot No Ball rules)
    - (1) Any full toss that clearly arrives or would have arrived above waist height from any bowler as judged from where the batter takes his/her stance as if he/she had been standing erect. Either the umpire

at the bowler's end or the square leg umpire is to instantly call and signal No Ball for any such unfair delivery.

- (2) A ball that lands or bounces off a synthetic pitch in front of the batter.
- (3) No "free hit" applies for any No Balls bowled.

#### c) Wides

Any off-side or high or leg side delivery which in the opinion of the Umpire does not give the batter a reasonable opportunity to score shall be called a Wide.

#### d) Helmets.

At all times, the Umpire will determine whether a bowler is fast, medium, or slow and batters will be advised accordingly to wear a helmet. If a bowler changes pace from slow to medium or fast during an over without advice to the Umpire, the Umpire shall call 'No Ball'.

# 14) Fielding Restrictions

- i) At all times there are to be no more than five fielders on the leg side including two behind square leg.
- ii) At all times there are to be no more than five boundary fielders.
- iii) At all times there are to be at least 4 fielders other than the wicketkeeper placed within a thirty-metre circle.
- **iv)** Fielders within 7 metres of the batter's position, except for any fielding position between the accepted position, gully, and the accepted position, leg gully, must wear a British Standard 7928:2013 compliant helmet.
- v) At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928-2013 compliant helmet.
- vi) Should the umpire determine that fielders or the wicketkeeper are fielding within the Danger Area, and they are not wearing a helmet, the Umpire will call 'No Ball'. Subsequently should the Fielding Captain refuse to remove a non-compliant fielder/wicketkeeper from the danger area, the umpires shall invoke Law 16.3.2 Umpires Awarding the Match.

#### 15) Match Results

a) A Match Result Summary Report Form [as per page 8 of this document, plus copy of Report also included in Championship event Booklet] must be completed after each game and the result signed by both captains and at least one umpire.

NOTE: Once a captain has signed the **Match Result Summary Report Form**, the result shall not be disputed. If a captain is uncertain about the accuracy of the Match Result sheet, he/she should not sign it but must instead write a report detailing the reasons for his/her uncertainty.

In such cases, Refer to Rule 5 re the process regarding notification of the disputed result.

b) Submission of the correctly completed **Match Result Summary Report Form** to the nominated Divisional MyCricket Results Recorders [as per below & also as per Championships Event Booklet].

# **APPENDIX 1: VCA HEAT POLICY**

In principle, no games are to be played if either the forecast air temperature exceeds <u>38</u> or the Apparent Temperature exceeds <u>40</u> using the Bureau of Meteorology Thermal Stress chart below (http://www.bom.gov.au/info/thermal stress/).

Games abandoned under this clause are to be declared draws.

- (1) However, due to the variation in conditions under which the Championships are played from year to year, the Organising Committee may apply to the Board for the above figures to be varied either up or down. In doing so, applications must bear in mind the right of those who are older and/or less fit than others to participate in the Championships without putting themselves at risk. Such applications must be made to the full Board at least 6 months prior to the Championship dates.
- (2) The Organising Committee is to set temperatures and Apparent Temperatures less than those agreed to, beyond which games will proceed but under altered conditions to minimise the risk involved in playing. These conditions might include but are not restricted to the following: split innings, blocks of overs to be bowled alternately from each end, more frequent drinks breaks, lower retirement figures for batters and maximum bowling spells, shorter matches.
- (3) The agreed-upon temperatures and Apparent Temperatures, must be set out in the Championship programme, together with altered match conditions and arrangements regarding notification should they be expected.

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# REFERENCE: AUSTRALIAN BUREAU OF METEOROLOGY

(http://www.bom.gov.au/info/thermal\_stress/)



**Division 5** 

**ROD RICE** 



# VCA NATIONAL CHAMPIONSHIPS – SUNSHINE COAST QLD SEPTEMBER 2021

# Match Result Summary Report Form [For Entry into MyCricket]

All MyCricket enquiries to be directed to Ross Madsen Mob. 0474 067848 E: madsenr@tgp.com.au

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