

**DIAMOND VALLEY
CRICKET ASSOCIATION Inc.**



DIAMOND VALLEY
CRICKET ASSOCIATION

**SENIOR AND JUNIOR
ADMINISTRATION RULES
(Revised August 2019)**

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SECTION ONE: GENERAL ADMINISTRATION RULES

A1 DVCA ADMINISTRATION RULES

The DVCA administration rules are a set of policies, procedures, rules and guidelines set by the DVCA executive. Clubs will be notified by email of variations or changes to the administration rules.

Unless expressly stated otherwise, every provision of the Notes and Rules is to be read as applying to women and girls equally as to men and boys.

A2 FINANCIAL NOTES

Affiliation Fees:	<p>\$2000.00 per club</p> <p>Billed in 3 invoices on 31 August, 30 September and 31 October, with a \$100 discount if paid in full on or before 30 September.</p> <p>Other accounts are rendered monthly. Accounts are payable within 30 days.</p>
Umpire Fees: - Seniors Matches	<p>\$140.00 per umpire per day for all 68 over matches (\$70 if there is no play).</p> <p>\$150.00 per umpire per day for all 80 over matches (\$75 if there is no play).</p> <p>\$160.00 per umpire per day for all Semi Finals</p> <p>\$160.00 per umpire per day for all Grand Finals.</p> <p>Non-Accredited umpires will receive \$110.00 per day (\$55 if there is no play).</p> <p>Trainee umpires will receive \$80 per day and will be paid by the DVCA, not by the competing clubs.</p>
Umpire Fees: - Juniors Matches	<p>\$60.00 per umpire per day (\$30 if there is no play)</p> <p>Umpires not accredited beyond 31 October will only receive \$40 per day.</p> <p>\$65.00 per umpire per day for Semi Finals</p> <p>\$70.00 per umpire per day for Grand Finals</p>
Standard Fines	<p>As per 7(7), the executive has determined to impose the following fines for standard offences this season. It reserves the right the right to vary these fines for offences, which, in its opinion, are not "standard".</p>

TABLE OF FINES

Offence	Fine \$
Meeting non-attendance, including Special Meetings or Extraordinary General Meeting non-attendance	250
Late Team nomination & confirmation; Club Officials list	50
Late withdrawal of team after cut-off and before final fixtures released	250
Late withdrawal after final fixtures released	Team to remain in grade, each round treated as forfeit
Premiership Shield: late return	100
Premiership Shield: late return and not engraved on return by deadline	200
Premiership Shield: loss of shield or damage to shield	Cost of replacement including engraving
Attire – non-compliance	20
Daily Overs not completed in time (fine is increased by \$50 for each subsequent offence)	50
Ineligible player/substitute	50
Forfeit/walkover: Seniors & Vets	100
Forfeit/walkover: Seniors & Vets – Late Notification	200
Forfeit/Walkover: Juniors	50
Forfeit/Walkover: Juniors – Late Notification	100
Teamsheets: non-submission or non-compliance with conditions of completion	20
MyCricket Administration Fines	Fine \$
Date of Birth – Incorrect	20
Missing, invalid/incorrect or no legitimate address provided on system	20
Team assignments: late	20
Captains/Umpires Report: – non-compliance (doubles for consecutive offences)	20
Summary scores not entered by deadline (BS and MS)	50
Summary scores not entered by deadline (all other grades)	20
Scorecards: not entered, late, not reconciled/confirmed by deadline (BS and MS)	50
Scorecards: not entered, late, not reconciled/confirmed by deadline (all other grades)	20
Use of the transfer function in MyCricket	250

Other fines to be applied at the discretion of executive. Fines doubled for finals.

A3 MYCRICKET DEADLINES – JUNIOR & SENIOR CRICKET

JUNIOR & SENIOR CRICKET

Deadline	Task	Description	Action if not adhered
12pm the day before the match	Forfeits notified	Must advise both DVCA and opposition club (forfeiting club must make actual contact and receive an acknowledgement). Late notification is where the club has failed to inform the opposition by 12pm the day before the match.	Fines exist for forfeits and late forfeits.
Friday 5pm before play commences	Team Selections (Juniors)	All junior team selections to be entered into MyCricket. Changes can be made to selections at any time prior to match result deadlines but early entry assists efficient score entry including if teams wish to use electronic scoring. Coach's or Team Manager's name also to be entered into MyCricket.	No action – strongly recommended to assist each club in entering full scorecards, particularly for MyCricket online scoring
Friday 10pm	Team Selections (Seniors)	All senior team selections to be entered into MyCricket. Changes can be made to these at anytime prior to match result deadlines but early entry assists efficient score entry including if teams wish to use electronic scoring Coach's or Team Manager's name also to be entered into MyCricket.	No action – strongly recommended to assist each club in entering full scorecards
Saturday 10pm MAJOR DEADLINE	Match Results & Team Selections	All match results and team selections (Seniors & Juniors) to be entered and confirmed in MyCricket.	Fine
	Full Scorecards – Barclay, Money & Mash Shields	Full scorecards for Barclay Shield, Money Shield and Mash Shield matches to be completed. This ensures the DVCA can meet media report deadlines for newspapers.	Fine
Sunday 1.00pm MAJOR DEADLINE	Full Scorecards – Junior Matches	Full Scorecards must be completed for junior matches by this deadline. This includes all junior individual statistics. Scorecards will be closed after this time.	Fine
Sunday 10.00pm	Full Scorecards – Senior Matches (B	Full Scorecards must be completed for senior matches (C Grade and below) by this deadline.	Fine

MAJOR DEADLINE	Grade and below)		
Monday 1pm	Captain Reports	All captain reports from the weekend matches (where a DVCA umpire officiated) to be entered into MyCricket.	Fine
Tuesday 10pm	Late Deadline	All missing scorecards, results and/or captain reports must be completed by this late deadline. After this point, fines will be doubled.	Fines doubled
Friday 12 pm	Ladder disputes	Clubs have until the Friday after a match to challenge the result of a match and any subsequent ladder positioning for all Senior and Junior grades	Results will stand

VETS CRICKET

Deadline	Task	Description	Action if not adhered
12pm the day before the match	Forfeits notified	Must advise both DVCA and opposition club (forfeiting club must make actual contact and receive an acknowledgement). Late notification is where the club has failed to inform the opposition by 12pm the day before the match.	Fines exist for forfeits and late forfeits.
Sunday 10pm	Match Results & Team Selections	All match results and team selections to be entered and confirmed in MyCricket.	Fine
Monday 1pm	Full Scorecards	Full scorecards to be completed by this deadline	Fine
Tuesday 10pm	Late Deadline	All missing scorecards, results and/or captain reports must be completed by this late deadline. After this point, fines will be doubled.	Fines doubled

A4 NOTES FOR CLUB SECRETARIES AND JUNIOR CO-ORDINATORS

Administration Rules, Playing Rules/Policies /Procedures on DVCA website	Club Secretaries and Junior Co-ordinators to be familiar with these administration rules, the playing rules and conditions and other policies/procedures available on the DVCA website.
DVCA Meetings	Ensure your club attends all meetings.
Player Registrations	Ensure all players are registered correctly and within the rules specified, including the DVCA clearance and permit procedures.
Forfeits	If you must forfeit, notify the General Manager, Operations Manager, Umpires Association and the opposition club by noon on the day before the match.
Scores & Player Scores	Ensure scores are entered into MyCricket on time and that player scores are correct and complete.
Teamsheets	Ensure Teamsheet procedures are correctly followed and completed.
Captains Reports	Ensure captains complete the official DVCA Captain's Report for each official umpire and lodge it online via MyCricket by 1pm Monday after the completion of the match.
Emails	Regularly monitor your club's official email account and ensure all communications to the DVCA are sent from this official email account. Note: Clubs must not cc other clubs into correspondence addressed to the DVCA. Penalties will apply.
Protests and Appeals	Adhere to prescribed requirements when lodging protests or appeals.
Finals Player Qualifications	Ensure all finals players and substitutes are qualified.
Coloured Playing Tops	Ensure coloured playing tops are approved by the executive.
General timeframes to each season	<ul style="list-style-type: none"> ➤ Rule Change Proposals submitted by 30th April ➤ Senior team nominations submitted by early July ➤ Vets nominations submitted by end of August ➤ Clubs official contact list submitted by 1st Wednesday in August (DVCA AGM) ➤ Junior team nominations submitted by 2nd week of September ➤ Confirm new senior team nominations by 31st August ➤ Return premiership shields by 1st February ➤ Supply details of umpires for Junior Semifinals as requested.

A5 NOTES FOR SENIOR CAPTAINS AND JUNIOR COACHES/TEAM MANAGERS

Spirit & Laws/Rules of Cricket	Under the Laws and Rules, the Senior Captain or Junior Coach/Team Manager is responsible for ensuring that play is conducted within the spirit and traditions of the game and within the Laws and Rules. Know the Laws of Cricket and DVCA Rules. Ensure you have copies at each match.
Pitch & Ground	Ensure the pitch and ground is prepared as prescribed
Introductions and Coin Toss	Junior Coaches /Team Manager or Captains and umpires must introduce themselves and toss the coin 15 minutes before the scheduled start.
No official umpire	If no official umpire, the Junior Coaches/Team Managers or Captains must agree, prior to the start of each day's play, on which watch is to be followed during that day's play. They must also note the times of breaks in play and time lost for adverse conditions and make sure they are noted in both scorebooks as they occur.
Clothing	Ensure your team is properly attired and ready to play at the Scheduled Start.
Ineligible Players	Do not play or field ineligible players.
Scorebook	Make sure your scorebook is kept properly, that both books agree at the end of each day's play, and that each umpire and captain signs the scores, result and margin in each book each day before leaving the ground.
Teamsheets	Ensure teamsheets and captain reports (if applicable) are completed correctly.
Official Umpires	Ensure payment is made to official umpires.
Appeals, Protests & Reports	Advise the umpires and other captain or Junior Coach/Team Manager immediately and note the details in both scorebooks if you intend to appeal, protest or report anyone. Advise your club secretary if umpires or other team intend to do so.

A6 PLAYER REGISTRATIONS	
Lapsed Registration	A player's registration lapses once they have not played for 3 full consecutive seasons. If registration has lapsed, he may register with another club without requiring a clearance.
Registered Players	Clubs will enter registrations directly into MyCricket before a match starts or by noon on the day after the match starts. The player will be deemed ineligible if he is not registered by this deadline.
Dual Registrations/Permits	<p>For the purpose of dual registrations, the DVCA recognises three categories of registration; seniors, juniors and veterans. Players can be registered at different clubs for each category i.e. Play seniors at one club and play juniors at another club.</p> <p>A permit for a dually registered player, under the above rules, must be made via email to the General Manager at least 72 hours prior to playing in a match. The General Manager shall action the transfer on MyCricket if applicable.</p>
Seniors	<p>A player cannot be registered as a Senior Player at more than one DVCA club at the same time.</p> <p>A player can only be registered as a Senior Player in the DVCA and in another Association if:</p> <ul style="list-style-type: none"> ❖ The player is registered at a Premier Cricket Club and/or Sub-District Club and the player has not played 1st or 2nd XI in Premier Cricket or VSDCA during the past 2 seasons and has not played 3rd XI in Premier Cricket or VSDCA in the current season. In which case they will need a Senior Playing Permit (See A8 Permits) OR ❖ The player is registered at a club or within an association that does not play on Saturdays during the months of October to March. If the player subsequently plays senior cricket at another club that is involved in an association that plays on Saturdays during October to March, then that player will be deemed ineligible to play in the DVCA for the remainder of the season. <i>Important to note that the condition is based on the competitions playing dates, not whether the player actually played on a Saturday or not.</i>
Juniors	<p>A player cannot be registered as a Junior Player at more than one DVCA club at the same time</p> <p>A player can be registered as a junior at more than one club, providing it is not two DVCA clubs</p> <p>A player can be registered as a junior in one association or play school cricket and as a senior in another.</p>
Vets	<p>A player cannot be registered as a Veterans Player at more than one DVCA club at the same time.</p> <p>A player can be registered as a Vet at more than one club, providing it is not two DVCA clubs.</p>

A7 CLEARANCES

Player Movements	<p>A person who has played at another club within the last 3 years within the DVCA must have a clearance request submitted and granted by their most recent club. Failure to correctly submit a clearance, either by transferring or re-registering a past player that requires a clearance, will result in a fine of \$250 to the club. If the player plays in a DVCA match without a correctly submitted and granted clearance, then that player will be deemed to be an ineligible player and handled under JA7 & SA6.</p> <p>Note: A person who is transferring from one association to another between seasons can do so <u>without</u> obtaining a clearance, providing they are not under suspension from his association or under financial disagreement with his club. This transfer must be requested through the General Manager by submitting a player movement request form.</p>
Explanatory note on Transfers	<p>Clubs are not permitted to use the transfer function in MyCricket. Fine of \$250 applies. A player who has not played cricket within 3 seasons, does not require a clearance and only requires a transfer. For a player that does not require a clearance under the DVCA rules, the club must submit a player movement request form to the General Manager via email. The transfer will be completed by the General Manager.</p> <p>A request for a transfer must be made at least 24 hours prior to the person playing in a match.</p>
Dually Registered Players	<p>Under DVCA rules, players can be registered at more than one club, refer 'Dual Registrations'. If a player is registered at Club A with a specific category (e.g. Juniors) and at Club B with a different category (e.g. Seniors) then the player will be subject to clearance rules if they then wish to play at Club A under two categories.</p> <p>For example, a player registered at Club A as a junior and Club B as a senior under a Dual registration permit will be required to be cleared if they then wish to play seniors at Club A.</p>
Making and Lodging Applications	<p>In these Notes, 'season' means the period between 1st August and 28th February, but no player can be cleared after 31st December in any season unless:</p> <ul style="list-style-type: none"> ❖ The player has previously played for that club ❖ A player moves into an area and can provide verifiable evidence, then a club can make application, in writing to the General Manager, for the player to be registered and eligible to play. <p>Clubs will use the MyCricket player clearance system and adhere to the DVCA rules in relation to player clearances.</p> <p>Applications must be processed through the General Manager, not through any other official.</p>
Application Cannot Be Withdrawn	<p>If the player wants to withdraw their application, then the player should ask club A to refuse the clearance.</p>

Processing by General Manager	<p>The General Manager will process an application received during a season as soon as practicable.</p> <p>If the General Manager receives an application between seasons, or while an earlier application by the player is still being processed, it will be returned to club B.</p> <p>The player must have requested Club B (new Club) to apply for a clearance on his/her behalf. Applications will only be accepted via the MyCricket player clearance system.</p> <p>If a clearance is not actioned by Club B for 10 days, then the General Manager will process the application.</p> <p>If the clearance has been granted, the General Manager will update the MyCricket system and clear the player.</p>
Player May Apply Again	<p>If an application is refused, the player may apply again.</p> <p>There is no limit to the number of applications a player may make in a season.</p>
Player May Appeal After Two Refusals	<p>If club A refuses two applications by a player for a clearance to the one club in a season, he may appeal to the executive.</p>
Making and Lodging Appeal	<p>No appeal can be lodged until the day after the General Manager receives the second refused application. If it is refused, the General Manager will return it to club B.</p> <p>Appeals from the club or player, setting out full grounds of appeal, must be emailed to the General Manager.</p>
Hearing the Appeal	<p>The appeal will be dealt with under Rule 7.</p> <p>It will be heard by the executive after it is lodged and after the General Manager gives at least 48 hours notice to club A.</p> <p>The player and club A's representatives may attend and speak at the hearing. Club B's representative may attend but may speak only if invited by the executive. A family member may represent a junior player. The executive will not uphold the appeal if the player is not financial with club A.</p>
Result of the Appeal	<p>If the appeal is upheld, the player is cleared immediately.</p> <p>If it is dismissed, he remains registered with club A, but may appeal to the VMCU.</p>
Limit of One Appeal per Season	<p>A player may appeal to the executive only once per season (and if the appeal is refused, to the VMCU).</p>
Registration of Cleared Players	<p>A player cleared from club A to club B is automatically registered with club B when the clearance is processed and DVCA nominated system updated by the General Manager.</p>

A8 PERMITS		
Type	Description	Guidelines
Dual Registration	<p>For a player permitted to be dual registered under DVCA rules (See A6 Player Registrations)</p> <p>Dual registration permits will lapse at the end of each season. The club will be required to notify the General Manager of all dual registered players prior to each season.</p>	<p>Complete DVCA permit application. If a transfer is required, then the club must state this and the General Manager will complete the transfer.</p> <p>The application must be submitted at least 72 hours prior to the person playing in a match.</p>
Senior Player Permit	<p>A player who has played:</p> <ul style="list-style-type: none"> ❖ Premier (or equivalent) or VSDCA 1sts or 2nds during the past 2 season (including the current season) is ineligible to play for a DVCA club until a Higher Level Player Permit is obtained. ❖ Premier (or equivalent) or VSDCA 3rds during the current season is ineligible to play for a DVCA club until a Senior Player Permit is obtained. <p>No permit can be granted after Christmas. A permit lapses as soon as the player again plays in the VCA or VSDCA 1sts, 2nds or 3rds.</p>	<p>Complete DVCA permit application.</p> <p>The application must be submitted at least 72 hours prior to the person playing in a match.</p> <p>The player must state expressly in the application that they intend to play in the DVCA for the rest of the current season. If the executive is satisfied that the player intends to play in the DVCA for rest of the current season they shall grant a permit.</p>
Junior Merged Teams	For 2 or more clubs to enter combined teams	<p>Upon approval of the combined team, nominate the host team and advise the DVCA on the Wednesday before the first match(for MyCricket purposes) Provide details of all players from the other club that need to appear on the host clubs MyCricket list. The General Manager will add players to the host clubs list prior to commencement of the first match .</p>
Age Dispensation Permits	<p>For a junior player who is older than the age eligibility rules to play in a younger age group. As a general guide, the following are likely to be permitted:</p> <ul style="list-style-type: none"> ❖ Female players may play 2 years below their age (excluding the Girls competition). ❖ A player born within 31 days of the age cut-off and their skill level is 	<p>Complete DVCA permit application. Each request will be considered on a case-by-case basis. The executive has the right to monitor the performance of each player and withdraw a permit at any time.</p> <p>The application must be submitted at least 72 hours prior to the person playing in their first match.</p>

	<p>not consistent with players of the same age.</p> <p>❖ A player with a medical condition/disability and their skill level is not consistent with players of the same age</p>	
Junior Finals permit	If a junior finals team is short of players for a final. A permit may be requested for a player who has played within the current season but has not met the finals qualifications.	Complete DVCA permit application. A request must be made at least 72 hours prior to the final. Each case will be considered on case-by-case basis.
Senior Finals Permit	There will be no finals dispensation permits granted for ineligible players in senior grades.	
Finals Substitute Permit	<p>A permit may be requested for a player who has not qualified for finals in that grade to act as a fielding substitute for a final.</p> <p>Only approved if the executive is satisfied that the club has no eligible players available to act as substitutes.</p>	Complete DVCA permit application. A request must be made at least 48 hours prior to the final.

A9 MISCONDUCT REPORTS AND TRIBUNAL PROCESS

OFFENCES & PENALTY TABLE - Applicable to all competitions within the DVCA

No	Category	Minor	Moderate	Serious	Extreme
1	Abusing an umpire	1 match	2 matches	3 matches	4 matches+
2	Abusing a player	1 match	2 matches	3 matches	4 matches+
3	Excessive appealing towards an umpire	1 match	2 matches	3 matches	4 matches+
4	Aggressive appealing towards an umpire	1 match	2 matches	3 matches	4 matches+
5	Dispute or show dissent at an umpire's decision	1 match	2 matches	3 matches	4 matches+
6	Captain failing to ensure his team acts within the Spirit of Cricket	1 match	2 matches	3 matches	4 matches+
7	Disturbing the stumps in an inappropriate manner	1 match	2 matches	3 matches	4 matches+
8	Equipment abuse	1 match	2 matches	3 matches	4 matches+
9	Send offs	1 match	2 matches	3 matches	4 matches+

10	Misconduct	1 match	2 matches	3 matches	4 matches+
11	Violent act	1 match	2 matches	3 matches	4 matches+
12	Bringing the game into disrepute	1 match	2 matches	3 matches	4 matches+
13	Behaving in a threatening or intimidating manner	1 match	2 matches	3 matches	4 matches+
14	Breaches of Law 41.3 (Ball tampering, distract/obstruct batsmen, dangerous & unfair bowling, time wasting, damaging the pitch)	1 match	2 matches	3 matches	4 matches+
15	Unauthorised personnel entering playing arena without permission of umpire	1 match	2 matches	3 matches	4 matches+
16	Vilification - personal, racial, religious or sexual	1 match	2 matches	3 matches	4 matches+
17	Bullying	1 match	2 matches	3 matches	4 matches+

EXPLANATORY NOTES FOR REPORTS

Who can lodge a report?	<ol style="list-style-type: none"> 1. Umpire 2. DVCA Senior Executive 3. DVCA Junior Executive 4. Aggrieved party (club, official, player, spectator or other)
Offence Level	<p>The level of the report will be determined by taking into account the context of the particular situation and the seriousness of the words, gesture and/or actions</p> <ul style="list-style-type: none"> ❖ Repeat behavior - more severe penalties will apply ❖ Repeat offenders - more severe penalties will apply ❖ Finals - more severe penalties may apply
Reprimands	<p>Reprimands will expire 12 months from the commencement date of the penalty</p> <p>If suspended for a further offence or receive a further reprimand within the 12 months of the date of the first offence a minimum and automatic 1 match suspension will be imposed</p>
When can offending players play again ?	<p>Serving suspension is based on the scheduled matches within the grade they were playing in when the offence occurred e.g. If a player is suspended for two matches playing Barclay Shield then they will be suspended for the next two Barclay Shield rounds/matches.</p> <p>During this time, the player is unable to play in any other match, grade or competition.</p> <p>The player will be deemed suspended until midnight of the day when the last suspended match is scheduled to finish.</p>

	<p>If an offence is committed in a non-standard competition i.e. Vets, T20 competitions, the offender:</p> <ul style="list-style-type: none"> • Will be suspended for the allocated matches in the non-standard competition that they were competing in at the time, and • Will also be suspended for the same number of matches in all other competitions based on the offenders' club's highest graded side <p>This may result in the offender having two suspension dates, one date for all other competitions and another date for the non-standard competition.</p> <p>If at the time of being found guilty of an offence, the player is involved in a match that has already commenced but not yet completed then the offender may be permitted, at discretion of the Match Review Panel, to continue playing until that match is completed.</p>
Umpire Report Process	<p>The umpire will:</p> <ul style="list-style-type: none"> ■ At the end of the day's play, the umpire will notify the captain that a report has been made and a report will be submitted ■ Submit report to the Umpires Manager or Junior Executive (for Junior reports). The umpire only needs to outline the player and the incident related to the report, they do not need to specify the actual charge or level at this point ■ Notify the Umpires Manager or Junior Executive (for Junior reports) by 1pm of the day after the conclusion of the match. ■ It is advised where possible for Day 1 reports to be submitted prior to the beginning of Day 2 commencing ■ The Umpires Manager or Junior Executive (for Junior reports) will then inform the DVCA General Manager via email by 5pm the day after the conclusion of the match. The umpire is to ensure full details of the match, the person/s reported, details of the report, level of the offence as per the Penalty Table) and whether the captain played a role by failing to ensure his team acted within the Spirit of Cricket <p>An Umpire still has the ability to file a report after a game has concluded even if he hasn't notified the player or captain at the end of the day's play.</p>
Captain's Process	<p>Once notified by the umpire, the captain is to inform the offender as soon as possible that he has been reported.</p> <p>At the end of the day's play, the captain must also notify the club's Secretary or President that a report will be made by the umpire.</p>
DVCA Executive Reportable incident	<p>Full details of the incident must be emailed to the General Manager.</p>
Aggrieved Party Reports	<p>Full details of the incident must be emailed to the General Manager via their club's official email account.</p> <p>The report must be reported via email by no later than 1pm the day after the incident occurred.</p>

	If the incident reported meets the criteria, then the General Manager will refer the report to the Match Review Panel. If it does not meet the criteria, then no action will be taken.
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EXPLANATORY NOTES FOR MATCH REVIEW PANEL	
General Manager	Notify MRP (Match Review Panel) via email with all relevant information regarding report
Match Review Panel	<p>Receive email form General Manager with all relevant information regarding report and decide on one of the below options.</p> <ul style="list-style-type: none"> ■ Option 1 – If provided, agree with penalty from Penalty Table ■ Option 2 – Consult with the Umpires Association, If MRP disagrees with penalty provided in the report ■ Option 3 – If no penalty provided from Penalty Table, decide on penalty ■ Option 4 – Refer to Tribunal Panel ■ Option 5 – Take no further action against the offender ■ Option 6 – Refer to DVCA executive for further investigation. <p>Send email to the General Manager detailing the MRP outcome.</p>
Process for General Manager	<p>Options 1,2 or 3 Advise the Match Review Panel penalty to the offender's club email address</p> <p>Option 4 Advise the report has now been referred to the Tribunal Panel to the offender's club email address</p> <ul style="list-style-type: none"> ■ The hearing will be held on the Wednesday evening at the conclusion of the match ■ The club will be advised, detailing the offender, time and location of the hearing <p>Option 5 Advise dismissal of charge to the offender's club email address</p> <p>Option 6 Advise incident has been referred to the DVCA Executive to the offender's club email address</p>
Club	<p>Options 1,2 or 3</p> <ul style="list-style-type: none"> ■ Accept penalty and confirm via club email to the General Manager <ul style="list-style-type: none"> ○ Which may include a reduction should the offender take an early guilty plea ■ Not accept penalty and confirm via club email to the General Manager <ul style="list-style-type: none"> ○ Request Tribunal hearing <p>Option 4</p> <ul style="list-style-type: none"> ■ Confirm offender and club representative will be in attendance at Tribunal hearing via club email to the General Manager ■ If the offender fails to appear at the allocated location and time, they will be automatically suspended from all DVCA competitions until which time they appear before the tribunal.

	<p>Option 5</p> <ul style="list-style-type: none"> ■ Accept dismissal of charge and confirm via club email to the General Manager <p>■</p> <p>Option 6</p> <ul style="list-style-type: none"> ■ Accept penalty and confirm via club email to the General Manager <ul style="list-style-type: none"> ○ Which may include a reduction should the offender take an early guilty plea ■ Not accept the penalty and advise via club email to the General Manager <ul style="list-style-type: none"> ○ Appeal penalty – refer A10
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EXPLANATORY NOTES FOR TRIBUNAL PROCESS

Advisors	<p>The complainant and accused may each have an advisor/advocate. She/he should determine the facts before the hearing and advise how to present the case.</p> <p>She/he may attend the hearing and may only speak with the Chairman's consent, but:</p> <ul style="list-style-type: none"> a) if a person is not sure how to answer a question he/she may, with the Chairman's consent, speak with his advisor; and b) a Junior player's advisor may, with the Chairman's consent, question witnesses and address the tribunal panel. <p>The accused may use an advisor/advocate to offer supporting evidence.</p>
Conduct of hearing	<ul style="list-style-type: none"> ■ The chairman will record all proceedings and evidence. ■ The chairman will outline to all parties the powers of the Tribunal panel and the format to be followed. ■ All persons except the complainant, the accused, and their advisors, will leave the room. ■ The chairman will read the report and ask the accused whether they plead guilty or not guilty. ■ The complainant will be asked to elaborate on their report, and may call supporting witnesses. ■ A witness may not leave the room after giving evidence until all evidence is heard, and may not ask a question or interrupt proceedings. ■ The accused may question but not debate the complainant or their witnesses. ■ The accused may make a statement, and call witnesses in support of their statement. ■ The complainant may question but not debate the accused and their witnesses. ■ The accused may sum up evidence. ■ The complainant may sum up evidence. ■ All persons will retire, and the executive will make its decision. ■ If it recalls a witness, they will be questioned in the presence of the complainant and accused. ■ The decision will be announced in the presence of the complainant and accused.

Powers of the Tribunal Panel	<p>The tribunal panel will have the power to:</p> <ul style="list-style-type: none"> ■ Find the offender not guilty ■ Uphold recommended MRP penalty ■ Downgrade the level of a charge and hand down the lesser set penalty ■ Upgrade the level of a charge and hand down the higher set penalty ■ For any charge, the panel has complete power to hand down an appropriate penalty ■ Postpone, defer or adjourn a hearing. If more than one report arises out of the same incident, it may defer its decision until it hears the evidence on all of the reports ■ Suspend an absent offender until he does attend, or it may proceed in his absence ■ Tribunal have the power to find someone guilty of an alternative charge i.e. where the tribunal is satisfied that the players conduct warrants punishment but might perhaps fall short of the charge that is before the tribunal ■ If evidence at a hearing indicates that another offence has been committed or if the executive believes an offence may have been committed during or after a hearing, it may enquire into the matter and/or report a person, team or club and hear the report. The Chairman and/or the accused is entitled to request that the additional offence be reported to the General Manager and be heard at a later date
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A10 APPEALS

A club or player aggrieved by a decision handed down by the DVCA judiciary may appeal the decision by way of the following.

- An appeal against a decision handed down by the Tribunal will be conducted by the DVCA Executive
- An appeal against a decision handed down by the DVCA Executive will be conducted by an independent body, which will not include any members who were party to the original decision

Any further avenue of appeal from this point is to the Victorian Metropolitan Cricket Union (VMCU).

Timing	<p>All internal DVCA appeals must be submitted to the General Manager within 24 hours of the original decision and be lodged with a deposit of \$300. The deposit is non-refundable if the appeal is unsuccessful.</p>
Full details of reasons for Appeal to be submitted	<p>These may include:</p> <ul style="list-style-type: none"> ■ New evidence coming to light ■ The severity of the penalty ■ Actual decision ■ Any extenuating circumstances <p>Penalties will remain in place until all appeal avenues are exhausted. Subject to that, the executive's decision is final and binds all clubs and players.</p>

A11 POINTS IN HOME & AWAY MATCHES

Result	Points Awarded
Outright win after 1 st innings win	10 points
Outright win after 1 st innings tie	8 points
Outright win after 1 st innings loss	6 points
Outright tie	5 points each
First innings win	6 points
First innings tie or draw	3 points each
First innings tie but outright loss	2 points
Walkover	The most scored by a team in that grade that round after penalties are imposed.
Bye	6 points

A12 TEAMSHEETS

Seniors	<p>Captains will use the official DVCA teamsheet form, complete it accurately, and obey all instructions on the form. The other team may supply one if the responsible team does not have their teamsheet form. Alternatively, teams may be listed on any piece of paper in order to commence the match but if an official teamsheet form is not completed and signed by the end of a match then administration fines may apply.</p> <p>If a Teamsheet is lost before a match ends, the captains will complete a new one; if it is lost after the match, the team missing the teamsheet will be responsible for getting the captains to complete a new teamsheet.</p> <ul style="list-style-type: none"> ❖ If a match is forfeited, all players must be listed in the nominated system by the prescribed time in order to be deemed to have played. ❖ If a match is washed out, prior to any play, then all players must be listed in the nominated system by the prescribed time in order to be deemed to have played. ❖ If a match is washed out after play has commenced, then the Teamsheet must be completed as per Playing Rules stated in S3. ❖ If a club has a bye, all players must be listed in the nominated system by the prescribed time in order to be deemed to have played. ❖ The teamsheet shall be available at the match on each days play. ❖ Each team will be responsible for their own teamsheet, but it must be signed by a representative of the opposition team and official umpires (if appointed).
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Seniors Finals Qualifications	If a teamsheet is not completed and the players' names are not entered into the DVCA nominated system within the prescribed time the match is not included for finals qualifications and administration fines may apply.
Emailing teamsheets	It is no longer a requirement to email teamsheets to the General Manager for audit purposes. However teamsheets may be audited if requested.
Juniors	Teamsheets are no longer required for the DVCA Junior competition. Teams must be entered into MyCricket prior to the commencement of the match

A13 MANAGING SMS CONTACTS

Why are contacts are required ?	The DVCA uses MyCricket to send out important SMS communications, particularly critical for notification of the Heat policy on extreme weather days.
Set up on MyCricket	<p>After logging into MyCricket navigate to the Administration Mode under the Organisation Menu select Contacts for Parent Organisations</p> <p>From this screen, you add contact and select Receive SMS. As per the club contacts form enter TWO contacts for each club – one senior and one junior contact. It will then be the clubs' responsibility to forward on information to all players, members.</p> <p>Note that the reference to receive emails on this screen is not used by the DVCA, all club emails will continue to be sent to official club email accounts.</p>

A14 MANAGING CONTACTS FOR MYCRICKET COMMUNICATIONS

Set up on MyCricket	<p>Log into MyCricket navigate to the Administration Mode under the Organisation Menu select Notification Subscribers List.</p> <p>From this screen you can manage who receives notification when:</p> <ul style="list-style-type: none"> ❖ clearances are processed ❖ online registrations received and/or ❖ match results are disputed
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A15 NOTES FOR UMPIRES

General responsibilities of umpire	<p>Be familiar with the Laws of Cricket, the playing rules and conditions, DVCA administration rules, and other policies/procedures available on the DVCA website.</p> <p>Use the Code of Signals (see 'CODE OF SIGNALS' below). Call distinctly to help players. Make sure batsmen know what the decision is. Wait for scorers to acknowledge your signals.</p> <p>Report all misconduct and breaches of the Rules as per A9.</p>
Responsibilities before play commences	<p>Official umpires must be at the ground 45 minutes before the Scheduled Start.</p> <p>Before each day's play, inform the captains of the time</p> <ul style="list-style-type: none"> ❖ Sight and sign each team sheet prior to commencement of play ❖ Ensure pitch and ground is prepared as per prescribed rules ❖ Determine boundaries with the captains before play starts. ❖ Check that balls comply with the Rules. ❖ Notify captains 5 minutes before play is due to start
Approved dress for official umpire	<p>Approved dress for official umpires is white shoes or boots, black trousers or approved black shorts, white hat and Umpires Association shirt. You may wear an approved jacket.</p>
Where can umpires stand	<p>Stand where you can best see any act upon which your decision may be required. Subject to that, stand where you do not interfere with the bowler's run up or the batsman's view.</p> <p>Square-leg umpires may stand at point, if they tell the other umpire, batsman and fielding captain. Their duties are to:</p> <ul style="list-style-type: none"> ❖ give decisions on stumpings, hit wicket, run outs and short runs at their end; ❖ assist the other umpire if his view is obscured.
Breaks in play responsibilities	<p>Note the times of breaks in play and the fall of wickets (for appeals for 'Timed Out'), and time lost for adverse conditions. Obey all times and limits in the Rules.</p>
Scorebook responsibilities	<p>Check that scores agree at each interval and change of innings and at the end of each day. If the scores agree, sign the scores, result and margin in both scorebooks before leaving the ground. If scores are disputed, take both scorebooks and deliver them to the General Manager or his nominated representative.</p>
Unofficial Umpires	<p>If there is only one official umpire either team will supply a square leg umpire. The official umpire will umpire both ends and may overrule a decision by the unofficial umpire. Square leg umpires will be at least 15 years old.</p> <p>If there is no official umpire each team will supply an umpire.</p> <p>Official umpires may overrule decisions by unofficial umpires.</p> <p>Unofficial umpires must dress so as to be distinguishable from players</p> <p>Unofficial umpires will be at least 16 years old.</p>

Club appointed umpires	<p>Clubs may from time to time be asked by the executive to supply umpires for semi-finals. Details of these club nominated umpires need to be forwarded to the umpires association.</p> <p>Club appointed umpires must:</p> <ul style="list-style-type: none"> ❖ Be at least 18 years of age ❖ Have a copy of the rule book and a copy of junior finals fact sheets ❖ Ensure that the DVCA playing rules are adhered to
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A16 NOTES FOR SCORERS

Scorer responsibilities	<ul style="list-style-type: none"> ➤ Know the CODE OF SIGNALS as listed later in this document. ➤ Acknowledge each signal separately. Make sure umpires see your acknowledgment. If in doubt, ask the umpire what his decision is. ➤ Cross-check frequently with the other scorer and make sure both books agree, and match the scoreboard ➤ Make sure all umpires and captains check books agree and sign both books after each day's play. ➤ List all players from both teams in the book, even if they do not bat or bowl. ➤ Keep count of the number of overs bowled throughout the day's play. ➤ Tell the umpires when a player reaches his batting or bowling limits. <p>Note in the book the times of breaks in play and time lost for adverse conditions as they occur.</p>
Scoring 5 run Penalties	<p>5 run penalties are added to any other runs or extras scored off a delivery. They are not credited to the batsman and are not debited against the bowler.</p> <ul style="list-style-type: none"> ➤ Penalty Awarded to Batting Side: First, score any runs or extras in the normal way. Secondly, put 5 in a square in the Bowler's Analysis for tracking purposes, but do not add it to his progress total. Thirdly, put 5 in the 'Penalty Extras' section of the book (if you don't have one, make one; or put it in a square in No Balls, but remember to separate it at the end of the innings), and add 5 to the score. ➤ Penalty Awarded to Fielding Side: If the fielding team has already batted, add 5 penalty runs to the score in its last innings. If it has not yet batted, score the 5 penalty runs on the first ball of its innings as above.
No Ball Not Scored From	<p>A no ball is not scored from. 1 run is added to extras as a no ball, 1 run is added to the score, a dot with a circle around it appears in the Bowler's Analysis and 1 run is added to his progress total.</p>
No Ball Scored from by the Batsman	<p>The batsman hits a no ball and 3 runs are completed. He is credited with 3. 1 run is added to extras as a no ball. 4 runs are added to the score and a 3 with a circle around it goes in the Bowler's Analysis. 4 runs are added to his progress total. The umpire's only signal is no ball.</p> <p>The batsman hits a no ball for 6. He is credited with 6. 1 run is added to extras as a no ball. 7 runs are added to the score and a 6 with a circle around it appears in the Bowler's Analysis. 7 runs are added to his progress total. The umpire will signal no ball and 6.</p>

No Ball Plus Additional Extras Scored	A no ball comes off the batsman and the batsmen complete 2 runs. All 3 runs (the 2 runs plus 1 penalty run) are scored as no balls. The umpire will signal no ball and bye to show that the batsman has not hit it, but the runs are not recorded as 'byes'.
Wide Not Scored From	No other runs are made off a wide. 1 run is added to extras as a wide, 1 run is added to the score, 'W' appears in the Bowler's Analysis and 1 run is added to his progress total.
Wide plus Additional Extras Scored	<p>A wide goes past the keeper to the boundary. 5 runs (the boundary 4 plus 1 penalty run) are added to extras as wides, 5 runs are added to the score and '5W' appears in the Bowler's Analysis. 5 runs are added to his progress total. The umpire will signal wide and 4.</p> <p>A wide goes past the keeper and the batsmen run 2. 3 runs (the 2 runs plus 1 penalty run) are added to extras as wides, 3 runs are added to the score and '3W' appears in the Bowler's Analysis. 3 runs are added to his progress total. The umpire will signal wide.</p>
Electronic Scoring	In addition to electronic scoring at least one club MUST paper score. If both clubs wish to electronic score, then the away team (lower team in finals) will be required to paper score.

A17 CODE OF SIGNALS	
Description	Signal
Dead Ball	Crossing and re-crossing the wrists below the waist
No Ball	Extending one arm horizontally
Out	Raising an index finger above the head (if not out, the umpire shall call not out)
Wide	Extending both arms horizontally
Boundary 4	Waving an arm from side to side horizontally, finishing with the arm across the chest
Boundary 6	Raising both arms above the head
Bye	Raising an open hand above the head
Five Runs to Batting Team	Repeated tapping of one shoulder with the opposite hand
Five Runs to Fielding Team:	Placing one hand on the opposite shoulder
Leg Bye	Touching a raised knee with the hand
New Ball	Holding the ball above the head
Revoke Last Signal	Touching both shoulders, each with the opposite hand

Short Run	Bending one arm upwards and touching the nearer shoulder with the tips of the fingers
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A18 VMCU COMMUNITY CRICKET MEMBER PROTECTION BY-LAW

The VMCU "Community Cricket Member Protection By-law" applies to the DVCA, and to all clubs, officials, players and members. All guidelines, policies, procedures etc. apply to the DVCA unless expressly stated within DVCA administration rules and/or DVCA playing rules.

A19 CLUB BEHAVIOUR POLICY

The DVCA executive are committed to improving player behaviour and conduct and believe clubs should take full responsibility for ensuring every single player who represents their club should conduct him or herself in accordance with local rules and the Spirit of Cricket.

The burden of responsibility for ensuring players and captains conduct themselves in a fair and sportsmanlike manner at all times does not rest with the executive or Umpires, it is with the Clubs.

To ensure this is complied with, a financial demerit system will be applied to Clubs as indicated below. Please note that penalties apply across all grades including juniors and penalties are accumulative.

Number of Reprimands	Club Penalty
One	Nil
Two	Nil
Three	\$150 club fine
Four	\$450 club fine and appearance before representatives of the DVCA executive.

Number of Suspensions	Club Penalty
One	Nil
Two	\$150 club fine
Three	<p>\$550 club fine minimum, with appearance before representatives of the DVCA Executive.</p> <p>Note: Any club incurring more than 3 suspensions in the one season shall be placed on a "3 Premiership Points" bond. Should a club breach this bond during the season by incurring a further suspension, then 3 premiership points will be deducted from each of their senior teams. If the bond is breached during the finals, all senior teams will commence the following season 3 points in arrears.</p>

Note: Under DVCA rules, a captain may be charged when one of their players is charged. To avoid doubling up on the same offence, a captain's penalty under this rule will NOT count towards fine calculations.

A20 SPIRIT OF CRICKET AWARD			
Background	<p>Clubs first XI's competing in Barclay Shield, Money Shield and Mash Shield will be given a Spirit of Cricket rating at the end of each match. The rating is to be determined between both umpires.</p> <p>A team can be awarded up to 4 points for each of the below categories, therefore the MAXIMUM total score per match is 12.</p> <p>NOTE: A team includes players, club officials AND their spectators/supporters.</p>		
Respect for opponents	<p>Did the team demonstrate respect for their opponents?</p> <p>The following behaviour to be considered when determining demonstrated respect:</p> <ul style="list-style-type: none"> ❖ Acknowledgement of milestones ❖ Courtesy and professionalism by captain/team ❖ Demeanour of any interaction ❖ Walking when a fielder claims a catch without needing an umpire's decision ❖ Not claiming a catch where confusion exists ❖ Not "Sledging". 		
Respect for the role of the umpires	<p>Did the team demonstrate respect for the role of the umpire? Did the players accept the umpire's decisions throughout the match? Was there any undue pressure placed on the umpire?</p> <p>The following behaviour to be considered when determining demonstrated respect:</p> <ul style="list-style-type: none"> ❖ Communication with officials, including verbally ❖ Discussion of decisions, including dissent ❖ Excessive appealing ❖ Advancing the umpire when appealing ❖ Appealing when knowing is not out <p>Actions by captain when required</p>		
Respect for the game	<p>Did the team demonstrate respect for the game's traditional values?</p> <p>The following behaviour to be considered when determining demonstrated respect:</p> <ul style="list-style-type: none"> ❖ Respect for venue and facilities ❖ Respect for scorers ❖ Role of the captain ❖ Application of DVCA Playing Conditions including over rates ❖ Audible obscenity. 		
Voting Guidelines	Points given	Rating	Interpretation
	4 points	Well above expectations	Multiple examples of positive behaviour
	3 points	Above expectations	Limited examples of positive behaviour
	2 points	Met expectations	Good level of respect is shown to all game participants throughout the match.

	1 points	Below expectations	Limited examples of negative behaviour
	0 points	Well below expectations	Multiple examples of negative behaviour
Ineligibility for award	If a player (in any grade) from any club is reported and found guilty of an offence throughout the season then this club becomes ineligible to win the Spirit of Cricket Award for that season.		

A21 WORKING WITH CHILDREN (WWC) CHECK

Who must have a working with children check for at club level?	<ul style="list-style-type: none"> ❖ Junior Coordinator ❖ Junior Blast and Master Blast Coordinator ❖ Junior Team Managers and Coaches ❖ Senior Coaches, Club Secretary, Team Captains, Umpires involved in direct contact where junior players are playing in a senior team ❖ Other members of the club who are involved in regular contact with children and who are not directly supervised by a person who has completed a Working With Children Check (regular contact includes coaching, and/or electronic contact).
WWC Register	<ul style="list-style-type: none"> ❖ The register is also to record individuals holding those exemptions, endorsed by Cricket Victoria policy, from the Working with Children Checks legislation. ❖ The register must confirm the Club Secretary has received written confirmation from the Department of that the volunteer has listed the club on their approved application updates for an existing WWC cardholder. It is not sufficient to just sight a Working with Childrens Card.
Notification of detail changes	There is a legal obligation for applicants and cardholders to notify the Department of Justice and Regulation when their personal, contact or organisation's details change.
Who must have a working with children check at DVCA level?	<ul style="list-style-type: none"> ❖ Representative Cricket Team Managers and Coaches. ❖ Other adults who are involved in the representative cricket program and are in regular contact with children who are not directly supervised by a person who has completed a Working With Children Check (regular contact includes. coaching and/or electronic contact) ❖ Other members of the Junior Executive who are involved in regular contact with children who are not directly supervised by a person who has completed a Working With Children Check (regular contact includes. coaching and/or electronic contact) ❖ All umpires

	The General Manager is to maintain a register, provided by each club, of the people within the Association who have been approved under these requirements.
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SECTION TWO: JUNIOR ADMINISTRATION RULES

JA1 THE COMPETITION

Each season:

- ❖ clubs will nominate the teams they wish to enter in the appropriate grade;
- ❖ the executive will determine grades for all teams nominated
- ❖ the teams in each grade will compete for a premiership in a series of one-day and two-day home & away matches and semi final/final series.

However:

- ❖ Non-competitive Grades ("NCG") do not play for points, premierships or trophies and do not play finals; and
- ❖ NCG play all one-day matches.

In these Rules, 'final' includes semifinal and/or grand final.

JA2 TEAM ENTRIES, GRADINGS AND FIXTURES

Team Entries	<p>The executive will notify clubs of the junior playing dates along with Junior Team Nomination forms in the second week of August.</p> <p>The closing date for team entries is early September.</p> <p>By the closing date, clubs will notify the Operations Manager on the official DVCA Team Nomination form of:</p> <ul style="list-style-type: none"> ❖ the number of teams entered in each available age group and playing day ❖ the home ground for each team ❖ its appropriate grade for each team including expected team composition ❖ any other information specified on the form. <p>A club will be fined \$50 if it does not lodge its details on time and \$50 if it does not confirm its final team entries by the deadline specified below.</p> <p>The executive will then use its discretion to grade teams.</p>
Gradings	<p>The Operations Manager will within 15 days after team entries close notify clubs of final grades.</p> <p>A club may contest these gradings by notice to the Operations Manager within 7 days. However alterations to final gradings will only be considered due to exceptional circumstances.</p>

Non-competitive grade ('NCG')	<ul style="list-style-type: none"> Non-competitive Grades ("NCG") do not play for points, premierships or trophies and do not play finals; and NCG play all one-day matches.
Final Grading	Sides moving up a Grade after grading games (3 games) can only come up with a maximum number of points as determined by the executive. This will take into account matches impacted by adverse weather.
Fixtures	<p>As soon as gradings are finalised, the Operations Manager will begin the process of drawing fixtures.</p> <p>Clubs will notify the Operations Manager of final team entries 7 days before the first round.</p> <p>The Executive may then re-grade teams and/or redraw fixtures.</p> <p>During the season, the Operations Manager may re-schedule a match. In addition, if a ground becomes unfit for play before or during a match, the Operations Manager may re-schedule or relocate the match, or direct that a partly completed match be completed on another ground or date.</p> <p>If an emergency or incident outside the control of the DVCA or a club prevents the playing of a match the executive has the power to award points as it sees fit to either team.</p> <p>A club will play in all matches for which it is drawn.</p> <p>If a club fails to do so, or if it forfeits before or during any day of a match, its opponents win on a walkover.</p> <p>If a club forfeits on or before Day 1 of a two-day match, and Day 1 is abandoned in all matches in that grade, the forfeiting team has the opportunity to field a side the following week. (A reduced penalty will apply).</p> <p>If a club gives a walkover under this Rule or J14, it must forfeit the lowest team in that age group, but only if they are scheduled to play that weekend.</p>

JA3 EXCHANGING PLAYERS AND COMBINED TEAMS

Junior Merged Team Permit	<p>Granted by the Executive where two clubs combine teams or exchange players to enable players to play Juniors when they might not otherwise.</p> <p>Permit for 2 or more clubs to enter combined teams (including a permit to field separate U16 or U14 1st division teams and a combined 2nd and/or 3rd division team).</p>
How does this work ?	One club will be nominated as the "host" club (Club A) and players from the other club (Club B) will be registered with the host club for the purposes of juniors. These players from Club B are eligible to play seniors for club B but cannot play seniors at Club A.

	<p>At seasons end, the permits will lapse and players will no longer be considered registered to Club A.</p> <p>Applications for Merged Team Permits will be processed as per the prescribed procedure under 'Permits'. All relevant details must be provided to the Junior manager and Operations Manager prior to the commencement of the combined team's first match.</p>
Finals Qualifications	<p>Matches played with a combined team count for finals qualifications for a club's higher teams. The clubs are jointly liable for any breach of the Rules by or in relation to a combined team</p>

JA4 SEMIFINALS AND GRAND FINALS

Which teams play off in finals?	<p>The 4 teams with the most home & away points will play in semifinals.</p> <p>1st plays 4th and 2nd plays 3rd.</p> <p>If points are equal, the team with the higher percentage is higher on points.</p> <p>Percentage is calculated by dividing a team's batting average (divide the runs it scores by the wickets it loses) by the batting average against it (divide the runs scored against it by the wickets it takes).</p> <p>In any innings, complete or incomplete, teams lose the number of wickets which actually fall.</p> <p>If a team forfeits its percentage for a match, it is deemed to score no runs and take no wickets, but to lose the wickets it actually loses and to have scored against it the runs actually scored against it; the percentage of its opponents is calculated on the actual scores.</p> <p>The two teams who win the semifinals will play in the grand final.</p> <p>If a semifinal is drawn or tied, the higher team will play in the grand final.</p>
Joint Premiers	<p>If a grand final is drawn or tied, the teams are joint premiers.</p>
Ground allocations for finals	<p>At the discretion of the executive, grounds for Semi Finals and Grand Finals may be awarded to the Team finishing higher on the ladder after the Home & Away matches.</p> <p>If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the executive may award the match to be played at the away team's ground or a neutral ground.</p> <p>An assessment of all grounds will be completed at the end of February. Grounds that are considered unsatisfactory to play</p>

	finals will be advised to all clubs prior to the Pre-Finals meeting.
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JA5 ELIGIBILITY OF PLAYERS AND SUBSTITUTES

Refer to **'A6 Player Registrations'**, **'A7 Clearances'** and **'A8 Permits'** to ensure players are registered as per these rules. Any player not registered within these rules will be deemed an ineligible player

Ineligibility due to suspension or disqualification	<p>A player is ineligible to play if he is currently suspended or disqualified by this or any other cricket association; or if the DVCA is notified that he has unpaid cricket subscription fees with another club</p> <p>Junior players can only play in one Senior match on the same weekend.</p>
Substitutes	<p>Law 24 applies to substitutes.</p> <p>In a home & away match, a captain will notify the official umpires of any substitute before the start of the day's play. The umpires will then tell the other captain. If there is no official umpire, the captain will tell the other captain.</p> <p>A person may NOT act as a substitute in ANY match if he was over the age limit at 1st September. Penalties: a fine of \$50, and the penalties set by JA7 for playing an ineligible player.</p> <p>A person may NOT act as a substitute for a team in a FINAL unless he qualifies to play for it under JA6, OR he has a Finals Substitute Permit. Penalties: a fine of \$50, and the penalties set by JA7 for playing an ineligible player.</p> <p>Substitutes may act as wicketkeeper with the consent of the umpires or the opposing captain.</p> <p>These rules also apply to Non-competitive grades, fines will be applied as above.</p>
Age Limits	<ul style="list-style-type: none"> ❖ For Under 18s, the player must be under 18 on 1st September. ❖ For Under 16s, the player must be under 16 on 1st September ❖ For Under 14s the player must be under 14 on 1st September. ❖ For Under 12s the player must be under 12 on 1st September. ❖ For Under 10s the player must be under 10 on 1st September. <p>The Junior Manager may require a player to produce proof of his age. Proof must be produced (to the Junior Manager's reasonable satisfaction) within 7 days. The player is ineligible for any match until proof of age is provided. If proof is not</p>

	provided within 7 days, the player will (unless produced later) be deemed ineligible for all matches in which he played that season.
Registration and Permits	Players will be registered and permit applications will be processed as per the prescribed procedure.

JA6 FINALS QUALIFICATIONS	
Qualifying matches	<p>‘Final’ includes semifinal and grand final; ‘Match’ means home & away match for the club in that season; A match counts for qualifications if the player was eligible to play in it, and</p> <ul style="list-style-type: none"> ❖ it was actually played ❖ it was abandoned or cancelled (with or without play) because of adverse conditions (eg washout or heatout) ❖ it was won by his team on a walkover ❖ it was a bye for his team ❖ but not if he was only a substitute or 12th man <p>Grades in order of assigned colours are Blue, Teal, Red, Yellow, and White and if the executive adds, deletes or renames grades it will designate their order for this Rule.</p>
Multiple teams in same grade	If a club has more than one team in a grade, they will be designated as No.1, No.2, etc., and players may swap freely between them in home & away matches, but for finals qualifications players must have played in 3 matches for their designated team or dispensation must be sought
Matches required to qualify	<p>A player qualifies for a final if they have played 3 or more matches for THAT TEAM in THAT SEASON. Where this is not the case, dispensation must be sought.</p> <p>If a club has more than one team in an age group, players must have played 3 matches for their designated team or dispensation must be sought</p> <p>Senior matches do not count for junior finals qualifications; and a player may play any number of senior matches or matches in a higher age group without affecting his qualifications for his own age group.</p>
U10 Non-Competitive Matches	These matches count for finals qualifications, but only if, before playing in the final, the club applies for and obtains dispensation from the executive. The player must have played the required matches as above.

JA7 PENALTIES FOR INELIGIBLE PLAYERS

For the purposes of this Rule, a player is deemed to play in a match if he plays in it, OR is listed in the team entered on MyCricket.

Home & Away match	If either team plays an ineligible player, it forfeits all points received in the match, and it also forfeits 2 points. The opposition team will be awarded the win and receive the maximum points achieved within their grade for that round
Walkover	If a team wins but lists or plays an ineligible player, it forfeits all points
Bye	If a team lists an ineligible player, it forfeits all points
Final	If either team plays an ineligible player, it forfeits the match
Substitutes:	see JA5.
Imposing, Appealing and Varying the Penalties	<p>The General Manager will impose the penalties as the offences occur. A club may appeal against any penalty imposed on it. The opposing club may appeal against the leniency of any penalty. The executive may initiate enquiries into any offence.</p> <p>Appeals will be given to the General Manager within 48 hours after penalties are announced. They will specify full details of the offence and any reasons why the penalty should be varied. They will be dealt with under Rule 7.</p> <p>The executive may in its absolute discretion vary, cancel or replace a penalty, award or forfeit points and/or percentage, and/or amend a result.</p>

JA8 BALL SPECIFICATIONS

Non-competitive grades	Teams will use leather 2-piece Kookaburra <i>DVCA Silver</i> cricket balls (Kookaburra Star Ball (or equivalent))
U18 & U16	U18 & U16 teams will use full-size (as per Law 4.1) 156g balls.
U12 & U14	<p>U12 & U14 teams will use 142g balls.</p> <p>Note: Applicable for U14's for 2018/19 season onwards</p>
Girls	<p>U15 teams will use 142g balls.</p> <p>U13 teams will use 2-piece Kookaburra <i>DVCA Silver</i> cricket balls (Kookaburra Star Ball (or equivalent)) for NCG Junior Grades).</p>

Note: All teams will use a ball bearing the DVCA Stamp. Balls should be pink for night matches.

JA9 CLOTHING

Playing Attire	<p>Players shall wear:</p> <ul style="list-style-type: none"> ❖ Long or short white pants, and ❖ A white shirt with a collar or a coloured shirt approved by the executive (refer below) ❖ Approved cricket shoes or boots or mainly white sneakers/runners ❖ Mainly white socks ❖ Club Cap or hat, or a white cap or hat or headband or approved helmet ❖ Jumpers and windcheaters must be white or trimmed with club colours. <p>Footwear with metal spikes are not permitted.</p>
Sponsors	<p>Club or sponsors' logos of up to 10cm x 10cm may only be worn on:</p> <ul style="list-style-type: none"> ❖ Shirt breasts ❖ Shirt Sleeves ❖ Jumper or windcheater breasts ❖ Caps and hats. <p>One sponsor logo may be placed on the back of the shirt providing the logo is not more than 10cm in height and 20cm in width.</p>
Coloured Playing Tops	<p>Coloured playing tops</p> <p>With the approval of the executive, shirts with colours may be worn providing that:</p> <ul style="list-style-type: none"> ❖ The colour/s shall be in the colour/s of the club. No more than 2 different colours can be on the shirt ❖ The DVCA logo appears on the back of the shirt below the collar. The logo to be between 5cm and 10cm in width ❖ The colours of the shirt do not clash with the pink ball. <p>All players in any side shall wear the same shirt. It is not permissible for some players to wear plain shirts and others a coloured shirt on the same day of any match. The exception to this is where you have a merged junior side, in which case individual home club colours may be worn.</p>
Names and Numbers	<p>With the approval of the executive, shirts with Players names and numbers on the back may be worn providing that:</p> <ul style="list-style-type: none"> ❖ The name consists of no more than the persons First Initial and Surname as listed in MyCricket. Only proper names are acceptable i.e. no slang or nicknames ❖ The name and/or numbers are of a reasonable size.
Runners	<p>A runner will wear clothing and a helmet equal to that worn by the batsman and carry a bat.</p>

JA10 AWARDS

Team Premiers	The DVCA will award a plaque to each premier team, which will then remain the property of the premiers. In the event of a merged team being premiers, two plaques will be awarded. In the event of a draw, two plaques will be awarded
Individual Player Awards	<p>The DVCA will award trophies to the players with the best batting and bowling averages in home & away matches in each grade.</p> <ul style="list-style-type: none"> ❖ An U18 batsman must play at least 4 matches, bat in at least 4 innings and score at least 200 runs. ❖ An U16 batsman must play at least 4 matches, bat in at least 4 innings and score at least 200 runs. ❖ An U14 or Level 2 Girls batsman must play at least 4 matches, bat in at least 4 innings and score at least 150 runs. ❖ An U12 or Level 1 Girls batsman must play at least 4 matches, bat in at least 4 innings and score at least 100 runs. <ul style="list-style-type: none"> ❖ An U18 bowler must bowl at least 30 overs and take at least 12 wickets. ❖ An U16 bowler must bowl at least 30 overs and take at least 12 wickets. ❖ An U14 bowler must bowl at least 25 overs and take at least 10 wickets. ❖ An U12 bowler must bowl at least 15 overs and take at least 8 wickets. <p>Should players not qualify the Executive has the discretion to nominate winners of the awards.</p> <p>Performances of an ineligible player will not count towards the trophies.</p>

SECTION THREE: SENIOR ADMINISTRATION RULES

SA1 THE COMPETITION

Each season:

- ❖ the executive will sort all teams into grades; and
- ❖ clubs will nominate the teams they wish to enter; the teams in each grade will compete for a premiership in a series of one-day and two-day home & away matches and finals series.

SA2 TEAM ENTRIES & GRADINGS

Provisional Gradings	<p>The executive will release a list of provisional gradings prior to the Annual General Meeting.</p> <p>When grading, the executive will observe the following criteria in grading teams:</p> <ul style="list-style-type: none"> ❖ promotion and relegation will generally be based on the premise of one team up and one team down. In the case of a tied grand final, the highest ranked team will be promoted. ❖ only one team from a club may be permitted to compete in grades E and above
Team Nominations	<p>Clubs will be required to nominate their senior teams to the Operations Manager by early July. A club will be fined \$50 if it fails to submit their senior team nominations on time.</p> <p>Upon nominating their senior sides, the club must:</p> <ul style="list-style-type: none"> ❖ Confirm/withdraw their senior teams that played in the previous season. ❖ Nominate new teams ❖ Allocate grounds including any known unavailable dates of these grounds.
Withdrawals	<p>If a club withdraws a team from a standard competition grade, they must withdraw their lowest team. For example, a club cannot withdraw its E Grade team and maintain its lowest G Grade team.</p>
New Teams	<p>Any new teams will be inserted into the lowest available grade, although the executive reserves the right to insert a new team into a higher grade under extraordinary circumstances.</p>
Final Gradings	<p>The Operations Manager will within 15 days after team entries close notify clubs of final gradings with the exception of the two lowest grades. The provisional senior playing dates will also be released at this time.</p>
Appeals	<p>A club may contest these gradings by notice to the Operations Manager within 7 days. However alterations to final grades will only be considered due to exceptional circumstances.</p>
Final Withdrawals	<p>Clubs will email final team confirmations to the Operations Manager by 5pm on the 31st August. Any team withdrawn after this deadline will incur a financial penalty at</p>

	the executive's discretion. After final fixtures are released there will be no option to withdraw, each round will be treated as a forfeit and fines imposed accordingly
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SA3 FIXTURES

As soon as gradings are finalised, the Operations Manager will begin the process of drawing the fixtures.

Re-scheduling a match	<p>During the season the Operations Manager may re-schedule a match.</p> <p>In addition, if a ground becomes unfit for play before or during a match, the Operations Manager may re-schedule or relocate the match, or direct that a partly completed match be completed on another ground or date.</p> <p>If an emergency or incident outside the control of the DVCA or a club prevents the playing of a match the executive has the power to award points as it sees fit to either team.</p>
Walkovers	<p>A club will play in all matches for which it is drawn.</p> <p>If it fails to do so, or if it forfeits before or during any day of a match, its opponents win on a walkover.</p> <p>If a club forfeits on or before Day 1 of a two-day match, and Day 1 is abandoned in all matches in that grade, the forfeiting team has the opportunity to field a side the following week. (A reduced penalty will apply).</p> <p>A club intending to give a walkover will notify the Operations Manager, the other club and the Umpires Association before noon on the day prior to the match. If it fails to do so, the fine for giving a walkover will be doubled.</p> <p>If an umpire has been appointed to the match and cannot obtain a substitute appointment, his fee will be paid by the defaulting club.</p> <p>If a club gives a walkover under this Rule or S12, all of its lower teams also lose on a walkover in that round (even if they play), but only if they are scheduled to play that weekend.</p> <p>Note: The executive may use their discretion in this instance.</p>

SA4 SEMI FINALS AND GRAND FINALS

Semi Finals	<p>At the discretion of the executive, grounds for Semi Finals may be awarded to the Team finishing higher on the ladder after the Home & Away matches. If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the executive may award the match to be played at the away team's ground or a neutral ground.</p> <p>The 4 teams with the most home & away points will play in semifinals.</p> <p>1st plays 4th and 2nd plays 3rd.</p> <p>If points are equal, the team with the higher percentage* is higher on points.</p>
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Percentage Calculation*	<p>Percentage is calculated by dividing a team's batting average (divide the runs it scores by the wickets it loses) by the batting average against it (divide the runs scored against it by the wickets it takes).</p> <p>In any innings, complete or incomplete, teams lose the number of wickets which actually fall.</p> <p>If a team forfeits its percentage for a match, it is deemed to score no runs and take no wickets, but to lose the wickets it actually loses and to have scored against it the runs actually scored against it; the percentage of its opponents is calculated on the actual scores.</p>
Grand Finals	<p>Barclay Shield, Money Shield and Mash Shield Grand Finals will be played on the top 3 grounds as determined by the executive. When allocating Grand Final venues, the executive will ensure it is a neutral venue between the competing clubs.</p> <p>All clubs' grounds must be available to the DVCA until the end of March; otherwise a penalty or sanction may apply.</p> <p>At the discretion of the Executive, grounds for Grand Finals, B Grade and below (including juniors), may be awarded to the team finishing higher on the ladder after the Home & Away matches. If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the Executive may award the match to be played at the away team's ground or a neutral ground.</p> <p>The teams which win the semi finals will play in the grand final.</p> <p>If a semi final is drawn or tied, the higher team will play in the grand final.</p> <p>If a grand final is drawn or tied, the teams are joint premiers.</p>

SA5 ELIGIBILITY OF PLAYERS AND SUBSTITUTES

Refer to 'A6 Player Registrations', 'A7 Clearances' and 'A8 Permits' to ensure players are registered as per these rules. Any player not registered within these rules will be deemed an ineligible player.

Ineligible players	<p>A player is ineligible to play if he is currently suspended or disqualified by this or any other cricket association; or if the DVCA is notified that he has unpaid cricket subscription fees with another club.</p> <p>Players can only play one senior match on the same weekend. If a player does play in two matches, they will be deemed ineligible for the 2nd match that they played. This rule does not prevent a player from substituting in additional matches on the same weekend.</p>
Shield Grade Players (eligible grades)	<p>Shield Grade players cannot be dropped more than one team at a time during a current season, unless during finals if their club has consecutive teams playing or the player has qualified in that grade. The exception will be if the player has been unavailable for at least 3 consecutive matches. Where a club has a second shield side, that side is deemed to be their second team.</p>
Substitutes	<p>Law 24 applies to substitutes.</p>

	<p>In a home & away match, a captain will notify the official umpires of any substitute before the start of the day's play. The umpires will then tell the other captain. If there is no official umpire, the captain will tell the other captain.</p> <p>Substitutes will generally be allowed for part days only. Exceptions to this would be where a player sustains an injury during the first days play or through legitimate personal circumstances occurring during the week of a game. In all situations umpires will have sole discretion in determining the merits of each case. In the event of no umpires present, then the use of a substitute will only be allowed by the agreement of both captains.</p> <p>A person may NOT act as a substitute in ANY match if:</p> <ul style="list-style-type: none"> ❖ He is an Under 12 player; or ❖ He has played Premier or VSDCA 1sts or 2nds during the current or previous season (unless he has a Senior Player Permit); or ❖ He has played Premier or VSDCA 3rds during the current season (unless he has a Senior Player Permit); Penalty: a fine of \$50. <p>A person may NOT act as a substitute for a team in a FINAL unless he qualifies to play for it under SA5, OR the person has a Finals Substitute Permit. Penalties: a fine of \$50, and the penalties set by SA6 for playing an ineligible player.</p> <p>Substitutes may act as wicketkeeper with the consent of the Umpires or the opposing captain.</p>
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SA6 PENALTIES FOR INELIGIBLE PLAYERS	
<p>For the purposes of this Rule, a player is deemed to play in a match if he plays in it, OR is listed in the team on the Teamsheet</p>	
Home & Away matches	If either team plays an ineligible player, it forfeits all points received in the match, and it also forfeits 2 points. If only one team plays an ineligible player, their opposition will be awarded the win and receive the maximum points achieved within their grade for that round.
Walkover	If a team wins but lists or plays an ineligible player, it forfeits all points.
Bye	If a team lists an ineligible player, it forfeits all points.
Finals	If either team plays an ineligible player, it forfeits the match.
Substitutes	See SA4
Imposing, Appealing and Varying the Penalties	The General Manager will impose the penalties as the offences occur. A club may appeal against any penalty imposed on it. The opposing club may appeal against the leniency of any penalty. The executive may initiate enquiries into any offence.

	<p>Appeals will be given to the General Manager within 48 hours after penalties are announced. They will specify full details of the offence and any reasons why the penalty should be varied. They will be dealt with under Rule 7.</p> <p>The executive may in its absolute discretion vary, cancel or replace a penalty, award or forfeit points and/or percentage, and/or amend a result.</p>
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SA7 FINALS QUALIFICATIONS

Definitions for the purposes of this rule	<p>'Consecutive teams' means consecutive DVCA senior teams fielded by the club, eg if the only teams it fields are Barclay Shield, C and F grades, they are consecutive teams for the club.</p> <p>'Final' includes semi final and grand final.</p> <p>'Match' means home & away match for the club in that season.</p>
Order of grades	<p>Grades in order are Barclay Shield, Money Shield, Mash Shield then B, C, D, E, F1, F2, F3, G1, G2, G3, G4 and G5, and if the executive adds, deletes or renames grades it will designate their order for this rule.</p>
Qualifying matches	<p>Conditions</p> <p>The player was eligible to play in it, and</p> <ul style="list-style-type: none"> ○ it was actually played, or ○ it was abandoned or cancelled (with or without play) because of adverse conditions (eg washout or heatout), or ○ it was won by his team on a walkover, or ○ it was a bye for his team, <p>but not if the player was only a substitute or 12th man.</p>
Matches required to qualify	<p>A player qualifies for a final in a grade if he plays at least 3 matches in or below that grade. However, if he plays 1 or more matches above that grade; then he must play at least 4 matches in or below that grade.</p> <p>Note: For qualifying purposes, any game counted in the event of a forfeit, bye or abandonment, will only apply in that Grade.</p>
Clubs with Consecutive teams in finals	<p>If a club has consecutive teams in finals on the same day, a player qualified for any of the consecutive teams may play, on that day, for any of the other consecutive teams.</p>
Two teams in the same grade	<p>Where a club has 2 teams in the same grade there can be no discriminating between either when applying the consecutive team rule.</p>
Junior matches	<p>Junior matches do not count for senior finals qualifications.</p>

SA8 BALL SPECIFICATIONS

Barclay Shield, Money Shield, Mash Shield, B Grade, C Grade, D Grade, E Grade (80 over grade)	Full-size (as per Law 4.1) red, leather, Kookaburra cricket balls. 4 piece ball to be used Balls must bear the DVCA stamp
All other grades (68 over grades)	Full-size (as per Law 4.1) red, leather, Kookaburra cricket balls. 2 piece ball to be used Balls must bear the DVCA stamp

SA9 CLOTHING

Playing Attire	Players shall wear: <ul style="list-style-type: none"> ❖ Long white pants, and ❖ A white shirt with a collar or a coloured shirt approved by the executive (refer below) ❖ Approved cricket shoes or boots or mainly white sneakers/runners ❖ Mainly white socks ❖ Club Cap or hat, or a white cap or hat or headband or approved helmet ❖ Jumpers and windcheaters must be white or trimmed with club colours. Footwear with metal spikes are not permitted.
Sponsors	Club Sponsors Club or sponsors' logos of up to 10cm x 10cm may only be worn on: <ul style="list-style-type: none"> ❖ Shirt breasts ❖ Shirt Sleeves ❖ Jumper or windcheater breasts ❖ Caps and hats. One sponsor logo may be placed on the back of the shirt providing the logo is not more than 10cm in height and 20cm in width.
Coloured Playing Tops	Coloured playing tops With the approval of the executive, shirts with colours may be worn providing that: <ul style="list-style-type: none"> ❖ The colour/s shall be in the colour/s of the club. No more than 2 different colours can be on the shirt.

	<ul style="list-style-type: none"> ❖ Colour shall be restricted to one or more of the following: <ul style="list-style-type: none"> ○ Piping of no more than 1cm in width ○ Side Panels of no more than 15cm in width ○ Stripes on the Shoulders and sleeves of no more than 10cm in width ○ The collar can be fully coloured providing it is one of the clubs main colours. ○ The DVCA logo to be placed on the back of the shirt under the collar. The logo to be between 5cm & 10cm in width <p>All players in any side shall wear the same shirt. It is not permissible for some players to wear plain shirts and others a coloured shirt on the same day of any match.</p>
Names and Numbers	<p>With the approval of the executive, shirts with Players names and numbers on the back may be worn providing that:</p> <ul style="list-style-type: none"> ❖ The name consists of no more than the persons First Initial and Surname as listed in MyCricket. Only proper names are acceptable i.e. no slang or nicknames ❖ The name and/or numbers are of a reasonable size so that the back of the shirt is mainly white.
Runners	<p>A runner will wear clothing and a helmet equal to that worn by the batsman and carry a bat.</p>

SA10 AWARDS	
Premiers – all grades (Shields)	<p>The DVCA will award a shield and pennant to each premier team.</p> <p>A club may keep the shield if it wins it 3 times (not necessarily in succession).</p> <p>Otherwise it remains DVCA property. The club will return it to the General Manager by 1st February.</p> <p>The shield for the top grade is named is named the ‘Ray Money Shield’.</p> <p>The shield for the third top grade is named the ‘Mash Shield’.</p>
Trophies – Batting & Bowling Awards	<p>The DVCA will award trophies to the players with the best batting and bowling averages in home & away matches in each grade:</p> <ul style="list-style-type: none"> ❖ A batsman must bat in at least 6 innings and score at least 250 runs (in F1 Grade and below, at least 6 innings and at least 210 runs). ❖ A bowler must bowl at least 80 overs or take at least 30 wickets (in F1 Grade and below, at least 70 overs or at least 25 wickets).
Shield Medal Awards	<p>The DVCA will award the ‘Ray Christensen Medal’, the ‘John Gleeson Medal’ and the ‘Duckworth-Turner Medal’ to the best players in Barclay Shield, Money Shield and Mash Shield</p>

	respectively, as judged by official umpires jointly using 3 2 1 voting system.
Ineligible players	Performances of an ineligible player will not count towards the trophies or medals.

SECTION FOUR: VETERANS (VETS) ADMINISTRATION RULES

VA1 THE COMPETITION

Each season clubs will nominate the teams they wish to enter on receipt of the gradings from the executive.

VA2 TEAM ENTRIES & GRADINGS AND FIXTURES

Team Nominations	<p>By the final closing date, clubs will notify the Operations Manager on the official DVCA form of:</p> <ul style="list-style-type: none">❖ confirmation of teams entered, including new teams❖ the home ground for each team; any other information specified on the form <p>The final closing date for team entries is 31st August</p> <p>A club will be fined \$50 if it does not lodge its details by this time.</p>
Final Gradings	<p>The Operations Manager will within 7 days after team entries close notify clubs of final gradings</p> <p>The executive will then draw fixtures and matches will be played according to the fixture.</p>
Appeals	<p>A club may contest these gradings by notice to the Operations Manager within 7 days. However, alterations to final gradings will only be considered due to exceptional circumstances.</p>
Withdrawals	<p>Any team withdrawn after the fixtures have been published will be required to pay forfeit fines for their fixtured matches. At the discretion of the executive, the fixtures may be re-drawn to avoid unnecessary byes.</p>

VA3 FIXTURES

Drawing of fixtures	<p>After gradings are finalised the executive will then draw fixtures and matches will be played according to the fixture.</p>
Re-scheduling of matches	<p>The Operations Manager may re-schedule a match. In addition, if a ground becomes unfit for play before or during a match, the Operations Manager only may re-schedule or relocate the match, or direct that a partly completed match be completed on another ground or date.</p> <p>If an emergency or incident outside the control of the DVCA or a club prevents the playing of a match or matches the executive has the power to award points as it sees fit to either team.</p> <p>Matches can only be re-scheduled at the discretion of the Operations Manager.</p>

Walkovers	<p>A club will play in all matches for which it is drawn.</p> <p>If it fails to do so, or if it forfeits before or during any day of a match, its opponents win on a walkover.</p> <p>If a club gives a walkover under this Rule or S12, all of its lower teams in the Vets competition will also lose on a walkover in that round (even if they play), but only if they are scheduled to play that weekend.</p>
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VA4 SEMI FINALS AND GRAND FINALS

Semi Finals	<p>At the discretion of the executive, grounds for Semi Finals may be awarded to the Team finishing higher on the ladder after the Home & Away matches. If the condition of the ground for the team finishing higher on the ladder is deemed unsatisfactory or facilities are deemed inadequate then the executive may award the match to be played at the away team's ground or a neutral ground.</p> <p>The 4 teams with the most home & away points will play in semifinals.</p> <p>1st plays 4th and 2nd plays 3rd.</p> <p>If points are equal, the team with the higher percentage* is higher on points.</p>
Percentage Calculation	<p>Percentage is calculated by dividing a team's batting average (divide the runs it scores by the wickets it loses) by the batting average against it (divide the runs scored against it by the wickets it takes).</p> <p>In any innings, complete or incomplete, teams lose the number of wickets which actually fall.</p> <p>If a team forfeits its percentage for a match, it is deemed to score no runs and take no wickets, but to lose the wickets it actually loses and to have scored against it the runs actually scored against it; the percentage of its opponents is calculated on the actual scores.</p>
Grand Finals	<p>The teams which win the semi finals will play in the grand final.</p> <p>If a semifinal is drawn or tied, the higher team will play in the grand final.</p> <p>If a grand final is drawn or tied, the teams are joint premiers.</p>

VA5 ELIGIBILITY OF PLAYERS AND SUBSTITUTES

<p>Refer to 'A6 Player Registrations', 'A7 Clearances' and 'A8 Permits' to ensure players are registered as per these rules. Any player not registered within these rules will be deemed an ineligible player.</p>	
Ineligible players	<p>A player is ineligible to play if he is currently suspended or disqualified by this or any other cricket association; or if the DVCA is notified that he has unpaid cricket subscription fees with another club.</p>

	Players can only play one veterans match on the same weekend. If a player does compete in two matches, they will be deemed ineligible for the 2 nd match that they played.
Age Restriction	A person must be 40 years of age or older on the day of the match.
Substitutes	<p>Law 24 applies to substitutes.</p> <p>In a home & away match, a captain will notify the official umpires of any substitute before the start of the day's play. The umpires will then tell the other captain. If there is no official umpire, the captain will tell the other captain.</p> <p>Substitutes may act as wicketkeeper with the consent of the Umpires or the opposing captain.</p> <p>A person may NOT act as a substitute for a team in a FINAL unless he qualifies to play for it under VA5, OR the person has a Finals Substitute Permit. Penalties: a fine of \$50, and the penalties set by VA6 for playing an ineligible player.</p>
Imposing, Appealing and Varying the Penalties	<p>The General Manager will impose the penalties as the offences occur. A club may appeal against any penalty imposed on it. The opposing club may appeal against the leniency of any penalty. The executive may initiate enquiries into any offence.</p> <p>Appeals will be given to the General Manager within 48 hours after penalties are announced. They will specify full details of the offence and any reasons why the penalty should be varied. They will be dealt with under Rule 7.</p> <p>The executive may in its absolute discretion vary, cancel or replace a penalty, award or forfeit points and/or percentage, and/or amend a result.</p>

VA6 PENALTIES FOR INELIGIBLE PLAYERS

For the purposes of this Rule, a player is deemed to play in a match if he plays in it, OR is listed in the team on the Teamsheet

Home & Away matches	If either team plays an ineligible player, it forfeits all points received in the match, and it also forfeits 2 points. If only one team plays an ineligible player, their opposition will be awarded the win and receive the maximum points achieved within their grade for that round.
Walkover	If a team wins but lists or plays an ineligible player, it forfeits all points.
Bye	If a team lists an ineligible player, it forfeits all points.
Finals	If either team plays an ineligible player, it forfeits the match.
Substitutes	See SA4

VA7 FINALS QUALIFICATIONS

Definitions for the purposes of this rule	Consecutive teams- consecutive DVCA vets teams fielded by the club Final includes semi final and grand final; Match means home & away match for the club in that season.
Order of grades	Grades in order are A and B and if the executive adds, deletes or renames grades it will designate their order for this Rule.
Qualifying matches	The following conditions apply <ul style="list-style-type: none"> a) If the player was eligible to play in it, and b) it was actually played and the person batted or bowled, or c) it was abandoned or cancelled (with or without play) because of adverse conditions (eg washout or heatout), or d) it was won by their team on a walkover, or e) it was a bye for their team, but not if the player was only a substitute
Matches required to qualify	A player qualifies for a final in a grade if he plays at least 3 matches in or below that grade.
Clubs with Consecutive teams in finals	If a club has consecutive teams in finals on the same day, a player qualified for any of the consecutive teams may play, on that day, for any of the other consecutive teams
Two teams in the same grade	Where a club has 2 teams in the same grade there can be no discriminating between either when applying the consecutive team rule.
Senior matches	Senior matches do not count for Vets finals qualifications.

VA8 BALL SPECIFICATIONS

Teams will use full-size (as per Law 4.1) red, leather, 2 piece Kookaburra cricket balls.
Teams will use a ball bearing the DVCA stamp.

VA9 AWARDS

Premiers (all grades)	The DVCA will award a shield and pennant to each premier team.
Player Awards	The DVCA will NOT award any individual player awards.

VA10 COLOURED PLAYING TOPS

With the approval of the executive, shirts with colours may be worn providing that:

- ❖ The colour/s shall be in the colour/s of the club. No more than 2 different colours can be on the shirt.
- ❖ Colour shall be restricted to one or more of the following:
 - Piping of no more than 1cm in width
 - Side Panels of no more than 15cm in width
 - Stripes on the Shoulders and sleeves of no more than 10cm in width
 - The collar can be fully coloured providing it is one of the clubs main colours.
 - The DVCA logo to be placed on the back of the shirt under the collar. The logo to be between 5cm & 10cm in width

All players in any side shall wear the same shirt. It is not permissible for some players to wear plain shirts and others a coloured shirt on the same day of any match.

VA11 LBW

If there is an official umpire LBW's will be paid.

VA12 OFFICIAL UMPIRES

Two official umpires will be appointed for all finals. Each team will be responsible for half of the prescribed fee.