



SACA JUNIOR COMPETITIONS

CONSTITUTION, BY-LAWS & PLAYING CONDITIONS

REVISION HISTORY

Version Date	Season Applicable	Summary of Changes
Current Edition		
1	2024/25	•
Previous Editions		
		•

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BY-LAWS PART I: ADMINISTRATION

1. Junior Rules of the Relevant Competitions

- a) The Bylaws in this Document refer to the following Competitions;
 - (i) Strikers Girls Cricket League
 - (ii) SACA U/18 T20 Cup

2. Fees and Fines Payable by Members

- a) Fees and fines shall be set by the South Australian Cricket Association as required.

3. Member Insurance

- a) The Association requires that all Member Clubs must always have public liability, club management liability and personal injury insurance cover in place.
- b) Member Clubs shall provide proof of their insurance cover as requested.
 - (i) If this cannot be provided or proven, all teams nominated by that Member Club or Clubs may not participate in any matches organised by this Association and will be deemed to have forfeited those matches.

4. Reports of Breaches of Laws and By-Laws

- a) The Association will follow the processes detailed in the *Process of Reports of Breaches of Laws and By-Laws* in Section IV of these By-Laws.
- b) The process shall have the authority to determine penalties for any act which contravenes these By-Laws including, but not limited to:
 - i) Determining the result of a match.
 - ii) Levying a fine, reprimand or suspension of a player or official.
 - iii) Directing that any member or member Club do or refrain from doing any act, matter or thing.
 - iv) Adjusting premiership points of any team of any Club.
 - v) Levying a fine, reprimand or suspension of any member Club(s).
 - vi) Recommending the expulsion of a member's Club to a special general meeting of the Association.

5. Shields and Trophies

- a) Premiership trophies shall be presented to successful teams in competitions with finals. These teams may hold the trophies for 12 months.
- b) Any Club presented with a premiership trophy in accordance with this rule shall be deemed responsible to the Association for any loss or damage whilst it is in their possession.

- c) All shields are the property of SACA Junior Competitions Management for the time being and shall, on demand, be returned to SACA.
- d) The Association shall in each season, present the following trophies for each grade.
 - i) Premiership trophy for the team that wins the respective grade.

BY-LAWS PART II: MATCHES, TEAMS, PLAYER REGISTRATION & QUALIFICATION

1. Player Registrations

- a) Player registrations shall be completed via the PlayHQ website.
- b) Each Club shall maintain a list of all Players registered to the Club on the PlayHQ website.
- c) No person shall be eligible to play unless they are a registered player of the Club with which they intend to play, other than in the following circumstances.
 - i) Players may be selected on PlayHQ as a 'Fill-in Player' provided that they are not a previously registered participant that would otherwise require Player Movement (i.e. a Transfer or Season Permit). This may occur for a maximum of two (2) matches, after which that player must register on PlayHQ to the Club.
 - ii) Any player found to be in breach of the above will result in the offending Club being considered to have forfeited the game.
 - iii) A fill-in player who then registers to the Club must have their records corrected to count these matches as games played. This is required to be actioned by an authorised person(s) with PlayHQ Admin Access at the specific club.
 - iv) Finals qualification shall not be permitted through a combination of days as a registered player and as a fill-in.
- d) Once registered, a player remains with that Club until they gain a transfer from that Club or are permitted under dual registration in accordance with these By-Laws.

2. Player Movement (Transfers and Season Permits)

2. Player Movement (Transfers and Season Permits)

- a) All player movement shall be submitted and managed via the PlayHQ website.
- b) No player shall move their services from one Club to another without first obtaining approval from their registered Club and the Association(s).
- c) No player shall be granted a Transfer or Season Permit from any Club if they are under disqualification (with the disqualification imposed either by that Club or that Club's Association), have unpaid fines (with the Club or their Association) or are unfinancial with their Club. The previous Club shall 'Decline' the Transfer or Season Permit request within five days of it being requested.
- d) Any player whose previous Club refuses to grant any player movement, and that Club is a member of the Association, may appeal to the Executive Committee.

2.1 Player Requesting a Transfer

- a) If a transfer is initiated in PlayHQ and not actioned within five days by the player's old Club, then the player's transfer shall be automatically granted at the Club and Association levels. Similarly, any Transfers approved by the player's previous Club shall be automatically approved at the level of this Association, both Inbound and Outbound.

2.2. Season Permits for Dual Registration

- a) Any dual registration must be entered in to PlayHQ as a 'Season Permit' and approved by the relevant Club and Association prior to the relevant dates set out in these By-Laws.
- b) Players shall be permitted to hold registration with one or more Clubs in this Association for the purpose of composite teams provided such arrangements have been approved by the Association.
- c) Any 'Outbound' Permit request (i.e. where the player is requesting to play outside this Association) shall be approved automatically by the Association.

3. Player Selection and Nomination

3.1 Player Selection for Matches

- a) Only matches commenced and played for premiership points will count towards finals qualification.
 - i) Matches will not count towards finals qualification where a forfeit has been received, or the match is abandoned without any play due to enforcement of the SACA Junior Competitions Adverse Weather Policy.
 - ii) As such matches in (i) above will be recorded as a 'Cancelled' match result in PlayHQ to prevent any team selections made in advance counting towards finals qualification.
- b) For Competitions under SACA Junior Competitions jurisdiction, the playing numbers are listed in the below tables;
 - i) Strikers Girls Cricket League – Metropolitan Adelaide

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 10	5	7	9
Under 12	5	7	9
Under 15	7	9	11
Under 18	7	9	11

ii) Strikers Girls Cricket League – Upper Fleurieu

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 12	5	7	9
Under 18	7	9	11

iii) Strikers Girls Cricket League – Barossa

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 18	7	9	11

iv) SACA U/18 T20 Cup

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 18	9	11	11

c) For Competitions with multiple playing days, the players that are playing for only one (1) of the days shall be clearly named prior to the commencement of the match.

i) Players that participate in only one (1) day of a two (2) day match shall constitute a full match played with relation for counting toward finals eligibility.

3.2 Clubs with Multiple Teams in Grades

(a) Where a Member Club has multiple teams in the same grade, it is expected that that Club shall ensure that its players remain with their respective team for the entirety of the season. In extenuating circumstances, clubs may submit a permit to SACA Junior Competitions Management prior to 12:00pm on Thursday, prior to the matchday to assist with completing minimum requirements of fielding a team for their upcoming fixture.

3.3 Age Clarification and Provision for Overage Permits

- (a) Wherever in these By-Laws (in this or any other Section) reference is made to a player being under a certain age as at 1st September in the current season, the player shall be qualified if his/her relevant birthday falls on or after 1st September.
- (b) Clubs may apply for permit dispensation for a player in age-specific competitions whose age does not meet the requirements for that grade, by completing a SACA Junior Competitions Permit Request Form and receiving written approval of the application being granted.
 - i) The granting of such request shall apply to the current season only and may be revoked at the discretion of SACA Junior Competitions Management.
 - ii) SACA Junior Competitions Management may elect to provide a list of players within a Competition or Grade that have been granted Permit Approvals for the season, however, are not bound to do so.
 - iii) There will be no appeal process for Clubs to dispute a player(s) permit that has been granted.
- (c) Further information relating to the policy for the SACA Junior Competitions Permit Request Form may be found in Section IV of this ByLaws Document.

4. Eligibility Related Matters

4.1 Playing Unqualified Players

- (a) An unqualified player is a player who;
 - (i) Is an unregistered player as defined in these ByLaws, including that they be a player requiring a Transfer or Season Permit from their previous club and that process has not been fully approved.
 - (ii) Is under disqualification issued by any Association, has not paid any moneys due by that player to an Association, or has been suspended by an Association, or has been suspended by their Club and that suspension has been reported to an Association,
 - (iii) Participated illegally in a match, such as the below;
 - a) A player who has not received dispensation to play in a Competition where their age does not suitably qualify.
 - b) A player playing under a false name or not named for the match
 - c) A player who has moved between grade without approval from the Association
- (b) Any team playing unqualified players may forfeit such premiership points in respect of matches in which an unqualified player has played as determined by the Association, who may award points to their opposition.
 - (i) Except for the use of 'Fill-in Players' outlined in Part I Clause 1 (c) (i), the Association is not required to act on unqualified players unless the opposing Club lodges a protest in accordance with the Match Result Protest and Disciplinary Enquiry Panel Process in these ByLaws.

4.2 Player Movement Between Teams

- (a) Player movement between teams shall be restricted in the following circumstances:
 - (i) Where a Member Club has multiple teams in the same grade, it is expected that that Club shall ensure that its players remain in their respective team for the entirety of the season. In extenuating circumstances, clubs may submit a permit to SACA Junior Competitions Management prior to 12:00pm on Thursday, prior to the matchday to assist with completing minimum requirements of fielding a team for their upcoming fixture.
 - (ii) Player movement to a lower team in their next match, when the player's previously selected, higher team is not scheduled to play.
 - (iii) Clubs are permitted to move players into a higher grade (i.e. Division 2 to Division 1) to assist with team shortages. However, once a player has been named in three commenced matches, they shall no longer be permitted to return down to a club team in a lower division.

5. Team Nominations, Competition Structure and Programming (including Promotion and Relegation)

5.1 Nomination of Teams

- a) Following the Annual General Meeting prior to the season, Clubs shall nominate the indicative number of teams it would like to enter in each grade via the SACA Junior Competitions Team Nomination Form. Such nominations may be altered prior to the start of the season if they cannot be filled.

5.2 Grading of Teams

- (a) Team nominations received shall be subject to the following alterations based on the following guidelines at the discretion of SACA Junior Competitions Management.
 - (i) There will be an even number of sides in all grades and the same number of sides in all grades where possible, and that byes (if any), including byes caused by forfeiting of sides, occur only in the lowest grade.

5.3 Program of Matches

- (a) SACA Junior Competitions Management will prepare a match program before each season.
- (b) Should a change or cancellation of an entire round of matches be required in any grade, such a decision would be communicated by SACA Junior Competitions Management in-line with the SACA Junior Competitions Adverse Weather Policy.
- (c) No Club shall be permitted to play in the Association without providing sufficient oval availability for the season, unless their oval(s) is under repair or in a damaged state.
- (d) No Club shall be permitted to field a number of teams that exceed the number of ovals provided, on the basis of two teams per oval, unless their oval is under repair or in a damaged state.
- (e) It is the responsibility of the club to ensure that they have a ground to play their fixtured match on.

- (e) Clubs must ensure that their ovals are available for finals.

6. Match and Playing Conditions

6.1 Match Commencement and Duration

- a) The grade, normal commencement time, type of match and overs per side for Competitions under SACA Junior Competitions jurisdiction are detailed in the following tables.

- i) Strikers Girls Cricket League - Metropolitan

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/10	Friday - 5:30pm	T20	16
U/12	Friday - 5:30pm	T20	16
U/15	Friday - 5:30pm	T20	20
U/18	Friday - 5:30pm	T20	20

- ii) Strikers Girls Cricket League – Upper Fleurieu

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/12	Wednesday - 5:30pm	T20	16
U/18	Sunday - 10:00am	T20	20

- iii) Strikers Girls Cricket League – Barossa

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/18	Monday - 5:30pm	T20	20

- iv) SACA U/18 Boys T20 Cup

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/18	Tuesday - 5:00pm	T20	20

6.2 Match Delay, Abandonment & Forfeit

Note: Every endeavour shall be made to commence matches promptly at the scheduled time. Umpires shall advise Captains five (5) minutes before the scheduled commencement of play that they are about to take up their positions in the field.

Laws 12.6, 12.7 and 12.8 – Last hour of the match shall not apply.

6.2.1 T20 Matches

Scheduled Playing Hours, Intervals and Required Overs for a T20 Fixture Shall Be:

Match Start Time	First Innings	Innings Break	Second Innings
10:00am	10:00am-11:10am	11:10am-11:20am	11:20am-12:30pm
5:00pm	5:00pm-6:10pm	6:10pm-6:20pm	6:20pm-7:30pm
5:30pm	5:30pm-6:40pm	6:40pm-6:50pm	6:50pm-8:00pm

Scheduled Playing Hours, Intervals and Required Overs for a T16 Fixture Shall Be:

Match Start Time	First Innings	Innings Break	Second Innings
5:30pm	5:30pm-6:25pm	6:25pm-6:35pm	6:35pm-7:30pm

- a) A further 30 minutes beyond the scheduled conclusion of the second innings shall be permitted for matches where any time has been lost due to pitch, ground, weather or light.

The quota for each team in its innings shall be calculated at 3.5 minutes/over.

Innings Interval – Ten (10) minutes – Shall be taken at the completion of the first innings.

If the innings of the team batting first is not all out, nor declared and no time is lost due to the pitch, ground, weather or light.

- b) The team batting first may bat until it has received its full allotment of overs, at which time the innings shall be compulsorily declared. If the team batting first has not received its full allotment of overs within the session times listed in '**Scheduled Playing Hours, Intervals and Required Overs**' above, the innings shall be compulsorily closed and the team batting second shall receive the same number of overs as the team that batted first.

If the commencement of play is delayed due to pitch, ground, weather or light conditions

- c) Once more than thirty (30) minutes have been lost, the playing time, in minutes, remaining from the actual commencement of play until the scheduled conclusion of play (6.2.1a), after allowing for any interval(s) shall be divided by seven (7) and the resultant nearest whole number shall become the quota of overs for each team in its first innings.
- d) The match shall be abandoned without play, if play does not commence by the scheduled innings break outlined in 6.2.1, allowing the minimum of ten (10) overs per side with a ten (10) minute interval to be played, constituting the minimum requirement for a T20 fixture to be counted as a match.
- i) The match shall be abandoned without play, if play does not commence by the scheduled innings break outlined in 6.2.1, allowing the minimum of eight (8) overs per side with a ten (10) minute interval to be played, constituting the minimum requirement for a T16 fixture to be counted as a match.

When the innings of the team batting first is compulsorily declared

- e) The team batting second shall be entitled to receive in its first innings, the number of overs received by the team batting first (unless the innings of the team batting first is terminated prior to their compulsory close).
 - i) If the team batting first is dismissed prior to their compulsory close, the team batting second is entitled to receive their full allocation of overs.
- f) Play may continue beyond the time scheduled for the conclusion of the match, for up to thirty (30) further minutes if required, to allow the team batting second to receive its quota of overs.

When the innings of the team batting second is interrupted, or delayed due to the pitch, ground, weather or light

- g) When more than thirty (30) minutes of playing time in the match is lost, the team batting second's overs shall be reduced by one (1) over for each full, further 3.5 minutes of playing time lost. The score to tie the match is then calculated using the following method of average run rate.
 - i) $(\text{Score of team batting first}) / (\text{Divided by}) (\text{Number of overs allotted to the team batting first}) = (\text{Average Run Rate}) \text{ Per Over.}$
 - ii) $(\text{Average Run Rate}) \times (\text{Multiplied by}) (\text{Number of Overs allocated to team batting second}) = \text{Target Score}$
 - iii) The 'Target Score' refers to the number of runs required to tie the match and thus must be exceeded by one (1) run to win the match.
- h) Play may continue beyond the time scheduled for the conclusion of the match, for up to thirty (30) further minutes if required, to allow the team batting second to receive its quota of overs. However play shall be abandoned when insufficient time remains for both teams to receive at least ten (10) overs in a T20 match and at least eight (8) overs each in a T16 match.

Example: The side batting first made 137 runs from 20 overs at a run rate of 6.85 when the rain delay occurs, 28 minutes are lost due to rain. Therefore, the game is reduced by 8 overs. The side batting second will need to score **84 runs from 12 overs to win the match** when play resumes. (12 Overs x 6.85 Runs Per Over = 82.2, rounded up to 83 Runs to tie the match).

- i) As per (8.2 d), if the match in question is a Finals match and no result is possible, or the match is tied, drawn or abandoned, the team finishing higher on the premiership table at the end of the minor round shall be declared the winner.

Allowance for Time Lost – Heat

- j) If, in-line with the SACA Junior Competitions Adverse Weather Policy, play is abandoned prior to the commencement of the day's play, the following shall occur.
 - i) The match will be marked as 'Cancelled' in PlayHQ
- k) Where a match commences and then the temperature threshold is reached, play is to be abandoned immediately, as per the SACA Junior Competitions Adverse Weather Policy. Once a match is abandoned due to the temperature threshold being reached, that will be the final outcome for the match and a draw will be awarded, unless a result has been reached prior.

- i) The match will be marked as 'Abandoned' in PlayHQ

6.3 Junior Bowling Restrictions

- a) The Association has adopted the *Australian Junior Bowling Guidelines 2022/23* published by Cricket Australia for the protection of players.
- b) Restrictions on the number of overs per spell and total overs per day by bowlers under the age of 19 are as follows:

Player Age	Maximum Overs per Bowling Spell	Maximum Overs per Day
Under 19	6	18
Under 17	6	16
Under 15	5	12
Under 13	4	8
Under 11	2	4

** These guidelines shall not override the conditions outlined in '6.1 Match Commencement and Duration', meaning that bowlers are still subject to the maximum amount of overs per innings.*

- c) For the purpose of Part II – Clause 6.3, the age of the bowler is determined from their age on the day which they are bowling. That is, a player who turns 19 partway through the season is no longer subject to the junior bowling restrictions after their birthday.
- d) The maximum overs per day specified in the above table are the sum of overs bowled in all games currently underway and previously played on that day.
- e) Having completed a spell, a bowler subject to the Junior Bowling Restrictions must rest for the longer of the same number of overs from the same end as the completed spell or 20 minutes before bowling again.
- f) The Junior Bowling Restrictions apply to all bowlers, regardless of pace or spin.
- g) The responsibility in restricting the number of overs bowled by bowlers under 19 years of age lies with the bowler's captain and their coach.
- h) Each Club will be required to indicate the age of any player who is under 19 to the opposition Captain prior to the match.

7. Notifying Results & Points and Reports

7.1 Premiership Points Structure

- (a) For all grades that have ladders, premiership points are determined as follows:

One-Day Match Results	Points Awarded
Won First Innings	4 Points
Loss First Innings	0 Points

Tie First Innings	2 Points
Draw	2 Points
Cancelled Match	2 Points
No Result	2 Points
Forfeit Win	4 Points
Forfeit Loss	0 Points
Bye	0 Points

Two-Day Match Results	Points Awarded
Won Outright & Won First Innings	10 Points
Won Outright & Tie First Innings	8 Points
Won Outright & Loss First Innings	6 Points
Won First Innings	4 Points
Tie Outright & Won First Innings	6 Points
Tie First Innings & Tie Second Innings	4 Points
Tie Outright & Loss First Innings	2 Points
Tie First Innings	2 Points
Loss Outright & Won First Innings	4 Points
Loss Outright & Tie First Innings	2 Points
Loss Outright & Loss First Innings	0 Points
Loss First Innings	0 Points
Draw	2 Points
Cancelled Match	2 Points
No Result	2 Points
Forfeit Win	4 Points
Forfeit Loss	0 Points
Bye	0 Points

- i) Matches played as T20 fall under the One-Day Match Results table for Points Allocation to Ladders.
- b) If two (2) or more teams gain the same number of points, their relative positions shall be determined by the following in the order of;
- i) Quotient
- ii) Net Run Rate

For the purposes of ascertaining the quotient the following system shall be adopted:

- i) The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost;
- ii) The batting average against a team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken;
- iii) The former shall be divided by the latter, and the team having the higher quotient shall be considered to have the better performance.

For the purposes of ascertaining Net Run Rate (NRR) will following system shall be adopted:

- i) NRR will be calculated by deducting the average runs per over scored against a team from the average runs per over scored by that team.
 - ii) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate 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 the team was dismissed.
- c) In the event of teams playing differing amounts of matches throughout the season due to a bye, those teams shall have their own points averaged, with the total number of points received by a team divided by the number of matches they have played, commonly referred to as a Match Ratio or Points Average.

7.2 Performance Points

- a) Performance points will not be awarded in grades under the SACA Junior Competitions jurisdiction.

7.3 Notification of Match Results and System Entry

- a) All matches shall be scored using PlayHQ E-Score. This device may substitute for one scorebook.
 - i) The 'Home' or first-named team shall be responsible for supplying a suitable device with access to the relevant match.
 - ii) Both Clubs have responsibility for the commencement and continuation of the match in PlayHQ E-Score (including at the change of innings), and for finalising a match result.
 - iii) During each match each team shall enter into its scoring book or the device full details of the play, including the time at which play started and the duration of any break during play. At the conclusion of each day each captain shall in the presence of the other sign his opponent's scoring book, or verify the information on the electronic device.
- b) Where matches cannot be scored using PlayHQ E-Score,
 - i) The home team shall be responsible for entering the match result on the PlayHQ website, including for drawn, tied or abandoned matches.
 - ii) Both teams shall be responsible for entering their own player scores.
 - iii) In the event of a drawn, tied or abandoned match, the home team shall have responsibility for entering the match result.

- iv) Both teams have until 9:00am on the Tuesday following the match to complete the above.
- v) If results are not entered by the 9:00am Tuesday deadline following the match, SACA Junior Competitions Management have the right to impose penalties, which may include the loss of Premiership Points for repeat offending teams.
 - (i) The amount of Premiership Points lost due to multiple discretions will be applied by SACA Junior Competitions Management, at their discretion.

7.4 Captains' and Umpires' Reports

There is currently no requirement for Captains or Umpires to provide a traditional report following their match in grades within SACA Junior Competitions jurisdiction.

8. Finals

8.1 Player Qualification

- (a) To be eligible to participate in any finals game, a player must have participated in at least 3 minor round matches that have commenced during that season for that team.
 - (i) If a match is cancelled without a ball being bowled, this does not count as a match played for a player.
 - ii) If a match has commenced, however is unable to be completed, this does count toward a match being played by a player.
- (e) For the purposes of determining a match played;
 - i) These shall only include minor round matches. Grading matches do not count as a match played when determining finals qualification.
 - ii) A position of a 12th Player, who does not actively take part in the match (i.e. does not bat, nor bowl and is acting in a sub-fielder capacity) shall not count towards these playing days, nor shall matches where play has been cancelled and does not commence.
 - iii) A match may be played over one (1) day, or two (2) days
 - iv) For the purposes of satisfying Player Qualification for Finals in 8.1 (a), a match played over two (2) days will only count as one (1) match played

8.2 Match Conditions

- (a) Finals games shall be played at the conclusion of the minor round of each season between teams in the following positions on the premiership ladder.
- (b) In grades with five (5) or more teams, the four (4) teams leading on points at the completion of the Minor Rounds of matches shall compete in Finals as follows:
 - (i) Semi-Finals will be played consisting of 1st v 4th and 2nd v 3rd
 - (ii) The Grand Final will be played on the following weekend between the winners of the Semi-Final matches.

- c) In grades with less than five (5) teams, the three (3) teams leading on points at the completion of the Minor Rounds shall compete in Finals as follows;
 - i) The Semi-Final will be played consisting of 2nd v 3rd
 - ii) The Grand Final will be played between the Minor Premiers and the winner of the Semi-Final
- (d) If, in any finals match, excluding the Grand Final no result is possible, or the match is tied, drawn or abandoned, then the team finishing higher on the premiership table at the end of the minor round shall be declared the winner and progress to the next stage.
- (e) In the event of a tie in a Grand Final the two teams shall be joint winners of the competition.

8.3 Ground Allocations for Finals

- (a) The team finishing in the higher position at the end of the minor round shall have the first option of hosting their finals match
- (b) Should the team in the higher position not be able to host, their opposition will be awarded the right to host the match.
- (c) Where possible, SACA may gain access to a premium oval, including Karen Rolton Oval or Adelaide Oval to host a finals match. If this is possible, it will supersede (a) and (b) above.

BY-LAWS PART III: PLAYING CONDITIONS

Matches organised by the Association are played in accordance with the *MCC Laws of Cricket* (as published from time to time) and as amended in these By Laws. In the event of a contradiction between the MCC Laws of Cricket and these By-Laws, these By-Laws shall take precedent.

For the purposes of the MCC Laws of Cricket the Association shall fulfill the duties of the 'Governing Body' and the home side the 'Ground Authority'.

Law 1 – The Players

Law 1 shall apply in addition to the below.

Law 1.1 (Number of Players) shall be replaced with the below:

Play shall not commence unless the minimum numbers of each team outlined below are present. If a team does not have the minimum number of members present within thirty (30) minutes after the time scheduled for the commencement of play, that team are deemed to have forfeited the match.

i) Strikers Girls Cricket League – Metropolitan Adelaide

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 10	5	7	9
Under 12	5	7	9
Under 15	7	9	11
Under 18	7	9	11

ii) Strikers Girls Cricket League – Upper Fleurieu

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 12	5	7	9
Under 18	7	9	11

iii) Strikers Girls Cricket League – Barossa

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 18	7	9	11

iv) SACA U/18 T20 Cup

Age Group	Minimum Number of Players	Optimal Number of Players	Maximum Number of Players
Under 18	9	11	11

In **Law 1.2 (Nomination and replacement of players)**, Law 1.2.1 is replaced with the following:

- The selected team shall be nominated in PlayHQ prior to the commencement of the match.

Law 2 – The Umpires

Law 2 shall apply except for the conditions below:

Law 2.1 (appointment and attendance of umpires) is amended with the following text included in addition to the law:

- 2.1.1 Where no Association-appointed umpires attend, one representative from each of the opposing clubs shall be appointed.

Where no Association umpires attend, the batting side shall be responsible for the appointment of umpires whilst their team is batting. Any responsibility referencing ‘Umpire’ or ‘Umpires’, is then transferred to the Captains, or in the case of Junior Competitions, the Coaches.

- 2.1.2 Where there is only one (1) SACA-appointed umpire, and no other accredited umpire, they shall officiate at the bowler’s end at all times.

(i) For Stage 1 and Stage 2 matches, the bowling team shall be responsible for the appointment of a Square Leg Umpire.

(ii) For Stage 3 matches and above, the batting team shall be responsible for the appointment of a Square Leg Umpire.

(iii) The appointed Square Leg Umpire will ensure that they are clearly identifiable and distinguishable from fielders.

- 2.1.3. An umpire may be changed throughout the match, however, it is a requirement that any umpire taking part does so with adequate knowledge of the rules.

Law 2.2 (change of umpire) is amended to include the following additional text:

If the fielding side is unhappy with an umpire from the opposition, it shall be the responsibility of the fielding team coach to notify the batting team coach that they wish the umpire to be replaced. Upon receiving the request, the batting team coach must oblige immediately.

Participants are reminded that Law 2.7 (fitness for play) defines that it is the umpire (or the captains by agreement if no Association appointed umpire is present) that decide when conditions are not considered safe for play. There is no requirement to stop play during rain and play may commence while rain is falling so long as the umpire determines that it is safe to do so.

Law 3 – The Scorers

Law 3 shall apply in its entirety.

Law 4 – The Ball

Law 4 shall apply except for the conditions below:

Law 4.6 (specifications) is replaced with the following text:

- The ball used in matches organised by the Association shall be in accordance with the table as follows:

i) Strikers Girls Cricket League

Girls			
Grade	Brand	Ball Type & Size	Colour
U/10	Kookaburra	Softaball	Red
U/12	Kookaburra	Softaball	Red
U/15	Kookaburra	Two-Piece 142g Leather Ball	Pink
U/18	Kookaburra	Two-Piece 142g Leather Ball	Pink

ii) SACA Junior Competitions

Boys						
Grade	Brand	Turf Wicket		Synthetic Wicket		
		Ball Type & Size	Colour	Ball Type & Size	Colour	
U/18	Kookaburra	156g Jaffer - Pink				

Law 5 – The Bat

Law 5 shall apply in its entirety.

Law 6 – The Pitch

Law 6 shall apply and is amended to include the below:

Law 6.6 (Junior Cricket) is replaced with the below.

- In Stage 1 matches, the pitch is a rectangular area of the ground measuring sixteen (16) metres from stump to stump. This may be a turf, hard wicket or outfield surface.
- In Stage 2 matches, the pitch is a rectangular area of the ground measuring eighteen (18) metres from stump to stump. This may be a turf or hard wicket surface.
- A minimum of one (1) set of portable stumps are required for Stage 1 and Stage 2 matches.

Law 7 – The Creases

Law 7 shall apply.

Law 8 – The Wickets, Law 9 – Preparation and Maintenance of the Playing Area

Laws 8 and 9 shall apply in their entirety.

Law 10 – Covering the Pitch

Law 10 shall apply.

Law 11 – Intervals

Law 11 shall apply in its entirety with the following amendments below.

Laws 11.8.1 & 11.8.2 (interval for drinks) are replaced with:

- 11.8.1 Drinks shall be taken at the midway point of each innings. Each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- 11.8.2 Unless, as permitted in 11.9, teams agree to forego it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls, or a batter retires in the over immediately prior to the scheduled drinks interval drinks shall be taken immediately. Variations to timing and the number of drinks intervals are permitted in agreement between umpires and captains if required to manage player welfare, such as for play during hot weather (refer to the *Hot Weather Policy*).

Law 12 – Start of Play; Cessation of Play

Laws 12.1 to 12.5 and Law 12.9 (conclusion of match) shall apply. **Laws 12.6 – 12.8, 12.10 & 12.11 (relating to timed matches)** shall not apply.

Playing times shall be in-line with **Part II - 6.1 Match Commencement and Duration**

- i) Strikers Girls Cricket League - Metropolitan

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/10	Friday - 5:30pm	T20	16
U/12	Friday - 5:30pm	T20	16
U/15	Friday - 5:30pm	T20	20
U/18	Friday - 5:30pm	T20	20

- ii) Strikers Girls Cricket League – Upper Fleurieu

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/12	Wednesday - 5:30pm	T20	16
U/18	Sunday - 10:00am	T20	20

iii) Strikers Girls Cricket League – Barossa

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/18	Monday - 5:30pm	T20	20

iv) SACA U/18 Boys T20 Cup

Grade	Commencement Time	Type of Match	Maximum Overs per Innings per Side
U/18	Tuesday - 5:00pm	T20	20

Law 13 – Innings

Law 13 shall apply except for the conditions below.

Law 13.1 (Number of innings) is amended to add the condition below:

- 13.1.3 Except for the stipulated adjustments due to a weather delay, the captains or umpires may not change the duration of overs for a match without the prior approval of the Association. If the match duration is altered without prior approval the outcome of the match shall be a draw per Law 16.5.2.

Calculation of lost time shall be in-line with **Part II - 6.2 Match Delay, Abandonment & Forfeit**

Law 13.4 (the toss) is replaced with the below:

- 13.4 The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires (where an Association Umpire is appointed) not earlier than 30 minutes, nor later than 10 minutes before the scheduled time for commencement.
- 13.4.1 Any team whose captain is not prepared to toss 10 minutes prior to the commencement of play, shall forfeit the right to toss and the opposing team shall be deemed as having won the toss.

Law 14 – The Follow-on, Law 15 – Declaration and Forfeiture

Laws 14 and 15 shall apply in two-day matches only.

Law 16 – The Result

Law 16 shall apply and is amended to add the conditions below

*The following shall be added to **Law 16.3.1 (a match shall be lost by a side which):***

- 16.3.1.3 Does not have the minimum number of players to constitute a match, as per Part II, 3.1 (b) of these ByLaws, 30 minutes after the scheduled start time for commencement of the match.

- 16.3.1.4. In non-finals Competitions, matches may commence with an uneven number of players on each team.

*The following shall replace **Law 16.5 (All other matches – a Tie or Draw)***

16.5.1 A Tie

In all matches other than the U/18 Boys T20 Competition and major round Strikers Girls Cricket League fixtures, the result of a match shall be a Tie when all innings have been completed and the scores are equal.

In the U/18 Boys T20 competition and major round Strikers Girls Cricket League fixtures, for all matches in which the scores are equal (i.e. either the number of runs scored or as a result of a tie) the result shall be determined through a tie-breaker “One1 Eliminator” (“Super Over”) where by each team bats for one (1) further over.

The “One1 Eliminator” shall occur as follows:

- Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances it shall commence five (5) minutes after the conclusion of the match.
- In the One1 Eliminator will take place on the pitch allocated for the match unless otherwise determined by the umpires with the sides batting in the reverse order to the main match. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
- Prior to the commencement of the One1 Eliminator each team shall select three (3) batters and one (1) bowler who shall already have played in the match and the selected players shall be given in writing to the umpires.
- Each team’s over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
- The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team’s innings shall be used for both team’s “extra” over.
- The loss of two (2) wickets in the over ends the team’s one (1) over innings.
- In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the most number of sixes (6s) combined from its two (2) innings in both the main match and the One1 Eliminator shall be the winner. q. If the number of sixes (6s) hit by both teams is equal, the team that hit the most number of boundaries (fours (4s) and sixes (6s)) in the One1 Eliminator will be declared the winner.
- In the event that the result is still a tie after the One1 Eliminator and clauses (g) and (h) above have been applied, the One1 Eliminator (clauses (a)-(h)) shall be repeated until a winner is obtained.

“One1 Eliminator” not possible

- In Minor Round matches, if the minimum number of overs has been bowled to constitute a match (five (5) overs per team) and circumstances make a “One1 Eliminator” impossible, the match shall be declared a tie.
- If circumstances make a “One1 Eliminator” impossible in the Grand Final the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

16.5.2 A Draw

All matches in which both teams have not had an opportunity of batting for the below minimum of overs, shall be declared a draw, unless the team batting second achieves a result in less than the minimum overs.

i) Strikers Girls Cricket League

Grade	Regular Number of Overs	Minimum Overs Per Side
U/10	16	8
U/12	16	8
U/15	20	10
U/18	20	10

ii) SACA Junior Competitions

Grade	Regular Number of Overs	Minimum Overs Per Side
U/18 Boys T20	20	10

Law 16.6.1 means that as soon as a result is reached, such as the winning runs being scored or final wicket being taken, the match is ended. Law 16.9 also details the methods allowed to correct mistakes in scoring.

Law 16.6.1 shall apply for all matches, except the following grades, where the team batting second shall face their full allotment of overs, regardless of whether or not the score has been passed;

- (i) Strikers Girls Cricket League – Under 10 Metropolitan
- (ii) Strikers Girls Cricket League – Under 12 Metropolitan
- (iii) Strikers Girls Cricket League – Under 12 Upper Fleurieu

Law 17 – The Over

Law 17 shall apply in its entirety in addition to the below.

Law 17.1 (Number of balls) is replaced by the following:

17.1.1. In all Twenty20 and senior matches, overs of six (6) valid balls shall be bowled, with all wides and no-balls re-bowled. Overs can be bowled in five (5) over blocks from each end at the discretion and agreement of both Captains.

17.1.2. In Stage 1 matches, all overs must all be bowled from the same end. An over is to be no more than six deliveries except when a dead ball is called – this ball will be re-bowled. All other wides & no balls are not to be re-bowled, however all penalties shall stand.

17.1.3. In Stage 2 matches, bowlers shall bowl in overs of six (6) balls, up to a maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled. Overs can be bowled in five (5) over blocks from each end, or from the same bowler's end at the discretion and agreement of both coaches.

17.1.4. In Stage 3 matches, bowlers shall bowl in overs of six (6) balls, with all wides and no balls to be re-bowled. Overs can be bowled in five (5) over blocks from each end at the discretion and agreement of both coaches.

Law 17.6 (Bowler changing ends) is amended to include the following:

- In SACA Under 18 Boys T20 Cup matches, overs can be bowled in five (5) over blocks from each end.
- (ii) In Strikers Girls Cricket League matches, overs can be bowled;
 - All overs in the innings bowled at the same end
 - Half of the overs in the innings bowled at the same end

The following shall apply in addition to or replacing Law 17 as appropriate.

Law 17.9 (Commencement of Play Delayed Due to Pitch, Ground, Weather or Light Conditions) is created with the following:

Where the quota of overs is reduced below the maximum in an innings specified in the grade's Playing Conditions, the limit per bowler shall be revised to equal one-fifth (1/5) of the quota (rounded down); where the quota is not exactly divisible by five (5), the limit per bowler shall be one greater than that calculated for as many bowlers as necessary (i.e. up to four (4)) to enable the entire quota to be bowled by five (5) bowlers.

- (a) Where applicable, in grades utilising junior formats, those rules apply

17.6.1. Strikers Girls Cricket League – Metropolitan

The guidelines for bowlers are provided below;

- (i) Strikers Girls Metropolitan Under 10 & Under 12

Players Per Team				
5	6	7 (Ideal)	8	9
3 x 4 Overs 2 x 2 Overs (Wicketkeepers)	4 x 3 Overs 2 x 2 Overs (Wicketkeepers)	4 x 3 Overs 1 x 2 Overs 2 x 1 Over (Wicketkeepers)	2 x 3 Overs 4 x 2 Overs 2 x 1 Over (Wicketkeepers)	7 x 2 Overs 2 x 1 Over (Wicketkeepers)

- (ii) Strikers Girls Metropolitan - Under 15 & Under 18

Players Per Team				
7	8	9 (Ideal)	10	11
3 x 4 Overs 2 x 3 Overs 2 x 1 Over	6 x 3 Overs 2 x 1 Over	1 x 4 Overs 2 x 3 Overs 4 x 2 Overs 2 x 1 Over	1 x 4 Overs 3 x 3 Overs 2 x 2 Overs 3 x 1 Overs 1 x 0 Overs (Wicketkeeper)	4 x 3 Overs 2 x 2 Overs 4 x 1 Over 1 x 0 Over (Wicketkeeper)

17.6.2. Strikers Girls Cricket League – Upper Fleurieu

(i) Strikers Girls Upper Fleurieu - Under 12

Players Per Team				
5	6	7 (Ideal)	8	9
3 x 4 Overs 2 x 2 Overs (Wicketkeepers)	4 x 3 Overs 2 x 2 Overs (Wicketkeepers)	4 x 3 Overs 1 x 2 Overs 2 x 1 Over (Wicketkeepers)	2 x 3 Overs 4 x 2 Overs 2 x 1 Over (Wicketkeepers)	7 x 2 Overs 2 x 1 Over (Wicketkeepers)

(ii) Strikers Girls Upper Fleurieu - Under 18

Players Per Team				
7	8	9 (Ideal)	10	11
3 x 4 Overs 2 x 3 Overs 2 x 1 Over	6 x 3 Overs 2 x 1 Over	1 x 4 Overs 2 x 3 Overs 4 x 2 Overs 2 x 1 Over	1 x 4 Overs 3 x 3 Overs 2 x 2 Overs 3 x 1 Overs 1 x 0 Overs (Wicketkeeper)	4 x 3 Overs 2 x 2 Overs 4 x 1 Over 1 x 0 Over (Wicketkeeper)

17.6.3. Strikers Girls Cricket League – Barossa

(i) Strikers Girls Barossa – Under 18

Players Per Team				
7	8	9 (Ideal)	10	11
3 x 4 Overs 2 x 3 Overs 2 x 1 Over	6 x 3 Overs 2 x 1 Over	1 x 4 Overs 2 x 3 Overs 4 x 2 Overs 2 x 1 Over	1 x 4 Overs 3 x 3 Overs 2 x 2 Overs 3 x 1 Overs 1 x 0 Overs (Wicketkeeper)	4 x 3 Overs 2 x 2 Overs 4 x 1 Over 1 x 0 Over (Wicketkeeper)

17.6.4. SACA U/18 Boys T20 Cup

- (i) Bowlers may bowl a maximum of four (4) overs in a match.
- (ii) There are no restrictions on spell requirements in the SACA T20 Cup.

Law 18 – Scoring Runs

Law 18 shall apply in its entirety in addition to the below.

Law 18.8 (runs scored when a batter is dismissed) shall be amended to the following:

18.8.3 In Stage 1 matches, the scorers shall add four runs to the fielding team score each time a batsman is dismissed.

Law 19 – Boundaries

Law 19 shall apply except for the conditions below.

Law 19.1 (determining the boundary of the field of play) is replaced with the condition below:

19.1 The home side must clearly mark a boundary line with either line marking paint, rope, cones, or any safe but obvious markings allowing a minimum distance of three (3) yards (2.7 metres) from any obstruction that could present a risk to player safety such as (but not limited to) fences, goalposts, sightscreens, and trees.

19.2 It is recommended that playing areas be approximately the following;

a) Strikers Girls Cricket League

Age Group	Maximum Boundary
Under 10	35 Metres
Under 12	40 Metres
Under 15	45 Metres
Under 18	50 Metres

- i) A minimum of one (1) set of portable stumps are required for the following;
 - (a) Strikers Girls Cricket League – Under 10
 - (b) Strikers Girls Cricket League – Under 12
- ii) Chalk or tape will be required to mark the crease lines for those age-groups utilising a set of portable stumps.
- iii) Both coaches may agree to shorten the boundary for Strikers Girls Cricket League matches, however, this must be no shorter than ten (10) metres less than the above table in 19.2 (a).

b) SACA U/18 Boys T20 Cup

Age Group	Maximum Boundary
Under 18	50 Metres

Law 20 – Dead Ball

Law 20 shall apply in its entirety.

Law 21 – No Ball

Law 21.15 (Penalty from a No ball) shall be amended to include the following:

- a) In U/18 Boys T20 matches, the delivery following any No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become the free hit for whichever batter is facing it.
- b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a “Wide ball”. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or to correct a fielding position breach which was the reason for the No ball and free hit being awarded.

- c) The bowler's end umpire will signal a free hit by (after the normal No ball signal) extending one (1) arm straight upwards and moving it in a circular motion.

A reminder that Law 21.10 details that deliveries bouncing over the head of the striker are a no ball, rather than a wide as often seen in international matches. This means that if the striker makes contact with a ball bouncing over their head and it is called no ball, Law 21.18 means they cannot be given out (except by being run out, obstructing the field or hitting the ball twice). Law 41 – Unfair Play outlines the process for short-pitched deliveries that are below head height, but above shoulder height.

Law 22 – Wide Ball

The following shall apply in addition to or replacing Law 22 as appropriate.

Law 22.1 shall be amended to the below for the following Competitions;

- a) SACA U/18 Boys T20 Cup

Law 22.1 (Judging a Wide with Leg Side Wide Markings)

Any delivery passing the strike batter's stump on the legside without any contact with the striker shall be a wide unless,

- a) The ball passes between the striker and the stumps, the striker moves toward the off-side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- b) The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario the normal operation of Law 22 shall stand.

All other Competitions and Grades will use the traditional leg-side wide ruling.

Law 22.1 (Judging a Wide) (MCC Law)

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

Law 23 – Bye and Leg Bye

Law 23 shall apply in its entirety.

Law 24 – Fielder's Absence; Substitutes

Law 24.1 (substitute fielders) shall apply. **Law 24.2 (fielder absent or leaving the field of play)** is replaced with the below. **Law 24.3 (penalty time not incurred)** shall not apply. **Law 24.4 (player returning without permission)** shall apply.

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this Law, are they to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

- (a) An umpire shall be informed of the reason for this absence.
- (b) They shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
- (c) They shall be permitted to bowl, once returning to the field of play.

Law 25 – Batter’s Innings; Runners

Law 25 has been altered below to include batting retirements set out in the Australian Cricket Junior Formats, along with any requirements about the wearing of helmets.

Law 25 shall apply and is amended to include the below:

Law 25.4 (batter retiring) shall apply in senior matches but is amended to the following for junior matches.

25.4.1. Batter Retirement and Unlimited Dismissals – Strikers Girls Cricket League U/10 & U/12

- (a) In Strikers Girls Cricket League Under 10 and Under 12 Competitions, as there are allowances for varying team size, the following retirement rules will apply. Batters are to retire as soon as they face their allotted balls, not at the end of the over. However, if there is an extra ball to be bowled at the end of the innings, the batter facing at the time will face the extra ball.

Players Per Team				
5	6	7 (Ideal)	8	9
19 Balls	16 Balls	14 Balls	12 Balls	11 Balls

- (b) A batter will have unlimited dismissals and face the nominated number of balls each as in (a). The following dismissals apply in this format; Bowled, Caught, Caught & Bowled, Run Out, Stumped and Hit Wicket.
- (c) Should a dismissal occur, four (4) runs are to be added to the opposition score and batters are to swap ends. If there is a run out, the not out batter shall face the next delivery.

25.4.2 Batter Retirements, Return and Dismissals – Strikers Girls Cricket League U/15 & U/18

Players Per Team					
	7	8	9 (Ideal)	10	11
Minimum balls before 1 st retirement	17 Balls	15 Balls	13 Balls	12 Balls	10 Balls
Maximum balls before 1 st retirement	20 Balls	20 Balls	20 Balls	15 Balls	15 Balls
Total maximum balls before final retirement	35 Balls	35 Balls	35 Balls	35 Balls	35 Balls

- (a) In Stage 2, Under 15 Strikers Girls Cricket League Competitions, as there are allowances for varying team sizes, the following retirement rules will apply. Batters are to retire as soon as they face their allotted balls, not at the end of the over.
 - (i) All batters must either be dismissed or have retired before a retired batter can return to the crease.
- (b) Retirement limits are based on the assumption that players will be dismissed.
- (c) Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.
- (d) Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- (e) Coaches/Team Managers should rotate the batting order each match.
- (f) All dismissals apply in this format; Bowled, Caught, Hit the ball twice, Leg Before Wicket (LBW), Obstructing the Field, Run Out, Stumped, Hit Wicket, Timed Out.
- (g) All batters are limited to one dismissal.
- (h) The innings is deemed as closed after the batting team has completed their allotted overs, or the following amount of wickets have fallen.
 - (i) 7 player team – 6 wickets
 - (ii) 8 player team – 7 wickets
 - (iii) 9, 10, or 11 player teams – 8 wickets

25.1.3 Batter Retirements, Return and Dismissals – Stage 3 Matches

- (a) There is no compulsory retirement in Stage 3 matches.

Law 25.9 (Helmets) is created the following:

25.9 Helmets

Any player that is aged less than 18 years shall wear a helmet at all times whilst batting.

Law 26 – Practice on the Field

Law 26 shall apply in its entirety.

Law 27 – The Wicket-Keeper

Law 27 shall apply and is amended to include the following:

Law 27.1 (Protective equipment) is amended to add the following:

- 27.1.1 In Stage 1 matches, each team is required to use two (2) wicket-keepers, to hold the position for 10 overs each. All wicket-keepers shall wear a helmet, pads and protection at all times.
- 27.1.2 In Stage 2 matches, all wicket keepers must wear a helmet, pads and protection at all times. Teams have the option to change wicketkeepers after 10 overs in a 20 over game.

27.1.1 In Stage 3 matches all wicket keepers must wear a helmet, pads and protection at all times.

Law 28 – The Fielder

Law 28 shall apply and is amended to include the following:

Law 28.7 Restrictions on the placement of fielders is created with the following

28.7.1 For Twenty20 matches only, a 30-metre ring is to be marked around the pitch. The 30-metre ring should be clearly marked in a fashion which will not interfere with play such as by a continuous white line or a series of plastic/rubber discs at 5 metre intervals.

28.7.2 In Twenty20 matches, at the instant of the bowler's delivery, no more than two fielders in the first six (6) overs, or five fielders in the remaining fourteen (14) overs shall be outside the marked 30 metre circle. In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.

28.8 Restricted fielding area for players aged less than 18 years

28.8.1 Any player that is aged less than 18 years is prohibited from fielding any closer than 10 metres from the bat in front of the wicket (i.e. unless acting as a Wicketkeeper or fielding in the Slips or a Gully position).

28.8.2 No player may enter this restricted area until the ball:

- Is hit by the batter, or
- strikes the body, or
- strikes the equipment of the batter, or
- passes through to the wicket-keeper.

Law 29 – The Wicket is Broken, Law 30 – Batter out of His/ Her Ground, Law 31 – Appeals, Law 32 – Bowled, Law 33 – Caught

Laws 29 to 33 shall apply in their entirety.

Law 34 – Hit the Ball Twice

Law 34 shall apply in all matches other than Stage 1 junior matches.

Law 35 – Hit Wicket

Law 35 shall apply in its entirety.

Law 36 – Leg Before Wicket, Law 37 – Obstructing the Field

Laws 36 and 37 shall apply in all matches other than Stage 1 junior matches.

Law 38 – Run Out, Law 39 - Stumped

Laws 38 and 39 shall apply in its entirety.

Law 40 – Timed Out

Law 40 shall apply in all matches other than Stage 1 junior matches.

Law 41 – Unfair Play

Law 41 shall apply and is amended to include the following:

Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall be replaced with the below:

- 41.6.1 A bowler shall be limited to one (1) delivery per over which, after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 41.6.2 The umpire at the bowler's end shall advise the bowler and the batter on strike when a fast short pitched delivery has been bowled.
- 41.6.3 In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal a "No ball" on each occasion.

In **Law 41.7 Bowling of Dangerous and Unfair Non-Pitching Deliveries**, Law 41.7.1 is amended to the following and the remainder of Law 41.7 shall not apply.

- 41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the strikers standing upright at the popping crease, is both unfair and dangerous. Whenever such a delivery is bowled, the umpire shall call and signal 'No Ball'. However;
- 41.7.2 The ball cannot be dangerous if it is outside the marked pitch lines on a turf wicket, or the matting on a hard wicket.
- 41.7.3 Should there be a maximum of two (2) further dangerous such deliveries by the same bowler in that innings, the umpire shall call and signal 'No Ball' and when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason of this action. The bowler is thus suspended and shall not be allowed to bowl again in that innings.
- 41.7.4 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 any part of the next over. Additionally, the umpire shall report the occurrence to the batter and, as soon as practicable, to the captain of the batting team.
- 41.7.5 The warning and action sequences in 41.7.3 and 41.7.4 are independent of those in 41.6.

Law 42 – Player's Conduct

Law 42 shall apply and is amended to include the condition below.

- 42.8 All players shall comply with the relevant Codes of Behaviour listed in Part IV. In the case of a breach, the Process for Reports of Breaches of Laws and By-Laws is to be followed.

BY-LAWS IV – SUPPORTING POLICIES AND DOCUMENTS

Part IV provides a section for including relevant guidelines, policies and other detail that can be referenced through Parts I, II and III. The full policy (such as for the Concussion Guidelines) could be included as a further Appendix or linked through on the relevant Association website.

Adverse Weather Guidelines

Purpose

The purpose of these guidelines is to provide guidance to competition administrators, players and umpires, ensuring that no participant suffers significant health damage due to participating in adverse weather conditions.

The guidelines acknowledge that junior and adolescent players are at a higher risk of heat illness, compared to adult and elite players. As such a more conservative approach to playing in the heat is required for those under the age of 18 years of age, especially the very young players.

Scope

The guidelines apply to competition administrators, coaches, players and umpires involved in any organised community cricket competitions, matches or training. The responsibility for ensuring the safety of individual participants is primarily the responsibility of clubs and the individuals themselves.

Definitions

For the purpose of these guidelines and unless the context otherwise requires:

“**Association**” refers to the Association responsible for the relevant Competition.

Responsibility

No Person can be forced by the Association to participate in any match.

The Association reserves the right to use its absolute discretion to adjust/abandon matches outside of the following outlined forecasts based on factors including, but not limited to:

- The weather up to seven days prior to the commencement of the fixture
- The impact of other mid-week/representative cricket prior to the commencement of the fixture

Hot Weather

Clubs are encouraged to consider additional considerations when playing and training in temperatures in excess of 32 degrees such as extra drinks breaks and rotation of players where applicable / possible.

Player welfare and safety must always be put first.

Individuals have a responsibility to withdraw from participating if their particular circumstances place them at an unacceptable level of risk. Participating in hot conditions will affect different individuals to different extents and in differing ways.

Factors which can influence the effect on different individuals include:

- The individual’s level of fitness and general health
- The preparation the individual has undertaken in the lead-up to the match
- Whether, and how much, the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating

- The measures the participant takes to ensure proper rehydration during and after participating
- The age of the individual

The relevant Association's rule for calling off games due to heat is located within their By-Laws.

These guidelines should complement the [Australian Cricket Heat Guidelines](#), which include a Heat Stress Risk Index (HSRI), a cricket-specific tool developed specifically by Cricket Australia to be used in determining the heat stress risk to participants in Community Cricket.

The Heat Stress Risk Index (HSRI) is calculated based on key values to be taken from the weather station closest to the location from the Bureau of Meteorology (BOM), and observations made by the person entering the data at the location.

In addition to the 'Community' HSRI for adult participants, Cricket Australia has developed a 'Pathway' HSRI tool specifically for junior participants, which can be used in matches, tournaments and training sessions involving players under the age of 18.

[Community Heat Stress Risk Index \(for adult participants\)](#)

[Pathway Heat Stress Risk Index \(for under 18 participants\)](#)

A conservative approach is to be taken in situations where there are both adults and under 18 participants in the same competitions, matches and/or trainings. Where there are under 18 participants in any organised activity, the 'Pathway' HSRI is to be used.

Wet Weather

The umpires, or where there are no umpires, the Captains (interchangeable with Coaches in junior matches) will inspect the ground to determine whether it is suitable for play. Whilst it is preferable for matches to begin if conditions permit, the decision should be based primarily on the duty of care to, and safety of players along with (if playing on turf) the potential damage to the wicket and surrounding areas. The home club, by agreement with the opposition and if by-laws allow, may arrange a suitable alternative venue for the match to be played.

Where there are umpire(s) supplied, the umpire(s) are the sole judge of pitch and venue condition. The fact that the grass and ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpire(s) or where no umpires, coaches, consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batters the ability to play their shots and run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

Lightning

In the case of thunderstorms, the 30/30 rule shall be used to assess the distance between the storm and play. When a lightning strike is observed, count the seconds between the flash of lightning and the sound of thunder. If the count is less than 30 seconds, all participants must leave the field immediately for a minimum of 30 minutes. Ideally seek shelter in an enclosed building and avoid taking shelter near metal structures, open fields or trees. Play may continue only when the following is satisfied: the minimum 30-minute period off the field is completed and the original test of more than 30 seconds between an observed lightning flash and thunder is passed.

PROCEDURE

Heat - Cancellation in Advance

Locations for temperature readings are as follows.

Metropolitan Adelaide – Adelaide

Barossa - Nuriootpa

Upper Fleurieu – Mount Barker

Monday Afternoon Matches

The final decision on whether Monday afternoon matches are played will be made following the updated BOM forecast released on Sunday evening at 6:00pm. Should the forecast temperature for 5:30pm Monday on the BOM app, as at 6:00pm on Sunday evening be 36 degrees Celsius or above, all matches will be cancelled.

Wednesday Afternoon Matches

The final decision on whether Wednesday afternoon matches are played will be made following the updated BOM forecast released on Tuesday evening at 6:00pm. Should the forecast temperature for 5:30pm Wednesday on the BOM app, as at 6:00pm on Tuesday evening be 36 degrees Celsius or above, all matches will be cancelled.

Friday Afternoon Matches

The final decision on whether Friday afternoon matches are played will be made following the updated BOM forecast released on Thursday evening at 6:00pm. Should the forecast temperature for 5:30pm Friday on the BOM app, as at 6:00pm on Thursday evening be 36 degrees Celsius or above, all matches will be cancelled.

Sunday Morning Matches

The final decision on whether Sunday morning matches are played will be made following the updated BOM forecast released on Saturday evening at 6:00pm. Should the forecast temperature for 12:30pm Sunday on the BOM app, as at 6:00pm on Saturday evening be 36 degrees Celsius or above, all matches will be cancelled.

If the forecast falls below the threshold to cancel matches;

In all remaining situations, play will occur and shall continue until the weather reaches 36 degrees **at the venue of the match** (as per the BOM app). Should the temperature threshold be reached during the day and play be cancelled, that shall be the final outcome for the day and play shall not resume.

Wet Weather

In the event of extreme wet weather conditions leading up to a round of matches, the Association may cancel matches in a round of Cricket. Where the Association has not cancelled a round of matches, the home club will advise the opposition by **6pm on the day prior to the match**, if the ground is unsuitable for play.

NOTE: In the event that a home club notifies the opposition that the ground is unsuitable for play, a **home club official** must also notify the SACA Competition Administrator(s) via email at competitions@saca.com.au by **6pm on the day prior to the match**. The SACA Competition Administrator(s) will be responsible for notifying any SACA umpires where relevant.

Where no cancellation has occurred by 6pm on the day prior to the match, both teams and players must attend the ground ready for the match to begin as scheduled. If the decision is made to cancel the match once the inspection has occurred, the **home club** will be responsible for completing the fixture outcome of 'Cancelled' in PlayHQ.

Relevant Codes of Behaviour

Relevant Codes of Behaviour and Policies

The behaviour of all Member Clubs and their own members, Coaches, Club Officials, Parents and connected spectators shall be in accordance with the following documents:

- Association By-Laws
- SACA Affiliated Clubs and Associations Affiliate Protection Policy
- Australian Cricket Policy for Safeguarding Children and Young People
- SACA Policy for Safeguarding Children and Young People
- Australian Cricket 'Looking After Our Kids' Code of Behaviour for Affiliated Associations & Clubs
- The (MCC) Laws of Cricket 2017 Code (3rd Edition - 2022)

These Codes of Behaviour and Policies can be found on the following websites;

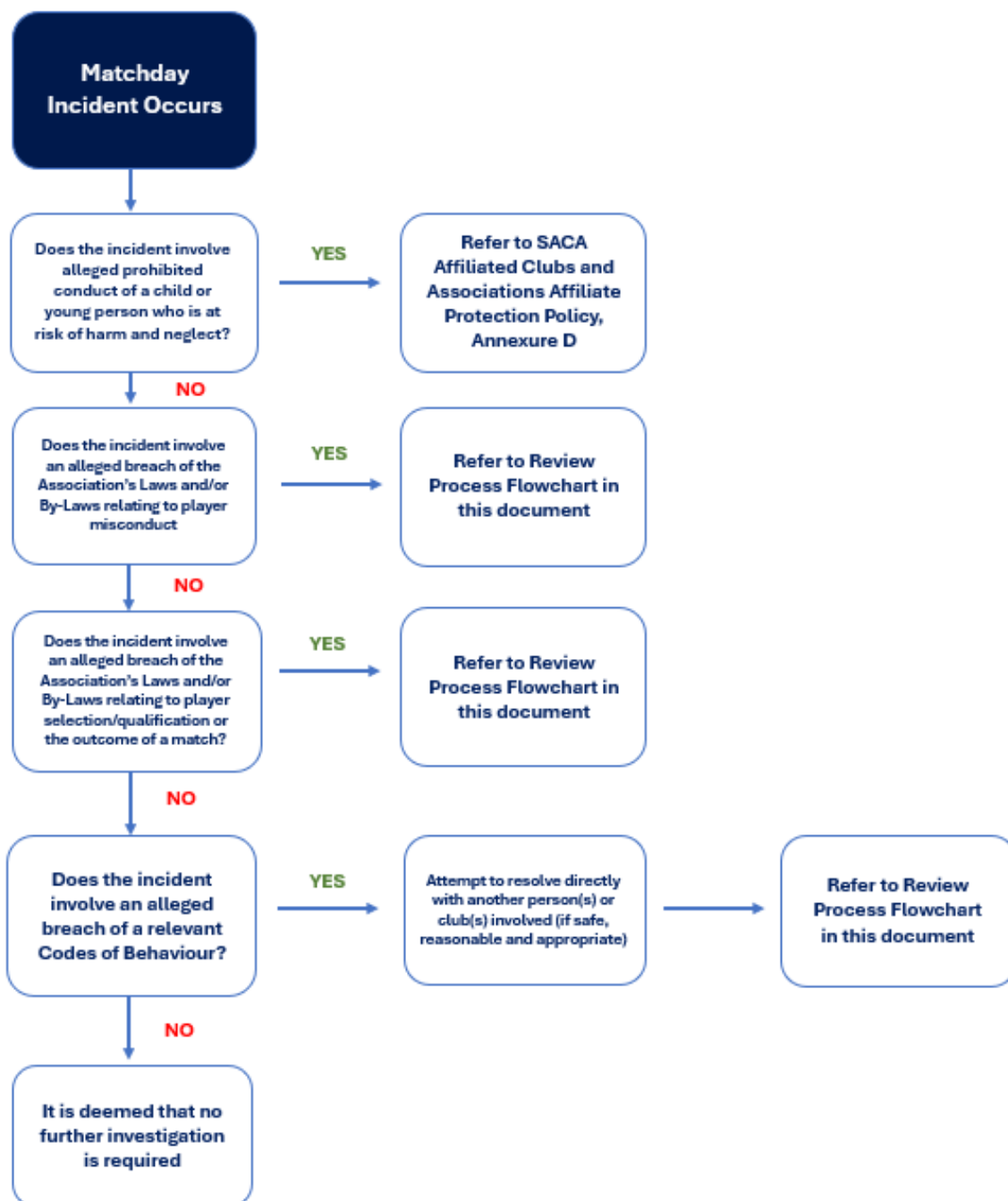
- <https://www.saca.com.au/community/safeguarding-children-and-young-people>
- <https://www.cricket.com.au/integrity/safeguarding-children>
- <https://www.lords.org/mcc/about-the-laws-of-cricket>
- <https://www.strikersgirlscricketleague.com.au/>

Process For Reports of Breaches of Laws & By-Laws (Disciplinary Process)

DISCIPLINARY AND MATCH PROTEST GUIDELINES

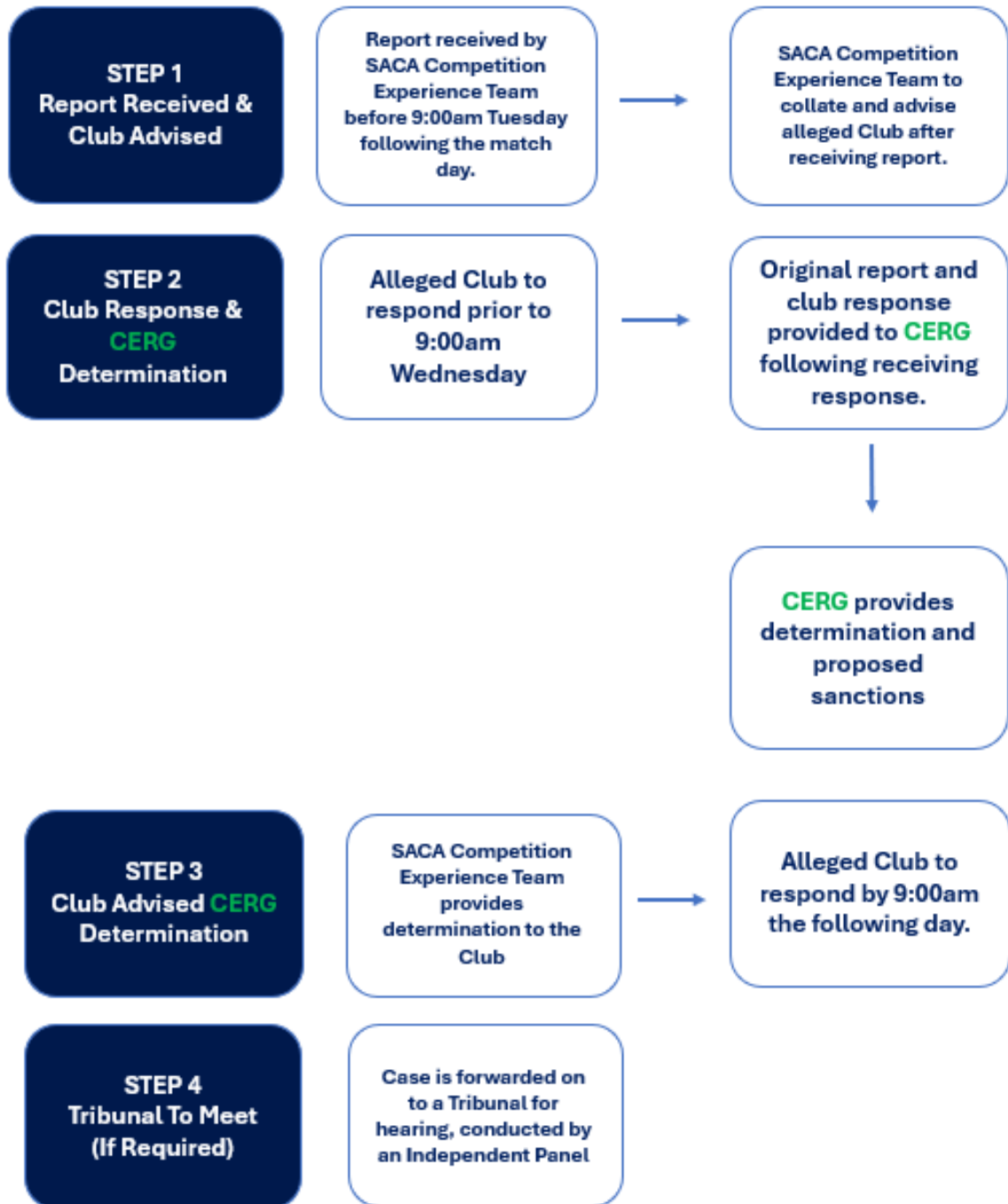
(for initial determinations by SACA Competition Experience Team)

INCIDENT REPORT FLOWCHART

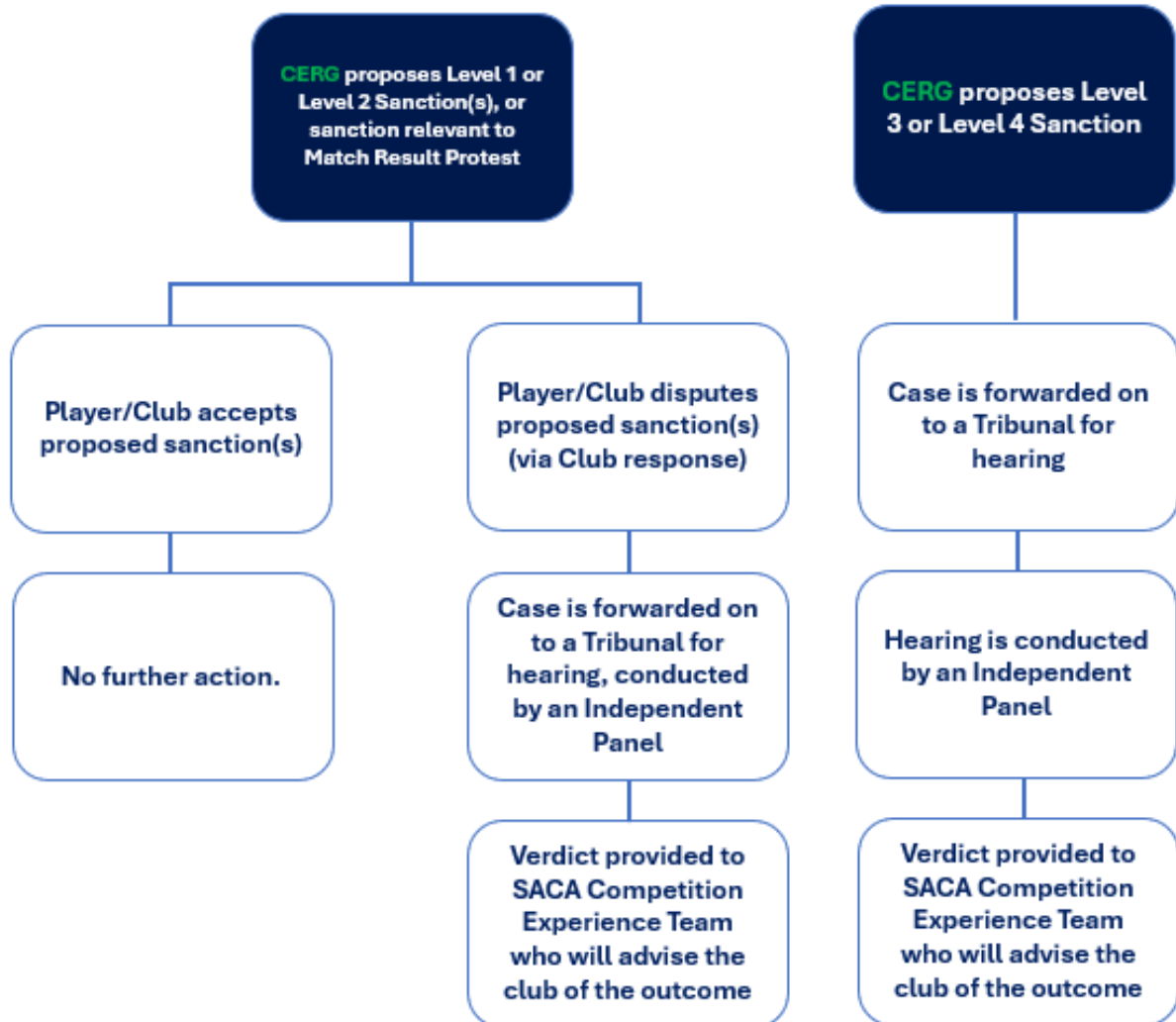


REVIEW PROCESS FLOWCHART

Submission of Report, Club Responses and Determination



Disciplinary/Protest Levels and Flowchart



INCIDENT REPORT PROCESS

Definitions

“Competition Administrator” means the SACA staff member appointed to provide competition administration service to the association. “SACA Competition Experience Team” are the broader staff responsible for supporting community associations

Purpose

The purpose of these guidelines is to provide guidance to competition administrators, players, coaches and umpires, ensuring that any incidents that occur during a game of Cricket are handled in an appropriate manner.

Scope

The guidelines apply to competition administrators, players, coaches and umpires involved in any organised community cricket competition matches of the relevant Association.

Responsibility

Clubs are expected to lead their own players, coaches, parents, spectators and members to understand and comply with the relevant Laws, By-Laws and Codes of Behaviour of their Association (outlined in the By-Laws), including the Preamble “The Spirit of Cricket”. This expectation shall extend to ensuring play is conducted within the above, and any breach of the above Laws and Codes shall be considered as misconduct under these By-Laws.

By-Laws

4.1. Protests and Reports of Players and Officials

4.1.1 By an Officiating Umpire

- (a) If an appointed or officiating umpire, during or on the day of a match in which they are umpiring deems it necessary to report any player, or Club Official for misconduct arising out of, or in the course of, that match (whether or not the player or official is involved in that match), or any breach under Law 41 (Unfair Play) of the Laws of Cricket, or any other Law or By-Law, they shall, as soon as practicable, after the conclusion of the day’s play;
 - (i) The Umpire must lodge a report under the **SACA Competition Experience Team** Incident Report Form, providing as much detail about the event(s) as possible by 9:00am on Tuesday following the match.
 - (ii) The report shall constitute a charge or report against the player, or official for the purpose of these By-Laws.
 - (iii) The report made will fall under the parameters of the **SACA Competition Experience Team** Incident Report Flowchart. If further investigation is required, the relevant Process will occur.
- (b) Where an umpire reports a player or official during the course of a match, the umpire where practical is to inform a club official, such as the Coach of the report.
- (c) A Coach, Junior Delegate or Team Manager (of the reported player/officials club) may approach the umpire at the conclusion of the match to obtain the relevant report details.

- (d) The failure of an Umpire to inform a player or official of the report does not invalidate the making of the report.
- (e) It is a breach of these rules for any person, other than those mentioned in (c) above. to approach the umpire in relation to the report.
- (f) It is a breach of these rules for a reported player, official or any other player or official to speak to the Umpire about a report. Any player or official who speaks to the Umpire may be referred by the **SACA Competition Experience Team** to a Tribunal as deemed appropriate.
- (g) Any reports made after this time may be considered at the sole discretion of the **SACA Competition Experience Team**.

4.1.2 By Club Appointed Persons

- (a) A report can be made by the following Nominated Club Officials and must be presented to SACA Competition Experience Team Management by 9:00am on Tuesday following the match;
 - (i) Junior Coordinator
 - (ii) Club President
 - (iii) Club Secretary
- (b) Reports must only be made from those mentioned above and must be lodged under the SACA Competition Experience Team Incident Report Form.
- (c) The report made will be reviewed by SACA Competition Experience Team Management and if further investigation is required, the report will fall under the parameters of the relevant SACA Competition Experience Team Incident Report Flowchart, where a **Competition Experience Review Group (CERG)** Process may occur if deemed necessary.
- (d) Any reports made after this time may be considered at the sole discretion of the **SACA Competition Experience Team**.
- (e) Similarly to reports from an Officiating Umpire, a report made by a Nominated Club Official through the Incident Report relating to player or Club Official misconduct, or any other Law or By-Law of the Association including a player's selection and/or qualification or the outcome of a match.

4.2 Investigations

- (a) The **SACA Competition Experience Team** have the power to investigate any incident that is brought to their attention.
- (b) The **SACA Competition Experience Team** at its discretion, have the power to refer a matter directly to a Tribunal.
- (c) A club or player that is not complying with a penalty imposed by the **SACA Competition Experience Team** shall be subject to additional penalties as deemed appropriate.

4.3. Cross-Competition Sanctions

- (a) If players or officials are found guilty and suspended for a breach of the Rules/Codes of Behaviour of the game in one Competition, it is recommended that they serve a similar suspension in other Competitions.
- (b) The SACA Competition Experience Team will notify any additional Clubs or Associations the player is competing in, to inform them of the penalty that has been handed down to the player(s) or official(s).

4.4. Appeals and Tribunal Process

4.4.1. Appeals

- (a) Should a report be made from either an Umpire (4.1), or a nominated Club Official (4.2) and a suspension is handed down following the relevant review process, a person or Club may appeal against such a suspension on the following grounds;
 - (i) That there was an error of law, or;
 - (ii) That the sanction imposed was distinctly excessive
- (b) Any player or Club wishing to appeal a decision from the **CERG** must notify the SACA Competition Experience Team via email competitions@saca.com.au within 24 hours of the verdict being handed down.
- (c) Any appeal must be supported by the person's primary club, the club which they were representing at the time of the incident in question.

4.4.2 Tribunal Process

- (a) If required, a tribunal panel will meet to adjudicate on a matter.
- (b) A Tribunal Panel will meet to hear a case that is either;
 - (i) Appealed following a **CERG**-determined decision being handed down, as per 4.4.1. or;
 - (ii) A Report that has been sent directly to the tribunal due to the seriousness of its nature.
- (c) The Tribunal Panel will consist of a minimum of two (2) members and a maximum of three (3) members
 - (i) Where there are 2 panel members, the decision needs to be unanimous.
 - (ii) Where there are 3 panel members, the decision agreed upon by the majority of the panel will stand.
- (d) The Tribunal Panel may do one or more of the following;
 - (i) If the matter is an appeal of a **CERG** Decision;
 - (1) Find that the decision of the **CERG** was so unreasonable that no group acting reasonably could have come to that decision having regard to all the material before them. In this case, the Tribunal must make a new determination in substitute of the **CERG** decision and impose any penalty or penalties it considers appropriate (if any);
 - (2) Affirm the decision of the **CERG**. In this case, the Tribunal must impose the original penalty imposed by the **CERG**, or;
 - (3) Impose additional penalties on the person
 - (ii) If the matter is a direct referral to the Tribunal;
 - (1) Find in favour of the Participant, in which case no penalty will be issued, or;
 - (2) Find against the Participant, in which case it must impose a penalty on the Participant or Club.
 - (iii) The SACA Competition Experience Team will be responsible for communicating the outcome of the tribunal hearing to the Participant and the Club.

- (iv) The decision of the tribunal will be final.
- (v) Any suspensions handed down will be documented on PlayHQ and the relevant Association Website.

4.5 The Codes of Behaviour

- (a) When considering the Codes of Behaviour it must be remembered that:
 - (i) Cricket owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the “Spirit of Cricket”
 - (ii) The major responsibility for ensuring fair play in junior cricket rests with all players, match officials, teachers, coaches, and parents.
 - (iii) Respect is central to the Spirit of Cricket.
 - (iv) Any action that is disrespectful and seen as abusing the “Spirit of Cricket” causes and injury to the game itself.
- (b) All players and Club officials shall comply with the relevant Codes of Behaviour and Policies below, which should be read in conjunction with the (MCC) Laws of Cricket 2017 Code (3rd Edition - 2022) and the relevant Association’s Constitution, By Laws and Playing Conditions.
 - (i) SACA Affiliated Clubs and Associations Affiliate Protection Policy
 - (ii) Australian Cricket Policy for Safeguarding Children and Young People
 - (iii) SACA Policy for Safeguarding Children and Young People
 - (iv) Australian Cricket ‘Looking After Our Kids’ Code of Behaviour for Affiliated Associations & Clubs
- (c) Any breach of the Codes of Behaviour shall be considered to be misconduct under these By-Laws.
- (d) Captains, and, where relevant to junior cricket, Coaches are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Law of Cricket (2017 Code 3rd Edition – 2022) including the preamble “The Spirit of Cricket”.

4.6. SACA Competition Experience Review Group (CERG)

- (a) There shall be a **Competition Experience Review Group (CERG)**.
- (b) The CERG shall consist of the following;
 - (i) Competition Administrator of the Association
 - (ii) SACA Competition Experience Team Staff Members (2)
- (c) All charges shall be referred by the Competition Administrator as soon as possible following the completion of the match.
- (d) The **CERG** shall review each charge and make a determination as soon as practicable, if possible/practicable before the next game day.
- (e) The **CERG** may seek further information or comment from any person in such a manner as it seems fit.
- (f) If the **CERG** determines that a charge is proven, the reported person is to receive a penalty which is appropriate in all circumstances.

- (g) When imposing any penalty, all relevant circumstances must be taken into account (considered), including;
- (i) The **CERG** must request and obtain details of any prior penalty imposed on the reported person before imposing any reprimand or period of ineligibility to participate.
- (ii) The seriousness of, and harm caused by the breach.
- (h) The **CERG** shall, upon making its determination, notify the Club of its determination and any penalties imposed.
- (i) The reported person or Club must at the time of notification, be advised that if they do not accept the determination, the person will be required, through their Club Delegate, to notify the Competition Administrator(s) of their non-acceptance of the determination.

Under this circumstance, the charge will be heard by an Independent Association Tribunal at its earliest convenience.

- (j) If the Panel determines that the charge is not proven, the charge will be dismissed.
- (k) The Panel is not required to provide reasons for its determination.
- (l) If an incident occurs, which falls outside of the example of the offences listed in the below tables, the relevant Panel has discretion to categorise the incident as they believe best fits the offence.

4.7 Ranges of Penalties for Misconduct

- (a) If a report is found to be proven, the reported person is to receive a penalty which is appropriate in all of the circumstances.
- (b) Indicative range of penalties for each misconduct is;

LEVEL OF OFFENCE	INDICATIVE PENALTY RANGE
Match Result Protest is Proven	Match awarded to relevant Club as Forfeit, with relevant changes to Match Points and other parameters.
Level 1	A minimum of one (1) club match suspended sentence. Alt: two days (2) susp. sentence
Level 2	A minimum ban of Two (2) club matches. Alt: three (3) playing days
Level 3	A minimum ban of Three (3) club matches. Alt: five (5) playing days
Level 4	A minimum ban of Four (4) club matches. Alt: seven (7) playing days.

**A reminder that the above is indicative and is a guide only. Alternative measurements are in red where playing days are to be used instead of matches.*

- (c) A penalty less than the cumulative indicative range(s) may be imposed at the discretion of the relevant Panel.
- (d) A penalty greater than the indicative range may be imposed in the case of a person having been found guilty of previous offences.
- (e) A club match (or playing day), or for the purpose of the ban, shall be defined as the entirety of the number of fixtured rounds for the ban. For example, a player receiving a two (2) club matches ban would require the player to miss the entirety of the next two rounds, and, similarly, a player receiving a ban of three (3) playing days would be required to miss all of the next three applicable playing days.
- (f) The prescribed penalty is only enforceable in the Competition in which the offence took place in.

- (i) The SACA Competition Experience Team will notify any additional Club(s) and Competitions the player participates in and they may choose to enforce the penalty.
- (g) In the case of a parent receiving a ban, this may result in the parent not being permitted to attend the game.
 - (i) The **Competition Experience Review Group (CERG)** may determine that the imposed penalty is handed to the child on behalf of the parent.

RULES OF BEHAVIOUR - OFFENCES

LEVEL 1 OFFENCES

NO.	OFFENCE	EXAMPLE
1.1	Abuse of Cricket equipment or clothing, ground equipment of fixture and fittings.	Actions such as hitting or kicking the wickets or action that result in damage to advertising boards, boundary fences, or any part of the building structure around the ground.
1.2	Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and an obvious delay in resuming play or leaving the wicket.
1.3	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture.	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.
1.4	Point or gesture towards the pavilion in an aggressive manner or behaving aggressively towards either batter upon dismissal of a batter.	Includes charging or running up to the batter and getting "in his/her face".
1.5	Excessive "Chatter to the Batter"*	Includes excessive and repeated sledging or comments to the opposing batter and ignoring directions to cease.
1.6	Excessive Appealing*	Self-Explanatory

** **excessive**" is considered to be multiple instances beyond where a warning(s) have been given to a player.

LEVEL 2 OFFENCES

NO.	OFFENCE	EXAMPLE
2.1	Show serious dissent at an umpire's decision by action or verbal abuse	Dissent is classified as serious when by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or inside edge and other displays of anger or abusive language directed at the umpire or excessive delay in resuming play.

2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Deliberately walking or running into or hip-and-shouldering another player or official.
2.3	Charge or advance towards the umpire in an aggressive manner when appealing.	Self-Explanatory.
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Deliberately attempting to distract a player by words or gestures (refer to 'no chatter to the batter' rule) or deliberately shepherd the batter while running or attempting to run between the wickets.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This does not discourage a fielder or bowler returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.	This is language or gestures which are directed at another person.
2.7	Change the condition of the ball in breach of the Law 41.3	Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball.

LEVEL 3 OFFENCES

NO.	OFFENCE	EXAMPLE
3.1	Intimidate an umpire, coach or spectator whether by language or conduct.	Self-Explanatory.
3.2	Threaten to assault another player, official or spectator.	Self-Explanatory.
3.3	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person based on that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.

LEVEL 4 OFFENCES

NO.	OFFENCE	EXAMPLE
4.1	Threaten to assault an umpire, official, player or spectator.	Self-Explanatory
4.2	Physically assaulting another player, umpire, official or spectator.	Self-Explanatory
4.3	Engage in any act of violence on the field of play.	Self-Explanatory.
4.4	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person based on that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.

Association Umpiring Guidelines

Umpires, in grades where umpires are applicable, are appointed by the SACA Umpiring Team.

Player Permit Policy & Process (Overage Permits for Junior Competitions)

PLAYER AGE PERMIT POLICY

Purpose

The primary objective of this policy is to encourage balanced competition while fostering the development of young players. This policy provides guidelines for allowing players to compete in lower age groups in specific circumstances.

Scope

The guidelines apply to competitions administered by SACA through an MOU for a Centralised Administration Service who have adopted this policy.

Definitions

For the purpose of these guidelines and unless the context otherwise requires:

“Competition Administrator” means the SACA staff member appointed to provide competition administration service to the association.

“SACA Competition Experience Team” are the broader staff responsible for supporting community associations.

“Permit Committee” refers to persons appointed by the Association for this purpose, or where that function has been delegated by the Association to the SACA Competition Experience Team.

Responsibility

The “SACA Competition Experience Team” is responsible for the administration of this policy.

The appointed “Permit Committee” shall be responsible for the review and determination of applications made in accordance with this policy.

Policy

All players must be selected to their correct team, based on their playing age on the 1st September at the commencement of the playing season.

Clubs may apply to the SACA Competition Experience team on behalf of a registered player to seek approval for the player to compete in a lower age group than their eligibility would ordinarily permit.

Player Age Permits will only be considered where reasonable evidence has been provided to support that the player meets one or more of the following criteria.

- Medical reason
- Personal or family reason
- Physical or skill development
- Other reason at the discretion of the Association and/or SACA Competition Experience team

Procedure

The request for any permit shall be based on:

- Childs ability in the sport
- Batting Runs
- Wickets Taken
- Batting Style
- Bowling Style

The relevant permit application form provided by the SACA Competition Experience team must be filled in fully to be eligible for consideration of receiving a permit. The form will seek the following information:

- Club Requesting Permit
- Person Requesting Permit
- Player Name
- Player Date Of Birth
- Age Group In 2023/2024
- Age Group Request To Play In 2024/25
- How Many Years Has The Player Played Cricket?
- Primary Skill; Bat/Bowl/All Rounder:
- Season Stats 2023/24 (Grade, Matches, Runs, Wickets)

The Permit Committee can refuse any player they think would make the game unsafe or unfair.

SACA Competition Experience team or the relevant Association does not have to publish any players that have gained permits. This is due to privacy.

The Permit Committee has the power to rescind any registration or permit that has been approved.

Conditions & Review

Players approved to compete in a lower age group must adhere to all other by-laws and playing conditions relating to that age group, including any restrictions on bowling spells and batting retirements.

The Permit Committee can refuse any player they think would make the game unsafe or unfair.

The permit form must be submitted to competitions@saca.com.au by 5:00pm on the Wednesday prior to the game commencing.

Community Cricket Concussion Guidelines

The Association shall adopt and endorse the “Australian Cricket Community Cricket Concussion and Head Trauma Guidelines” Version 5.0, that will apply to all players and umpires participating in any training, matches and competitions organised or related to this Association.

Guidelines can be accessed at; [Concussion & Head Trauma Guide](#)