

Canterbury & Western Suburbs Cricket Association Incorporated

Senior Mode of Competition & Playing Conditions

Last Amended 8/09/26

The competition shall be played under the current MCC Laws **2017 Code 4th Edition 2026**
& The C&WSCA domestic rules herein listed.

Index: Part 1 - Player Registration

Part 2 - Team Sheets / Number of Nominated Players Allowed / Entry into Play HQ

Part 3 – Scores / Score Sheets / Match Results

Part 4 - Season Averages / Trophies

Part 5 - Forfeits, Fines & The Toss

Part 6 - Players Attire

Part 7 - Points System

Part 8 - Hours of Play

Part 9 - Drinks Breaks / Tea

Part 10 - Two-Day Match Rules – **Regular Season and Finals Series**

Part 11 - One Day Match Rules

Part 12 - Competition Format

Part 13 - Fitness of Grounds, Weather, Light and Lightning

Part 14 - Allocation of Grounds

Part 15 - Special Conditions of Play

Part 16 - Bowling Restrictions for Underage Players

Part 17 - Protective Wear

Part 18 - Cricket Balls

Part 19 - Umpires and Allocation of Umpires

Part 20 - Registration to play

Part 21 - Permits and Gradings Committee

Part 22 - Permits

Part 23 - Regression/Transfers

Part 24 – Appeals / Disputes / Code of Conduct Reports

1. Player Registration

- (a) All players shall be registered in writing with the registrar upon the Association's official form before becoming eligible to play. **(Registering on Play HQ only is not sufficient)**
- (b) Any team playing an ineligible player shall forfeit all points gained in any match or matches in which such player participated. The opposing team aggrieved by this shall receive six (6) points. The club concerned shall be subject to any penalty or penalties that the Executive Committee may impose.
- (c) A player must participate in a minimum of **four (4)** of the competition matches to be eligible to participate in the final's series. Forfeits shall count as a match for the nonoffending team provided that a team has been entered into **PlayHQ** within the correct timeframe allowed. **Matches abandoned by C&WSCA cannot be counted as matches for this purpose.**
- (d) Players will only be eligible to participate in Senior cricket if they have reached the age of thirteen (13) years by midnight on the 31st of August prior to the start of the current season.

2. Team Sheets / Number of Nominated Players Allowed / Entry into Play HQ

- (a) The full names of players of both teams must be declared in writing & exchanged with the opposing captain prior to the toss. No player may be replaced after the nomination without consent of the opposing captain.
- (b) In a one (1) day match, a team may nominate up to thirteen (13) players, all of whom may bowl or keep wicket, but only eleven (11) may bat in the innings.
- (c) In a two (2) day Match, a team may nominate up to thirteen (13) players, all of whom may bowl or keep wicket, but only eleven (11) may bat in any innings of the match. The same eleven (11) players that batted in the first (1st) innings do not have to bat in the second (2nd) innings, i.e., the players that did not bat in the first (1st) innings may bat in the second (2nd) innings in lieu of one (1) or two (2) of the eleven (11) players that did bat in the first (1st) innings.

3. Scorers / Score Sheets / Match Results

- (a) Scorers shall be required to keep their own as well as their opponent's batting and bowling analyses.
- (b) Scorebooks must be checked and signed by the official umpire if present, or by both captains in his / her absence at the conclusion of each day's play.
- (c) Match results along with full details of batting and bowling are to be recorded on **Play HQ by 9.00 pm on the Monday following the completion of each match**. The results are to be checked by both teams and confirmed.
- (d) Failure to lodge a result on time (by 9pm the Monday after the match), will result in a 1st warning, then on the 2nd warning a loss of 1 competition Point, then the 3rd time 2 competition points and so on.

4. Season Averages / Trophies

- (a) All team averages will be compiled from the results entered Play HQ (as per 3 (c) above) for the Executive Committee's perusal at their meeting held no later than the last day of April each year. Individual trophy winners will also be determined by the Executive Committee.
- (b) Any club failing to adhere to rule 3 (c) above may deem all relevant team members to forfeit their rights to Association trophies.
- (c) All Association perpetual trophies must be returned to the secretary of the Association not later than 1st May in each year. Clubs failing to comply with this rule shall incur a fine as determined from time to time by the Executive Committee.
- (d) To be eligible to win an Association trophy a player must have played in a minimum of seven (7) matches in the relevant grade or division and comply with the following requirements.
- (e) All awards will be decided at the conclusion of the competition rounds (excluding finals series)

Batting: A player must have batted in at least seven (7) matches in the relevant grade or division and have scored a minimum of 250 runs.

Bowling: A player must have bowled in at least seven (7) matches in the relevant grade or division and have taken a minimum of 25 wickets.

Trophies will be awarded in each grade or division for the highest batting average & aggregate and highest wicket taker and lowest bowling average, subject to the conditions above.

5. Forfeits, Fines and The Toss

- (a) Any team intending to forfeit must give a minimum, twenty - four (24) hours, notice in writing of such intention to:
 - The Secretary of C&WSCA.
 - The Secretary of the Club receiving the forfeit.
 - The Secretary of the Umpires Association.

NOTE: Clubs failing to comply with this rule shall be held responsible for all expenses incurred by the forfeit.

A fine be levied against a team forfeiting without twenty - four (24) hours, notice.

(1) First offence - \$20.00

(2) Second offence - \$50.00 fine and an appearance in front of the C&WSCA Executive Committee to explain why they should remain in the competition.

(3) Third offence – automatic expulsion from the competition.

- (b) Teams aggrieved by forfeits to receive the maximum number of points scored in that round by any team in that same division up to ten (10) points, where a team is leading on the first innings after day one and the opposition forfeits on day two, the aggrieved team will automatically receive maximum outright points including bonus points being thirteen (13).
- (c) If any team forfeits in rounds 10-14 **in an 8-team competition, or 11-15 in a 6 - team competition** without extenuating circumstances, the Executive Committee may choose not to allow such team to enter the next season's competition.
- (d) Play shall not commence on any day unless the opposing teams have a minimum of six (6) declared players in attendance, at the scheduled starting time on each day. Any team having less than six (6) declared players in attendance shall be deemed to have forfeited the match after fifteen (15) minutes past the scheduled starting time has elapsed.
- (e) Absence of a team on any day of the match shall be deemed to be a forfeit by such team with the allocation of points to be determined by the Executive Committee.
- (f) The toss will be conducted ten (10) minutes before the scheduled commencement of play. A team with fewer than six (6) players in attendance OR no completed team sheet at the time will forfeit the toss.
- (g) In the event of one team not being at the ground and ready to play within fifteen (15) minutes past the scheduled start time on any day of a match the other team shall be eligible to claim a forfeit. However, except in the case of Rule (e), the match shall proceed after that time and the matter referred to the Executive Committee for determination.

6. Players Attire

- (a) Players shall only be permitted to play in correct playing attire, and an officially appointed umpire shall debar any player who is not correctly attired from taking part in the match.
- (b) Correct playing attire shall be white or cream shirt (with collar attached), white or cream long trousers or shorts or skirt, predominately white or cream sweater, jumper or jacket. Headwear and Footwear shall be of any colour.
- (c) Any request for coloured attire, or emblems to be worn on shirts must be submitted in writing to the Executive Committee together with a drawing to scale of the proposed attire.
- (d) Any footwear with sprigs or spikes is not permitted on the field of play during Association matches, except where it is played on turf.
- (e) Persons acting as umpires must wear a shirt, trousers or shorts and footwear.
- (f) Coloured batting pads are not permitted to be worn in Senior matches, if reported will be called into explain before the executive along with the captain.

7. Points System

10 Outright Win.

- 7 Outright Win after tie on 1st innings.
- 6 Outright Win after loss on 1st innings.
- 6 1st innings Win.
- 6 Bye (incomplete round)
- 5 Tie on played out match.
- 4 1st innings Win when beaten outright.
- 3 Tie on 1st innings.
- 3 Tie on 1st innings when beaten outright.
- 2 Draw.
- 1 1st innings loss.
- 0 Outright loss.
- 0 Bye (completed round)

NOTE: BONUS POINTS

A bonus point system will operate on the 2nd innings of all two (2) day-competition fixtures.

Batting - 1 point for 75 runs, 125 runs and 175 runs, maximum 3 points. Bowling - 1 point for every 3 wickets.

A maximum of 16 points is available – 10 points for an outright win, and 3 points in each of your batting and bowling innings

8. Hours of Play

Hours of play shall be as follows:

Competition Two (2) day fixtures. 1.30pm to 5.30pm.

One Day Fixtures (Daylight Saving time) Max 35 Overs per Side. 1.30pm to 6.30pm.

One Day Fixtures (Non - Daylight Saving time) Max 30 Overs per Side. 1.00pm to 5.00pm Semi Finals,

Preliminary Finals & Finals. Saturday 1.30pm to 5.30pm & Sunday 1.30pm to 5.30pm

9. Drink Breaks / Tea

- (a) A five (5) minute drink break will be taken after 55 minutes play in the 1st and 3rd session of all two (2) day matches by captain's agreement prior to the toss (2:25pm and 4:30pm). If a wicket falls within five (5) minutes of the scheduled drinks break, then drinks shall be taken immediately.

(b) There will be a ten (10) minutes tea break taken from 3.25pm to 3.35pm on each day of all two (2) day matches. If a wicket falls within five (5) minutes of the scheduled tea break, then tea will be taken immediately. Should an innings conclude or be closed within twenty (20) minutes of the scheduled tea break, the tea break shall be taken at the conclusion of that innings. **In this instance, there is no additional time added for the innings change.**

(c) If nine (9) wickets are down at the end of the over in progress at the scheduled time for the tea break in a two (2) - day match, play shall continue for a period not exceeding thirty (30) minutes or when the wicket falls. The tea break will then be taken immediately.

(d) In a one - day (30) overs per side match a five (5) minute drink break will be taken after each team has received a minimum of fifteen (15) overs in its innings.

(e) In a one – day (35) overs per side match a five (5) minute drink break will be taken after each team has received a minimum of eighteen (18) overs in its innings.

10. Two-Day Match Rules – Regular Season and Finals Series

(a) Two - day matches shall commence at 1.30pm, and the day's play shall terminate at the completion of the over in progress at 5.30pm. If 5 overs or less are to be bowled play will continue until 60 overs have been bowled. All finals series matches shall be played as two day matches over Saturday and Sunday of the same weekend.

(b) (i) The maximum number of overs to be received by both teams in their first (1st) innings is limited to sixty (60). (This is not the maximum number of overs that can be bowled in a day). Both sides shall receive the same number of overs on 1st Innings if 60 is not received.

(ii) On the first (1st) day of a two-day match, if the team bowling first complete sixty overs or dismiss their opponent prior to 5.20 pm, the match shall continue until the completion of the over in progress at the scheduled finishing time, unless agreement is reached between both captains to terminate the day's play early.

(c) The captain of the team batting first may not declare the innings closed until the team has batted for at least one (1) hour.

(d) If, at the designated finishing time, the required number of overs have not been bowled to the team batting first, when there has been no loss of time due to ground, weather, light, injury or any other unforeseen circumstances the team batting second shall be limited to receiving the same number of overs as its opponent.

(e) If time is lost by the team batting first, due to ground, weather, light, injury or any other unforeseen circumstances and the team batting first has not been dismissed, has not declared its innings closed and has not received sixty (60) overs at the end of play on the first day, the total number of overs for the match (120) shall be reduced by two (2) overs for each eight (8) minutes (or part thereof) lost. This calculation will be called the “adjusted overs” and shall be made at the completion of play on the first (1st) day.

EG: On day one, forty minutes are lost: 40 divided by 8 = 5. Therefore, a total of ten (10) overs is deducted from the scheduled 120. Each team is then entitled to a maximum of fifty-five (55) overs in its first (1st) innings.

- (f) If the over limit has been adjusted under rule (e) above the team batting first may continue batting on the second day until the adjusted over limit has been reached or it is dismissed or declares beforehand. The team batting second shall in its first (1st) innings be limited to receiving the same adjusted number of overs as its opponent.
- (g) For the purpose of Rule (f) above, play may continue beyond the scheduled time for stumps on the second (2nd) day, subject to ground, weather, light, injury or any other unforeseen circumstances until the team batting second has received its adjusted number of overs, provided that a result has not been achieved beforehand.
- (h) If conditions prevent the team batting second from receiving their full quota of overs and if a result has not already been achieved, the result of the match shall be decided by a comparison of the run rate of both teams. These run rates are calculated by dividing the total number of runs scored by the total number of overs received. For the purpose of the run rate calculations, only each legitimate ball bowled as one (1/6th) of an over.
- (i) Where a team has been dismissed or has declared its innings closed before receiving its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the quota number of overs that it was entitled to receive.
- (j) If less than half the number of overs as specified in Rule 10 (b) is received by each team in its first (1st) innings, the match will be declared a draw unless a result has been achieved beforehand. **If total match overs have been adjusted under Rule 10 (e), then the number of overs for the purpose of this Rule will be half the maximum entitlement calculated from the 'adjusted overs'.**
- (k) There is no restriction on the number of overs that a team may bowl in a second (2nd) innings.
- (l) If the team which bats first (1st) leads by seventy-five (75) runs or more, (on the first (1st) innings) they shall have the option of requiring the other team to follow on their innings.
- (m) Subject to Rule 10 (c), either team can declare its first (1st) innings closed at any time. If the team batting first (1st) in the match is dismissed or declares its innings closed before receiving its relevant specified number of overs, the team batting second (2nd) shall still be entitled to receive its relevant specified number of overs.
- (n) Where both teams receive an equal number of overs in the first (1) innings, the team scoring the higher number of runs shall win the match. (Provided there is no subsequent outright result).
- (o) Bowling restrictions will only apply to underage players as per Rule (17).

- (p) If on the first (1st) day of a two (2) day match no play is possible or less than fifteen (15) overs are bowled, the match will be played on the second (2nd) day under one (1) day match conditions. A new toss will be taken, and new team sheets exchanged.
- (q) Where a draw or tie occurs in a Semi Final or Preliminary Final the team the team finishing higher on the competition table shall be declared the winner.
- (r) In the Final in the event of a draw or tie the higher ranked side will be declared the winner.

11. One Day Match Rules

In event that the ground (as drawn) is unfit for play on the first (1st) day of any scheduled two (2) day competition match the second (2nd) day shall be played as a thirty - five (35) over limited over fixture. Playing hours shall be as per **Rule (8)** under the following conditions.

- (a) The innings of the team batting first (1st) must conclude **no later** than at the end of the over in progress at (2.55pm for non – daylight saving time 30 overs per side matches) & (3.55pm for daylight saving time 35 overs per side matches). If the allocated number of overs have not been completed at this time, then the team batting second (2nd) will be limited to the same number of overs completed at that time.
- (b) If the team batting first (1st) is dismissed in less than the allocated number of overs the team batting second is still entitled to receive their full allocation of overs.
- (c) If the conditions of ground, weather or light causes a loss of time during the innings of the team batting first, then the over quota shall be adjusted by deducting one (1) over for every full (4) minute's lost, there being no set time for the completion of the innings. Provided, however, that nothing in this paragraph shall prevent the team batting first from receiving a minimum of eighteen (18) overs if not dismissed beforehand.
- (d) If conditions prevent the team batting second from receiving their full quota of overs the result of the match shall be decided by a comparison of the run rate of **both** teams. These run rates are calculated by dividing the total number of runs scored by the total number of overs received. For the purpose of the run rate calculations, only each legitimate ball bowled as one sixth (1/6th) of an over.
- (e) Where a team has been dismissed or has declared its innings closed before receiving its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the **quota** number of overs that it should have received.
- (f) All this provided that a **minimum** of fifteen (15) overs (in thirty (30) overs per side matches), or eighteen (18) overs (in thirty five overs per side matches) have been completed by both teams and provided that play shall cease at the completion of the over in progress at the time specified in (**Rule 8**) for the end of play, unless five (5) or less overs remain to be bowled. In this case play shall continue until the team batting second receives their quota of overs or a result has been achieved.

(g) If more than five (5) overs remain to be bowled at the designated finishing time the match shall cease at the completion of the over in progress at that time. If either team has completed less than fifteen (15) overs in a thirty (30) over match or eighteen (18) overs in a thirty-five (35) over match, the match shall be deemed to have been drawn unless a result has been achieved beforehand. The match is deemed to be over once a first (1st) innings result is achieved.

NOTES:

(1) Rule 9 (d) (Drink Break) shall apply to matches under these formats.

(2) No bowler may bowl more than **one fifth (1/5th)** of the scheduled overs in any innings of a one - day match.

12. Competition Format

The teams will be formed into divisions by the Permits and Grading Committee and to meet each other as drawn:

(a) **Eight and Seven Team Competitions** shall be drawn over fourteen (14) rounds where possible with the top four (4) teams contesting Semi Finals, Preliminary Finals and Finals.

Week 1 – 1 v 2 and 3 v 4 (the winner of 1 v 2 proceed straight to final, the loser of 3 v 4 is eliminated.

The winner of Semi Final 1 v 2 will be deemed as the No1 team in the final.

Week 2 – The loser of 1 v 2 plays the winner of 3 v 4. The loser is eliminated.

Week 3 – The winner 1 v 2 in week 1 plays the winner week 2 in the final.

(b) **Six team competitions** shall be drawn over fifteen (15) rounds where possible with the top four (4) teams contesting Semi Finals, Preliminary Finals and Finals, using the same format as the eight (8) and seven (7) team competitions.

(c) In **all** competitions in the event of a drawn or tied Semi Final or Preliminary Final, the team finishing in the higher position on the competition table will progress to the next stage. In the event of a draw or tie in the Final, the team deemed to be No1 after the Preliminary Final, will be deemed the Premiership winners.

(d) In the event of teams finishing the competition table on equal points the quotient system below will apply.

(i) The batting average for each team shall be calculated by dividing the total number of runs it has scored by the total of number of wickets lost.

(ii) The bowling average for each team shall be calculated by dividing the total number of runs scored against it by the total number of wickets captured.

(iii) The result of (i) is divided by the result of (ii) and the team having the higher resultant quotient shall be deemed to have the better performance.

13. Fitness of Grounds, Weather, Light and Lightning

- (a) If the Competition Secretary declares the grounds unfit for play on any day, then all play is cancelled for the day. (This does not apply for Semi Finals, Preliminary Finals and Finals).
- (b) Where an officially appointed umpire/s is/are in attendance all decisions concerning the fitness of the Grounds, Weather and Light shall be in the hands of such umpire/s.
- (c) In the event of no officially appointed umpire/s is/are in attendance, all decisions concerning the fitness of Grounds, Weather and Light shall be in the hands of the two (2) captains (the batsmen at the wicket may deputise for the captain of the batting team). If the captains disagree, the situation existing at the time of the disagreement shall continue. Any dispute arising from this clause may be dealt with in the form of a written protest.
- (d) Play shall cease immediately, in the event of lightning flash which is followed by thunder within thirty (30) seconds or less after such flash. Play shall not resume until thirty (30) minutes have elapsed after the last such flash.
- (e) Play shall only be abandoned for the day with the consent of both captains, irrespective of an officially appointed umpire/s being in attendance or not.
- (f) If CBCity close the grounds on Friday then all games are off including matches played in the Inner West, Burwood & Georges River Councils (even if they are open). If grounds closed in Inner West, Burwood & Georges River are closed games will be moved.

14. Allocation of Grounds

The team occurring first (1st) on the draw shall be deemed the home team. The Semi Finals, Preliminary Finals and Finals will be played on grounds as decided by the Competition Secretary.

15. Special Conditions of Play

- (a) The team batting first must bat for at least one (1) hour (unless dismissed beforehand) before declaring their innings closed.
- (b) The captain of the fielding team may elect to take a new ball or a used ball of suitable quality at the commencement of any innings and/or after sixty (60) overs have been bowled, or two (200) runs have been scored.
- (c) All boundaries shall count as four (4) runs, except when a ball is hit and lands beyond and clear of the agreed boundary line it shall be counted as six (6) runs.
- (d) The team, which bats first (1st) and leads by seventy-five (75) runs or more, shall have the option of requiring the other team to follow on their innings.
- (e) If a team wishes to declare its innings closed prior to the start of play on the second (2nd) day of a two (2) day match it shall do so no later than ten (10) minutes prior to the

scheduled start of play. Play shall then commence as per Rule (8) providing that Rule 14 (a) has been complied with. Competing teams must be at the ground in sufficient time to make the necessary arrangements at the appointed time.

- (f) Should a wicket fall within three (3) minutes of the appointed time set down for the drawing of stumps and any incoming batter not be in attendance, they will be timed out as per Law 40 (Timed Out) on appeal the team shall be declared all out.
- (g) Substitute fielders shall be allowed as per the Laws of Cricket, provided that the substitute is qualified by age and is a registered member of the Association with the Club for which they are substitute fielding.
- (h) If the bowling team commences an innings with less than eleven (11) players in the field and another player arrives late, such player may bowl as soon as they take the field, regardless of how late the player was.
- (i) Any fielder who leaves the field of play for a period of fifteen (15) minutes or more (up to a maximum of ninety (90) minutes) shall not be allowed to bowl until they have been back on the field for the same period. (e.g. If the fielder is off for a period of thirty (30) minutes that fielder must be back on the field for thirty (30) minutes before being allowed to bowl)
- (j) The home team shall be responsible for setting up the ground for play to commence on time & the provision of both sets of stumps in good condition. (at least two [2] spare stumps should available)
- (k) Smoking, vaping or drinking of alcohol on the field of play is not permitted. Smoking or vaping around the amenities block is not allowed. This is a directive of each Council. If caught, Council Rangers may fine individual offenders.
- (l) Any person officiating as a controlling or square leg umpire shall not operate a mobile phone or similar device during play. No player is permitted to operate a mobile device while fielding or batting.
- (m) Any delivery, which passes or would have passed, without landing, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball. The bowling of a delivery as described above is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:
- disregard any protective equipment worn by the striker
 - be mindful of : the speed, height and direction of the delivery
 - : the skill of the striker
 - : the repeated nature of such deliveries.

If the umpire considers a non-landing delivery, or a series of non-landing deliveries, to be dangerous with regard to the above, when the ball is dead, the umpire shall repeat the No ball

signal to the scorers and then caution the bowler, indicating that this is their **first warning**. The umpire shall also inform the other umpire, the captain of the fielding side and the batter of what has occurred. This caution shall apply to that bowler throughout the innings.

Should there be a second dangerous such delivery by the same bowler in that innings, the umpire shall issue a **second and final warning** to that bowler and inform in the same manner as above. Should there be a third dangerous such delivery by the same bowler in that innings, when the ball is dead, the umpire will inform the captain to **suspend the bowler immediately from bowling**.

The suspended bowler shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl part of the next over.

16. Bowling Restrictions for Underage Players in Senior Competitions

- (a) Players **aged under 14 as of 31st August** shall be restricted to a maximum of fourteen (14) overs per day. The bowler must reach the maximum in not less than three (3) spells. A bowling spell or period can only contain a maximum of five (5) overs. A bowler cannot bowl again after completing a spell until that bowler has been rested for the same number of overs bowled as counted from that end. **The bowling restrictions shall include overs bowled on the same day in Junior Competition matches.**
- (b) Players **aged under 15 or 16 as of 31st August** shall be restricted to a maximum of sixteen (16) overs per day. The bowler must reach the maximum in not less than three (3) spells. A bowling spell or period can only contain a maximum of six (6) overs. A bowler cannot bowl again after completing a spell until that bowler has been rested for the same number of overs bowled as counted from that end. **The bowling restrictions shall include overs bowled on the same day in Junior Competition matches.**
- (c) All medium pace or fast bowlers (broadly defined by one or both umpires / captains as those to whom the wicket keeper would normally stand back) **aged under 17 to under 19 as at 31st August** shall be restricted to a maximum of twenty (20) overs per day. The bowler must reach the maximum in not less than three (3) spells. A bowling spell or period can only contain a maximum of eight (8) overs. A bowler cannot bowl again after completing a spell until that bowler has been rested for the same number of overs bowled as counted from that end.
- (d) Captains must note on the team sheet, the ages of all players under the age of Nineteen (19), as at 31st August, before the commencement of play. It will be the responsibility of both captains to ensure that these bowling restrictions are enforced.
- (e) Six (6) competition points will be deducted for deliberate breaches of this rule.

- (f) A bowler may change ends without this action being considered as an end to their current spell of bowling, so long as the change is not delayed by more than one (1) over required to effect the change of ends.

17. Protective Wear

- (a) Helmets with a grille are compulsory for **all batsmen U/18 years of age as of 31st August**, and are optional after that, **although it is a recommendation of the C&WSCA that all players wear helmets for their own safety.**
- (b) Helmets with a grille and groin protectors **must** be worn by all fielders within a ten (10) meter radius anywhere in front of square on either side of the wicket.

18. Cricket Balls

All clubs **must** use Kookaburra (156G) two (2) piece cricket balls (manufactured by A G Thompson) and (Red in colour) in all matches. (Tuf Pitch, Special Test, Red King, Kookaburra Practice or Kookaburra Colt)

19. Umpires and Allocation of Umpires

- (a) Each team will be responsible to pay officially appointed umpire's half of the prescribed fee each day. (These fees should be paid at the start or at the completion of the day's play **the cost for the umpires this season is \$80 per team per day.**
- (b) If both captains agree to call off the day's play within two (2) hours of the scheduled starting time officially appointed umpire's will be entitled to be paid one quarter (1/4) of the scheduled fee which is \$20 per team, after two (2) hours have elapsed the full fee (\$80 per team) will be payable.
- (c) Umpires will be appointed to cover all Division One (1) matches first, with all other umpires rotated through the lower divisions.
- (d) Umpires shall submit a report to the Secretary of the C&WSCA in any match at which they officiate where there is a breach of the Code of Conduct.

20. Registration to play

20.1 All players shall be registered in writing upon the Association's official form before becoming eligible to play. Teams playing an ineligible player shall lose all points in the match or matches in which such player participates, and the club concerned shall be subject to such penalty or penalties as the executive committee may impose. No player shall be registered when directed by the executive committee.

20.1.1 The club secretary may register all players from the previous season, provided no permit is needed, **using the Associations official form**

20.1.2 The **Association's official form** must be in the hands of the Secretary prior to playing.

20.1.3 If players are registered in this format the club secretary must retain the original Association forms signed by their players in case of dispute.

20.2 A new player can be registered at any time through the season. Players will still be required to be graded and still required to play 4 games to play semi-finals, or 3 games with ten rounds or fewer.

20.3 Senior players shall be registered with one club only. Juvenile players registered with the same club don't need to register to play seniors. For this rule a juvenile player shall be entitled to register with a different club in each competition.

20.4 Any Competition match completely called off (without a ball being bowled) by the Secretary will not be counted as a competition match.

20.5 All players must carry photo ID, i.e., driver's licence, used for player identification on game day if required.

20.6 Players will qualify to play senior cricket if they have turned 13 on or before August 31st of the year in which the season starts.

21. Permits and gradings committee

21.1 (as per the C&WSCA By-Laws Rule 8.8) The Secretary shall select a Sub Committee to oversee the permits & gradings

21.2 The Sub Committee shall then grade all teams in their respective grades after the closing of entries. As far as practicable the competition shall be conducted in grades or divisions of eight (8) or six (6) teams; Decisions of the Sub Committee shall be final in any matter relating to the grading of teams.

21.3 The Sub Committee shall consider all applications for permits from players wishing to compete in a grade in which they were previously ineligible.

21.4 All applications for permit shall be in writing on the Association's printed form, signed by the applicant or their club secretary, and shall give a detailed statement of the players averages during the last season in which he played, endorsed by their club secretary or the Association secretary. The Sub Committee may request such additional information as it considers necessary.

21.5 An applicant (a player) for a permit may appeal against any decision of the Sub Committee to the executive committee.

21.6 The Sub Committee shall not consider a permit from a player when directed by the executive committee.

22. Permits

22.1 The following players shall apply to the Association for a permit to play:

22.1.1 Players who did not play in the C&WSCA in the previous season.

22.1.2 Members of a previous season's premiership winning team wishing to play in the same grade (other than the highest grade of the Association).

22.1.3 Players wishing to play in a grade lower than the lowest grade in which they were eligible to play in the previous season.

22.1.4 Players who last played with any other Association affiliated with **Cricket NSW, Premier / Grade or Shire** (any grade) under the NSW Cricket Association or any other Association.

22.2 Any permit obtained by any player on wilfully false information shall be deemed to be void.

22.3 A player once having obtained a permit to play in the same or lower division or grade cannot then re-apply for a permit during the current season. After receiving a permit in a season, a player playing one subsequent game in a higher grade will be regraded to that higher grade.

22.4 Any player over the age of 50 (on 1st September) that has played with any other association affiliated with **Cricket NSW, Premier / Grade or Shires** will require a permit to play.

23. Regressions / transfers

23.1 In the same club, a player may be promoted to a higher grade and return to the grade in which he was previously eligible without the necessity of applying for a permit providing that such player does not play more than three (3) matches in the higher grade in one season excepting whereupon the provisions of Rule 23.7 apply.

23.2 Any club with two or more teams within the same grade wishing to transfer a player from one team to another shall apply in writing to the Permits and Grading Sub-Committee.

23.3 No transfer will be allowed pursuant to rules 23.2 after the last round in each season.

23.4 Players wishing to transfer from one club to another during a season must furnish a clearance from the club from which he is transferring, obtain the permission of the executive committee.

23.5 In the same season, a player, wishing to transfer from another Association or District Club to this Association, must furnish a clearance from the Association or District Club in which they were last registered, and such clearance must be signed by the Secretary of that Association or District Club.

23.6 Teams in 1st and 2nd Division may promote and regress players between the two Divisions using an unlimited interchange system. To qualify for semi-finals in 2nd Division a player must play the last four (4) games in 2nd Division.

23.7 No player can be placed on more than one (1) senior declared team sheet on any given day. Players can though participate as sub fielders in games other than those they are participating in.

23.8 No player can play in the C&WSCA competition until approved by the Secretary and the Sub Committee. Being registered on PLAYHQ doesn't mean you are registered to play in the competition. Points will be deducted for these breaches.

24. Appeals / Disputes / Code of Conduct Reports

24.1 Appeals, Disputes or Code of Conduct Reports must be lodged in writing to the Secretary within 48 Hours of the completion of the match in question.

24.2 Where a player is reported for a breach of the Code of Conduct, either the player, or their captain must be informed at the completion of the days play that such a report is being lodged.