

Victoria



**Veterans
Cricket**

**Playing Rules and Regulations
(Over 50's)
(October 2021)**

VETERANS CODE

The very word “Cricket” has lent itself to the English language as a term to incorporate all that is fair and honest in sport as well as life. For something to be seen as “not cricket”, implies circumstances outside the spirit, values, or traditions of normal fair play.

In keeping with these traditions, the Ethos of Veterans Cricket demands that...

- **We will not place winning before enjoyment**
- **We respect our opponents, teammates and supporters at all times**
- **We always play within the laws, spirit and values of the sport of cricket**
- **We provide a hospitable and friendly environment for our guests**
- **We acknowledge that health and well-being are of paramount importance**
- **We will display the maturity and leadership that befits our status as elder statesmen of our great sport**

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VETERANS CRICKET VICTORIA RULES

Endorsed: - October 2021

(Note: All Rules are subject to periodic revision and change)

Preamble: Where these Playing Rules do not cover a specific issue, the Laws of Cricket, located at <http://www.lords.org/laws-and-spirit/laws-of-cricket/> shall apply.

1. TEAM REGISTRATION

- 1.1. All participating clubs must be registered and financial with Veterans Cricket Victoria (VCV) prior to commencement of Round 1 in the current season.
- 1.2. The VCV may consider late inclusions/payments on written application.
- 1.3. Team registration fees will be determined yearly at the Veterans pre-competition meeting.

2. PLAYER ELIGIBILITY AND REGISTRATION

- 2.1 To be eligible to play in the VCV Over 50's Competition, a player must have reached the age of 50 years on or before the date of the scheduled Grand Final in the season being played.
- 2.2 The Committee of Management may permit an underage player of 49 years of age on application. An email to competitionvcv50@gmail.com with all the players details needs to be sent within 48hrs prior to the commencement of the game.
- 2.3 Players must be registered through MyCricket.
- 2.4 A player may play with their VCV team of choice irrespective of any other senior club or Association affiliation.
- 2.5 Any player suspended or disqualified by any other Cricket Association during the season will be ineligible to play in the VCV Over 50's Competition for the duration of that suspension.

3. PLAYING TIMES

- 3.1 Play shall commence no later than 12.30pm, unless previously agreed by both opposing teams/captains.
- 3.2 Following conclusion of the first batting innings (i.e. 40 overs, or team is dismissed), an afternoon tea shall be taken for a period of 15 mins. The home team shall provide afternoon tea.
Note: Due to COVID-19 conditions, players must provide their own afternoon tea.
- 3.3 A match shall continue until a result is achieved.

4. TEAM REQUIREMENTS

- 4.1 A team can play 13 players with only 11 players being allowed to bat and only up to 11 players being able to bowl (i.e. the 12th and 13th players may either bat or bowl but not both).
- 4.2 The minimum number of players required for a team to commence a match shall be 8. In the event of a team playing short, the opposition will not be required to provide substitute fieldsmen. ***Note: At the agreement of the opposing Captain, a spectator(s) in attendance may play as a substitute fielder but will not be allowed to bat or bowl. Only two (2) substitute fieldsmen will be allowed and must be over 35 years of age.***
- 4.3 All players named in the team on My Cricket, must physically take the field at some stage during the match.

5. PLAYER ATTIRE

- 5.1 Players may wear coloured shirts, shorts or pants where they form the basis of a common club uniform (i.e. where all players are like attired). In all other cases, predominantly white attire shall be worn. ***Note: An exception shall be substitute fieldsmen as per 4.2.***
- 5.2 Footwear may include coloured stripes.

6. MATCH PLAY CONDITIONS

- 6.1 A maximum of 40 overs shall be bowled by either team.
- 6.2 A minimum of eight (8) players will be required to bowl at least one (1) over each and are restricted to a maximum of seven (7) overs each in a completed 40 over innings.
- 6.3 It is the prerogative of team Captains to decide whether to bowl in blocks (8 overs preferred) from one end before changing or changeover after every over bowled.
- 6.4 The maximum number of balls per over shall be nine (9) irrespective of the number of legal balls bowled.
- 6.5 It is the preference of the Committee of Management for a two-piece ball to be used. Four-piece balls can also be used, especially on turf wickets, as long as both captains/teams are in agreement. This also includes colour of the ball. There is no brand requirement.
- 6.6 A 'No Ball' shall be called where a bowler (irrespective to speed) delivers a full toss above waist height or bounces a ball that passes above shoulder height to a batsman standing in a regular batting stance.
- 6.7 A delivery with which the striker has not made contact, not being a no ball, shall be called a wide if it passes to either side of the wicket so that the striker, whether he moves from his normal stance at the crease or not, does not have a reasonable opportunity to score.
- 6.8 A Batsman must retire immediately following the ball on which they reached their 40th run and may not bat again in the innings. All retirements shall count as a wicket lost in the match scorebook. ***Note: 'Retired – Not Out' is to be recorded in MyCricket so that a player's average is not affected.***
- 6.9 In the situation where a batsman retires hurt, that batsman may return to bat again as long as 10 wickets (including 40+ retirements) have not been lost by the batting team.
- 6.10 Where appointed match officials are not in attendance, each team must provide two umpires during their batting innings. It is a requirement that players sent out to umpire must be experienced as far as possible in the laws of cricket.
- 6.11 The maximum number of fielders on the leg side is five (5), including a maximum of two (2) behind square leg.
- 6.12 The wearing of helmets by batsmen, wicketkeepers up to the wicket and fieldsmen within 7 metres of the bat (slips to gully exempt) is strongly recommended but not mandatory.
- 6.13 A circle 30 metres from the centre of the wicket is to be painted (small cones/coloured discs may be used if painting an oval is not viable). Fielding restrictions for overs 1-15 will allow for only 3 fielders outside of the circle boundaries, overs 16-30 this may be increased to 4 fielders outside the circle and for overs 31-40 this may be increased again to 5 fielders outside the circle.

7. MATCH COMPLETION

- 7.1 When the second batting team passes the runs required to win the match, or loses their 10 wickets, the match will cease.
- 7.2 Match results shall be lodged electronically on MyCricket no later than 6.00pm on the Tuesday following the completion of the match. Both sides must accurately lodge their named players and match scores (including catchers names on the opposition scorecard). The winning club is responsible to confirm the result and claim their match points.

It is important that all clubs adhere to these timelines. Fines for non-compliance may be levied at the discretion of the VCV Over 50's Committee of Management.

- 7.3 No Reserve Day will be allocated for abandoned rounds.

- 7.4 Match points shall be awarded as follows...

- Win 2 Points
- Forfeit Win 2 Points
- Bye 0 Points (Where all teams receive a scheduled Bye)
- Tie 1 Point (Both Teams)
- Abandonment 1 Point (Both Teams)

- 7.5 In the event of a tie on match points for finals participation, teams will be separated by run rate. i.e. ***(Total Runs Scored divided by Total Wickets Lost) divided by (Total Runs Conceded divided by Total Wickets Taken).***

- 7.6 Any disputes regarding match results should be reported to the Committee of Management by email to competitionvcv50@gmail.com or by phoning 0418 880 201 no later than 6.00pm on the Monday following the match

8. WEATHER RESTRICTIONS

- 8.1 Play in all match's will be cancelled, if the weather forecast on the Bureau of Meteorology Website (<http://www.bom.gov.au/vic/forecasts/melbourne.shtml>) at 10.00am on the Sunday is for 37°C or more. If the forecast temperature exceeds 30°C there must be a minimum of two drinks breaks per session.
- 8.2 In the event of extreme weather conditions (34-36°C), captains may, by mutual consent reduce games to 30 or 24 overs a side with subsequent reductions of maximum overs for bowlers to five (30 overs) or four (24 overs) and maximum runs for batsmen to 35 (30 overs) or 30 (24 overs).
- 8.3 Turf wicket clubs must provide an alternate synthetic pitch back-up. Where a wicket is unplayable, all effort must be made to relocate to an alternative wicket including the opposition wicket if available. **Note: This rule applies to Finals match's also.**
- 8.4 Where conditions dictate that that the abandonment of the round is required, an SMS text will be forwarded to all club contacts no later than 11.00am on the scheduled day of play.

9. FINALS ELIGIBILITY

- 9.1 Clubs fielding more than one team in the competition may alternate players between grades.
- 9.2 To qualify for finals participation a player must have played in a minimum of 3 matches for that team during the Home and Away series.
 - **Note: Where a Bye occurs, a team must be entered into MyCricket by 6.00pm on the Tuesday following that round to count for finals eligibility. Late inclusions will not be permitted.**
 - **Note: Due to COVID-19, finals eligibility will be reduced to two (2) matches to qualify for season 2021/22.**
- 9.3 A player qualifying for more than one team will be eligible for the highest qualified grade only.
- 9.4 Finals will be scheduled at the grounds of the highest qualifying club.
- 9.5 All Semi and Grand Finals will have a Reserve Day allocated.
- 9.6 In the event of a Grand Final Reserve Day washout, heat abandonment or tie, the match will be awarded to the highest finishing team over the home and away season.

10. INJURY CODE (BLOOD RULE)

- 10.1 Each team shall have in their possession a properly stocked first aid kit.
- 10.2 Where a player suffers an injury during the game which causes bleeding, then the umpire or team captain or manager must ask the player to leave the field until appropriate first aid has been administered to prevent further bleeding.
- 10.3 The player cannot resume playing until the bleeding has stopped or the wound has been securely covered. A batsman who is injured is deemed to have temporarily retired and may return on the fall of the next wicket as per Rule 6.9.
- 10.4 If the batsman injured is the last wicket, a small break of up to 10 minutes shall be taken and the batsman resume at that time. If the bleeding cannot be stemmed or injury overcome in this period, then the batsman shall be ruled '**Retired Hurt**' and the innings closed.
- 10.5 There shall be no reduction in the number of overs to be bowled due to injury.
- 10.6 Where an umpire is injured, clause 10.2 and 10.3 above shall equally apply. The batting side will provide a temporary umpire to allow the game to continue until the umpire is able to resume.

11. LIGHTNING

In the event of a thunderstorm and lightning, play shall cease immediately, and all players and umpires shall retire to safe shelter without delay.

12. COMMON SENSE RULE

- 12.1 Players are expected to play the game in true sportsmanlike manner and not place undue pressure on their team-mates umpiring capabilities or sensibilities.
- 12.2 It is important that all captains show leadership and ensure their teams always play within the rules wherein the primary objective shall be the health of the players and their enjoyment of the game.