

Victoria



Veterans Cricket

**PLAYING RULES AND REGULATIONS
OVER 60'S & 70'S**

The following Playing Rules shall apply to all Over 60's and Over 70's cricket matches conducted under the auspices of Veterans Cricket Victoria. Where these Playing Rules do not cover a specific issue, the Laws of Cricket shall apply.

1.Teams:

A team may be comprised of more than eleven (11) players. An innings will close when a maximum of 10 wickets have fallen. Only eleven fielders may be on the field at any one time.

2. Player Eligibility:

To be eligible to play in designated Over 60's fixtures, a player must turn Sixty (60) years of age on or before 31 December of the playing year. To be eligible to play designated Over 70's fixtures, a player must turn Seventy (70) years of age on or before 31 December in the playing year.

3. Clothing and Equipment

- a) Players may wear coloured or white team shirts and trousers in the field of play.
- b) VCV recommends batters, wicket keepers and fielders wear helmets when appropriate (Appendix 1).
- c) Cricket balls as prescribed and provided by VCV shall be used in all VCV Over 60's and 70's fixtures.

4. Start Time of Matches:

Matches shall commence at 11.00am and finish no later than 6.00pm. By agreement of the umpires or captains of both teams, playing times may be varied to accommodate ground and weather conditions.

5. Match Innings:

Each team shall bat for a maximum of forty (40) Overs, unless dismissed earlier. A fielding team may bowl a maximum of 10 overs in succession from one end provided always an equal number of overs are scheduled to be bowled from each end.

6. Tea Break:

A tea break shall be taken at the interval between the innings for a maximum period of thirty (30) minutes.

7. Bowling:

- a) Bowlers may bowl a maximum of eight (8) overs in an innings. The fielding team must use a minimum of seven (7) bowlers in an innings except in circumstances where the batting side is dismissed in less than 40 overs.
- b) An Over will be declared after six (6) valid balls have been bowled with a maximum of nine (9) deliveries

8. No Balls and Wides:

a) NO BALL shall be called for any delivery that lands or bounces off the prepared turf or synthetic pitch in front of a batter.

b) NO BALL shall be called for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.

Note: A bowler delivering a "bouncer" above shoulder height will be given a warning. If repeated, the bowler will cease to bowl for the remainder of the innings.

c) NO BALL shall be called for a full toss delivery above waist height.

d) WIDE shall be called should a ball passing wide of the striker be not within reach to enable the striker to hit it with the bat by means of a normal cricket stroke.

9. Batting:

A batter must retire immediately upon attaining a score of forty (40) runs and may not bat again in that innings. Batters can retire before scoring 40 runs and can resume their innings once all listed batsmen have batted. Returning batters shall return in the order of retirement until all 10 wickets have fallen.

10. Umpires:

Should no official umpire(s) be available, both captains shall provide non-official umpires.

11. Modification to Rules:

With the agreement of both Captains prior to the commencement of play, any aspect of playing conditions may be modified other than the rule a batter may not score more than 40 runs, or a bowler may not bowl more than 8 overs in an innings.

12. Boundaries:

The boundary of a playing oval shall be a maximum 50 metre half circle as measured from the stumps at both ends of the pitch and then connected by a straight line on the off and on sides of the wicket.

13. Field Restrictions:

Teams must have at least 4 fielders other than the wicketkeeper placed within an imaginary line halfway to the boundary at all times. There may be no more than five (5) fielders placed on the legside including two (2) behind square leg at all times. The umpires shall adjudicate and call NO BALL for breaches.

14. Defibrillator:

It is the responsibility of the home team to ensure a defibrillator is available at the ground.

15. Insurance

It is a condition of affiliation with VCV that each club takes out insurance for its players under Cricket Australia's National Club Protection Program

16. Health and Safety

Player health and safety during games is regarded as the highest priority for managers and team captains.

Helmets – VCV recommends batters, wicket keepers and fielders wear a helmet in appropriate circumstances (see Appendix 1 for Guidelines).

Hot Weather – Should the weather forecast in the local area of the match as shown on www.weatherzone.com.au at 6.00pm on the evening prior to the match display a temperature of 36°C or greater, the match will be abandoned. Simply highlight the Suburb/Town name or postcode to show the next day's temperature.

With the concurrence of both teams, a match can be played where the forecast temperature at 6.00pm the evening prior to the match is between 36°C and 38°C. (See Appendix 2 and Guidelines for conducting matches in hot conditions)

Air Pollution – VCV recommends managers and captains monitor the air quality during games and training sessions (See Appendix 3)

Lightning – Play must cease once thunder is heard less than 30 seconds after its related lightning flash. Play must not resume until after the storm has passed and the thunder not heard within 30 seconds after the related lightning flash.

APPENDIX

1. Helmets

The VCV strongly recommends batsmen wear the British Standard 7928.2013 compliant helmet at all times except against slow bowling (as determined by the umpire), by wicket keepers when standing up on the stumps and by fielders within seven metres of the batter excluding the arc between gully and leg gully.

2. Hot Weather Guidelines

All matches are to cease when the air temperature exceeds 38°C. On hot days, captains should ensure the temperature is checked at hourly intervals.

When the forecast temperature exceeds 36°C, captains shall consider the following to minimize the risk involved in playing:

Adjusting the starting time; reduced over games; additional drinks breaks; split innings; earlier retirement for batters, limit bowling spells to 3 overs maximum and regular rotation of fielders.

3. Air Pollution

VCV recommends the following considerations when playing or training for cricket when the air quality is an issue:

- a) General air quality at the ground / training facility – If any of the air quality measures are over 200 (see below for PM2.5 air quality guidelines), we advise serious consideration to be given to suspending play/training.
- b) Visibility – Where visibility is poor, air quality will be poor. Assessment of visibility will be similar to bad light considerations.
- c) Player feedback – Match officials and captains should monitor players and officials for signs of feeling unwell and seek regular feedback. Ensure those with known respiratory conditions are coping and have the support they need including medications

VCV recommends using Air Quality measures published through Victorian Government website to evaluate the current level of air quality and general advice on implications for players and officials. <https://www.epa.vic.gov.au/EPAirWatch>