



## **SOUTH METROPOLITAN CRICKET ASSOCIATION**

### **INFORMATION FOR CLUBS 2023-24**

**Information below should be considered along with the relevant By-Law**

**The information provided in this document is for the information of Club Committees and Captains.**

#### **IMPORTANT CHANGES**

First to Fourth Grade and ODA and ODB are now 40 over one-day matches with the match ending once a result has been achieved. Fifth to Seventh Grade and all other one-day grades remain 35 over one-day matches and play continues until stumps.

#### **REGISTRATION OF PLAYERS**

BY-LAW 46: All clubs must ensure that their players are registered, regardless of age, on PlayHQ prior to such players playing for that club in any match organised by the No late registrations will be accepted.



The minimum age for a player to qualify for registration to the SMCA is 14 years old.

In the event of any club playing an unregistered player, the match where the offence is first reported shall count as a forfeit against the club playing the unregistered player. The side not at fault is awarded forfeit points or points earned in the game, whichever is the greater. All match statistics for non-offending players will stand for Association trophies.

#### **TRANSFERS**

BY-LAW 47: Clarification: It is the joint responsibility of the player and his new Club to get the transfer issue correct. The player's details must be correct whether previous details were correct or not. Where possible identification documents should be used. Players are required to inform the club they are requesting a transfer to, which club they last played for and when.

Transfers should be dealt with in a timely manner. If the Transfer application is not dealt with in 7 days, the players new Club can email the SMCA Administrator asking for the Transfer to be granted. This may be done without contact to the players former Club.

#### **FORFEITS**

BY-LAW 12: If any club shall not be able to play in any match arranged by the Association or field a team, such club shall forfeit the match and give notice (name of club, grade, and opposition club) to the Association Administrator by email, [admin@smcacricket.com](mailto:admin@smcacricket.com), not later than 9pm on the Thursday preceding the date arranged for the match. The Association Administrator will then notify the opposition club, by email, of the forfeit.

Late forfeits should be directed to the Association Administrator as soon as possible. See By-Law 12 for fines.

If a club is unable to field a team in a grade for a fixture, then the team to forfeit will be the lowest grade run by that club.

Any club not ready to start playing within ten (10) minutes of the scheduled time will forfeit the match to the opposing team (see By-Law 4a) and be fined. See By-Law 12b.

**To claim the forfeit the winning team must name a team of qualified players in PlayHQ; enter the result as a forfeit with the score as 0/0 to the winning side. This must be completed by 10am on the day after each day's play.** The losing side cannot name any players.

### **TEAM CAPTAIN**

It is the responsibility of the captain to ensure that the match is played according to the rules and traditions of the game. The captain is responsible for ensuring that the Spirit of Cricket is always upheld by all in their team. Umpires' decisions must not be questioned. Opponents must not be abused either by word or action. In such an event, and in the event of any kind of unsporting conduct by members of his team, it is the captain's duty to intervene immediately.

The captain must ensure stumps and boundary markers are in place at least fifteen minutes before the commencement of play. If the Captain or a Deputy is not available to toss the coin fifteen (15) minutes before the scheduled start time, then that team loses the toss.

A captain must make himself reasonably available to the opposition captain and the umpire to discuss issues after the match. It is not acceptable for a captain to leave the ground before an umpire can discuss any issues after the match.

### **PAYMENT FOR UMPIRES**

BY-LAW 60: Umpire payments will be made by Electronic Funds Transfer (EFT) by the Association Treasurer. Clubs will be invoiced by the Association Treasurer each week and are required to pay within seven days of receiving the invoice. Failure to pay by the due day will incur a \$20 fine at the discretion of the Association Treasurer.

### **MATCH DAY REFEREE**

All captains of teams where there is no officially appointed umpire should be aware of the details for the Match Day Referee. For the 2023-24 season the Match Day Referee is Graeme Ashley, phone 0419 916 714.

Should a captain deem it necessary to contact the Match Day Referee the opposing captain must also be available to speak with the Referee.



### **CONTACT WITH THE SMCA**

The preferred manner of communication with the SMCA remains by email to Gary Hartman [admin@smcacricket.com](mailto:admin@smcacricket.com). However either Senior Vice President David King 0407 259 386 or Treasurer Mario Baeli 0411 289 136 can be contacted by a Club President by phone if the matter is important and urgent.

## UNOFFICIAL UMPIRES

There are not enough umpires to go through all the grades and therefore unofficial umpires are an important part of our game. Captains must delegate reliable and knowledgeable players to umpire. These players/umpires must do their best to ensure the match is played according to the rules and traditions of the game. However, mistakes can be made, sometimes by the unofficial umpire and sometimes by the fielding team believing that someone is out when perhaps they were not. Captains do not have the right to order an unofficial umpire off the ground. All parties should be aware of the spirit of the game and work towards the well-being of our game.



In recent years there have been occasions where a captain has led his team off the field due to a perceived unfair decision by a player/umpire. This will result in a forfeiture of the match, a fine and penalty to the captain.

### MATCH DAY CHECK LIST

Both captains must complete and submit a Match Day Check List, prior to the commencement of each day's play, using the Marsh Cricket Match Day App. Failure to do so may affect any subsequent insurance claim.

### NAMING A TEAM

BY-LAW 7a Both teams shall be responsible for submitting a team list, using Play HQ, before the commencement of the match. It is expected that this list be accurate, however changes that match the team list provided to the umpire and/or opposition captain prior to the toss can be made up until the match is made official by the SMCA Administrator.

Captains must nominate the final team on a hard copy team list before the toss for choice of innings. Names on the team list must contain the player's full first name and full surname i.e. John Smith. Captains must provide the umpire with a copy and/or swap team lists with the opposition captain prior to the toss. Should the split player be used then 11A and 11B must be nominated.

No change shall be made to the listed team members once the match has been deemed "Official" by the Association Administrator. Penalty will be forfeiture of the match in which the list was changed.

### PLAYING A PLAYER UNDER AN ASSUMED NAME

Playing a player under an assumed name is deemed to be a serious offence. In the event of a club playing a player under a false name, then all games participated in by that club in that round will be forfeited. The captain of the offending team in which the player participated is to be suspended for **six playing days**. The Protests Disputes and Appeals Board may deal with the player who has offended.

## **PLAYHQ – Results**

BY-LAW 7b: The home team is responsible for submitting an in-progress score on day one of a two-day match and the full score and result at the completion of all matches, using PlayHQ, by 10am on the day after each day's play.

Other match details, player scores and confirmation (or otherwise) of the result should be submitted by both teams, using PlayHQ, as soon as possible after the completion of each day's play and no later than 8pm on the Sunday after the days play. If play was on a Sunday by 10am on the day after the match.

For the final day of a qualifying match prior to either the mid-season or end of season final the home team is responsible for submitting the full team scores and match result, using PlayHQ, by 10pm on the day of play.

For all finals matches progress scores must be submitted by 10pm on the day of play.

A match should never have the result listed as abandoned. Should a match be incomplete the result is a draw.

Where there is an issue with player ID (including transfers), Clubs may submit a dispute to the Association Administrator. There is no time limit on this. The Association Executive will then investigate the matter(s) and if a breach is found to have occurred, appropriate penalties will be applied in accordance with the relevant By Laws.

## **SCORING**

Both teams are required to provide a scorer. In the event of the fielding team not having a scorer available, the batting team shall provide both scorers.

Captains should appoint capable people to score. Scorebooks are to contain the batsman's full name in the batting column ie John Smith and bowler's full name in the bowling column ie James Smith. There are no exceptions on this requirement. The 11 players must be listed in the scoresheet for the match; regardless of if they bat or bowl. If the split player option is in place, then this includes players deemed as 11A and 11B.

After each innings, and the end of the match, captains should ensure that the batting, bowling and sundries figures entered in the scorebooks tally correctly and the scores are correct.

Each scorebook should be signed by both captains after each days play with the result added at the end of the match.

Online scoring is permitted. Only one user can score online for each match. The team not providing the scoring device must score using a scorebook as a backup in case of technology failure. Both teams must continue to score online using only the device with which scoring commenced.

Online scoring for First and Second Grade teams is mandatory. The home team is responsible for the implementation of online scoring.

## **FIELDING RESTRICTIONS**

In one-day matches played in two-day grades fielding restrictions are applicable. At the instant of delivery there may be no more than five fieldsmen outside the Fielding Restriction Area and no more than five fieldsmen on the leg (on) side. The restriction area shall be in a circle 27.43 metres from the stumps at each end - The ends of each semi-circle are joined to the other end on the same side of the pitch by a straight line drawn on the field.



### **WET WEATHER GUIDELINES – no official umpire**

In short; the SMCA By-Laws covers the rules in relation to weather-affected matches. Where no official umpire is at the match the captains should discuss the situation keeping in mind the condition of the ground, equipment and safety of the players.

Issues that may particularly influence the captain's decision are extreme weather such as lightning, player safety, the condition of the ball as well as what may be happening if there are adjoining grounds with matches being played. Captains should consider the spirit of the game and not use the conditions to try and contrive a result against what the conditions may dictate.

It is important to remember the By-Laws, which states;

*Where the captains can reach no agreement and there are no official umpire/s the match day referee shall be contacted to make a decision and this decision will be conveyed to both captains and the decision shall be final.*

If there is no play on the first day of a two-day match a new coin toss and team list shall be submitted on day two even if there was a coin toss and team list submitted on day one.

A one-day match is subject to a minimum of twenty (20) overs bowled to each team before a result can be achieved. Should captains agree to play a match that does not involve 20 overs bowled to each team then the result shall be a draw.

### **EXTREME WEATHER GUIDELINES**

Covered in By-Law 2 and 56a

These general considerations apply to the SMCA Competition:

In exceptionally hot weather, Law 56a may be modified so that drinks breaks may be scheduled as frequently as required subject to the overall minimum period of play between two drinks breaks, or between a drinks break and the start or conclusion of an off-the-field interval, being 35 minutes. No team drinks shall be taken on the field within 30 minutes of the scheduled time for stumps.

The welfare of players and umpires is paramount.



The primary responsibility for ensuring the safety of individual participants are the individual players and Clubs.

Individuals have a responsibility to withdraw from participating if their circumstances place them at an unacceptable level of risk. Clubs also have a responsibility in this regard.

On days of extreme heat players, umpires and officials should be aware of the possible risks and carefully monitor all players and umpires. If any show signs of distress from the heat, swift and appropriate action should be taken.

Special attention should be given to junior players, as they are more susceptible to heat injury and may have played in junior matches on the same day. Ensure there are sufficient shaded areas at grounds for both players and spectators where possible.

Should captains agree that the heat is too extreme for play then the match can be delayed or abandoned. Where the captains can reach no agreement and there are no official umpire/s the match day referee shall be contacted to decide, and this decision will be conveyed to both captains and the decision shall be final.

#### **INJURED BATSMEN – Runner**

The SMCA allows for the use of a runner. A runner can only be used if the batsman becomes injured or ill during the match.

- ▪ The runner must be a member of the batting side, but not the twelfth man.
- ▪ He must already have batted in the innings, if possible.
- ▪ The runner must wear all the external protective equipment worn by the batsman and must carry a bat.

If *either* the injured batsman or his runner is out of his ground, the batsman is liable to be run out or stumped.

#### **BOWLER BREAKS THE NON-STRIKER WICKET**

The umpire is to call 'No ball' whenever a bowler breaks the non-striker's wicket during the act of delivery.

#### **WIDE BALL – LEG SIDE**

In one-day matches any delivery that passes outside the leg stump and behind the striker shall be called a “wide”. By-Law 27c

#### **DANGEROUS AND UNFAIR BOWLING – ONE-DAY MATCH – BY-LAW 28**

A bowler shall be limited to one fast short-pitched delivery per over.

**Short pitched ball:** If a ball passes, or would have passed above the shoulder height of the striker standing upright at the crease.

**Not Pitching Deliveries:** Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

On each occasion, the umpire at the bowler's end will call and signal “no ball”.

**Wide balls:** if the ball bowled hits the edge or wider than the edge of the prepared playing surface, the umpire at the bowler's end will call and signal “no ball”.

#### **DANGEROUS AND UNFAIR BOWLING – TWO-DAY MATCH – BY-LAW 18**

A bowler shall be limited to two fast short-pitched balls per over.

**Short pitched ball:** A bowler shall be limited to two fast short pitched balls per over. A fast short pitched ball is defined as a ball which passes, or would have passed clearly above the shoulder of the striker standing upright at the crease.

**Not Pitching Deliveries:** Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

On each occasion, the umpire at the bowler's end will call and signal “no ball”.

**Wide balls:** if the ball bowled hits the edge or wider than the edge of the prepared playing surface, the umpire at the bowler's end will call and signal "no ball".

### **PROTESTS AND DISPUTES BOARD (P&D)**

BY-LAW 62: P&D's are usually held on Tuesdays at 7:00pm. Players and Clubs should be aware that the P&D is generally only interested in the incident in question. Evidence from earlier in the match, earlier in the season or from years past is usually irrelevant.

All parties involved in the P&D must treat all others with respect and accept evidence and decisions without adverse comments.

Should a player be reported and a P&D convened, the player's captain is required to attend the P&D along with the player/s involved.

### **CAUTIONS (Official umpires only)**

BY-LAW 64: Official umpires may issue a caution to any player who has committed a minor breach of the code of conduct, spirit of cricket or the playing rules of the SMCA. The umpire shall request the player to sign the Player Caution Form to signify his notification of the caution. Refusal to sign the Player Caution Form will invoke an immediate four (4) playing date suspension on the player cautioned and the offending player's team captain.

### **PRESCRIBED PENALTIES (Official umpires only)**

BY-LAW 65: Any player offered a Prescribed Penalty by an official umpire may elect to accept the penalty for the offence which that player is reported. Should a player wish the matter to be heard by the Tribunal, notification should be made to the Association Administrator prior to 2.00pm on the day after play in which the player was reported. A lack of notification to the Association by the deadline will invoke the penalty for the offence which that player was reported for. The umpire shall leave a copy of the Prescribed Penalty Form with the player, his captain or other player/official.

### **QUESTIONING FINE/PENALTY/SUSPENSION BY-LAW 69**

Any appeal to a fine/penalty/suspension imposed on items listed in By-Law 69 must be submitted by email to the P&D through the SMCA Administrator. The P&D will consider the appeal and give their decision, by email, to the SMCA Administrator. Any appeal made must be submitted within 24 hours of the notification of fine. The decision of the P&D shall be final.

### **REPORTS (Not by an umpire)**

In the case of reports by anyone other than an appointed SMCA Umpire every effort should be made to advise the reported person or their captain at the ground. The report should then be made to the Association Administrator by email prior to 10.00pm on the day of play in which the player was reported

### **DROPPING PLAYERS TO A LOWER GRADE**

BY-LAW 11: A player playing in a two-day grade First to Fourth may drop to the highest of the clubs one-day grades in One Day A or B as per By Law 11a at any time. Alternatively, a player can drop to the next two day grade within their club structure. Should a club playing in a Two-Day grade First to Fourth only have one two-day team then the player must drop to their highest One-Day grade.

A player in a two-day grade Fifth or below may drop players to any of their one-day only grade teams. Alternatively, a player can drop to the next Two-Day grade within their club structure.

### **SPLIT PLAYER OPTION – See By-Law 11b for full details**

Teams may name, prior to the coin toss; two players (11A and 11B) to split the duties of a regular player in two-day qualifying matches.

Neither player plays in any other grade on either of the two fixtured playing days; except a player who last played in a one day only grade who can play in a one day only grade on the other day.

Only player 11A can participate on day one, with player 11B only participating on day two. Only one of the split players may bat in each innings. Bowling and fielding, including wicket keeping is unrestricted.

***This rule is intended to allow players playing in two-day fixtures to play only one day of a two-day fixture. The intention is not for a player who is playing in the two-day competition to play on the other day in a one-day grade only fixture.***

The team must advise the umpire and opposition captain the name of the two players – 11A for week one and 11B for week two – prior to the coin toss. Should there be no official SMCA appointed umpire then the opposition captain must be advised of the name of the two players prior to the coin toss and a text message be sent to the SMCA prior to the commencement of the match advising of the Grade, the Club and the name of the 11A player (playing first week) and the 11B player (playing second week).

### **QUALIFICATION FOR MID SEASON ONE-DAY FINAL**

BY-LAW 33: This rule is intended to apply to matches played in one-day fixtures only, including fixtures played in one-day only grades.

A player must take part in at least four (4) days of fixtured one-day matches, including one-day only grades with his club to be eligible for the mid-season one-day finals

For the 2023-24 season the date for qualification for the one-day mid-season final will cease after the fixtures on 2 December 2023.

### **QUALIFICATION FOR END OF SEASON FINALS**

BY-LAW 41: Note that qualification is on days played and not matches played.

A player must be named in the team 11 in at least six (6) days of fixtured matches with his club to be eligible for finals. T20 matches do not count for the qualifying period. Being names as a substitute (12<sup>th</sup> Man) does not count as match played.

Should a Club have three or more teams then the qualifying period for the Clubs lowest one-day grade may be between three (3) and four (4) days in that grade provided that player has played no days in any other grade.

No player shall play in a lower grade final unless he has played the majority of days in that grade or lower. For the purpose of this rule the term “majority” means more than half.

Players are eligible to play in the grade determined by the By-Laws regardless of where they played their last qualifying match.

To ascertain which grade a player qualifies to play in for End of Season Final it is recommended to count the number of days a player has played from the beginning of the season to the last qualifying match. Firstly this total must be at least 6. Then starting from the lowest grade played add the total number until the tally reaches more than half of the total days played. This is the grade where a player qualifies.



**To avoid major disappointment to Clubs and players, each Club needs to manage their players and consider the consequences when moving players through the grades.**

**There are no permits in any finals;** if a player does not qualify that player cannot play.

In all finals Clubs are encouraged to submit any players whose qualification may not be certain to the Association Administrator for a ruling as to eligibility. A ruling made by the Administrator under this rule shall be binding and final on all parties.

#### **PROMOTION/RELEGATION FOR THE 2024-25 SEASON**

First and Second Grade: The team that finishes last in First Grade will be relegated to Second Grade and the team that finishes on top of Second Grade at the end of the regular season will be promoted to First Grade.

Second Grade: The team that finishes last in Second Grade will be relegated to Fourth Grade.

#### **QUALIFYING FOR BATTING AND BOWLING AWARDS**

Bylaw 73 and 74:

The playing day qualification for Association batting and bowling trophies the player must have played more than half the fixtures playing dates in that grade.