

# National Over 50's Cricket Championships PLAYING CONDITIONS (as @ 13/09 /21)



Registered as an Incorporated Association under the  
**Associations Incorporation Reform Act 2012 (Victoria)**  
Reg No A0097119Q (Veterans Cricket Australia (Inc)  
ABN 31130956773

## **1. COMPETITION ADMINISTRATION**

- (a) The draws and the ground allocations for the competition shall be completed by the host state.
- (b) The competition shall be played in accordance with the Laws of Cricket, (2017 Code) ("The Laws of Cricket"), except that in the event of an inconsistency, the rules herein shall prevail.
- (c) The Championship Referee shall determine disputes, complaints or other matters arising out of the running of this tournament. Decisions made by the Championship Referee are final. The name of the Championship Referee will be advised to Managers prior to the start of the tournament.

## **2. RESPONSIBILITIES**

- (a) The team named first on each match is the nominal "Home" team.
- (b) The Organizing Committee for the host state is responsible for the provision of lunch and drinks at each match. Grounds should have adequate shade, easy access to toilets, chairs etc.
- (c) The Organizing Committee for the host state will endeavor to arrange the appointment of two official Umpires for all matches. Where the appointed Umpires attend a match venue, but no play occurs on the day, the umpires' match payments remain payable if requested by the umpires. The Organizing Committee are to ensure that all umpires are familiar with these Playing Conditions and weather interpretations to ensure consistency.
- (d) Each team will be provided with scoresheets for each match played.
- (e) Match balls will be provided by the host Organizing Committee.
- (f) The Umpires and Captains must agree as to the correctness of the scores both at the conclusion of the innings of the team batting first and the conclusion of the innings of the team batting second.
- (g) Live scoring should be done as much as possible. If not, the match scorecard must be entered into MyCricket as soon as possible following the completion of each match. The Organizing Committee will provide assistance with the recording of match results on MyCricket.
- (h) Progress results are to be made available to captains and managers each evening if they are not in Mycricket.

## **3. FITNESS OF GROUND, WEATHER AND LIGHT FOR PLAY**

- (a) If both Captains agree over the fitness of the ground, weather or light for play, then the officially appointed Umpires should allow play to proceed/continue.
- (b) If both Captains disagree over the fitness of the ground, weather or light for play, officially appointed Umpires shall be the final judge of whether conditions of ground, weather, light or exceptional circumstances mean it would be dangerous or unreasonable for play to take place.
- (c) The Umpires are to determine whether weather conditions are likely to improve to allow for the completion of a match where there has not been 20 overs completed for each team (i.e. a match has not yet been constituted).

- (d) **Lightning** - Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash. No person shall enter the field of play during the period that play is suspended under this rule. If the umpires consider there is a threat to player safety from impending weather conditions, they may cease play.
- (e) **Excessive Heat Policy** – In order to ensure competition is played in safe conditions, this policy is provided. Where a temperature is stated, the effective temperature from the nearest weatherstation from the Weatherzone App shall be used.
  - (i) Application of Policy (Level 1) – Umpires shall schedule a drinks break every ten (10) overs in the event that the temperature exceeds 34 degrees Celsius.
  - (ii) Application of Policy (Level 2) – Umpires shall cease play immediately in the event that the temperature exceeds 38 degrees Celsius.
  - (iii) Resumption of Play – Play shall resume when the temperature drops to 38 degrees or less.
  - (iv) Playing condition 6 (g) provides for extension of play if time is lost due to excessive heat.
  - (v) Advance Cancellation of a Round due to Heat – The Organizing Committee may decide to cancel a day’s play in the event of forecast temperature of more than 38 degrees at a majority of all scheduled venues.
- (f) In the event of wet weather, Groundsmen and the Ground Managers will be responsible and will organize for the covers to be placed and removed as deemed necessary. They will request assistance from the teams, as and when required and they will instruct players on the procedure. Should these be required during the course of the game the umpires will coordinate with the teams and ground staff.

Further, the Groundsman and the Ground Manager will determine which grounds are not to be played on, and which alternative pitches will be used. Team managers will be advised of ground changes by the Organizing Committee.

#### **4. HELMET POLICY**

- (a) The ICC, Cricket Australia and affiliated state cricket authorities require batters to wear a British Standard 7928:2013 compliant helmet at all times 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.
- (b) The umpire(s) are the sole judges as to whether bowling is “slow” within the context of that particular match.
- (c) The positioning of the wicket keeper either standing up to or back from the stumps must not be a deciding factor in this decision.
- (d) The Umpires are responsible for ensuring that a helmet is worn when required by clause (a) but are not responsible for ensuring that the Helmet is a compliant British Standard helmet.
  - (i) 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.
- (e) Fielders within 7 metres of the batters position, with the exception of any fielding position between the accepted position, gully and the accepted position, leg gully, must wear a British Standard 7928:2013 compliant helmet.
- (f) The umpires must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by clause (e). The umpires are to adjudicate on this and to call No Ball if necessary.

## 5. APPEALS

- (a) Any appeal in respect of a match may only be made by the captain of either of the two sides involved in that match. Any appeal to The Championship Referee must be made by email by 8pm on the day the match was played.
- (b) The Championship Referee's powers include, but are not limited to, the following:
  - (i) To award a match to one team or to both teams jointly.
  - (ii) To deduct competition points from, or/and awarding competition points to, either team in a match.

## 6. ELIGIBILITY OF PLAYERS, TEAM LISTS AND THE TOSS

- (a) **Age:** All players should be at least 50 years of age by 31 December of the year of the Championship being conducted to be deemed a qualified player. Players must have also paid their VCA membership fee.
- (b) Using the guidelines above, any team that causes or permits an unqualified player to participate in a game shall lose its match points and the game shall be deemed to have been won by the other side.
- (c) **Team Lists:** The Captain of each team will provide the umpires with a team list prior to the toss. No subsequent alteration shall be allowed without the consent of the umpires.
- (d) **The Toss:** The Captains (or their deputies) shall toss for the choice of innings on the field of play and in the presence of one or both Umpires not earlier than 30 minutes nor later than 15 minutes before the scheduled start of play.

## 7. THE CONDUCT OF THE GAME

- (a) **Number of Players per match**
  - (i) Teams are allowed to play 12 players, however, only 11 players are allowed to bat (to be nominated at the toss). Any or all of the 12 players are allowed to bowl.
  - (ii) For teams playing 12 players, all players, unless injured during the game, must have fielded for at least 25 overs of the innings. Only eleven fielders can be on the field at any one time.
  - (iv) Interchange of fielders can occur at any time without restriction provided no playing time is wasted and the umpires are informed of the change. Interchanged fielders are allowed to bowl immediately.
- (b) **Substitute Fielders and Runners**
  - (i) Once play has commenced, if at any time the fielding side is reduced to less than 11 players due to a fielder needing to leave the field a substitute fielder shall be allowed with the umpires agreement. If the fielding team does not have a substitute fielder, the opposition team is encouraged to provide a substitute fielder from within their own ranks.
  - (ii) A runner, who is a listed player, is permitted if and only if, a batter is injured during the match.
- (c) **Fielding Restrictions**
  - (i) **Definition of Fielding Restriction Area** - Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of

each of the semicircles shall be 27.5m (30 yards). The ends of each semi-circle shall ideally be joined to the other by a straight line. If not, then the semi-circle can take the form of a series of dots forming the semi-circle, or soft flat markers. In the unlikely event that the semi-circle cannot be drawn, the umpires will use their judgement basing the circle on the estimated halfway point to the boundary.

**(ii) Application of Restrictions** - Fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs. Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows:

- **Powerplay 1** - no more than three (3) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 15
- **Powerplay 2** - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 16 to 30
- **Powerplay 3** - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 31 to 45

**(iii) Restriction Of Leg Side Fielders** - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket.

**(iv) Powerplay Infringement** - In the event of an infringement of the above Playing Condition 6 (ii) or 6 (iii), either umpire shall call and signal 'No ball' at the instant of delivery.

**(v) Powerplays in Reduced Over Games** - In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with Appendix B at the rear of this document. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

**(d) Match Times / Scheduling**

(i) The Organizing Committee will schedule the commencement time for matches.

(ii) Each innings is limited to a maximum of 45 overs per side. When bowling, each team should endeavor to complete the 45 overs within a timeframe of three (3) hours.

(vi) No penalties will apply if the overs are completed within an acceptable timeframe outside of three hours due to any extraordinary match occurrences.

**(e) Lunch Interval**

The scheduled time for the lunch break will be 30 minutes. The lunch break can be shortened with the agreement of the Umpires and the two Captains.

**(f) Drinks Breaks**

On days played under normal weather conditions, two drinks breaks will occur which are scheduled at the end of overs 15 and 30. For matches that are reduced to less than 45 overs a side the scheduling of the drinks breaks will be determined by the Umpires and the captains prior to the start of play. On extremely hot days, additional drinks breaks shall be scheduled as required.

**(g) Extension of Play**

The nominal scheduled finish time can be extended by up to an additional 75 minutes if time is lost in any these scenarios:

- (i) Late starts due to ground fitness or weather related issues.
- (ii) Time lost during the game due to play being suspended for heat, rain or lightning.
  - (iii) Time lost due to the first innings of the match going over its allotted time to complete the required number of overs; or
  - (iv) Officials are inadvertently late to the match.

**(h) Bowling Restrictions**

In a full 45 over match, no player shall bowl more than nine (9) overs. In a reduced over match no player shall bowl more than 20% of the total number of overs in that innings. A person who finishes an over for an injured bowler shall have that part over count as a full over for the purposes of this playing condition.

**(i) Wides and No Balls**

**Wides:** The Laws of Cricket shall apply – namely that any delivery either on the off-side or the leg-side which in the opinion of the Umpire does not give the batter a reasonable opportunity to score shall be called a wide.

For Divisions 1 and 2 all balls down the leg using the danger area markings as a guide shall be called a wide.

In all other Divisions, in addition, a maximum of 1 delivery per over (including called leg-side wides) where the batter does not make contact, may be bowled down the leg-side. A wide shall be called for any subsequent deliveries passing down the leg-side in the same over.

**No Balls:** The Laws of Cricket shall apply except for the following circumstances:

- (i) Any delivery which, after pitching, passes or would have passed over the **shoulder** of the striker standing upright at the popping crease shall be called and signalled “No Ball”. The square leg Umpire can supply assistance to the bowler’s end Umpire in measuring the height of the delivered ball, however the final decision on whether the delivery is called “No Ball” remains solely with the Umpire at the bowler’s end.
- (ii) Any delivery, **irrespective of bowling speed**, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be called and signaled “No Ball” regardless of whether he attempts a shot. The square leg Umpire can supply assistance to the bowler’s end Umpire in measuring the height of the delivered ball, however the final decision on whether the delivery is called “No Ball” remains solely with the Umpire at the bowler’s end. When the ball is dead the Umpire shall caution the bowler and inform the Captain of the fielding side. This caution shall remain throughout the innings. Should there be any further repetition by the same bowler in that innings the Umpire shall call and signal “No Ball” and when the ball is dead direct the Captain to suspend the bowler forthwith.
- (iii) For matches conducted on a synthetic/artificial pitch, any ball that is bowled which lands on the edge of, or completely off, the pitch shall be immediately called No Ball by the Umpire at the bowler’s end.

**(j) Retirements**

- (i) In any 45 over match, upon the stroke of a batter scoring fifty (50) runs, he/she shall be immediately retired (‘Retired -not out’). He/She shall be entitled to resume his/her innings on his/her retired score by coming in at the end of the batting order (i.e. after all batters have batted), provided ten (10) wickets have not fallen and the innings is therefore deemed to be over.

- (ii) Batters must resume their innings in the order that they retired. If a 'Retired - not out' batter cannot resume his/her innings when his/her turn arrives, then he/she will be deemed to be 'Retired - Out' and counts as a wicket.

**(k) Completion of Innings**

- (i) In all instances, an innings will end:
- at the fall of the tenth (10<sup>th</sup>) wicket; or
  - at the completion of the 45th over (or the completion of the required overs in a shortened match); or
  - when the required run target has been achieved.
- (ii) Teams are not permitted to bat on after scoring the winning runs.

**(l) Loss of Scheduled Playing Time**

- (i) If for any reason there has been a loss of scheduled playing time, the quota of overs is UNAFFECTED for the first 60 minutes of playing time lost. Once 60 minutes of playing time is lost, the number of overs to be bowled is calculated as follows:  
**NOTE:** In all calculations fractions are to be ignored.
- In all matches which are interrupted before or during the first innings, the restrictions on the number of overs for each team will be reduced by one over for every eight (8) minutes of time lost.
    - Should the match not be able to be commenced by 2.46pm, then the match shall be abandoned as a DRAW, and each team awarded one competition point.
    - If the team batting second cannot commence its innings by 4.25pm, then the match shall be abandoned as a DRAW, and each team awarded one competition point.
  - After play has commenced - For any time lost during the innings of the team batting first, overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute time period of schedule playing time LOST, provided that a MINIMUM of twenty (20) overs is achievable for each side.
  - Where time is lost after the end of the first innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes) that remain up to the re-scheduled finish time and then dividing by four with any fraction of an over to be rounded up, provided always that a MINIMUM of twenty (20) overs can be achieved in the time remaining by the team batting second.
  - If less than twenty (20) overs are completed by both teams, then the match shall be declared a draw provided that a result has not previously been achieved. To Clarify - If the team batting second uses less than twenty (20) overs to pass the target score (or a revised target score) where they had the opportunity to bat at least twenty (20) overs, then this shall constitute a match.
  - **Target Score Calculations (Duckworth Lewis Stern)**
    - If conditions prevent the team batting second from receiving its quota of overs, then the match shall be decided using the Duckworth Lewis Stern method of target score calculations. It is the responsibility of captains to ensure that they or someone in their team has access to and knowledge of the Duckworth Lewis Stern app.

- Where a team has been dismissed or has declared its innings closed before receiving its full quota of overs, the innings will be declared as notionally complete for purposes of Duckworth Lewis Stern target score calculations.

**(m) Pitch Surfaces**

It is the intention of the competition for all matches to be played on turf pitches. However, if weather conditions or availability of grounds do not allow this intention to be achieved all matches so affected are to be rescheduled to play at alternative grounds on artificial (synthetic) pitches. Such arrangements are the responsibility of the host Organizing Committee.

**(n) Unfair Play – Contriving a Result**

- (i)** It is unfair, and not in the spirit of the game, for batters in the lower order to deliberately try and get out to hasten the return of a previously retired batter. This includes batters who:
- Deliberately allow themselves to be bowled, stumped or hit wicket.
  - Deliberately feign an injury to attempt to retire hurt; and
  - Any other act where the Umpire deems a player to be deliberately hasten the return of a previously retired batter.
- (ii)** It is unfair, and not in the spirit of the game, for the fielding side to refuse to effect a dismissal of a lower order to deliberately try and delay the return of a previously retired batter. This includes fielders who:
- Deliberately refuse to effect a run out or a stumping with the batter well out of his/her crease;and
  - Any other act where the Umpire deems a fielder to be deliberately trying to delay the return of a previously retired batter.
- (iii)** In the opinion of the Umpires, if only **ONE** of the competing sides attempts to breach the above rules, then the Umpire will immediately call dead ball. The Umpire will then award 5 penalty runs to the opposition side. In addition, if the breach is by the batting team no runs shall be scored from that delivery and the batter will not be considered dismissed. The Captain of the offending side will be reported to the Championship Referee who may choose to take action which could come in the form of a suspension, or loss of competition points.
- (iv)** If, however, **BOTH** teams offend in the same incident (for example) a batter is deliberately trying to run himself/herself out and the fielding side refusing to effect the run out), no penalty runs will be awarded, but instead the Umpire will provide an official warning to both Captains and direct them to play the game properly. A second breach by both sides in the same game will result in both Captains being reported to the Championship Referee who may choose to take action which could come in the form of a suspension, or loss of competition points.

**(o) Code of Conduct**

Players will conduct themselves in a manner that upholds the values of the game as per the “Spirit of Cricket” guidelines contained within the Laws of the Game. Umpires will report to the Championship Referee any breaches of these values and any such reported player will be dealt with at the discretion of the Championship Referee which may contain any form of penalty that is deemed appropriate. There is no right of appeal to any penalty imposed on a player by the Championship Referee.

**(p) Point Scoring**

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(i) The number of competition points that can be earned are as follows: -

- Winning Team - 2 points
- Losing/Forfeiting Team - 0 points
- Forfeit or Bye - 2 points
- Tied or drawn Result - 1 point

(q) **Ladder Positions**

The following Net Run Rate (NRR) calculation is to be used to determine ladder positions where required (ie teams are on equal points) and be used in the Mycricket system for the Championships. This includes final championship finishing positions if any finals matches on the last day are drawn or washed out.

NRR is calculating by deducting from the average runs per over scored by a team in the competition, the average runs per over scored against that team in the competition.

In the event of a team being all out in less than its full quota of overs in a match, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it was dismissed.



## APPENDIX 1 Late Start Table

The table following should be used in the event of a match starting late.

The table is only valid for a late start. Once play commences, if there is a weather related delay the overs remaining should be manually recalculated as per Playing Condition 6 (I).

### **Over Reductions for Late Starts, Based on a Scheduled 10.00am Start in Daylight Saving Hours**

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
10.00 - 1.00	30	1.30 – 4.30	180	45	0
10.15 - 1.15	30	1.45 – 4.45	180	45	0
10.30 - 1.30	30	2.00 - 5.00	180	45	0
10.45 – 1.45	30	2.15 - 5.15	180	45	0
11.00 - 2.00	30	2.30 – 5.30	180	45	0
11.15 - 2.08	30	2.38 – 5.30	172.5	44	15
11.30 - 2.15	30	2.45- 5.30	165	42	30
11.40 - 2.20	30	2.50 – 5.30	160	40	40
11.50 - 2.25	30	2.55 – 5.30	155	39	50
12.00 - 2.30	30	3.00 – 5.30	150	38	60
12.10 - 2.35	30	3.05 – 5.30	145	37	70
12.20 - 2.40	30	3.10 – 5.30	140	35	80
12.30 - 2.45	30	3.15 – 5.30	135	34	90
12.40 – 2.50	30	3.20 – 5.30	130	33	100
12.50 – 2.55	30	3.25 – 5.30	125	32	110
1.00 - 3.00	30	3.30 – 5.30	120	30	120
1.15 - 3.15	30	3.45 – 5.45	120	30	120
1.25 - 3.20	30	3.50 – 5.45	115	29	130
1.35- 3.25	30	3.55 – 5.45	110	28	140
1.45 - 3.30	30	4.00 – 5.45	105	27	150
1.55 - 3.35	30	4.05 – 5.45	100	25	160
2.05 – 3.45	20	4.05 – 5.45	100	25	160
2.15 – 3.50	20	4.10 – 5.45	95	24	170
2.25 – 3.55	20	4.15 – 5.45	90	23	180
2.35 - 4.00	20	4.20 – 5.45	85	22	190
2.45 - 4.05	20	4.25 – 5.45	80	20	200
<b>2.46 pm ----- &gt;</b>	<b>NO PLAY TO TAKE PLACE &amp; MATCH TO BE ABANDONED AS A DRAW</b>				
					Updated 071116

