NORTH SUBURBAN COMMUNITY CRICKET ASSOCIATION INC

BY-LAWS (KOOKABURRA LEAGUES) 2026/27

(Also refer to Helmet, Heat, Social Media & Code of Conduct Policies currently in place)

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THE LAWS OF CRICKET - THE PREAMBLE – THE SPIRIT OF CRICKET

It is imperative for all administrators, captains and players to be aware of their responsibilities when participating in the game of cricket. In this regard, please ensure that you read the following except from the MCC 2022 Code of the laws of cricket:

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents

Respect is central to the Spirit of Cricket

Respect your captain, team-mates, opponents and the authority of the umpires

Play hard and play fair

Accept the umpire's decision

Create a positive atmosphere by your own conduct, and encourage others to do likewise

Show self-discipline, even when things go against you

Congratulate the opposition on their successes, and enjoy those of your own team

Thank the officials and your opposition at the end of the match, whatever the result

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played with the Spirit of Cricket

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender

RESPONSIBILITY OF CAPTAINS (MCC Law 1.4)

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws – refer also to Law 41.1 Fair & Unfair Play – Responsibility of Captains

VIOLENCE

There is no place for any act of violence on the field of play

PLAYERS

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this

1. ARRANGEMENT

1. Arrangement
2. Interpretation of Rules
3. Bylaws
4. Meetings
5. Fines
6. Rules of Play
7. Grades & Fixtures
8. Forfeits
9. Inter-Association Players
10. Players Under Suspension
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17. Code of Conduct – Guidelines & Penalties
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21. Local Rules (where not in accordance with MCC Laws)
22. Interchange Players
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25. Standard Finals
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27. Umpires
28. Team & Player Umpires
29. Post-Match Duties
30. Awards & Trophies
31. Loss of Time Chart

2. INTERPRETATION OF RULES

The following terms shall bear the respective meanings wherever used in these bylaws unless inconsistent with the context:

2.1 "Association" shall mean the North Suburban Community Cricket Association Inc.
2.2 "Club" shall mean an Affiliated Incorporated Club
2.3 "Executive" shall mean the Executive Committee
2.4 "Rules" shall mean the Constitution, Bylaws and Regulations of the Association
2.5 "Laws" shall mean the current MCC Laws of Cricket
2.6 "Act" shall mean the Associations Incorporation Act 2015
2.7 "Over" shall mean 6 ball over

3. BYLAWS

3.1 These bylaws shall remain in force until cancelled or otherwise amended
3.2 Motions for the cancellation or amendment of these bylaws must be submitted to the Secretary 1 month prior to being moved at a General Committee meeting

4. MEETINGS

In the event of a club not being represented at any meeting/s of the Association to which it has been called, such club shall be fined

5. FINES

For the purposes of these Rules a fine may be imposed where applicable and as noted within the Bylaw Penalties List; such fine, unless stated elsewhere in the Rules, shall be a maximum of $100.00 for each offence in contravention of these Rules

6. RULES OF PLAY

6.1 All matches shall be played under and in accordance with the Australian modifications of the current Laws of the Marylebone Cricket Club unless the same are otherwise negated or modified by these bylaws (refer bylaw 21 Local Rules)

6.2 THE BALL

6.2.1 The ball in use in any incomplete innings shall, at the end of the days play, or at any interval during the innings, be taken in charge by the umpire, and such ball shall be used on resumption of such innings

6.2.2 Should no official umpire or team umpire be in attendance then such ball, after consultation between the captains, shall be taken in charge by the fielding captain and used upon resumption of such innings

6.2.3 Should such ball not be available upon resumption of play, another ball in as like condition as possible thereto shall be used

6.2.4 The ball must be of type and brand approved by the Executive. A team using a non-approved ball shall, on report by the umpire or opposing captain, be fined

6.3 NEW BALL

6.3.1 In matches of 2 or more day's duration, a new ball may be called for after 72 overs have been completed with the old ball

6.4 FIELDING LIMITATION

6.4.1 At the instant of the bowler's delivery there shall not be more than 2 fielders other than the wicketkeeper behind the popping crease on the onside. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line

6.5 NO BALL

6.5.1 A ball which is delivered and lands on the edge of the pitch or off the pitch shall be called a "no ball" subject to the provisions of MCC Laws 21 & 25.8

6.6 THE RESULT

6.6.1 All ordinary matches shall be decided on the 1st innings should the time available be insufficient to allow the game to be played out

6.6.2 In the event of the 1st innings being undecided and incomplete, the match shall be drawn

6.7 TIME

6.7.1 The umpire of each match shall determine the actual time when play commences

6.8 LATE START

6.8.1 Any team not ready to commence play by the scheduled time shall, upon report to the Association by the umpire or team umpire, be fined. Where an official umpire or team umpire is not in attendance, the captain of the team not in offence shall report the late start

6.8.2 Should a team not be present to toss for innings 30 minutes after the scheduled start of play, the opposing team shall have the right to claim a forfeit, and the penalties of bylaw 8.6 shall be applied

6.9 OVERS IN LAST HOUR

6.9.1 Should a 1st innings still be in progress at the beginning of the last scheduled hour of the 1st day's play of a match then a minimum of 16 overs shall be bowled during that hour

6.9.2 Should the 2nd innings of a standard match still be in progress in the last hour of the 2nd day, then a minimum of 16 overs shall be bowled. If the required number of overs are bowled (as per bylaws 23.4 and 23.9 prior to the scheduled cessation of play, the game will revert to ordinary conditions

6.9.3 Should a 3rd or 4th innings be in progress at the beginning of the last scheduled hour of the match, or should a 3rd innings commence during the last scheduled hour of the match, then MCC Law 12.6 shall apply, except that there shall be 16 overs during that last hour

6.10 UMPIRES AUTHORITY

6.10.1 At all matches, umpires shall have available at the game a copy of the NSCCA Rules (Constitution & Bylaws) including all current policy documents (Helmet/Social Media/Racial & Religious Code), all of which shall be provided in a Match Game Pack provided by the Association

6.10.2 An umpires decision on all matters concerning the conduct of the game and on all disputes or appeals during a match is final, unless the appeal is withdrawn by the fielding captain in accordance with MCC Law 31.8 (Note: either captain, if disagreement with an umpires ruling on the conditions for the conduct of the match exists, may request the umpire to consult the Rules. After such consultation, an umpire's decision is final and may only be subject to a report to the Association)

6.10.3 In the event of no officially appointed umpire being present, the 2 captains, in agreement, shall interpret the Rules and any protests, appeals or complaints arising under this bylaw shall be resolved by the Reports & Appeals Committee

6.11 SCORES IN DISPUTE

6.11.1 In the event of a dispute in the scores, the scorebook shall be impounded by the umpire, who shall forward it, together with a written report, to the Secretary within 48 hours of the close of play on the day of the dispute

6.11.2 The Executive shall have the right to demand inspection of any club's scorebook/s for any team at any time

6.11.3 The failure of any club to supply such scorebook/s to the Secretary within 48 hours of such demand shall result in such club being dealt with at the discretion of the Executive

7. GRADES & FIXTURES

7.1 Each season, the Grading Committee, at its sole discretion, shall sort all nominated teams into 8 team grades where possible, in the best interests of the competition using the following criteria:

a. 7 x 2 day matches (bylaw 23 Standard Matches) and 7 x 1 day matches (bylaw 24 Tim Park 40/40 Restricted Over Matches)

b. Finals for each Grade in accordance with bylaws 25 and 26

7.1.1 Promotion and/or relegation of teams will be considered in relation to the previous seasons final positions and performances to maintain a fair structure for the whole competition where practical

7.1.2 No club shall be permitted to have more than one team in any grade

7.1.3 No clubs 1st team shall be placed below C grade (based on 18 clubs, 74 teams being nominated)

7.1.4 New clubs admitted to the competition will be required to provide a list of proposed players names to enable the Grading Committee to correctly place their team/s within the grades

7.2 LATE OR AMENDED ENTRY TO FIXTURES

Subject to the requirements of the Rules – any club desiring to nominate extra teams subsequent to the finalisation of fixtures for the season must do so in writing to the Executive and will be subject to the following:

7.2.1 Any team entering the competition late (i.e. after matches have already commenced) shall be placed in a grade at the discretion of the Executive

7.2.2 Any team entering the competition in accordance with bylaw 7.2.1 shall be given points equal to the bottom team in that grade at that time

7.2.3 Should the Executive promote a team to make way for another team from the same club, the points gained by the team in the grade being vacated shall be taken with that team to their new grade, and the team entering the lower grade shall have the points awarded as per bylaw 7.2.2

7.2.4 Should a team be withdrawn from a grade within the 1st 3 rounds, then the Grading Committee shall have the power to redraw any affected grades in the best interests of the competition

8. FORFEITS

8.1 In any case where a club has 2 or more teams playing in the Kookaburra League Competition, the team/s playing in the higher grades/s shall not be allowed to forfeit any match

8.2 Any club failing to give notice of intention to forfeit by the due time shall be fined

8.3. In the event of any club being unable to field all their teams for a scheduled round of fixtures, they must verbally notify the Registrar by 9pm on the Thursday prior to the fixture, and such verbal advice must be confirmed in writing by email before noon on the following day. The Registrar will then notify the opposing club, team and Umpires Advisor of such forfeit

8.4 Subject to the agreement of the Association and both clubs, special arrangements may be made to reschedule the fixture

8.5 In the event of a forfeit the opposing team shall be awarded 6 points. A teams list must be entered into PlayHQ by the opposing team before any points can be awarded

8.6 The forfeiting team shall incur a fine of $20.00 for the first forfeit, $40.00 for a second forfeit and $60.00 and removal from that grade for a third forfeit within the same season

8.7 Any forfeit occurring in the final 2 matches prior to the finals shall incur a fine of $100.00, and an additional penalty of 1 premiership point against all teams within the offending club

8.8 The team claiming the forfeit must submit a team's list via the PlayHQ function

8.9 All premiership points for a team that disbands or is removed during a season shall become null and void including all points gained by the opposing teams, except individual points which shall stand as per bylaw 30.5.7

8.10 Should a team not be present to toss for innings 30 minutes after the scheduled start of play, the opposing team shall have the right to claim a forfeit, and the penalties of bylaw 8.6 shall be applied

8.11 Should a team not have 7 players to commence any match, the match shall be forfeited to the opposing team and if the team forfeiting is not the lowest team in the club, forfeit points shall apply to all other lower teams in the club for that match

8.12 ENFORCED FORFEITS

8.12.1 In any Standard Match where a first innings result has been achieved and the team in the losing position either refuses to play on, or does not have 7 players present to commence play on the 2nd day, or has its number reduced to less than 7 players at any time during the match, that team shall forfeit the match and the winning team shall be awarded an outright win 12 premiership points

8.12.2 The losing team shall be penalised -6 premiership points

8.12.3 If the losing team is not the lowest grade in the Club, forfeit points shall also apply to all other lower teams in the Club for that match

9. INTER-ASSOCIATION PLAYERS

9.1 Should a nominated player be selected and on selection indicate willingness to participate in such fixture and then fail to attend the match, the player shall be automatically suspended from playing in the next fixture of the Association in which his club would be participating

9.2 If such player furnishes the Executive with an adequate reason for his non-attendance, the Executive shall have the power to waive such penalty

10. PLAYERS UNDER SUSPENSION

10.1 No player who is under suspension by the Association or any other Association affiliated with Cricket Australia or its State & Territory affiliates shall take part in any way in any fixture of the Association during the term of that players suspension

10.2 Any club who players a player under suspension will be fined, and the team shall lose all points gained for the match. Individual player points (other than the suspended player) shall stand

10.3 Any player fined by the Reports & Appeals Committee shall be considered suspended until such fine is paid to the Treasurer

11. PLAYER AGE LIMIT

No person shall be allowed to participate in any capacity on the field in any match of the Association unless they be a minimum of 13 years old as at June 30 of the calendar year in which the season commences

12. REGISTRATIONS

12.1 Each player in the Association shall be registered with the Association

12.2 Registrations of new players shall be made by an official of the affiliated club seeking to register such player/s by using the PlayHQ registration function

12.3 Late registrations will also be accepted where the registration is completed within 24 hours of the days play in which the player participated

12.4 In all cases it is the responsibility of the club seeking to register such player/s to ensure any current PlayHQ records are transferred at the time of registration and to ensure a clearance is not required

12.5 The Executive shall have the power to revoke any PlayHQ registration for non-compliance with the registration rules or for any other sufficient reason/s, in which case the matter shall be referred to the next General Committee Meeting

12.6 For any contravention of the registration requirements a team shall receive no points whatsoever for that match, but all individual points for players in that team shall stand. If the team is a winning team in that match the opposing team shall receive 1st innings points

12.7 If both teams contravene any registration requirements, the match shall be deemed null and void and no points whatsoever shall be awarded, but all individual points for players in those teams shall stand

12.8 Should a player be unregistered because of bylaw 12.5, the result of the match shall be dealt with by the Executive

12.9 For any contravention of these registration requirements a fine shall be imposed on the offending club

13. TEMPORARY PLAYER PERMITS

13.1 Players registered with any other association affiliated with Cricket Australia or its State & Territory affiliates or any WACA registered Under 18 player may apply for a Temporary Player Permit to participate in any Association match by application to the registrar via the PlayHQ permits function, an email confirming proof of release from the players home club must be sent to the registrar by 10am on the Friday preceding the match and prior to lodgement in PlayHQ

13.2 During the period of the temporary player permit such player shall not return to his original club to participate in any senior level match without first obtaining a clearance

14. INTER-CLUB CLEARANCES

14.1 No member shall be able to play with any club of the Association unless he shall have first received a clearance from his previous club or from any other association affiliated with Cricket Australia or its State & Territory affiliates

14.2 All clearances must be submitted using the **PlayHQ clearances function** prior to the match in which it is intended to play the player concerned, except where the players previous club or Association does not use the PlayHQ system. In these cases, such clearance must be submitted in writing to the Registrar by midday on the day preceding the commencement of the match in which it is intended to play the player concerned for approval

14.3 The PlayHQ clearance function automatically attempts to register the player when approved by the Association. A player will be considered to have been registered from the time of approval by their previous club

14.4 In the event of a club failing to grant a clearance to a person within 7 days (if the previous club is affiliated with Cricket West) or 14 days (if the previous club is affiliated with Cricket Australia or its State & Territory affiliates) of such application, such person shall, without penalty, have the right of appeal to the Executive against such failure

14.5 Any club playing a player who is subsequently unable to be entered into the PlayHQ system for any reason do so at their own risk

14.7 CLEARANCE NOT REQUIRED

An intending player shall not require a clearance if:

14.7.1 He has not played for more than 3 seasons immediately prior to applying for clearance or registration with the Association, unless the reason for not playing was the subject of a ban imposed by the Association to which he was/is registered

14.7.2 The club with which he was previously registered is not a WACA grade club or is not a club which is a member of any other Association affiliated with Cricket Australia or its State & Territory affiliates

14.7.3 The club with which he was previously registered has been disbanded or disbarred

14.8 In all cases, the player records must be transferred via the **PlayHQ transfer record function** where a record exists in the PlayHQ system

14.8.1 The onus is on the club to check and confirm that any new or past players wishing to play at their club will require a clearance from any previous club

14.9 Players from disbanded or disbarred clubs must apply to their previous Association for such clearance

14.10 A club can refuse to clear a player to another club if said player has outstanding debts owing to that club that includes but is not limited to: membership fees, playing fees, match fees, fines imposed, bar debts, uniform purchase debts – the club refusing a clearance must provide evidence of any debts owed

14.11 For any contravention of the clearance requirements a team shall receive no points whatsoever for that match, but all individual points for players in that team shall stand. If the team is a winning team in that match the opposing team shall receive 1st innings points

14.12 If both teams contravene any clearance requirements, the match shall be deemed null and void and no points whatsoever shall be awarded, but all individual points for players in those teams shall stand

14.13 For any contravention of the clearance requirements a fine shall be imposed on the offending club

15 TEAMS & SUBSTITUTES

15.1 A team is to consist of at least 7 players

15.2 Should a team not have 7 players to commence any match, the match shall be forfeited to the opposing team and if the team forfeiting is not the lowest team in the club, forfeit points shall apply to all other lower teams in the club for that match

15.3 In normal circumstances a substitute shall be allowed to field only for a player who satisfies the umpire/s that they have become injured or ill, or has unexpected work commitments, or a family emergency has arisen during the match. However, in very exceptional circumstances, the umpire/s may use discretion to allow a substitute for a player who must leave the field or does not take the field for wholly acceptable reasons. If a player wishes to change his shirt, boots etc he may leave the field to do so (no changing on the field) but no substitute will be allowed (refer MCC Laws 24 and 25)

16 TEAM LISTS & 12th MAN

16.1 Before tossing for choice of innings, which shall be no later than 10 minutes prior to the scheduled start of play, the captains must declare and exchange in writing one to another the names of the players comprising their teams, including captains name, 12th man and interchange players participating in nominated 12 player teams, who for the purposes of this bylaw shall be deemed to have played in the match

16.2 After exchange, the team lists shall not be altered in any way whatsoever, unless an obvious error has been made, or a listed player does not participate. A Captain should receive the approval of the opposing Captain to change his teams list if an error or non-participation of a player has occurred. Should the opposing Captain refuse said request, the match shall proceed and the result with be decided by the Reports & Appeals Committee. Should a listed player not participate and the Captain does not change his teams list then the penalty applies in accordance with Bylaw 16.8

16.3 Any player who is nominated as a 12th man on the official teams list shall be deemed to have played for his club in that round of fixtures and shall not be credited with a match in that grade, except that for the purposes of bylaw 20.15 those games played as 12th man may be applied to whichever grade the club choses at the clubs sole discretion, provided always that the said player has played a minimum of 3 games in the nominated grade

16.4 Such player must be in attendance during a portion of the match

16.5 Such players shall report his attendance to the umpire in control of the match, failure to do so shall cancel his nomination as 12th man

16.6 Where no official umpire or team umpire is in attendance, such player shall report his attendance to the opposing captain, who shall indicate his attendance on the teams list, failure to do so shall cancel his nomination as 12th man

16.7 The opposing captain must dispute the result via the PlayHQ function if the 12th man nomination is cancelled in accordance with bylaws 16.5 or 16.6

16.8
a. Penalty for non-issue of a teams list – deduction of 3 match points
b. Penalty for not listing a player who participates in the match – loss of all match points for that match, but individual player points shall stand, except for the non-listed player
c. Penalty for non-removal of a listed players from the teams list that does not participate – deduction of 3 match points

17. CODE OF CONDUCT – GUIDELINES & PENALTIES

17.1 GUIDELINES

17.1.1 The following guidelines should be read in conjunction with MCC Law 42 – Fair & Unfair Play

17.1.2 Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the rule, the provisions of the rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct

17.1.2: Level 1 Offences

a. The offences set out below are Level 1 Offences, applicable to players, officials and club members. The range of penalties which may be imposed for a Level 1 Offence are set out in the Penalties section of this bylaw

No		Guidelines
L1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings.	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to any equipment, advertising boards, boundary markers or any part of, or contents of, any building or structure at the ground
L1.2	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 obvious delay in resuming play or leaving the wicket. • This rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in their Captains' Report.
L1.3	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. The extent to which such behaviour is likely to give offence shall be considered when assessing the seriousness of the breach.
L1.4	Engage in excessive appealing	Excessive shall mean repeated appealing when the bowler/fielder knows the batter is not out, with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.
L1.5	Point or gesture towards the pavilion, or behave aggressively or derisively towards either batsman, upon the dismissal of a batsman	Includes charging or running up to the batter and getting "in his/her face".

17.1.3 Level 2 Offences

a. The offences set out below are Level 2 Offences, applicable to players, officials and club members. The range of penalties which may be imposed for a Level 2 Offence are set out in the Penalties section of this bylaw

No		Guidelines
L2.1	Show serious dissent at an umpire's decision by action or verbal abuse.	Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the crease. This rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in their Captains' Report

L2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official
L2.3	Public or media comment that is detrimental to the interests of cricket, irrespective of when or where such comment is made	NOTE: Without limitation, officials, umpires and club members will be deemed to have made comment detrimental to the interests of cricket in breach of L2.3 if they: • Criticise members/clubs/association/umpires or any other person involved in Cricket whether or not in relation to incidents which occurred in a match; • Engage in bullying behaviour including but not limited to name-calling or making condescending, offensive (including racist or sexist) or abusive remarks about any members/clubs/association/umpires; or • Engage in any other behaviour which the NSCCA reasonably determines, in its absolute discretion, to have breached this bylaw • Comment on the likely outcome of a hearing of a Report or an appeal; • Criticise the outcome of a hearing of a Report or an appeal under this Code of Conduct; or • Criticise any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under this Code of Conduct When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be considered. It is also not relevant that the person making the remarks was not aware that the content could or would be made publicly available
L2.4	Charge or advance towards the umpire in an aggressive manner when appealing	Self-explanatory
L2.5	Deliberately and maliciously distract or obstruct another player or official on the field of play.	• This is not intended to replace **Law 41.4-5** of the Laws of Cricket. • Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batter while running or attempting to run between wickets
L2.6	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion
L2.7	Use language or gesture that is obscene, offensive or of an insulting nature to another player, official or spectator	This is language or gestures which are directed at another person. See comments under L 1 .3 above in relation to the seriousness of the breach
L2.8	Change the condition of the ball in breach of MCC 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, other than perspiration
L2.9	Breaches of NSCCA Social Media Policy	Self-explanatory

17.1.4 Level 3 Offences

a. The offences set out below are Level 3 Offences, applicable to players, officials and club members. The range of penalties which may be imposed for a Level 3 Offence are set out in the Penalties section of this bylaw

No		Guidelines
L3.1	Intimidate an umpire whether by language or conduct	Includes appealing in an aggressive or threatening manner
L3.2	Threaten to assault another player, team official or spectator	Self-explanatory
L3.3	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent or national or ethnic origin	Self-explanatory

17.1.5: Level 4 Offences

a. The offences set out below are Level 4 Offences, applicable to players, officials and club members. The range of penalties which may be imposed for a Level 4 Offence are set out in the Penalties section of this bylaw

L4.1	Threaten to assault an umpire or referee	Self-explanatory
L4.2	Physically assault another player, umpire, referee, official or spectator	Self-explanatory
L4.3	Engage in any act of violence on the field of play	Self-explanatory
L4.4	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race religion, colour, descent or national or ethnic origin	Self-explanatory

17.1.6: Laws of Cricket and The Spirit of Cricket

a. The offences set out below are offences, applicable to players, officials and club members relating generally to the MCC Laws and Spirit of Cricket (Level 5). The range of penalties which may be imposed for Level 5 Offences are set out in the Penalties section of this bylaw

No		Guidelines
L5.1	Players must obey the Laws of Cricket and play within The Spirit of Cricket	• This is meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Level 1-4 (inclusive) of the Code of Conduct • Conduct which will be prohibited under this clause includes time wasting and any other conduct which is considered "unfair play" under Law 42 of the MCC Laws of Cricket • This rule is not intended to punish unintentional breaches of the MCC Laws of Cricket • Reference may be made to any statement or explanation of The Spirit of Cricket published in conjunction with the MCC Laws of Cricket
L5.2	Captains are responsible for ensuring play is conducted within The Spirit of Cricket MCC Laws 1.4 & 41.1	The captain must use his position as the nominated leader of the team and take all reasonable steps to ensure that the team and individual members of the team play cricket within the MCC Laws and in The Spirit of Cricket A captain who has not done so can be held responsible a violation of the MCC Laws or Spirit of Cricket and as h will be held accountable

L5.3	An attempt to manipulate a match in regard to the result, net run rate, performance points or otherwise. The captain of any team guilty of such conduct shall be held responsible	Prohibited conduct under this rule will include incidents where a team plays in such a way as to either adversely affect its own, or improve its opponent's performance points or net run rate

17.1.7 Unbecoming Behaviour

a. The offences set out below are offences, applicable to players, officials and club members relating to Unbecoming Behaviour (Level 6). The range of penalties which may be imposed for Level 6 Offences are set out in the Penalties section of this bylaw

No		Guidelines
L6.1	Without limiting any other rule, players, club members and officials must not at any time engage in unbecoming behaviour that could bring the game of cricket into disrepute or be harmful to the interests of cricket	• This is also meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Level 1-5 (inclusive) of the Code of Conduct • It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour, cheating during play, smoking on the field, drinking during the match and playing whilst under suspension • Intentional violations of the COVID safety guidelines

17.2 CODE OF CONDUCT - PENALTIES

17.2.1 Individual Penalties

a. It must be noted that the following Penalty Range is only a guideline and can or will be updated from time to time

Level of Offence	Penalty Range	Minimum Penalty
1	Official reprimand and/or a fine and/or a ban of up to 2 playing dates	1 playing date (Rule L1.1) 2 playing dates (Rules L1.2-L1.5)
2	Ban of up to 4 playing dates	3 playing dates
3	Ban of up to 8 playing dates	5 playing dates
4	Ban of 8 or more playing dates, up to and including a life ban	8 playing dates
5	Official reprimand and/or a fine and/or a ban of up to 2 playing dates	Up to 2 playing dates
6	Official reprimand and/or a fine and/or a ban of up to 2 playing dates	Up to 2 playing dates

b. In the event the Reports & Appeals Committee decides that any person is guilty of breaching any of Bylaw 17.1 L1-L4 (inclusive), they will normally apply a penalty within the normal range of penalties for each Level of Offence set out in the table above. However, they may also apply any or all of the penalties set out in 17.2.1(d) below, where circumstances require a greater penalty than the guideline (such as in the case of a player having been found guilty of previous offences, whether in this competition or known history in other competitions, or where the offence is particularly serious)

c. At the discretion of the Reports & Appeals Committee, any part, but not the whole, of a suspension imposed may be suspended for such period of time determined by the Reports & Appeals Committee. If the Charged Player is subsequently found guilty of any other Code of Conduct breach (including accepting any early

guilty plea offered by the Reports & Appeals Committee) during that period of suspended penalty, the original penalty shall be immediately reinstated in its entirety and shall apply in addition to any penalty resulting from the new charge/s. Any penalty resulting from the new charge/s shall not be eligible for partial suspension

d. Without limiting the penalties in 17.2.1, in the event the Reports & Appeals Committee decides that any person or club has breached any of Level 5 or 6 of this Code of Conduct, the following penalties may be applied in whole, partly or fully suspended form:
   a. Ban the person and/or club from participating in any match;
   b. Fine the person and/or club; and/or
   c. reprimand the person and/or club

e. Without limiting the penalties in 17.2.1, when imposing a penalty upon a person who has breached this Code of Behaviour, the Reports & Appeals Committee may consider any circumstance it considers relevant, including the following:

   i. The seriousness of the breach
   ii. The harm caused by the breach
   iii. The person's seniority and standing in the game
   iv. Remorse shown by the person and the prospect of further breaches
   v. The person's prior record
   vi. The impact of the penalty on the person

17.2.2 Team Penalties

a. Teams that have a poor record of player behaviour during the season may be subject to a Level 1 (team) sanction at the discretion of the Association

b. A Level 1 (team) sanction under this By Law involves a penalty of premiership points for the team in which repeated offences have occurred

c. The following table shall be used to determine the thresholds of poor behaviour required to trigger a Level 1 (team) sanction, note: to trigger a Level 1 (team) sanction, a team must exceed BOTH the stated number of suspensions AND the total number of playing dates of suspension.
For example – a team with two (2) players suspended and given six (6) playing dates cumulative suspension does NOT trigger a Level 1 (team) sanction, however the next player to be suspended will incur a penalty against the team

Three (3) or fewer playing dates of suspension in a team	No Team Sanction
Two (2) or fewer suspensions in a team	No Team Sanction
Four (4) or more playing dates of suspension **AND** three (3) or more suspensions in a team	Level 1 Sanction

d. Once a team reaches the threshold for a Level 1 sanction, a premiership point shall be deducted for each playing date of suspension in excess of the threshold, inclusive of the suspension that first triggers the threshold. Points are not deducted for playing dates of suspension accrued before the Level 1 sanction threshold is reached

e. Playing dates received in a suspended sentence shall count against the thresholds, but reprimands and single cautions shall not. Any individual player that is suspended on multiple charges and/or multiple occasions will be considered to be separate suspensions for the purpose of these thresholds

17.2.3 Club Penalties

a. Clubs that demonstrate a repeated pattern of poor behaviour during the season may be subject to a Level 2 (club) sanction at the discretion of the Association

b. When a club reaches the threshold for a Level 2 sanction, it shall be subject to financial penalty. A Level 2 (club) sanction is in addition to any premiership points penalties applied for a Level 1 sanction per 17.2.2

c. The following table shall be used to determine the thresholds of poor behaviour required to trigger a Level 2 (club) sanction, note: to trigger a Level 2 (team) sanction, a club must exceed BOTH the stated number of suspensions AND the total number of playing dates of suspensions.

For example – a club with five (5) grades must have a minimum of six (6) player suspensions AND a minimum of eleven (11) playing dates of suspension applied to trigger the issue of fines

Qty of teams	No Penalty		Level 2 Sanction	
	Playing Dates	Suspensions	Playing Dates	Suspensions
3	9 or fewer	4 or fewer	10 or more	5 or more
4	9 or fewer	4 or fewer	10 or more	5 or more
5	10 or fewer	5 or fewer	11 or more	6 or more
6	10 or fewer	5 or fewer	11 or more	6 or more
7	11 or fewer	6 or fewer	12 or more	7 or more
8	11 or fewer	6 or fewer	12 or more	7 or more
9+	12 or fewer	7 or fewer	13 or more	8 or more

d. Once a team reaches the threshold for a Level 2 sanction, a fine shall be applied for each further suspension and a further fine for each further playing date of suspension in excess of the relevant threshold, inclusive of the suspension that first triggers the threshold. The club shall be responsible for payment of all fines applied pursuant to this Bylaw. Fines are not applied for suspensions accrued before the Level 2 sanction threshold is reached

e. Playing dates received in a suspended sentence shall count against the thresholds, but reprimands and single cautions shall not. Any individual player that is suspended on multiple charges and/or multiple occasions will be considered to be separate suspensions for the purpose of these thresholds

18. PLAYERS ATTIRE

18.1 All players participating in Association fixtures shall do so in the approved attire as specified. The approved attire shall be:

18.1.1 Club uniform as approved by the Executive that may be white or cream clothing with club and/or sponsors logo attached; or coloured clothing (other than the colour red) with club and/or sponsors logo attached

18.2 All players of a team including the 12th man must wear the same club uniform in the same match

18.3 No player shall wear sprigged boots or shoes either as a batsman or as a bowler. Soles which mark the pitch shall not be allowed

18.4 Caps worn must be an Association cap, or a cap approved by the Association for the club with which the wearer is currently registered, or an unmarked white cap

18.5 Hats worn shall be white, cream or of a club colour approved by the Executive for that club with which the wearer is currently registered

18.6 Socks shall not be worn with trousers tucked inside unless batting

18.7 Jumpers shall be cream or white. Coloured stripes will be allowed around the neck, bottom and sleeve edges of the jumper, such stripes need not necessarily be the colours of the club with which the wearer is currently registered

18.8 Thigh pads, if worn, must be inside trousers

18.9 A fine shall be imposed for any breach of this bylaw reported by the umpire/s, or in the event of no official umpire/s being in attendance, by the captain of the opposing team. After round 4 of the fixtures have been completed, any person reported by the umpire/s and listed on the umpire/s report as wearing incorrect attire shall automatically be fined

19 GROUNDS

19.1 All matches shall be played on a ground approved by the Association and standard balls and stumps of the regulation size shall be used

19.2 In all matches of the Association, the home team shall be the team mentioned 1st in the list of cricket fixtures

19.3 In all matches of the Association, the home team shall provide stumps and at least 25 approved boundary markers which shall be equally spaced around the boundary, and shall take them up again after stumps has been called by the umpire

19.4 All finals matches shall be played on home grounds, if available at no cost to the Association, and approved by the Association. Teams finishing in the higher position at the end of the qualifying rounds shall be deemed to be the home team. In grand

final matches, home teams must use the ground as nominated at the commencement of the season as their 1st team home ground, if available at no cost to the Association, and approved by the Association

19.5 The boundary shall be set at the maximum available up to 65 metres from the centre of the wicket. Where a ground is substandard in size, the boundary shall be marked at the maximum availability of such ground. Where a ground is banked, the boundary shall be marked at the edge of such banking closest to the centre of the wickets

19.6 It shall be the responsibility of the team setting the boundary to ensure that the distance of the boundary from the centre of the wicket is the same for each day's play

19.7 It shall be the responsibility of the club which has been nominated in the fixtures by the Association as a designated ground user to ensure suitable markings are provided on all of their grounds, whether or not they are a participant in that day's match on that ground

19.8 The minimum marking required shall be a popping crease the width of the wicket

19.9 Return creases shall be marked where the width of the wicket allows (NOTE: ideally the pitch should be marked in accordance with MCC Law 7)

19.10 The home team shall supply a broom suitable for sweeping the wickets

19.11 The home teams shall ensure the soil in the wicket boxes is adequate to enable the correct construction of the wickets

19.12 FITNESS OF GROUND, WEATHER & LIGHT

19.12.1 The provisions of MCC Laws 2.7 and 2.8 shall apply except if 19.12.2 hereunder applies

19.12.2 Where there is no official umpire present and in the event of imminent inclement weather such as thunderstorms, electrical storms, extreme heat (refer to NSCCA Heat Policy) or other circumstances that may arise that could lead to dangerous playing conditions, the captains in consultation and mutual agreement will have the power to cancel the fixture for the day

19.12.3 A decision to postpone or cancel the entire days play cannot be made earlier than the scheduled tea interval, unless agreement to do so has been reached by the umpire and both captains (refer to NSCCA Heat Policy which will take precedence). If at that time the match has not been able to commence then the outcome will be as follows:

19.12.3a If the match is a Tim Park 40/40 Restricted Over match then it will be considered an abandoned match, and points awarded in accordance with bylaw 30.1

19.12.3b If the match is a Standard match then it shall be played as a Tim Park 40/40 Restricted Over match on the following weekend

19.12.3c If any play whatsoever has been possible, then the match shall revert to ordinary conditions in accordance with bylaw 21.3, unless 19.12.3d applies

19.12.3d If 75% of matches in any one grade lose the entire days play on the 1st day of a Standard match, then all matches in that grade will be played as a Tim Park 40/40 Restricted Over match on the following weekend and any play completed on the 1st day will be null and void

19.12.3e If the cancellation occurs on the 2nd day of a Standard match then the match will be considered a draw unless a result has already been achieved

19.12.3f In all cases, all individual points for the match shall stand, unless 19.12.3d applies

19.13 The home team shall determine which side of the ground will be used for scorers, scoreboards (if applicable), entry to playing area etc and where practicable both teams shall sit reasonably close together

19.14 Each side shall provide a scorer to record the match and they shall always sit together. In the event of the fielding team not having a scorer available, the batting team shall provide both scorers

19.14.1 Scoring on an electronic tablet or laptop through the PlayHQ application is compulsory for home teams in all grades. The use of a hard copy scorebook is required by the away team to supplement the tablet or laptop. Both teams shall ensure all fielder/s involved in a dismissal are recorded prior to submitting the match result

19.15 No member of any club shall be permitted to take alcohol to any licensed club premises. Persons not complying with this rule may be reported to the Protests and Disputes Committee by any other member of the Association.

19.16 Any team not complying with this bylaw shall be fined

20 CLEARANCES BETWEEN GRADES - QUALIFICATIONS & LIMITATIONS

20.1 All players participating in a new season of competition shall carry forward their grading from the previous season and all other subclauses except 20.2 shall apply

20.2 After 3 rounds of fixtures have been completed by a newly registered player, said player shall be deemed to be a player of the grade in which he has participated the most

20.3 After completing 3 rounds of fixtures in a new season, any player that has carried forward their grade in accordance with bylaw 20.1 will have that grading replaced with a new grading calculated as per bylaw 20.2

20.3.1 If a player has played an equal number of games in any number of different grades, he shall be deemed to be a player of the higher grade

20.4 Any graded player who is cleared to another Association club within a season carries forward his grading from the originating club and must play his 1st match for the new club in an equal grade or the next Association grade below as applicable to the new club

20.5 After the 1st round of fixtures has been completed, no more than 4 players at a time can drop to a lower grade. This will be based on the club grade that these players last played. Should a club require more than 4 players to participate in a grade lower than the one in which they last played, they must first obtain a clearance from the Clearance Committee

20.6 No player shall drop more than 1 club grade at any time ***unless bylaw 20.8 applies***

20.7 No player shall be allowed to play in 2 different grades in the same set of fixtures, or when fixtures set to be played on the same date/s are varied for any reason

20.8 Players returning to play following prolonged absences from injury, at the discretion of the Clearance Committee, are permitted to play a maximum of 2 club grades lower than their previously deemed grade, on application to the Clearance Committee. Each player wishing to be cleared under this rule shall provide medical evidence of their injury to the Clearance Committee

20.9 All applications for clearance must be made to the Registrar by email listing the reason/s and any mitigating circumstances, by midday on the Friday prior to the commencement of the match. The Registrar shall consult with the Clearance Committee and relay a response to the applicant

20.10 Upon the granting of such clearance, if the said player continues to play in that grade, no further clearance is necessary

20.11 Any team playing an uncleared player shall receive no points whatsoever for that match, but all individual points for players in that team shall stand. If the team in a winning team in that match, the opposing team shall receive 1st innings points

20.12 If both teams play an uncleared player then neither team shall receive any match points for that round, but individual points for players in those teams shall stand

20.13 For any contravention of these clearance requirements a fine shall be imposed on the offending club

FINALS

20.14 A player's qualification for the Tim Park 40/40 Restricted Over finals shall be struck immediately following the completion of the final Tim Park 40/40 Restricted Over match of the regular season. No further matches will be counted toward this qualification

20.15 No player shall play in any final unless he shall have previously played in 3 qualifying matches of the club with which he is registered in the current season

20.15.1 No player shall play in a lower grade semi-final or grand final without having played a minimum of games for that season in that or a lower grade as noted below:

: Standard Final – minimum of 5 games

: Tim Park 40/40 Restricted Over Final – minimum of 4 games

20.15.2 A lower grade is defined as any grade for which the player has played the prescribed number of games as listed above, but may only be 1 grade lower than the players official qualification as determined by bylaw 20.2

20.16 Should a club have consecutively graded teams participating in finals matches, bylaw 20.15.1 shall not apply and players may drop 1 club grade from their official qualification as determined by bylaw 20.2, but bylaws 20.18 and 20.19 shall always apply

20.17 Should bylaw 20.16 be applicable, then any player participating in a lower grade final may continue to participate in that lower grade even if the higher grade team is eliminated

20.18 In finals, no player shall drop more than 1 club grade at any time, a player's qualification is based on their final grading following completion of the regular matches

20.19 Any team playing an uncleared player in a finals match shall receive no points whatsoever for that match, but all individual points for players in that team shall stand. If the team is a winning team in that match, the opposing team shall receive be awarded the match

20.20 If both teams play an uncleared player in a finals match then the result shall be decided by the Executive and individual points for players in those teams shall stand

20.21 For any contravention of these finals clearance requirements a fine shall be imposed on the offending club

21. LOCAL RULES

21.1 PENALTY RUNS

21.1.1 In reference to MCC Laws 18.6, 41.4 and 41.5 – no penalty runs shall be awarded for deliberate short runs and/or for sledging, although the umpire in charge shall comply with Laws 41.4 and 41.5 in all other aspects

21.1.2. In reference to MCC Laws 18.6, 41.9 and 41.10 – no penalty runs shall be awarded for time wasting by the fielding side and/or batsmen, although the umpire in charge shall comply with Laws 41.9 and 41.10 in all other aspects

21.1.3. All other penalty runs shall apply

21.2 FAST SHORT PITCHED BALLS

Refer MCC Rule 41.6 – a bowler shall be permitted to bowl 2 fast short pitched balls per over in a Standard Match and 1 fast short pitched ball per over in a Tim Park 40/40 Restricted Over match. Although the umpire in charge shall comply with MCC Law 41.6 in all other aspects

21.3 ORDINARY CONDITIONS

For the purposes of these bylaws, Ordinary Conditions shall mean a minimum of 16 overs average per hour (or part thereof) shall be bowled in any remaining playing time and there will be no compulsory declaration required

21.4 BOWLING OF HIGH FULL PITCHED BALLS

21.4.1 Any delivery that passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. These balls will be called and signalled No Ball by the umpire in play as per MCC Law 41.7

21.5 PLAYERS BEHAVIOUR

For the purposes of these bylaws, MCC Law 42 is not applicable (in its entirety) and is replaced by bylaw 17

21.6 **BATS**

MCC Law 5.7.2 shall not be applicable in all Association competitions

21.7 **HELMETS**

Refer to NSCCA (Inc) Helmet Policy

21.8 MCC Law 1.3 (Replacement Players) shall not be applicable in all Association Competitions

21.9 MCC Law 20.4.2.12 (Dead Ball Signal) shall be amended to read: The Central Umpire only will call and signal a dead ball if a person, animal or other object comes onto the field

21.10 MCC Laws 27.4 & 28.6 (Movement by Fielding Side) shall not be applicable in all Association competitions

22. INTERCHANGE PLAYERS - 12 PLAYER TEAM LISTS

22.1 A team participating in any match may nominate 12 players on their teams list with each of the 12 players eligible to bat, bowl and/or wicket keep

22.2 Only 11 players may bat in any innings

22.3 Only 11 fieldsmen are permitted on the field at any time

22.4 Players listed in the 12 player team list may rotate on and off the field whilst their team is fielding without penalty, providing such substitution does not impact upon play and MCC Law 24.2.2.3 regarding bowlers returning to the field still applies. In the case of a bowler not commencing on the field at the start of any period of play, such bowler shall not be able to bowl until the time off the field is equal to the time on the field

22.5 All 12 players shall be deemed to have participated in the match and will be credited with a match in that grade for the purposes of bylaws 16.1 and 20

22.6 A traditional 12th man cannot be used in a match where 12 players have been listed, however substitute players may still be used in accordance with bylaw 15.4

22.7 All other conditions of bylaw 16 shall still apply

22.8 All 12 players listed must be present for some portion of the match. Should a named player not be present, the captain shall inform the umpire and opposition captain prior to the completion of the match. The PlayHQ record must reflect the players participating in the match

22.9 For any contravention of this bylaw a fine shall be imposed and points may be deducted at the discretion of the Executive

23. STANDARD MATCHES

23.1 In Standard Matches, the first ball shall be delivered at 1pm and play shall cease at 5.50pm unless the match is in October when the times shall be brought forward by 30 minutes, and except as provided hereunder:

23.1.1 In the event of late starting, it is optional on the part of the team not in default, to say whether it will continue to play after the time set down for stumps, in order to make up the time lost due to the late start. The captain of the team not in default shall indicate his decision to the umpire prior to the commencement of play after the tea break on the same day

23.1.2 Where no official umpire or team umpire is in attendance, the captains of both teams are responsible to ensure the provisions of bylaw 23.1 are followed

23.2 A recess of 20 minutes shall be taken after 2¼ hours from commencement of play unless the conditions of MCC Law 11 apply

23.3 On the 1st day, a team commencing batting and still batting after 4 hours and 25 minutes of play, shall receive 72 overs in that time. At the end of the 1st days play, should that team still be batting after 72 overs, then they shall declare, and play shall finish for the day

23.4 In a Standard Match, where the team bowling first dismisses the opposing team within 30 minutes of stumps on Day 1, that team shall have the option to either:

a. commence its innings and bat for the remaining time on Day 1; or elect to commence its innings at the commencement of play on Day 2

b. If the team elects to bat on Day 1, it shall continue batting until stumps or the completion of its innings

c. A team batting 2nd shall bat for any remaining time left on the 1st day (due to the declaration of the team batting 1st before 72 overs have been bowled), and on the 2nd day shall be entitled to receive a further 72 overs (or such reduced number of overs as is determined by the application of by 23.9, whichever is the greater)

23.5 If the required number of overs as determined by bylaws 23.3 and 23.4 and where applicable amended by bylaws 23.9 and 23.10 is 72 overs or is in excess of 72 overs then a minimum of 72 overs shall be bowled by 5.45pm and, where more than 72 overs are required to be bowled, then the excess over and above 72 overs shall be bowled by 6pm

23.6 Should 72 overs not be bowled by 5.45pm then the offending team shall be penalised at the rate of 0.5 premiership points for each over less than 72 overs bowled

23.7 Should more than 72 overs be required to be bowled and less than the required number of overs be bowled by 6.15pm then the offending team shall be penalised at the rate of 0.5 premiership points for each over less than the required number of overs to be bowled

23.8 In both cases the required number of overs shall still be bowled

23.9 For each 4 minutes or part thereof lost due to adverse conditions or other unavoidable circumstances then 1 over shall be deducted from the total number of overs required by bylaw 23.3

23.10 If the commencement of the match is delayed for more than 60 minutes or play in the course of the 1st day is interrupted for an aggregate period of more than 60 minutes due to circumstances for which neither side is responsible, the match thereafter shall be played under ordinary conditions (refer bylaw 21.3)

23.11 Should more than 15 minutes more be lost on the 2nd day than was lost on the 1st day of a match, or should play be interrupted and fail to recommence on the 2nd day, unless the team bowling 2nd delivers an equal number of overs as was delivered by the team bowling 1st, the match shall revert to ordinary conditions (refer bylaw 21.3) and should the 1st innings be undecided or incomplete, the match shall be drawn

23.12 Should the entire days play be lost on the 1st day of a Standard Match then the match shall be played as a Tim Park 40/40 Restricted Over match on the 2nd scheduled day of that match

23.13 If both teams 1st innings are completed and there is 30 minutes or less left before the scheduled completion time for the match on the 2nd day, then the captains, in agreement, can elect to end the match at that time and no further innings shall commence

23.14 Negative bowling outside the leg stump – where the umpire considers a bowler to be bowling repeatedly outside the leg stump as a negative tactic, the umpires will apply the strict limited over wide interpretation, after 1st issuing a warning

24. TIM PARK 40/40 RESTRICTED OVER MATCHES

24.1 The times for Tim Park 40/40 Restricted Over matches shall be 1pm start, 3.30pm end of 1st innings, 3.50pm commencement of 2nd innings, 6.20pm stumps unless the match is in October when the times shall be brought forward by 30 minutes. Should the team batting 1st be dismissed prior to 3pm, the team batting 2nd shall commence their innings after a 10 minutes change of innings time. Should the batting 1st be dismissed between 3pm and 3.30pm, then tea shall be taken immediately and the 2nd team batting shall commence their innings 15 minutes after the close of the 1st-innings

24.2 Drinks may be taken after each 20 overs

24.3 No over shall start more than 2.5hrs after the commencement of the bowling innings

24.4 Where 40 overs have not been completed (or the 40th over has not commenced) after 2.5hrs of play, the umpire shall instruct both captains that the innings will close

24.5 Six penalty runs will be awarded for each remaining over not bowled when the innings is declared following the implementation of 24.4

24.6 Should a team still be batting when the innings is closed following the implementation of 24.4 and in the umpires opinion the BATTING side is at fault, the umpire shall call the innings closed and no penalty runs shall be awarded

24.7 The side batting 2nd shall still be entitled to receive 40 overs and the penalty set out in bylaw 24.17 shall still apply

24.8 No bowler shall bowl more than 8 overs

24.9 In the event of a bowler being injured during an over and being unable to finish it at that time, the over shall be completed by another bowler. One of the limitations of 8 overs shall be recorded against each of the injured bowler and the replacement bowler, however only 1 over shall be added to the aggregate of the bowling side

24.10 If the team batting first is dismissed in less than 40 overs, the team batting 2nd shall be entitled to receive 40 overs provided that wickets are still intact

24.11 Umpires are instructed to apply a very strict and consistent interpretation regarding wide deliveries in order to prevent negative bowling wide of the wicket or over the batsman's head. Any offside or leg side delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a "wide". For a leg side wide, a ball passing the stumps down the leg side outside the natural stance of the batsman, regardless of where it pitches, should be called a "wide"

24.12 If the ball passes or would have passed above the shoulder height, but below the top of the head of the batsman standing upright at the crease, the umpire at the bowler's end shall call and signal "1 bouncer" to both the batsman and bowler. Any subsequent deliveries bowled above shoulder height in the same over, the umpire at the bowler's end shall call and signal "no ball" (Note: this bylaw takes precedence over bylaw 24.11 regarding balls bowled over the batsman's head)

24.13 Should time be lost in the 1st innings, then for each 8 minutes or part thereof lost due to adverse conditions or other unavoidable circumstances, 1 over per team shall be deducted from the total number of overs required for the day

24.14 Should time be lost in the 2nd innings, then for each 4 minutes or part thereof lost due to adverse conditions or other unavoidable circumstances, 1 over shall be deducted from the total number of overs required for that innings

24.15 If play ceases or time is lost because of unfavourable weather conditions or any other unavoidable circumstances and the team batting 2nd has not been dismissed and has not faced 40 overs, or the number of overs as adjusted by this bylaw, the target score of the team batting second shall be ascertained by averaging the total runs scored per over by the team batting 1st (runs divided by overs = average runs per over, multiply by overs available to team batting 2nd), plus 1 run to win (round up decimal placings). Should the team bowling 1st fail to bowl 40 overs (as in bylaw 24.18) the calculation will still be based on 40 overs to achieve the average runs per over for the purposes of this bylaw

24.16 Each team must have delivered at least 20 overs for a decision to be reached, otherwise the match shall be deemed a draw

24.17 In an uncompleted innings, where the team batting first does not receive 40 overs in the required time, the team batting 2nd shall only be entitled to receive the same number of overs that they bowled to the team batting 1st

24.18 If both teams first innings are completed (either all out or overs completed) then the match is deemed to be completed and stumps will be drawn

24.19 FREE HIT

24.19.1 In all Tim Park 40/40 Restricted Overs matches, the delivery following a No Ball call (all modes of No Ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery shall become a free hit for whichever batsman is facing it

24.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called Wide

24.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

a. there is a change of striker, or

b. the No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach

24.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery

24.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

24.20 FIELDING RESTRICTIONS

24.20.1 (A & B Grade Only) The inner circle by which an infield/outfield shall be determined is to be marked 30 metres from the middle stump at each end. During the first eight (8) overs a maximum of two fielders are permitted to be deployed in the outfield. Thereafter only five (5) fielders are permitted in the outfield

24.20.2 In the event of a shortened match where the number of overs of the batting team is reduced, the fielding restrictions shall be reduced as stipulated in the table below. For clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match

TOTAL OVER	FIELDING RESTRICTION
20-23	4 Overs
24-27	5 Overs
28-31	6 Overs
32-35	7 Overs
36-40	8 Overs

25. STANDARD FINALS

25.1 Bylaw 23 applies except where altered or negated below:

25.2 Should 72 overs not be bowled in 4 hours and 30 minutes of play, the offending team shall be penalised at the rate of 10 runs for every over under the required number of overs and the required number of overs shall still be bowled

25.3 The match shall commence at 1pm and stumps will be at 5.50pm

25.4 Should scores be level at the conclusion of the match then the team finishing higher on the ladder at the conclusion of the regular season shall be deemed the winner of the match

25.5 Should anything unforeseen occur before or during a finals match (such as sprinklers, ground or pitch damages) that will affect playing conditions and the outcome of the match, the Executive shall have the power to relocate that match to another suitable available ground at its sole discretion

26. TIM PARK 40/40 RESTRICTED OVER FINALS

26.1 Bylaw 24 applies except where altered or negated below:

26.2 If the required number of overs is not bowled in the time allowed, the offending shall be penalised at the rate of 10 runs for every over under the required number of overs and the required number of overs shall still be bowled

26.3 Should the scores be level at the conclusion of the match then the team finishing higher at the conclusion of the regular Tim Park 40/40 Restricted Over season shall be deemed the winner of the match

26.4 Should anything unforeseen occur before or during a finals match (such as sprinklers, ground or pitch damages) that will affect playing conditions and the outcome of the match, the Executive shall have the power to relocate that match to another suitable available ground at its sole discretion

27. UMPIRES

27.1 Applications for umpires may be called by advertisement in the press each year, if required, and replies shall be dealt with in a manner determined the Executive

27.2 The Umpires Advisor/s shall cause a meeting of umpires to be called as soon as possible after applications have closed

27.3 1 or 2 umpires shall be appointed to stand in all matches if numbers allow

27.4 A panel umpire, who also holds a current Committee or Coaching position within an affiliated Club of the Association cannot officiate any match in which that Club is involved in grades A to C, but may officiate in any match from D grade downwards if appointed by the Umpires Committee

27.5 Any umpires appointed by the Association shall be correctly attired whilst officiating at Association fixtures

27.6 Umpires shall wear the shirt provided by the association (every 2 years), black trousers and a white hat affixed with the hatband provided by the Association

27.7 Umpires payments shall be determined by the Executive Committee and reviewed every two seasons and in line with Cricket West guidelines

27.8 The Association shall be responsible for payment of umpires fees on behalf of Clubs to each umpire within 5 days of the conclusion of each match, on receipt of confirmation of attendance from the Umpires Advisor. Payment will be by bank transfer to their personal bank account, details of which is to be confirmed by the Umpires Advisor at the commencement

of each season. Any changes to bank account details must be advised to the Treasurer as soon as known, any bank charges/fees incurred by the Association for rejected or returned payments shall be borne by the recipient

27.9 The Association shall be responsible for the payment of umpires for each Grand Final (Tim Park 40/40 Restricted Over Final, Standard Final and Patrons Cup Final)

27.10 The umpires shall forward to the Registrar or Umpires Advisor of the Association by no later than Wednesday following the completion of a match, a report on the form supplied by the Association. This form shall give the following particulars:

27.10.1 The time on each day when the match commenced and when stumps were drawn, and if any default occurs naming the team and the cause of the default

27.10.2 Certification that the 12th man (if any) has reported to him

27.10.3 The result of the match, and certification that the scorebook and scoreboard on the PlayHQ application includes all final statistics have been entered and checked, and the scorebook signed

27.10.4 In all grades, give fielding votes based on 5:3:1, 5 votes being given for the top fielder in the match

27.10.5 Umpires (if there are no umpires in attendance, both captains) will award Spirit of Cricket points in accordance with bylaw 30.7 based on each teams on and off field behaviour from 30 minutes prior to commencement of play and 30 minutes after cessation of play. Consideration shall be made regarding sledging, general demeanour, interaction with team members, opposition players and the umpires, language and dress standards

27.10.6 Such other remarks as the umpire sees fit

27.10.7 A report, and photo if necessary, of the ball condition during and on conclusion of each innings

27.11 Failure to comply with bylaw 27.10 shall incur a fine of $25.00 which shall be invoiced to the Umpires Association

27.12 The Registrar or Umpires Advisor (whoever is in receipt or not of the said report) shall inform the Executive of any possible fines at the next available Executive meeting

27.13 In the event of no officially appointed umpire being present, the captains, in agreement, shall interpret the Rules and any protests, appeals or complaints arising shall be resolved by the Reports & Appeals Committee

28. TEAM & PLAYER UMPIRES

28.1 Prior to the commencement of the season, all clubs fielding sides in the lowest 5 grades, may supply the Association with the name/s of persons willing to officiate as team umpires, at all home matches of the club

28.2 Payments to the team umpires shall be shared by both teams at a rate set by the Executive each year, payments shall be made in accordance with bylaw 27.8

28.3 Should a home team not have a team umpire, the away team may be requested to supply their team umpire for that match

28.4 All persons so nominated must be approved by the Umpires Advisor prior to officiating at any match

28.5 Suitable attire for team umpires is - black trousers, white shirt, white cap/hat

28.6 Team umpires will be expected to perform all the duties of an official umpire, including the recording of the 12th man, the result, report on the match and incident reports. Their name shall be listed on the team list by the captain of the team

28.7 In the event of no team umpire being present, the captains, in agreement, shall interpret the Rules and any protests, appeals or complaints arising shall be resolved by the Protests and Disputes Committee

28.8 PLAYER UMPIRES

28.8.1 If no official umpire or team umpire is in attendance, the umpire/s shall be chosen from the nominated players on the team's lists

28.8.2 Any player chosen to be an umpire when no official umpire or team umpire is in attendance shall not wear the vest as provided by the Association unless he is officiating at square leg

28.8.3 Only official umpires or team umpires of the Association shall be paid, payments shall be made in accordance with bylaw 27.8

28.8.4 All clubs not in the finals are required to provide a minimum of 1 player for each day of the final rounds. Any club failing to provide the required allocation of players where required shall incur a fine per nominated player per match at the discretion of the Executive

28.9 SQUARE LEG UMPIRES

28.9.1 Square leg umpires attire minimum requirements shall be shorts, sleeved shirt, shoes and the vest as provided by the Association

28.9.2 The square leg umpire may also be allowed to carry a water bottle on approval from the central umpire

28.9.3 Players officiating as square leg umpire are reminded that they are not batting coaches. Communication should only be with the official umpire. Duties are making decisions such as run out at the striker's end, stumped, hit wicket, in addition to the following:

a. Counting – count the balls of each over and signal to the official umpire when 2 deliveries remain to be bowled

b. No Ball – signal No Ball when there are more than 2 fieldsmen behind square leg on the on side

c. No Ball – signal No Ball when the wicketkeeper takes the ball in front of the stumps (unless the ball has touched the bat or batsman)

d. Assist the official umpire, when requested, by indicating the height of the full pitched or short delivery when it passed or would have passed the striker

e. Appeals for Caught – if the official umpire requests, indicate whether the catch carried to the fieldsman or the batsmen had crossed in running before the ball was caught

f. Overthrows to the boundary – assist the official umpire, when requested, by indicating whether the batsmen had crossed in running before the fieldsman threw the ball

g. Short Runs – call and signal any short runs at your end

29. POST MATCH DUTIES

29.1 REPORTS ON UMPIRES

29.1.1 The captains of each team are required to assess the performance of the umpire/s

29.1.2 The assessment shall be set out as a Captains Report which will form part of the Match Report and will be lodged with PlayHQ at the same time as the Match Report

29.2 MATCH REPORTS

29.2.1 At the conclusion of each days play, all match details shall be submitted, using PlayHQ, no later than midnight on the Monday following the completion of the match

29.2.2 In the event of the match being played on a Sunday, the report must be submitted, using PlayHQ, no later than 8pm on the Tuesday following the completion of the match

29.2.3 Such report shall contain full and proper details of the whole of the play/match, including the 12th man, 12 player team substitutes, captains name, team umpires name, run outs and catchers' names, and a report, and photo if necessary, of the ball condition during and on conclusion of each innings. Any team claiming or awarded a forfeit must submit a teams list in accordance with bylaw 8.5. The Captains Report on Umpire shall be submitted at the conclusion of the match

29.2.4 Captains in all grades (if there are no umpires in attendance) will give fielding votes based on 5:3:1, 5 votes being given for the top fielder in the match

29.2.5 Captains (if there are no umpires in attendance) will award Spirit of Cricket points in accordance with bylaw 30.7 based on each teams on and off field behaviour from 30 minutes prior to commencement of play and 30 minutes after cessation of play. Consideration shall be made regarding sledging, general demeanour, interaction with team members, opposition players, language and dress standards

29.2.6 Should a match report not be lodged in PlayHQ prior to the commencement of the next scheduled fixture, no points whatsoever shall be allocated to the offending team for the match relating to the missing match report

29.3 All reports are to show a true and factual account; frivolous or defamatory reports and/or failure to comply with any requirements set out in bylaw 29 shall incur a fine of $25.00 for each breach

30. AWARDS & TROPHIES

30.1 PREMIERSHIP POINTS

Win Outright (lead on 1st innings)	+ 12
Win Outright (behind on 1st innings)	+ 9
Win on 1st innings	+ 6
Lose Outright (lead on 1st innings)	+ 3
Lose Outright (behind on 1st innings)	+ 0
Tied Scores (1st innings)	+ 3 each
Tied Scores (match)	+ 6 each
Drawn or Abandoned	+ 3 each
Win on Forfeit	+ 6
Win on Forfeit (Enforced)	+12 – in accordance with bylaw 8.12
Loss on Forfeit (forfeit in advance)	- 6
Loss on Forfeit (enforced)	in accordance with the penalties noted in bylaws 8.12 & 15.2
Tie 1st innings, Win Outright	+ 9
Tie 1st innings, Lose Outright	+ 3
Win 1st innings, Tie 2nd innings	+ 9
Lose 1st inning, Tie 2nd innings	+ 3

30.2 GRADE WINNERS

30.2.1 In each grade the team having the most points at the end of the qualifying rounds shall receive a pennant in the Association colours as grade winners, which shall become the property of the club, in addition their name shall be added to the perpetual grade winner's trophy (held by the Association) and the club shall receive a smaller replica trophy

30.2.2 In determining a team's position on the premiership table, should any 2 or more teams tie for any position, the final positions of the teams shall be determined by net RDW quotient

30.2.3 The batting average of a team shall be ascertained by quotient – total runs scored divided by total wickets lost
The bowling average of a team shall be ascertained by quotient – total runs conceded divided by total wickets taken
The net RDW quotient shall be – batting quotient total divided by bowling quotient total

30.2.4 In any innings declared closed, the score at declaration shall be used for the purpose of this bylaw

30.2.5 All points gained by a team against a club which disbands or a side of a club which withdraws from the competition at any time during the season are considered null and void in determining final team placings

30.3 GRADE PREMIERSHIPS

30.3.1 The grade premierships of the Association shall be decided by finals

30.3.2 Where a final is not decided on the 1st innings, then the match shall be awarded to the team that finished in the higher position on the premiership table at the end of the qualifying rounds

30.3.3 The top 4 teams in each grade at the end of the qualifying rounds shall compete in semi-finals as follows:
1 v 4
2 v 3

30.3.4 The grand final match shall be played between the winners of the 2 semi-final matches

30.3.5 The winner of the grand final shall be grade premier for that season. Such team shall receive a pennant in Association colours, which shall become the property of the club, in addition their name shall be added to the perpetual grade premiers trophy (held by the Association) and the club shall receive a smaller replica trophy

30.3.6 The team losing the grand final shall be awarded a pennant in the Association colours as runners- up, which shall become the property of the club

30.4 CHAMPION CLUB

30.4.1 The "McLennan Trophy" for champion club shall be awarded to the club which totals the highest number of points calculated in the following manner:
10 times the premiership points gained by the club's number 1 team if that team plays in A grade
OR i. 9 times the premiership points gained by the club's number 1 team if that team plays in B grade
OR i. 8 times the premiership points gained by the club's number 1 team if that team plays in C grade
AND ii. An average of 7 times the premiership points gained by the clubs' other teams

30.4.2 To qualify for this trophy a club must have at least 3 teams playing in the Association in that season

30.4.3 The Champion Club shall hold the "McLennan Trophy" for the ensuing 12 months and shall receive a pennant in the Association colours and a replica trophy which shall become the property of the club

30.5 INDIVIDUAL AWARDS

30.5.1 In order to qualify for an individual trophy:
A batsman must have played in at least 7 innings for his team and the minimum number of runs scored by that batsman in that team for that grade in that season must be 250. A bowler must have bowled in at least 7 innings for his team and the minimum number of wickets taken by him in that team for that grade in that season must be 25

30.5.2 Batting, bowling and fielding performances are not transferable between grades for the purposes of this bylaw

30.5.3 Trophies shall be awarded to each Grade Champion of the Year, who shall receive points on the following basis:
1 point for every run scored in that grade
10 points for every catch taken in that grade
12½ points for every wicket taken in that grade
10 points for every run out in that grade
10 points for every stumping taken as a wicketkeeper in that grade
NOTE: points attained by a player shall only apply to the grade in which he attained those points

30.5.4 The A Grade Champion of the Year shall be known as the Association Cricketer of the Year

30.5.5 Individual trophies shall be awarded in each grade for the following:
Best batting average
Best batting aggregate
Best bowling average
Best bowling aggregate
Note: Should the winner of the best batting aggregate be the same as the best batting average (or bowling aggregate/average as applicable), then a combined trophy will be awarded

30.5.6 Individual trophies shall be awarded to the best fielder/s in each grade, as determined by the points received from the application of bylaw 27.10.4

30.5.7 All points gained by a player against a club which disbands or a side of a club which withdraws from the competition at any time during the season shall stand in determining individual awards

30.5.8 Any player found guilty by the Reports & Appeals Committee shall not be eligible to receive any individual award/trophy

30.6 AWARDS PRESENTATION

30.6.1 The Executive shall arrange an Awards Presentation evening to be held after the completion of each season and prior to the commencement of the next season

30.6.2 Each club shall be allocated a minimum number of tickets as determined each year by the Executive

30.6.3 The pennant for winners and runners-up of each grand final is to be presented at the Annual Awards Presentation Night

30.6.4 The trophy for the winners and the pennant for the runners-up of each Tim Park 40/40 Restricted Over series final are to be presented at the Annual Awards Presentation Night. Player & Umpire medallions are to be presented at the conclusion of the match

30.6.5 The Man of the Match award for each grand final is to be announced at the conclusion of the match

30.7 TERRY BROOKES SPIRIT OF CRICKET AWARD

30.7.1 The award is to be aligned with the current MCC Laws preamble and the Rules

30.7.2 Umpires (if there are no umpires in attendance, both captains) will award points based on each teams on and off field behaviour from 30 minutes prior to commencement of play and 30 minutes after cessation of play. Consideration shall be

made regarding sledging, general demeanour, interaction with team members, opposition players and the umpires, language and dress standards

30.7.3 Points will be recorded on the umpire's match reports (or captains report). The points awarded will be based on 3-2-1-0 and -1 in accordance with bylaw 30.7.5 and then calculated by the Registrar dependent on number of teams in each club

30.7.4 A trophy will be awarded to the winning club at the Awards Presentation evening and the winning club shall also have their 1st team's subscription fee waived for the next cricket season

30.7.5 Point's allocation per team per game:

3 Points	Excellent, epitomized the true spirit and traditions of the game.
2 Points	Played the game in good spirit.
1 Points	uncompromising but incident free.
0 Points	Generally negative atmosphere created.
-1 Point	unacceptable behaviour or report in game, captain informed

TIM PARK 40/40 RESTRICTED OVER MATCHES – LOSS OF TIME CHART

1st INNINGS			2nd INNINGS	
TIME LOST H:M:S	OVERS REDUCED PER TEAM	TEA BREAK START TIME	TIME LOST H:M:S	OVERS REDUCED
0:00:00	0	3.25pm	0:00:00	0
0:08:00	1	3.29pm	0:04:00	1
0:16:00	2	3.33pm	0:08:00	2
0:24:00	3	3.37pm	0:12:00	3
0:32:00	4	3.41pm	0:16:00	4
0:40:00	5	3.45pm	0:20:00	5
0:48:00	6	3.49pm	0:24:00	6
0:56:00	7	3.53pm	0:28:00	7
1:04:00	8	3.57pm	0:32:00	8
1:12:00	9	4.01pm	0:36:00	9
1:20:00	10	4.05pm	0:40:00	10
1:28:00	11	4.09pm	0:44:00	11
1:36:00	12	4.13pm	0:48:00	12
1:44:00	13	4.17pm	0:52:00	13
1:52:00	14	4.21pm	0:56:00	14
2:00:00	15	4.25pm	1:00:00	15
2:08:00	16	4.29pm	1:04:00	16
2:16:00	17	4.33pm	1:08:00	17
2:24:00	18	4.37pm	1:12:00	18
2:32:00	19	4.41pm	1:16:00	19
2:40:00	20	4.45pm	1:20:00	20

If any more than 2 hours 40 minutes in the 1st innings or 1 hour 20 minutes in the 2nd innings is lost, the match shall result in a draw unless each side has received 20 overs, or a result has already been reached
The chart can also be used as a guide in Standard Matches – remembering that the loss of 1 hour causes the match to revert to ordinary conditions (refer bylaw 21.3)

FINES LIST – BYLAWS

BYLAW #	BYLAW NAME	SUB-CLAUSE	REASON
4	MEETINGS	-	NON-ATTENDANCE AT MEETING
6	RULES OF PLAY	6.2.4	NON-APPROVED BALL
8	FORFEITS	8.2	FAILURE TO GIVE NOTICE OF INTENTION TO FORFEIT BY DUE TIME
8	FORFEITS	8.6	SCALE OF FINES FOR 1ST AND 2ND FORFEITS
8	FORFEITS	8.7	FORFEIT OCCURING IN FINAL 2 MATCHES PRIOR TO FINALS
12	REGISTRATIONS	12.9	CONTRAVENTION OF ANY REGISTRATION REQUIREMENTS
14	INTER-CLUB CLEARANCES	14.13	CONTRAVENTION OF ANY CLEARANCE REQUIREMENTS
17	CODE OF CONDUCT	17.2.1(a)	INDIVIDUAL PENALTIES
17	CODE OF CONDUCT	17.2.1(d)	INDIVIDUAL/CLUB PENALTIES
17	CODE OF CONDUCT	17.2.3(d)	CLUB PENALTIES
18	PLAYERS ATTIRE	18.9	WEARING INCORRECT ATTIRE AFTER ROUND 4
19	GROUNDS	19.16	ANY BREACH OF BYLAW 19
20	CLEARANCES BETWEEN GRADES	20.13	CONTRAVENTION OF ANY INTER-GRADE CLEARANCE REQUIREMENTS
20	CLEARANCES BETWEEN GRADES	20.21	CONTRAVENTION OF ANY INTER-GRADE CLEARANCES REQUIREMENTS IN FINALS
22	INTERCHANGE PLAYERS LISTS	22.9	ANY BREACH OF BYLAW 22
27	UMPIRES	27.11	FAILURE TO COMPLY WITH BYLAW 27.10
29	POST MATCH DUTIES	29.3	FRIVOLOUS, DEFAMATORY REPORTS AND/OR FAILURE TO COMPLY WITH BYLAW 29