



# **Mornington Peninsula Cricket Association**

## **Senior Playing Rules**



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## **MPCA PLAYING RULES**

### **1. INTERPRETATIONS**

#### **(a) Laws of Cricket**

The Laws of Cricket, as adopted by the Victorian Cricket Association, also known as Cricket Victoria, shall apply except where as hereinafter modified. Any changes to the MCC Laws of Cricket shall not be adopted by the MPCA unless notified prior to the Annual General Meeting or Special General Meeting.

#### **(b) Changes to the Rules**

Changes to Playing Rules, Association Rules and By-Laws shall only be changed at the AGM or Special General Meeting by a vote of Members.

#### **(c) Junior Rule Changes**

Junior Rule Changes will be submitted to the Senior Pennant Committee for approval.

#### **(d) Program of Matches**

All Clubs of the Association shall compete in a series of matches, the program of which shall be arranged by the MPCA Board. Subject to the approval of the Board, the Pennant Committee may, if necessary, alter the program in respect of dates, time or grounds on which any of the matches shall be played. A One-Day competition (or competitions) separate to the Jack Peacock Cup may be conducted each season under rules to be determined by the Pennant Committee.

#### **(e) The Competition**

The competition (Clubs) shall be graded into four Grades known as Provincial, Peninsula, District (with compulsory first and second elevens) and Sub-District and then other Elevens graded in Grades - as seen fit by the Board.

The two-day competition for 1sts and 2nds shall consist of 14 rounds with 7 one day matches and 7 two-day matches.

The Lower Grade two day and one day competitions fixture will be set each season by the Senior Pennant Committee.

Notwithstanding the above, any Sub-District Club may apply to the Board in writing to play their first eleven in a grade other than Sub-District 1st XI. Such application shall be lodged with the Association not later than the date of the Annual General Meeting preceding the Season to which the application refers. The Board shall at its discretion reject or agree to the application. If the Board agrees to the application, it shall grade the team to an appropriate grade for that year only. A new application shall be required from the Club as set out above for any subsequent Season.

#### **(f) By-Laws**

The Playing Rules of the Association are to be read in conjunction with the By-Laws of the Association.

### **2. WEATHER AND GROUND CONDITIONS**

#### **2.1 Weather**

**(a)** The Board shall appoint an Adverse Weather Committee which can decide that there will be no play on any day prior to 10:00am on the day of play. If this Committee has not cancelled all matches for any day of any round, then the fitness of the pitch, ground, weather, or light for the commencement of play shall be judged by the umpires, or captains if umpires have not been appointed. Before the commencement of play on any day, umpires, or captains if umpires have not been appointed, shall see that any necessary steps are taken to improve the ground or pitch with a view to expediting play and shall not draw stumps until the hour fixed by the Rules for the conclusion of the day's play unless satisfied there is no possibility of play.

**(b) Appointed Umpires Residing** - Law 2 applies. (Laws of Cricket)



**(c) No Umpire Residing**

- (i)** The captains shall be responsible for starting or suspending play or not resuming play after an interval or stoppage. In the case where captains disagree, play shall be suspended.
- (ii)** If there has been no play prior to 3.00pm for two-day games and 2.30pm for one day games, the day's play shall be abandoned.
- (iii)** In the case where Captains disagree that play should be suspended, Players must stay at the ground until the Tea interval unless agreement is reached to end play.
- (iv)** when the Red Hill Show and Boneo Market prevent the game from starting on time, the umpire, or both Captains are to reschedule a start and finish time that is agreed by both parties, as long as the game does not exceed the allocated 6.5hrs of play. Eg: if the game starts at 12.50pm, play shall conclude at 7.20pm.

**(d)** An appeal against light and/or any later resumption of play must be decided by the umpires from the point of objection. No more than two (2) appeals against the fitness of light shall be allowed in any one innings on any one day. After the second appeal, the fitness of light shall be in the hands of the umpires. Due consideration should also be given to the possibility of lightning strikes.

**(e)** On both days in two-day matches or games that have resolved to ordinary conditions, an over shall be started if time has not been reached and shall be completed at the end of the day's play.

**(f)** If the boatman considers the bay too rough on the first day of a two-day match with French Island, the match becomes a One-Day match. If the boatman considers the bay too rough on the second day of a two-day match, then the match is to be drawn unless a decision has been reached on the first day.

**(g)** In the event of an active thunderstorm or electrical storm in the immediate vicinity of the ground, play is to cease immediately and all players and umpires are to find safe shelter without delay. (Safe shelters include cars or large substantial buildings with electric or telephone wiring and/or plumbing that provides a safe current to the ground. Players and others should not remain in open areas or take refuge beneath trees.)

Play should not resume less than 30 minutes after the last visual lightning sighting.

The provisions of this rule are non-discretionary and may not be ignored or varied by agreement or unilateral decision by captains or umpires.

**2.2 Grounds and Pitches**

**(a)** If a ground is not playable due to issues other than weather, the match may be re-located by the General Manager or the Chairman of the Pennant Committee who may also fix other days or times for commencing or continuing the match where the situation requires.

**(b)** Grounds that are unfenced or partially fenced MUST have the boundary clearly marked to a minimum distance of 65 metres and Grounds that are totally fenced MUST clearly mark the boundary to a minimum distance of 65 metres by the home club. The EXCEPTION to this requirement is where physical constraints do not provide sufficient area to comply. Cones must also be placed three metres inside any fence or obstruction.

**(c)** All matches must be played on approved pitches. All First and Second X1 games are to be played on standard green approved pitches. Spikes are prohibited on synthetic pitches.



### 3. MATCH CONDITIONS

#### (a) TWO-DAY MATCHES

##### (i) Provincial, Peninsula, District, & Sub-District Firsts and Seconds

Play shall commence at 12.30pm and shall conclude by 7.00pm, unless there is an over in progress or there has been an interruption (see (iii) below). Tea adjournment to be of 20 minutes duration, normally taken from 3.00pm to 3.20pm, unless an innings finishes within 15 minutes of set time. Two-day matches shall normally consist of 80 overs (70 overs – 2nds) per day unless weather intervenes for at least 15 minutes. The total number of overs for the game shall not exceed 160 (140 – 2nds).

For 1<sup>st</sup> XI games, the captains shall toss for choice of innings, on the field and in presence of one or both umpires, no earlier than 1 hour and no later than 45 minutes before the scheduled or any rescheduled time for the match to start.

##### (ii) All other Grades

Play shall commence at 1:00pm and shall conclude by 7.00pm, unless there is an over in progress or there has been an interruption (see (iii) below). Tea adjournment to be of 20 minutes duration, normally taken from 3.00pm to 3.20pm, unless an innings finishes within 15 minutes of set time. Two-day matches shall normally consist of 60 overs per innings unless weather intervenes for at least 15 minutes. The total number of overs for the game shall not exceed 120. The captains shall toss for choice of innings, on the field no earlier than 45 minutes and no later than 30 minutes before the scheduled or any rescheduled time for the match to start.

##### (iii) Conditions of Play

Where a team bats for all of the allotted overs on the first day of a two-day match, it must compulsorily close its innings, and the team batting second is entitled to only the same number of overs. Where the team is dismissed prior to the allotted overs (i.e.: 60, 70 or 80), the team batting second shall be entitled to the remaining overs for that day's play, plus the allotted overs for the second day.

In all cases, the team batting second, if not previously dismissed, must receive at least the same number of overs as the team which batted first.

In the event of the game being interrupted for any reason (such as an injured player etc) by more than 15 minutes on either day, that day's play may be extended until the allotted overs (60, 70 or 80) have been bowled for the day or until the allotted overs (120, 140 or 160) have been bowled for the match so long as play on either day does not extend beyond 7.00pm. If such interruption occurs on the first day and the allotted overs are not bowled on that day, the team batting first, if not dismissed, must compulsorily close its innings at the completion of the 60<sup>th</sup>, 70<sup>th</sup> or 80<sup>th</sup> over as the case may be.

Where there has been an interruption during the game in excess of 15 minutes a minimum of 15 overs MUST be bowled in the last hour of the match unless the total overs bowled in the match reaches 120, 140 or 160 (as the case may be) or bad light or weather does not permit such play. If 10 overs have not been bowled by the tea interval on the first day, the game shall revert to a One-Day game on the second day. In 1sts and 2nds, the One Day game shall be played in coloured clothing and White Ball under normal one day conditions. Any toss taken on the first day becomes null and void and the captains shall toss again.

##### (iv) Early End of Play (In Other Two Day Grades)

Both Captains may agree to end a match on the second day once first innings results have been obtained. If agreement is **NOT** reached, then the Match will continue to the end of the allotted overs or when agreement is reached to stop play.



**(v) Early End of Play (First and Second Elevens)**

Both Captains may agree to end a match on the second day once first innings results have been obtained. If agreement is **NOT** reached, then the Match will continue to the end of the allotted overs or when agreement is reached to stop play.

**(vi) Fast short-pitched deliveries above shoulder height of striker (In all Two Day Grades)**

In any one over a bowler shall be permitted to bowl two fast short-pitched balls, which, having bounced, passes or would have passed over shoulder height, but below head height, of the striker standing upright at the crease. Should there be a further repetition in the same over, either umpire shall call and signal 'no ball'

**(vii) Balls Passing above head height (In All Two Day Grades)**

Any short-pitched ball bowled that is deemed to have passed over head height of the striker standing upright at the crease, shall be called "NO BALL".

**(i)** In the case where there are two official Umpires either may call the No Ball

**(ii)** In the case where there is only one official Umpire only that Umpire may call the No Ball.

**(iii)** In the case where there are no official Umpires then either Umpire presiding may call No Ball.

If it is considered by the Umpire presiding that the bowling is of intimidatory nature then Law 41 from The Laws of Cricket shall apply.

**(b) One-Day Matches – All Grades**

**(i) Commencement of Matches**

All matches shall commence at 12.30pm and shall conclude by 7.00pm each day unless there is an over in progress at 7.00pm or there has been an interruption (see 3 (iv) below).

(a) First and Second Elevens: The captains shall toss for choice of innings, on the field no earlier than 1 hour and no later than 45 minutes before the scheduled or any rescheduled time for the match to start.

(b) All Other Grades: The captains shall toss for choice of innings, on the field no earlier than 45 minutes and no later than 30 minutes before the scheduled or any rescheduled time for the match to start.

**(ii) Interval Time and Duration**

A break of 20 minutes shall be taken at the completion of the 40th over of the match unless the innings of the team batting first is completed after the start of the 32nd over, in which case the 20-minute break shall be taken at the change of innings.

**(iii) Uninterrupted Match**

Each match shall consist of a MAXIMUM of 80 overs. The team batting first, if not previously dismissed, shall compulsorily close its innings at the completion of the 40th over. The team batting second, if not previously dismissed, shall be entitled to 40 overs maximum.

Neither team shall be permitted to declare its innings closed.

Matches must consist of one Batting innings and one Bowling Innings each per competing team.

**(iv) Interrupted Match**

In the event of the match being interrupted for any reason (Weather, injured player etc) by more than 15 minutes in either Innings, play shall be continued until the allotted overs (max 80) have been bowled for the day or a result has been achieved, as long as the match does not extend beyond 7.00pm.



Where there has been an interruption during the game in excess of 15 minutes a minimum of 15 overs MUST be bowled in the last hour of the match unless the total overs bowled in the match reaches Max 80 (as the case may be) or bad light or weather does not permit such play.

**(v) No Play**

If there has been no play prior to 2.30pm, the game shall be abandoned.

**(vi) Early End of Play**

In all one-day matches, the match shall be completed once a result has been obtained.

**(vii) Restrictions**

In all one-day matches, a bowler shall not bowl more than 8 overs in an innings.

**(viii) Fast short-pitched deliveries above shoulder height of striker (In All Grades)**

In any one over a bowler shall be permitted to bowl one fast short-pitched balls, which, having bounced, passes or would have passed over shoulder height of the striker standing upright at the crease. Should there be a further repetition in the same over, either umpire shall call and signal 'no ball'.

**(ix) Balls Passing above head height (In All Grades)**

Any short-pitched ball bowled that is deemed to have passed over head height of the striker standing upright at the crease, shall be called "NO BALL".

**(i)** In the case where there are two official Umpires either may call the No Ball

**(ii)** In the case where there is only one official Umpire only that Umpire may call the No Ball.

**(iii)** In the case where there are no official Umpires then either Umpire presiding may call No Ball.

If it is considered by the Umpire presiding that the bowling is of intimidatory nature then Law 41 from The Laws of Cricket shall apply.

**(x) Leg Side Wide Ball (1st and 2nd Eleven Only)**

(a) Leg side: All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide". The delivery is not a Wide if it passes between the striker and leg stump.

(b) Wide - Reverse Sweep or Switch Hit. When a switch hit, or reverse sweep is played or attempted by the striker. The leg stump wide interpretation is no longer in play.

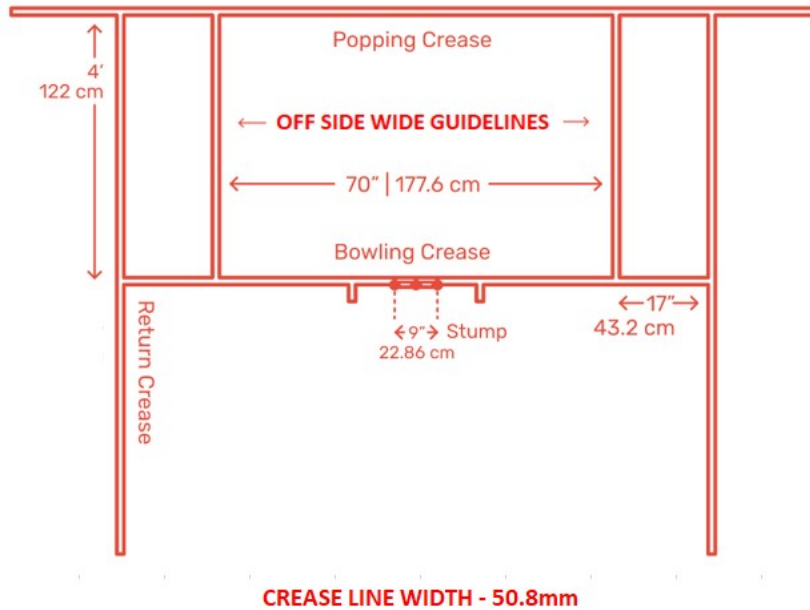
**(xi) Off Side Wides (All Grades)**

Any Ball that passes outside the Off Side Guideline (**Diagram 1 below**) shall be deemed as negative bowling and called a wide.



## Wide Marking Appendix (One Day and T20 Matches)

Diagram 1



### (xii) Inner Field Restrictions

For First XI and Second XI games only, the home club will be responsible for create a fielding restriction area as follows:

- Two semicircles shall be drawn on the field of play.
- The semicircles shall have as their centre the middle stump at either end of the pitch.
- The radius of each of the semicircles shall be 27.5 metres.
- The semicircles shall be linked by two parallel straight lines drawn on the field.
- The fielding restriction area should be marked by continuous painted white lines or 'dots' at seven metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

A Limit of 2 players can be outside the fielding restriction area for the first ten overs, with a maximum of 5 players outside the circle from 11 – 40 overs.

### (c) Semi-Final Matches

The hours and conditions of play for Semi Final matches shall be as follows -

#### (i) Two Day Matches.

Play shall commence at 12.30pm. Tea adjournment to be of 20 minutes duration, normally taken from 3.00pm to 3.20pm, unless an innings finishes within 15 minutes of set time. Two-day matches shall normally consist of 80 overs for Firsts & 70 overs for Seconds (60 for all other grades) per day unless weather intervenes for at least 15 minutes. The total number of overs for the game shall not exceed 160 overs for Firsts, 140 overs for Seconds and 120 overs for all other grades).

Where a team bats for all of the allotted overs on the first day of a two-day match, it must compulsorily close its innings, and the team batting second is entitled to only the same number of overs. Where the team is dismissed prior to the allotted overs, the team batting second shall be entitled to the remaining overs for that day's play, plus the allotted overs for the second day. In all cases, the team batting second, if not previously dismissed, must receive at least the same number of overs as the team which batted first.



### **Interrupted Match**

In the event of the game being interrupted for any reason (Weather, injured player etc) for more than 15 minutes in either innings, play shall continue until the allotted overs on either day have been bowled for the match so long as play on either day does not extend beyond 7.00pm. If such interruption occurs on the first day and the allotted overs are not bowled on that day, the team batting first, if not dismissed, must compulsorily close its innings at the completion of the 80th / 70<sup>th</sup> / 60<sup>th</sup> over as the case may be.

Where there has been an interruption during the game in excess of 15 minutes a minimum of 15 overs MUST be bowled in the last hour of the match unless the total overs bowled in the match reaches 160 / 140 / 120 or bad light or weather does not permit such play.

### **(ii) One Day Matches.**

Play shall commence at 12.30pm. Tea adjournment is to be of 20 minutes duration, normally taken from 3.00pm to 3.20pm, unless an innings finishes within 15 minutes of set time. One-day matches shall consist of 40 overs per side. The total number of overs for the game shall not exceed 80.

In all cases, the team batting second, if not previously dismissed, must receive at least the same number of overs as the team which batted first.

The match shall be completed once a result has been obtained.

## **(d) Grand Finals**

The hours and conditions of play for Grand Final matches shall be as follows -

### **(i) First and Second Eleven**

Play shall commence at 12.30pm. Tea adjournment to be of 20 minutes duration, normally taken from 3.00pm to 3.20pm, unless an innings finishes within 15 minutes of set time. Two-day matches shall normally consist of 80 overs for Firsts and 70 overs for Seconds per day unless weather intervenes for at least 15 minutes. The total number of overs for the game shall not exceed 160 / 140 overs.

Where a team bats for all of the allotted overs on the first day of a two-day match, it must compulsorily close its innings, and the team batting second is entitled to only the same number of overs. Where the team is dismissed prior to the allotted overs, the team batting second shall be entitled to the remaining overs for that day's play, plus the allotted overs for the second day.

In the event of the game being interrupted by more than 15 minutes on either day that day's play may be extended until the allotted overs have been bowled for the day or until the allotted overs have been bowled for the match so long as play on either day does not extend beyond 7.00pm. If such interruption occurs on the first day and the allotted overs are not bowled on that day, the team batting first, if not dismissed, must compulsorily close its innings at the completion of the 80<sup>th</sup> / 70<sup>th</sup> over as the case may be.

Where there has been an interruption during the game in excess of 15 minutes a minimum of 15 overs MUST be bowled in the last hour of the match unless the total overs bowled in the match reaches 160 / 140 or bad light or weather does not permit such play.

No third day shall be reserved for completion of matches in case loss of time through light or weather on the first two days prevents a decision being reached.

Play shall cease at completion of the 160<sup>th</sup> / 140<sup>th</sup> over unless an outright result has already been achieved or on the concession of one of the captains.



If 10 overs have not been bowled by the tea interval on the first day, the game shall revert to a One-Day game on the second day. In 1sts and 2nds, the One Day game shall be played in coloured clothing and White Ball under normal one day conditions. Any toss taken on the first day becomes null and void and the captains shall toss again.

If more than 10 overs have been bowled on Day 1, and the allocated overs for the day not completed, than the game will restart at 10am on Day 2.

#### **(ii) Other Two-Day Grades**

Play shall commence at 1.00pm. Tea adjournment to be of 20 minutes duration, normally taken from 3.00pm to 3.20pm, unless an innings finishes within 15 minutes of set time. Two-day matches shall normally consist of 60 overs per day unless weather intervenes for at least 15 minutes. The total number of overs for the game shall not exceed 120.

Where a team bats for all of the allotted overs on the first day of a two-day match, it must compulsorily close its innings, and the team batting second is entitled to only the same number of overs. Where the team is dismissed prior to the allotted overs, the team batting second shall be entitled to the remaining overs for that day's play, plus the allotted overs for the second day.

In the event of the game being interrupted by more than 15 minutes on either day that day's play may be extended until the allotted overs have been bowled for the day or until the allotted overs have been bowled for the match so long as play on either day does not extend beyond 7.00pm. If such interruption occurs on the first day and the allotted overs are not bowled on that day, the team batting first, if not dismissed, must compulsorily close its innings at the completion of the 60th over as the case may be.

Where there has been an interruption during the game in excess of 15 minutes a minimum of 15 overs MUST be bowled in the last hour of the match unless the total overs bowled in the match reaches 120 or bad light or weather does not permit such play.

No third day shall be reserved for completion of matches in case loss of time through light or weather on the first two days prevents a decision being reached.

If 10 overs have not been bowled by the tea interval on the first day, the game shall revert to a One-Day game on the second day. Any toss taken on the first day becomes null and void and the captains shall toss again.

If more than 10 overs have been bowled on Day 1, and the allocated overs for the day not completed, than the game will restart at 10am on Day 2.

#### **(iii) All One Day Grades**

Each Final shall comprise 80 overs - 40 (allotted) overs for each team. Play shall commence each day at 12.30pm. Tea adjournment shall be of 20 minutes duration, normally taken from 3.00pm to 3.20pm, unless an innings finishes within 15 minutes of set time.

If the innings of the team batting first has not been completed by the end of the 40th over, then it shall be compulsorily closed and the team batting second, if not previously dismissed, shall be entitled to bat for the same number of overs (40).

A Finals match shall be completed in the 80th over unless a result has been achieved sooner.

A second day shall be reserved for completion of matches in case loss of time through light or weather if the scheduled day of play prevents a decision being reached.

## **4. RESTRICTIONS**

### **(a) Players under 19 years of age.**

No fast or medium pace bowler shall bowl more than 20 overs (Under 19), 16 overs (Under 16) or 10 overs (Under 14) in any one day of a senior match. For the purpose of these rules, a player's age shall be



calculated as of 1 September each season. A fast or medium paced bowler is defined as a one where the Wicketkeeper would not normally stand up to the stumps.

**(b) Substitutes**

A captain may request for to a player to act as a substitute fielder and such will be permitted upon approval of the opposition captain.

If the opposition captain declines the request, the Umpire will adjudicate under Law 2 of the laws of Cricket.

The substitute fielder must be eligible, as per MPCA Rules, to compete in the team he is substituting for.

**5. DECLARATIONS**

In the event of an innings terminating within three minutes of an adjournment, the game shall be resumed at the time fixed for the conclusion of that adjournment. If a side declares its innings closed at or during an adjournment, the opposing side may commence its innings not earlier than the appointed time for continuance of play or not later than 10 minutes from the act of declaration.

At any time during a match either side may declare its innings closed.

**6. FOLLOW ON**

The follow-on shall be 100 runs in Two Day Matches.

**7. MATCH POINTS**

(a) The results of matches shall be recorded on the points system, viz:

|   |           |
|---|-----------|
| Outright win if winning team leads on 1 <sup>st</sup> Innings   | 20 points |
| Outright win where 1 <sup>st</sup> innings a tie                | 16 points |
| Outright win if winning team beaten on 1 <sup>st</sup> Innings  | 12 points |
| Outright tie  | 10 points |
| 1 <sup>st</sup> Innings win                                     | 12 points |
| 1 <sup>st</sup> Innings' lead (these points retained if beaten) | 8 points  |
| Tie on 1 <sup>st</sup> Innings                                  | 8 points  |
| Outright loss after tie on 1 <sup>st</sup> Innings              | 4 points  |
| Bye / Forfeit   | 12 points |
| Draw  | 6 points  |

**(b) Signing the Scorebook**

The captains and official umpires must sign the scorebook at the close of each day's play. The umpires shall indicate the time of commencement of play. Scorers must enter start and end time of a day's play and the umpire must initial these times.

i) Live Scoring – If Live Scoring, the Home Team is to Live Score and the Away Team is to complete the scorebook.

**8. MATCH DOCUMENTATION**

**(a) TEAM SHEETS**

Before the toss the captains of each Eleven MUST show the opposing captain a list of the eleven chosen to play in the match. Both teams shall be entered into both scorebooks and must be signed by both Captains and having done so, no alteration shall be made without the consent and signature of both captains. Where umpires reside, the signed scorebooks are to be presented to the umpires prior to the toss. The team sheet shall remain in the scorebook.



**(b) MATCH RESULTS**

Must be signed by both captains and retained in the scorebook. All results and the First Eleven scorecards for each day's play are to be submitted electronically by the "home" Club no later than 12.00 noon on the day following play (11.00pm on Sunday for Sunday games). All other grade scorecards to be electronically submitted no later than 11.00pm Monday following each day's play.

**(c) ASSIGNING PLAYERS**

Each Club will assign all Players to their respective teams electronically no later than 11.00pm on the day of play and must agree with the team sheet in the scorebook. Once players are assigned, the scorecards shall be opened immediately for preparation for Scorecard entry.

- i) Live Scoring – Teams to be assigned electronically on My Cricket prior to the start of play.

**(d) UMPIRE REPORTS**

**(i) Captain's Report**

After the completion of the match, both Clubs must submit an Umpires report electronically by 5.00pm on Monday following play in each & every match, including finals in all grades, where an MPCUA umpire officiates.

**(ii) Umpire's Report**

After the completion of the match, Umpires must submit a match report electronically by 5.00pm on Monday following play in each & every match, including finals in all grades, where an MPCUA umpire officiates.

**(iii) Reporting of Players/Officials**

- (a) If an Umpire reports a player or official, they must advise both team captains of such report as soon as is practicable. They must complete a paper report form in triplicate, 1 copy for each team and one for the MPCA. If paper report forms are not available, they must complete a digital report using the Report of Players / Officials link at [mpca.asn.au](http://mpca.asn.au).
- (b) Reports of Players / Officials must be with the General Manager of the MPCA by 10.00am Monday morning following the completion of the match

**(e) UMPIRE TRENDS & RANKINGS**

The General Manager shall on behalf of the Pennant Committee, report to the Umpires' Appointments Panel any trends arising from the Captains Umpires' reports and provide the overall rankings of Umpires as provided electronically. On no account are individual reports by Captains to be conveyed directly to Umpires. Any correspondence from Clubs or persons indicating that an Umpire has not fulfilled his duties as an MPCA Umpire shall be reported to the Umpires' Appointments Panel.

Fines as set out in the Table of Fines may apply for the non-submission of each document and shall be imposed on the offending Club.

**9. MATCH PROTESTS**

(i) Protests against Match results. The protesting club shall electronically enter the protest to the Association a copy of such protest shall be forwarded by the Association to the opposing team. A deposit of \$200 must be forwarded to the Association which will be refunded if the protest is upheld. Such protest shall be considered at the next meeting of the Pennant Committee.

(ii) When a protest is open for discussion, any person who is a member of a club concerned in the protest shall refrain from voting on such protest. Representatives of teams concerned in a protest shall be entitled to be heard. Protests must be submitted within 24 hours of the completion of the game in question.



(iii) Protests against Fines received in respect of Rule 8 must be in writing with a fee of \$200 which shall be forfeited if protest is not sustained.

**10. UMPIRES**

(i) Umpires for all matches shall be appointed by the Umpires’ Appointments Panel comprising:

- 1 MPCA Board Member who shall be the Director of Umpiring
- Up to 2 other MPCA Board elected members, one of whom shall be the Umpires Adviser / Coach
- 1 member elected by the members of the MPCUA

In the event of an appointments dispute, the Umpires Adviser / Coach shall have the final say.

(ii) In the event of an official umpire being absent from a match, club umpires (players) will assume the role and responsibilities of an official umpire until such time that an official umpire is able to take their place. This shall happen at the completion of the over in play. If an appointed umpire becomes absent during a match and is unable to submit a match report and votes for MPCA awards, the captains shall consult and agree on 3-2-1 votes for the match.

(iii) If commencement of play is delayed on the day in any match that is not played out due to the late start, the matter shall be reported to the Pennant Committee for adjudication as to the match decision. Fines, as set out in the Table of Fines may apply.

(iv) The procedure of reference to the Pennant Committee shall be as to protests (see Rule 9) and the umpires, if appointed by the Umpires’ Appointment Panel, shall submit individual reports on the circumstances.

(v) If for any reason play does not commence within ten minutes of the time appointed the umpires shall on appeal declare the match as a forfeit by the club unable or refusing to proceed with the match.

**11. APPROVED BALLS**

Balls used in any one match shall be of a make, character and size approved by the Board. In all matches a new ball shall be used for the opening of each innings by each team, and after having been bowled for 60 overs, the fielding side can demand a new ball. In the second innings, if the captains agree, second hand balls may be used. If requested by either captain, the umpires shall determine if the ball in play is unfit and substituted if necessary.

In all first and second eleven one day matches, a white 4-piece ball is to be used as approved by the Board.

MPCA approved Kookaburra balls (MPCA Logo) are to be used exclusively shown as in the table below:

|                                      |               |                               |
|--------------------------------------|---------------|-------------------------------|
| 1 <sup>st</sup> & 2 <sup>nd</sup> XI | 2 day matches | 4-piece 156g red Kookaburra   |
|                                      | 1 day matches | 4-piece 156g white Kookaburra |
| A, B, C Grades                       | All matches   | 2-piece 156g red Kookaburra   |
| Jack Peacock Competition             |               | 4-piece 156g white Kookaburra |

**12. POSITIONS OF TEAMS – FINAL POSITIONS**

If two or more teams are equal in points, their relative positions shall be determined by averages. For the purpose of ascertaining averages, the following system shall be adopted:

The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The bowling average against such team shall be obtained by dividing the



total number of runs scored against it by the number of wickets taken. The former shall be divided by the latter. The team having the higher quotient shall be considered to have the better performance. i.e.

**Total Runs Scored Divided by Total Runs Against**  
**Total wickets Lost Total Wickets Taken**

The four competing teams that have obtained the highest number of points in each grade at the completion of the program series of matches shall compete in a semi-final round of matches, the first playing the fourth and the second playing the third. Should either of the semi-final or final games not reach a first innings decision within the provisions of these Rules, or a tied result, the winner shall be deemed the team higher on the list at the completion of the program series of matches.

### **13. PROMOTION AND RELEGATION SYSTEM**

A Promotion and Relegation system will apply automatically in each Season in the Association between Provincial, Peninsula, District & Sub-District competitions – Provincial, Peninsula & District bottom teams to go down, Premiership teams in Peninsula, District and Sub-District to go up, subject to Sub-District Clubs complying with Rule 1.

### **14. PLAYER ELIGIBILITY**

#### **(a) Registrations**

Subject to player eligibility rules, all players must sign an application for Registration, and such application shall be held by the Club and details electronically entered on that Club's Player list by the Club no later than 11.00pm on the first day's play (8.30pm on Sunday for Sunday games) The Pennant Committee shall have the power to review any registration of a player and shall have the power to debar any person playing.

#### **(b) Eligibility**

**(i)** Clubs playing ineligible or unregistered players shall lose all points gained for the match and in the case where the team attracted no points, it shall lose 12 points. The awarding of points to the opposition team shall be determined by the Pennant Committee. A fine, determined by the Pennant Committee from time to time, shall be imposed upon the offending team.

**(ii)** No player under 12 years of age shall be permitted to play or substitute in senior cricket in that Season.

#### **(iii) Permits**

A player may drop from any A or B Grade team to any C Grade team that your club has. The player may only return to his original two-day side or the grade below.

#### **(iv) Eligibility for Finals**

For a player to be eligible to play in a semi-final or grand final match in any grade they must play at least five (5) senior home and away games in two-day Grades or six (6) home and away games in one day Grades, with that Club in that grade or lower grades in the current Season

If a player wishes to qualify for two-day finals and wishes to utilise one day games played for qualification, two one day games shall be equal to one two-day game, except where the two-day grade match is scheduled as a one-day game.

A permit may be granted by the Pennant Committee for a player to play in the next lower grade in a Semi-Final if the club has a grade and their next lower grade playing in finals. On no account will a Permit be issued for any player dropping more than one grade and if granted MUST be used. This permit is for the Semi Final only. Should the same, or other permit, be required for the Grand Final then the club must submit a separate application.



**(v) Game Day Permits**

A player may be granted a permit to represent another Club in the MPCA if the players registered club gives permission to do so. Only able to be used in the club's lowest grade

**(vi) Player Interchange – 12 Players**

Each team in a two-day Home and Away match shall be able to 'interchange' players, one of whom can play Day 1 and the other Day 2. A limit of one interchange player per team shall apply.

The interchange will be allowed subject to the following;

- a) Each interchange player must be eligible for that grade and cannot be named in any other team in that round
- b) The captain shall present his team sheet at least 5 minutes before the toss. Acknowledgement from opposition captain with a signature is required on team sheet.
- c) No interchange of player can be submitted or rescinded after the toss has taken place.
- d) Players are ineligible to play on their non playing day
- e) If an innings takes place over the two days, and the Day 1 Player is not out, he will be recorded as Retired Out and Day 2 player shall not resume that innings.  
If Day 1 Player bowls in the broken innings, Day 2 player shall not be permitted to bowl.
- f) Eligibility towards finals will be ½ game qualification for both Day 1 and Day 2 players.

Failure to adhere to these rules will be loss of points and other sanctions agreed by the Senior Pennant Committee.

**(c) Statutory Declaration**

The Association may demand a Statutory Declaration from any player it may have reason to consider not qualified, and in every case of such demand the said player's Club shall be notified. Any player refusing to sign a Declaration shall be disqualified during the pleasure of the Association.

**(d) Transfers and Permits**

**(i)** The Pennant Committee shall have the power to grant transfers and permits. Transfer applications apply from 1st August to 31st December each season. All applications must be prepared in the prescribed form and lodged electronically by the Club requesting the Transfer.

**(a)** Transfers shall only be used for players moving between MPCA Clubs. Clubs must not use the Permit System for movement of players between MPCA Clubs. Penalties shall apply as determined by the Pennant Committee. A Player History Form is to be submitted to the MPCA General Manager for confirmation of Player Points upon submission of a transfer for players that the Club deem to be a potential 1<sup>st</sup> X1 player.

**(b)(i)** Transfers or Permits are to be used for Players coming into the MPCA. Once a Transfer or Permit is completed, the Club must lodge a Player History Form to the MPCA General Manager and electronically request a Permit. The Player History Form shall contain details about the Players previous Club/s and level of Cricket played along with the Clubs estimation of points for that player. **No player Transferred into the MPCA shall play unless first receiving a Permit from the Association otherwise the player will be considered to have played illegally.**

**(ii)** The club from which the Transfer is being sought will then have 14 days from the date of notification in which to communicate their decision to the Club requesting the Transfer; otherwise, the transfer will automatically be granted by the Association.





(iii) In the event of a transfer being granted, the Association shall consider the player's Permit to play and notify the Club to which the player has been cleared of the situation. Once the Permit has been granted the player will then be registered with his new club. Before refusing an application for a transfer, the Club must meet with the player within the required 14 days.

(iv) A transfer shall not be necessary for a player to transfer from one club to another, within the Association, if the player has NOT played with his former Club in the previous 3 seasons. All such requests shall be forwarded to the General Manager.

**(v) Transfer Appeals**

Any player who has been refused a transfer by his club may appeal to the Pennant Committee.

**(vi) VCA or VSDCA Players**

Players who have played with **VCA or VSDCA** Clubs will be considered as registered players of their MPCA club for the purpose of rule 14 irrespective of seasons played outside the Association. All Premier club players when not required by their Premier club, can return to their registered MPCA club without a permit but first must obtain written approval from their Premier club to play. Written approval must be passed onto the Pennant Committee.

(vii) Interstate, International or players from outside the MPCA must obtain a Permit to play from the Pennant Committee prior to playing within the MPCA. Clubs must submit details of the player together with the points allocated for that player electronically. Players coming to the MPCA may be required to meet with the Pennant Committee.

**15. PLAYER ATTIRE/BEHAVIOUR**

**(a) Attire**

All players must wear appropriate white cricket attire, either white or cream trousers, shirt or jumper, or alternatively the club uniform in ALL two days games (and A/B/C One Day games) - which must be approved by the Pennant Committee. In 1st/2nd XI One Day games, ALL players must wear appropriate coloured pants, shirt and jumper, which must be approved by the Pennant Committee

Cricket Pads (clads) – All players are required to wear white pads (clads) when a red ball is in use and coloured pads (clads) when a white ball is in use.

Clubs must provide a photograph or sample to the General Manager clearly showing the design and colour of the uniform before approval will be given. Once approved, Clubs must not change the design or colours without resubmitting the design for re-approval. Once approved, must be worn by all players participating in that match.

Cricket/Sporting shoes must be predominantly white in games where white pants are worn. Coloured Sports Shoes may be worn in all 1<sup>st</sup> and 2<sup>nd</sup> XI one day games where coloured clothing is worn. A cricket cap, helmet or hat should be preferably in Club colours. Fines, as set out in the Table of Fines shall apply should inappropriate attire be worn.

**(b) Players, Members & Officials Behaviour**

Clubs shall be held responsible for the maintenance of order by their members, Players and Officials before during and after the match. The Pennant Committee may hear any matter referred to it and Penalties as determined by the Pennant Committee will apply.

Smoking on the field is strictly prohibited.

Consumption of alcohol is not permitted by any players upon arrival at the ground until cessation of the game they are playing in.

Captains are responsible for player's behaviour during a match and could be sanctioned for any breach of this rule.



## 16. CONDITIONS OF PLAY

- (a) Any player competing in a senior grade who is eligible to play in any of the underage competitions of the Association shall at all times be subject to the requirement that when batting must wear a helmet including an appropriate faceguard.
- (b) Each home club or team shall provide an efficient first aid kit. Any club failing to provide same shall be dealt with by the Board of Directors.
- (c) A Club who forfeits a two-day side shall forfeit their lowest two-day side or lose points for all sides lower than that forfeited. Fines shall also apply.
- (d) A Club who forfeit a one-day side shall forfeit their lowest one-day side or lose points for all sides lower than that forfeited. Fines shall also apply.

(e) Any club that plans to forfeit a match must notify the league admin manager and the opposition club by the following times;

Saturday Games – By 6pm on Friday Night

Midweek Games – By 12 noon on gameday.

Sunday Games – By 6pm Saturday Night

Failure to do so will incur a fine of \$100 plus any umpire costs. Notification must be by phone and email to ensure it is documented.

If a team receives a forfeit, a team sheet must be submitted in on the Competition Management System and the relevant players shall be deemed to have played in the match for the purpose of all qualifications and eligibility requirements. (Note. Those players listed cannot play for another team in the same round.)

No team forfeiting a match shall be permitted to enter a team sheet for that round.

(f) Teams have until prior to round 5 to withdraw a team without any penalty, teams that withdraw after round 4 will be subject to forfeit fees for the remainder of the season. **Refer table of fines.**

In addition, any clubs nominating a team in the same grade that was withdrawn in the previous season a bond of \$500 would apply which will be repayable provided that this team does not withdraw in the current season.

(g) All forfeits prior to Round 5 will incur a fine of \$100 for the first offence and \$150 per offence after that.

## 17. POWERS AND RESPONSIBILITIES OF THE PENNANT COMMITTEE

(a) The Pennant Committee is responsible, through the Board, for the Program of Matches for all Cricket in the MPCCA. The Pennant Committee has the power to inquire into and adjudicate upon all disputes arising out of or in connection with matches. Subject to the Rules and By-Laws of the Association, the Pennant Committee has the power to decide all questions arising out of the Association matches not provided for in the Rules.

(b) Any Club refusing or neglecting to abide by the Committee's decision shall be excluded from competing in such matches for such time as the Association may determine or shall pay such fine as the Association may direct, and in default of such payment, shall not be allowed to continue in the series of matches. An Appeal may be made to the Association within 48 hours after receipt of such Decision.



- (b) The Pennant Committee shall determine all Appeals against refusals of Transfers and applications for Match Permits. All Permit applications must be submitted in writing and must have been submitted to the player's Club. Such applications must be made on the appropriate Form.
- (c) Permits will also be considered in lieu of Transfers – in the case of a player wishing to play with a Club in a higher Grade *"to play at a higher level"*. Such Permits will only be granted for a player to play in the 1st XI Grade of that Club, and for specified matches played prior to the Christmas break. Any player having played with another Club on Permit and desiring to continue to play with that Club shall only be permitted to do so upon applying for and receiving a Transfer from his Club in accordance with MPCA Rules.
- (d) The General Manager shall call on the disputing Clubs to appear before the Pennant Committee, who shall, after hearing evidence decide thereon. The Pennant Committee reserves the right not to call the Clubs. A member of the Committee being a representative from any disputant Club shall not vote on the matter.
- (e) The Pennant Committee receives copies of the Umpires' Report on Ground Conditions on which the Umpire reports on Ground Condition, Pitch Condition, Pitch Markings, Stumps & Bails, incorrect dress and hours of play, as well as Player Behaviour. The Pennant Committee shall advise Clubs of any adverse comments relating to any of these and shall ask that any problems be rectified otherwise Fines may apply.
- (f) The Pennant Committee shall arrange changes of venues should existing venues be declared unavailable or should matches be rescheduled to another venue – in accordance with MPCA Rules.

If a ground is not playable, the match may be relocated on the joint application of the Captains or Secretaries of the competing Clubs to the General Manager or the Chairman of the Pennant Committee who may fix other days or times for commencing or continuing the match.

Care will be taken to endeavour to ensure that competing Clubs, and Umpires, are given adequate advice of changes.

- (g) The Pennant Committee shall deal with all matters which are deemed by the Board to fall into the category of those matters which are within these Powers and Responsibilities of the Committee, where such matters are brought to the attention of the General Manager between scheduled (monthly) MPCA Board Meetings.

## 18. PLAYER POINTS

- (a) Each player registered to a Club, will be assessed according to the point system set out below.
- (b) Each Club is awarded points as shown in the Table of Points below and shall be known as the "Club Points". The total club points and individual player points are to be reviewed by the pennant committee each season. These points shall apply to a Club's First Eleven Players only. The Team points are based on the total number of points for every player assigned to that team and must not exceed the Total Club Points. Any Club exceeding the total number of Club points will be considered to have played an illegal player and shall lose all points gained for the match and in the case where the team attracted no points, it shall lose 12 points. The awarding of points to the opposition team shall be determined by the Pennant Committee. A fine, determined by the Pennant Committee from time to time, shall be imposed on the offending Club.
- (c) Each Player registered to a club as of **1st December 2006** shall receive one point; this shall be the "Base Point". Points shall accrue in accordance with the Table of Points below and shall include any



players transferred to another Club since 1st December 2006. A Player will accrue points without any limits and shall reduce in accordance with Rule 18 (f); however, the maximum extra points per player for a match shall be three (3) points (plus one (1) base point, a total of four (4) points)

- (d) The Player's Senior "Home" Club shall be the MPCA Club to which the player was last registered as of **1st December 2006**. The Player's last Junior Club shall be the Club the player was last registered with before becoming a senior player and no longer eligible to play Junior Cricket.
- (e) Any Player returning to their last Junior, or the "home" Senior Club shall revert to one base point regardless of the level of Cricket they may have played. If that player transfers again to another club within the current season, then that player shall attract extra points shown in the table of points below. Any Junior Player who transfers Clubs shall be assessed to have extra points according to the Table of Points.
  - (i) Any junior who has played 30 Home and Away matches in Under 12, Under 14, Under 16 for a club shall become a "home " junior club player with that club. The club is responsible to provide records to prove eligibility when requesting points confirmation from the MPCA. Only games played in their eligible age group will count. Under this rule a player can have more than one "home" junior club.
- (f) Any points accrued by a Player prior to start of Season 2019 shall be reduced by one point after the first two full seasons at that club and one point every season thereafter until the base Point is reached. Any points newly accrued by a player shall be deemed to be accrued in that season to which the points apply and for this purpose shall be deemed to have accrued as at the first day of that season.
- (g) Any points newly accrued after start of 2019 by a Player shall be reduced by one point after the first two full seasons at that club and one point ever season thereafter until the base Point is reached. Any points newly accrued by a player shall be deemed to be accrued in that season to which the points apply and for this purpose shall be deemed to have accrued as at the first day of that season.
- (h) Additional points only apply to Players being Transferred or on Permit from one Club to another and do not apply to the Player's Home Club.  
It is incumbent upon the **Player and his Club** to ascertain the Player's previous playing history and to advise the General Manager of any player accruing more than one extra point. Penalties including fines and loss of match points will apply if the club has supplied false or misleading information regarding player history.
- (i) Under exceptional circumstances, application may be made to the Pennant Committee to vary a Player's points.



| <b>TABLE OF POINTS</b>   |  | <b>BASE 1PT</b> |
|--|--|-----------------|
| <b>TOTAL CLUB POINTS - 16</b>  |  | <b>plus</b>     |
| Any Overseas Player who has played International/State Cricket in the current or previous 3 years  |  | 3               |
| Any Player who has played International/State Cricket in Australia in the current or previous 3 years.   |  | 3               |
| Any Player who has played County/Minor County or its International equivalent in the current or previous 3 years.  |  | 3               |
| Any Player who has played 1st X1 Premier Cricket (Australia Only) in all States in the current or previous 3 years.  |  | 3               |
| Any Player who has played 2nd X1 Premier Cricket (Australia Only) in all States in the current or previous 3 years.  |  | 2               |
| Any Player who has played VSDCA 1st X1 Cricket in the current or previous 3 years.   |  | 2               |
| Any Player who plays Country Week 1st X1 in the current or previous year   |  | 2               |
| Any Player being cleared or permitted to another club until the 1st September following their 19th Birthday -<br>However will receive an extra 2 points for each and every subsequent transfer |  | 2               |
| Any Player who has played 3rd X1 Premier Cricket (Australia Only) in all States in the current or previous 3 years.  |  | 1               |
| Any Player who has played VSDCA 2nd X1 Cricket in the current or previous 3 years.   |  | 1               |
| Any Player upon clearance to another club within the MPCCA   |  | 1               |
| All new Players coming into the MPCCA and none of the above applies.   |  | 0               |

(j) If a Club ceases to exist, all players shall become free agents, and may be registered with another club and shall be recognised as the player’s new “Home” club and shall retain such points as previously held.

(k) The Association Secretary under direction of the Pennant Committee shall control the administration of the points system.

**19. TRANSFERS**

Players who apply for a Transfer from one club to another may be required to meet with the Pennant Committee before being granted a Permit to play with his proposed Club. Should this be the case, the player’s proposed Club will also be required to attend.

**20. JACK PEACOCK 20 TWENTY RULES**

Jack Peacock Manual/Rules will be listed in its own section and will be put up on the MPCCA Website

**21. TABLES OF FINES**

Under Rule 42 of the Rules of the Mornington Peninsula Cricket Association Inc. the Board shall have the power to alter the levels of fines, deposits or other monetary amounts required to be paid there under by providing all member Clubs with at least twenty-one days written notice thereof.

| Item                                     | Fine (up to)   | Rule Applying           |
|--|--|-------------------------|
| Game not played                          | Forfeits will be \$100 first offence, \$150 further offences per team. Up to a maximum of \$1,500. | Rule 16 (c) (d) (e) (f) |
| Non-Submission of Match Documents        | \$50   | Rule 8                  |
| Late Start – Game Not Played out         | \$100  | Rule 10                 |
| Inappropriate Attire                     | \$50   | Rule 15 (a)             |
| Clubs Failing to meet its Engagement     | \$100  | Rule 17(a)              |
| Fail to Comply to Association Directions | \$50   | Rule 17(b)              |
| Fail to Attend Presentation Night        | \$100  | By Law 38               |
| Failure to Attend Association Meeting    | \$100  | By Law 35               |
| Team Registration Fees not Paid on time  | \$50 Per team  | By Law 36               |
| Failure to obtain or keep proof of age   | \$100  | Junior Rule 7 (c)       |
| <b>Appeals or Disputes</b>               | <b>Amount to be Lodged</b>   | <b>Details</b>          |



|                        |       |  |
|------------------------|-------|--|
| Player or Club Appeals | \$500 | Limited to one appeal only.<br>To be lodged within 14 days of the decision which is the subject of appeal. |
|------------------------|-------|--|

**22. REDUCED OVERS PER GAME TABLE (1STS & 2NDS ONLY)**

| STARTING TIME | OVERS/INNINGS | BOWLING RESTRICTIONS |
|---------------|---------------|----------------------|
| 12:30 – 12:38 | 39            | 4x8    1x7           |
| 12:39 – 12:46 | 38            | 3x8    2x7           |
| 12:47 – 12:54 | 37            | 2x8    3x7           |
| 12:55 – 13:03 | 36            | 1x8    3x7           |
| 13:04 – 13:12 | 35            | 5x7                  |
| 13:13 – 13:21 | 34            | 4x7    1x6           |
| 13:22 – 13:30 | 33            | 3x7    2x6           |
| 13:31 – 13:38 | 32            | 2x7    3x6           |
| 13:39 – 13:47 | 31            | 1x7    4x6           |
| 13:48 – 13:56 | 30            | 5x6                  |
| 13:57 – 14:05 | 29            | 4x6    1x5           |
| 14:06 – 14:14 | 28            | 3x6    2x5           |
| 14:15 – 14:23 | 27            | 2x6    3x5           |
| 14:24 – 14:30 | 26            | 1x6    4x5           |
|               |               |                      |

- (a) If there has been no play prior to 2.30pm, the game shall be abandoned
- (b) No afternoon tea break in a reduced game – 15 minute changeover only
- (c) Reduced Field Restrictions to be ¼ of the reduced overs – rounded down-no partial overs
- (d) If any further disruptions due to weather, match to revert to normal playing conditions e.g.

If Match was reduced to 30 overs/innings (Total 60) and a further 15 minutes was lost after commencement for any reason (Weather, injured player etc) by more than 15 minutes in either Innings, play shall be continued until the allotted overs (max 60) have been bowled for the day or a result has been achieved as long as the match does not extend beyond 6.30pm.



Where there has been an interruption during the game in excess of 15 minutes a minimum of 15 overs MUST be bowled in the last hour of the match unless the total overs bowled in the match reaches Max 60 (as the case may be) or bad light or weather does not permit play or a result has been achieved.

### **23. COVID-19**

(a) If further Rules are required to be implemented to adhere to State & Local Government, DHHS, Sport & Recreation Victoria and or Cricket Victoria covid-19 guidelines then the MPCA Board and the Pennant Committees will introduce them accordingly without needing to hold a general meeting.

(b) Non-adherence by individuals and clubs to Covid-19 protocols as determined in the MPCA Covid19 Safety Plan are to be dealt with by either the MPCA Board the Senior Pennant or Tribunal.