

## General Rules applying to



## All Warehouse Cricket Competitions

Effective 13 June 2018

Specific Rules for playing Summer and Winter Competitions

### Saturday and Sunday

are found on Separate pages.

### RACIAL AND RELIGIOUS VILIFICATION CODE

- ❑ UNDER AUSTRALIAN LAW, WAREHOUSE CRICKETERS ARE SUBJECT TO THE RACIAL AND RELIGIOUS VILIFICATION CODE.
- ❑ WAREHOUSE CRICKET HAS ADOPTED IN PRINCIPLE THE QLD CRICKET CODE OF PRACTICE ON THE RACIAL AND RELIGIOUS VILIFICATION CODE.

# Warehouse Cricket Association - Part 1 - General Competition By-Laws

## 1. Affiliation of Clubs

### 1.1 General Information

- (a) The Association shall consist of affiliated clubs as approved by the Executive Committee.
- (b) A club shall be deemed to be the formation of any number of persons, which shall have not less than twelve cricket playing members.
- (c) The Executive Committee reserves the right, for any reason, to refuse acceptance of affiliation of any club or any member of a club and to cancel or suspend such affiliation of a club or any member of a club at any time during the season.
- (d) The Executive Committee will not accept an application for affiliation from a club on condition that the club plays in a particular grade as nominated by the club.
- (e) At the time of lodging an application for affiliation, clubs are required to provide information on their players' previous cricket experience, Grades, Association and the Club's preferred grade. This information will be considered in conjunction with the grading of team's process.

### 1.2 Affiliation Fees:

- (a) No Club shall be accepted for affiliation prior to the payment of affiliation fees as determined by the Executive Committee. However, the Executive Committee may, at its discretion, accept unfinancial Clubs, subject to negotiated assurances being honored by the club.
- (b) No competition points are to be awarded to any affiliated club until it is financial. *(subject to (a))*
- (c) Clubs, or playing members of a Club, who are in arrears at the commencement of a new season will be ineligible for affiliation with the Association until such arrears are paid. *(see Schedule of Fees)*

## 2. Registration

### 2.1 Players

- (a) Applications for registration of players must be accompanied by name in full, together with Grade and Division or Association with which that person last played.
- (b) No registered player shall be eligible to play with the Warehouse Cricket Association (Qld), in any season whilst a registered player of any other division or Association, without first receiving the consent of the Club, Division or Association that the person is leaving, and of this Association.
- (c) Brisbane District Clubs that enter team/s in Warehouse Cricket competitions shall be able to promote or

demote players from the highest graded Warehouse Cricket team, provided always that the provisions of By-Law 2.2 are complied with.

- (d) Each season, Clubs must notify the Association of their unfinancial registered players. Such unfinancial players are not to be registered with any other club within the Association until their obligations have been met with the first Club. *(see also By-Law 2.7)*

### 2.1.1 Eligibility to Play

- (a) To be eligible to play in a match, a player must be registered on or before the day set down for such match to start and be currently eligible for cover for existing Warehouse Cricket Player Accident Insurance & Public Liability Insurance cover. *(see also 2.2)*
- (b) To be eligible to play in the finals (both semi-finals and finals), a player must have played in 40% (rounded up to the next whole number) of the number of matches for their club in that competition during the current season..
- (c) The following Schedule will guide the Executive Committee

• Winter Saturday	<b>4 matches</b>
• Winter Sunday	<b>3 matches</b>
• Summer Saturday	<b>6 matches</b>
• Summer Sunday	<b>4 matches</b>

**Note:** If the Secretary of a club wishes to seek exemption from the previous paragraph, an application in writing must be submitted to the Secretary (or Statistician) of this Association by the Wednesday before the first day of the Semi-Final or Final in which the player is required to play. *(The discretion to vary the previous clause shall remain with the Executive Committee of Warehouse Cricket, which shall exercise this discretion in circumstances including but not limited to serious or sudden illness to several players in the relevant team'.)*

- (d) To be eligible to commence play in a match, prior to the toss:
  - each captain must provide a team list (including substitutions) to the opposing captain and
  - must have at least seven (7) players present at the scheduled time for commencement on Day 1.

Otherwise, the opposing team may claim a forfeit.

If for any reason after play commences, the number of players in a team is reduced to less than seven players, the game shall continue. *(Note: a minimum number of seven (7) players are deemed to constitute a team.)*

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- (e) (i.) **Saturday Teams:** If both teams fail to satisfy the requirement of having seven (7) registered players of each team present at the time for the commencement of play, the match shall be a Draw. However the Captains (with the approval of the Secretary of Warehouse Cricket) may agree to play a one-day game the following week.

(ii.) **Sunday Teams:** A new game could be played at a time convenient to all parties: i.e. the opposition team and the Executive Committee.

- (f) After the toss, a team list can only be amended with the approval of the opposition Team Captain and notification to the officiating umpire. No further changes shall be permitted (except where a player is selected in a Representative Teams).

## (SUBSTITUTES)

- (ii.) Substitutes are not permitted to bat, bowl or act as wicket keeper under Law 2 of the rules of cricket, except where in a two (2) day match:
- a player is selected in Representative Teams or if a member of a team of a District Club team who is required for selection in a higher grade or subject to:
  - **Prior to the Toss, Written notification** has been given to the opposition captain requesting up to 2 substitutes be permitted to play in that game. (see note 2 below)

### NOTES:

1. *It is the intent of the rule that where a player (up to maximum of two players) are not able to play both days of a two (2) day game, that the substitution rule be allowed.*

### Terminology:

<b>Priority Player</b>	The player that plays on Day 1.
<b>Substitute Player</b>	The player that replaces the priority player.

### PAREMETERS:

- 1 A maximum of two players can be substituted.
- 2 Prior to the toss of each two day game, Captain wishing to nominate substitutes must provide a team list of up to 13 players to the opposition captain. If this is not done, the opposition captain can refuse to allow the substitute/s.

**Note:** No player can be substituted on Day 1

- 3 If a priority player was not out in an innings, or was bowling an over that was not completed, at the end of Day 1, the substitute player must continue the innings or complete the over on Day 2.  
If a priority player has already batted (and gone out), or has been banned from bowling in the innings that is resumed on Day 2, the substitute player may not bat or bowl in that innings.  
Otherwise, the substitute player may bat or bowl on Day 2 as if they were the priority player.
- 4 Where a substitute player is named, and the priority player subsequently becomes available on Day 2, the priority player may play. In this case, the substitute player may NOT play on Day 2, except as a substitute fielder.

## Super-Sub Rule (All Short Forms of the Game)

**Super-sub rule applies to Saturday 35/40 over format & Sunday T20 & Sunday 50 over formats.**

‘Substitutes are not permitted to bat, bowl or act as wicket keeper, **except** in games with limited overs format (see above) where:

- prior to the toss, a list of twelve players has been provided to the opposition captain
- after the toss, the team captain has identified to the opposition captain and the umpire which player of the twelve named will be substituted out of the game (the priority player), and which player of the twelve named will replace that player during the course of the match (the substitute player)
- the priority player may be replaced by the substitute player at any stage during the ensuing match, and may not then return to the match, except as a substitute fielder only
- if the priority player has already batted, the substitute is not permitted to bat
- if the priority player has already bowled the full quota of overs allowed per player, the substitute player is not permitted to bowl.

### 2.1.1(f)

Any affiliated club having more than one team in the current season’s competition, may include in a higher grade team, any members of a lower grade team.

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- 2.1.1(g) A player may not participate in two different matches in the one fixture round, unless:
- (i) the player belongs to a club mentioned in 2.1.1(f), and the player is declared as a substitute or priority player under 2.1.1(e)(iii) for a higher grade; or
  - (ii) in all other cases, the player is a substitute fielder only in at least one of the matches.

## 2.2 Clubs with more than one team

### 2.2.1 Playing down a grade

A registered player who has played in five or more matches in a higher grade team of a club having two or more teams, including as a substitute or priority player under 2.1.1(e)(iii), cannot play in a lower grade team of that club without the approval of the Executive Committee, after consideration of the following matters: (exception of (c) below)

- (a) That the Executive Committee will consider the player's batting and bowling figures for the season, and, if relevant, the previous season.
- (b) The club must provide the name of the player replacing the player in the higher grade. Seven days notice is required.
- (c) Does not apply when rotating players for Saturday A1 20/20 fixtures except that player/s being demoted from A1 must filter down to the next team below in their club for that season. (Prior approval is NOT required by the Statistician who however reserves the right to overrule any such relegation.)

### 2.2.2 Rotation squads

(a) Subject to the approval of the Executive Committee, clubs with two or more teams can nominate players to form part of a rotation squad. Nominated players in the rotation squad will be able to play in a higher grade as required by their club and then return to their lower grade without having to see approval from the Executive Committee under rule 2.2.1.

- (b) Rotation squads:
- (i) may consist of up to four players (two from the higher grade and two from the lower grade)
  - (ii) may only be nominated to play in teams in two contiguous grades e.g. A & B grades or B & C grades.
  - (iii) must be nominated before Fixture 5 of any given season.

(c) Clubs with more than three grades may nominate more than one rotation squad, provided the grade span and players involved are not the same.

(d) If a player approved for a B/C grade rotation squad plays more than five games in A grade, that player must seek approval to return to a lower grade under 2.2.1.

(e) The Executive Committee reserves the right to withdraw approval for a player to participate in a rotation squad. If approval is withdrawn, the club may nominate a replacement player in the rotation squad, subject to Executive Committee approval.

### 2.2.3 Clubs with more than one team in a grade

- (a) If a club has more than one team in any grade, the players in each team in that grade will not be interchangeable without the written permission of the Executive Committee.
- (b) A player who is promoted or demoted (subject to rule 2.2.1) to the grade in which the club has more than one team may play in either team. However, if that player plays 5 or more matches with one of the teams in the grade in which the club has more than one team, the player becomes a part of that team. Such player cannot then play for the other team in that grade, or return to a lower grade, without the written permission of the Executive Committee, in accordance with rule 2.2.1.
- (c) If the club wishes to nominate a rotation squad under rule 2.2.2 that will involve the grade in which the club has more than one team, separate squads must be nominated for each of the teams in that grade.

**Note:** As a suggestion, it would help those clubs with two (2) or more teams, to keep a record of their players' respective gradings. Contravention of this By-Law will lead to loss of points or a fine, as decided upon by the Executive Committee.

### JUNIOR PLAYERS:

- (i.) No player under the age of 12 will be permitted to play in Senior Warehouse Cricket fixtures, either as a player or substitute player.
- (ii.) No player or substitute under the age of 15 is to be permitted to field within 10 metres of the bat in front of the wicket.

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## 2.3 Penalty for Playing Unregistered and/or Ineligible Players.

The penalty for a team playing an unregistered and/or ineligible player, or a player under another name, will be loss of points for that match and/or a fine of not less than \$50.00.

The Executive Committee may require a team or player to confirm a player's identity by completion of a Statutory Declaration and/or photo ID.

## 2.4 Player's Dress Standards.

- (a) Players must appear on the field suitably dressed. Athletic singlets and shorts must not be worn. However male players under the age of fifteen (15) years may wear white or cream trousers of knee length. Sunday Players may wear white shorts.
- (b) Interpretation: "Suitably dressed" shall mean.
  - (i) Shirt of the type known as tennis shirt of woven, woolen, wool and cotton, or similar material of white or cream color or relevant female apparel.
  - (ii) Boots, shoes & socks of any material coloured predominantly white.
  - (iii) In Sunday Competitions, coloured team clothing may be worn as approved by the Warehouse Cricket Executive Committee.)
- (c) Suitable hat/cap/helmet is strongly recommended.
- (d) **Shoes with Metal Spikes** are compulsory for all bowlers in any "A" (Turf) Grade and are strongly recommended for all bowlers on turf wickets. Spikes (metal) shall not project from the soles of boots or shoes to a length greater than 9.5 mm. Shoes with spikes must not be worn on grounds where **synthetic** wickets are in use.
- (e) Sponsor, team or Association logos will be permitted on either (or both) one shirt pocket or one sleeve.
- (f) Umpires may not allow players to take the field unless they are dressed in accordance with By-Law 2.4.

## 2.5 Player's Code of Conduct & Discipline.

- (a) Any affiliated club or member of an affiliated club shall be liable to suspension at, and during, the pleasure of the Association in the event of such club or member violating the By-Laws of the Association, **Code of Conduct** of the Association, or ruling of the Executive Committee.
- (b) Any club or members of a club, under suspension shall forfeit all rights held under the Association. Delegates of any club under suspension shall not be eligible to attend meetings of the Association or serve on the Executive Committee or other committees of the Association.

- (c) Should any players registered with the Association conduct themselves in a disorderly manner during progress of any match under the jurisdiction of the Association, the Conducts Tribunal may fine, suspend, or otherwise deal with the offender/s. The Executive Committee shall have the power to deal with any club or member of a club failing to comply with the ruling of the Conducts Tribunal applying such penalty as deemed necessary.
- (d) The Conducts Tribunal will submit a written report as to their recommendations to the Association Secretary for ratification at the next meeting of the Executive Committee.

## 2.6 Clearances

- (a) A registered playing cricketer who decides to leave his/her original club and join another club during the current season must produce to his/her new club a written clearance that proves that he/she is financially clear. The clearance is then forwarded to the Association Secretary. The Association Secretary must receive the clearance before the player may participate in any match with her/his new club.
- (b) Normally a player will be allowed only one clearance per season. Any second or subsequent clearance within any season must state clearly the exceptional circumstances giving rise to the application and be approved by the Statistician prior to the player participating in any game for the new club. Registrations are deemed to become void at the end of each season and clearances are not required across seasons subject to *By-law 2.1 (d)*. Registrations do not become subject to clearance requirements until a player actually plays with a club.
- (c) That a limit of one transfer per season be set. (Further transfers must have the Executive Committee approval.)
- (d) Loans allow for a provision to 'loan' a player to another club for one match in special circumstances provided that prior approval has been granted by the statistician.

## 3. UMPIRES

### 3.1 Appointment to Matches.

- (a) Umpires appointed at matches controlled by the Warehouse Cricket Association must be members of the Warehouse Cricket Umpires Association. The constitution of the Warehouse Cricket Umpires Association and any amendments thereto shall, before adoption, be submitted to the Warehouse Cricket Association for approval. Umpires shall be allowed such expenses as agreed to from time to time by the Executive Committee of the Warehouse Cricket Association.

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- (b) The Warehouse Cricket Umpires Association shall appoint umpires for all matches, other than Finals and Representative matches. For Finals and Representative matches, the Warehouse Cricket Umpires Association shall nominate Umpires for appointment by the Executive Committee of the Warehouse Cricket Association.
- (c) Clubs in A1 and A1Res Grades should note that it is a directive of the Executive Committee that Umpires be allocated to all games in these grades. When considered necessary, Umpires may be requested to officiate at specific nominated fixture matches as indicated by the Executive Committee.
- (d) Where an Umpire has been allocated to a match, the teams, players and team Captains participating in that match have no right whatsoever to refuse such Umpire from performing his/her duties in that match. Any reported dissension by the clubs, teams or Team Captains could result in a fine and/or suspension and/or loss of points.
- (e) An Umpire who has been appointed to, and officiated at, a match that has reached an early conclusion may, at that Umpire's discretion, offer services to another match still in progress. The captains of the second match reserve the right to accept or decline the Umpire's services. No Umpire's expenses are liable in this instance resulting from the second match.
- (f) An Umpire who has been appointed to a match which has been called off prior to commencement, but too late for reallocation, may at that Umpire's discretion offer services to another match. The Captains of the second match reserve the right to accept or decline the Umpire's services. Umpire's expenses are liable in this instance resulting from the second match, except as otherwise determined by *By-law 3.2 (d)*.
- (g) Player-Umpires should note that when officiating for their team at Warehouse Cricket Association fixtures, whether a badged Umpire is present or not, they have the full powers and responsibilities of an Umpire as provided for in the Laws of Cricket.

## 3.2 Expenses

- (a) Each team will pay each registered umpire an expense at the scheduled rate. (See schedule of Fees)
- (b) Umpires' expenses shall be paid to the Umpire by lunchtime on Sundays and Tea-time on Saturdays.
- (c) Should a team fail to pay Umpires' expenses on each day of a match and wicket fees in full before the completion of any match on Association or private grounds, the Executive Committee, may, at its discretion, disqualify the defaulting team from receiving any points for such match and subsequent matches, until the fees are paid in full.

- (d) If a game is called off by the Association, or in the case of private grounds by the Secretary of the club concerned, more than ninety (90) minutes prior to the starting time, no payment will be made to an allocated Umpire by either the Association or teams involved. If a game is called off by the Association, or in the case of private grounds by the Secretary of the club concerned, less than ninety (90) minutes prior to starting time, or if play does not commence, each team involved shall pay Umpires the approved expense.
- (e) If play is cancelled after the game has commenced, full expenses shall be paid to the Umpire.
- (f) Refer to 3.1 (g)

## 4. FEES -

### 4.1 General

Clubs shall be responsible for the payment of general fees as follows. (*See schedule of fees.*)

- (a) Each club shall pay a fee per team per season, to be determined by the Executive Committee, which covers affiliation and registration of players.
- (b) This payment does not eliminate the responsibility of each club to register additional players as covered by *By-law 2.1*
- (c) In addition to the fees prescribed, each team applying for affiliation with the Association shall be required to pay, simultaneously with its application for affiliation, a bond (as shall be prescribed by the Executive Committee). The bond referred to in this rule will be refunded on application to the Executive Committee at the completion of any season, provided that all financial obligations have been met. Clubs nominating more than three (3) teams will be required to lodge a bond for each of its first three (3) teams only.
- (d) Registration and affiliation of a club and for its teams with the Association shall be deemed incomplete until all fees prescribed hereunder have been paid.
- (e) After the season's program of fixtures has been arranged, payment of wicket fees for all matches allotted to a team, shall be a liability and must be paid by the team.
- (f) In the event of any club, or of any of a club's teams withdrawing from the competition after the completion of grading and/or the drawing of the relevant season's fixtures, the Association shall not under any circumstances refund any fees paid by that club or its teams or players.
- (g) In the event of any club, or any of a club's teams failing to meet their financial commitment to the Association or other clubs, the Executive Committee

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of the Association may in its absolute discretion forfeit the whole or any part of the monies paid under (a) and (c) hereof. The Executive Committee, may also in its absolute discretion, apportion the monies so forfeited as between the Association and/or any club on whose grounds such club or any of its teams were drawn to play.

## 4.2 Wicket Fees

- (a) Wicket fees for matches played at grounds controlled by the Association must be paid to the Groundsman or collector at the commencement of each match or by tea-time on the first day of a **Saturday** fixture or by lunch-time during a **Sunday** Fixture.
- (b) All Association fees shall be of a uniform amount as prescribed by the Schedule of Fees.
- (c) Fees payable will be decided by the Executive Committee and advised to clubs at the pre-season delegate's meeting held prior to commencement of each season.
- (d) For the purpose of this rule, fees per team per game for the current season are shown in the prescribed schedule.
- (e) In the event of play being abandoned through wet weather, the usual fees shall be paid. This shall apply also to club grounds.
  - (i.) Any Club that forfeits a match shall be levied its opponents fees as well as its own. The club forfeiting the match must notify, at the earliest possible time, the Association Secretary, the Secretary of the opposing team and the Secretary of the Warehouse Cricket Umpires Association.
  - (ii.) Any club that is unable to field a team for both Saturdays of a scheduled two-day match, may play a one-day match (unscheduled) on the available Saturday. This is provided that the Secretary of the opposing team agrees and such approvals have been sought at least seven (7) days prior to the scheduled date of the match in question.
- (f) Clubs having private grounds are asked to make certain that clear travel directions are made available to visiting teams.

## 5. FIXTURES

### 5.1 Authority to Conduct Competitions.

- (a) The Executive Committee shall be empowered to conduct competitions as are approved by the Executive Committee from time to time and to frame such By-laws that may be necessary for the conduct of such fixtures.

#### (b) **Summer Season:**

**Saturdays:** Games may be of two (2) days or one (1) day duration as determined by the Executive Committee. Where possible, a draw of games will be scheduled so that each team plays:

3 rounds	6 Team Grade
2 rounds	8 Team Grade

#### (c) **Winter Season:**

**Saturdays:** Games may be of two (2) days or one (1) day duration as determined by the Executive Committee. Where possible, a draw of games will be scheduled so that each team plays:

2 rounds	6 Team Grade
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- (d) **Sundays:** Where possible, a draw of games will be scheduled so that teams play each other either once or twice.

### 5.2 Grading

- (a) Grades will consist of the number of teams as decided by the Executive Committee on the recommendation of the Grading Committee.
- (b) The Executive Committee shall have the right to refuse to allow any player to play in any grade, if, in its opinion, such player has a proven record of playing in a higher grade than is registered with Warehouse Cricket. Eg: it is the policy of the Executive Committee that players who regularly play, or recently played
- (c) The Executive Committee may at any time require a club with more than one team to select a player in a higher grade.
- (d) The Grading Committee, where possible, shall grade the premiership team at least one grade higher in the next season's fixtures.
- (e) A forfeit in a higher grade may result in the loss of any points gained by a club's lower grade teams in that round of fixtures.
- (f) A competition of Junior players may be included in the Winter fixtures.

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**Note:** for the purposes of “g”, “h” & “i”, the following note applies. Unless an Exemption has been granted by the Executive Committee:

- (g) **Premier Players:** Unless an Exemption has been approved by the Executive Committee, acting through the “Player Eligibility Policy”, **Premier Players** may not participate in B Grade or lower competitions. Premier Players are those who have played:
- (i) five or more games in any one season in **1<sup>st</sup> or 2<sup>nd</sup>** grade of Queensland Cricket District Cricket competition in the past three (3) years.
  - (ii) five or more games in any one season in A1, Warehouse Cricket in the past two years.
  - (iii) five or more games in any one season in any equivalent competition (e.g. Qld Country, interstate, overseas) in the past four years.
- (h) **“A” Grade players:** Unless an Exemption has been approved by the Executive Committee, acting through the “Player Eligibility Policy”, **“A” Grade players** may not participate in C Grade or lower competitions. ‘A Grade players’ are those that have played:
- (i) five or more games in any one season in **3<sup>rd</sup> & 4<sup>th</sup>** grade of Queensland Cricket District Cricket competition in the past four years.
  - (ii) five or more games in any one season in an “A” Grade within Warehouse Cricket in the past two years.
- (i) **Ist Grade Players:** Unless an Exemption has been approved by the Executive Committee, acting through the “Player Eligibility Policy”, any Premier Player who is has played **5 games or more in any one season** in the 1<sup>st</sup> Grade of the Qld Cricket District Cricket Competition **or equivalent** or higher, in the past **Two (2)** years must play in the **highest grade** in the Warehouse Cricket competition.

**Definition:** Players cannot participate in “C” grade or lower competition if they meet the criteria as set out below.

## GRADE DEFINITION

- That “A” Grade will consist of all grades between A1 and A4 inclusive.
- That “B” Grade will include consist of all grades between B1 and B4 inclusive.

**Note:** These definitions are not exhaustive, given the broad range of competitions in Queensland and beyond. The Executive may deem other players not covered by these definitions to be ineligible to play in B or C Grade competitions, based on their recent playing history.

**Note:** It is the responsibility of each club to inform the Association of all relevant facts pertaining to their prospective players at the time of registering players’ names; failure to do so will result in loss of points and/or fine.

**Note:** If the Secretary of a club wishes to seek exemption for any player to play below that stated in sections “g”, “h” & “i”, an application in writing must be submitted to the Secretary (or Statistician) of this Association by the Wednesday before the match in which the player is required to play.

## 6. Vacant

## 7. Match Results

### 7.1 Submitting Match Results: via MyCricket ([www.MyCricket.com](http://www.MyCricket.com))

- (a) Clubs are required to enter match results for each match on MyCricket ([www.MyCricket.com](http://www.MyCricket.com)) within **fifteen (15)** days from the completion of the match.
- (b) Captains of all teams are required to complete a ground and Umpire assessment report as per “MyCricket”
- (c) MyCricket must be updated for all scheduled fixtures, including finals; forfeits and rain abandoned games.
- (d) MyCricket must show the names of participating players..
- (e) The Executive Committee may impose a penalty where if (a) above is not complied with. (eg Points may not be allocated. )
- (f) For a team receiving a forfeit and/or washed out game, the full list of intended players must be shown. As such those players will be eligible for batting and bowling trophies and finals appearances.
- (g) MyCricket can be updated and submitted by any authorized representative of the club.
- (h) Penalty for non-compliance may lead to loss of points.



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## 8. EQUIPMENT: required for Matches

- (a) **Stumps:** Each competing team shall supply three (3) plain wooden stumps, suitable for turf pitches (dome shaped except for the bail groove) and two (2) bails.  
Note: ***Steel toe and brass ferruled stumps are prohibited.***
- (b) **Cricket Balls:**
- (i.) Cricket Balls must be colored red, of Australian origin or Pink, subject to approval by the Executive Committee. The ONLY brand of cricket ball approved for use is the Gabba Aussie Brand Ball. (The Executive Committee may authorize a trial, for a particular period, of an alternative colour from time to time)
- Summer & Winter Saturday & Sunday A1 teams must use a **4 piece Gabba Brand cricket ball.**
- (ii.) The use of a 2<sup>nd</sup> new ball is permitted in keeping with the Laws of Cricket namely, at any time after the completion of 80 overs in any one innings.
- (iii.) The use of a two or four piece ball is optional, except in the Saturday & Sunday (Winter and Summer) Premier Grades where a Four (4) piece ball is mandatory.
- (c) **Scorebooks:**
- (i.) Each team shall use scorebooks provided by Warehouse Cricket.
- (ii.) Scorebooks shall be maintained in a neat and tidy fashion.
- (iii.) At the conclusion of a match, both captains shall sign both books, after agreeing that these books are a true record of the game.
- (iv.) Official Umpires shall sign both books after being satisfied both books agree.
- (v.) The captains will, before tossing, give each other a list of the team selected to play in the match. These lists cannot be altered, except with the consent of the opposing captain and the Umpire must also be informed.

## 9. DETERMINING FITNESS OF GROUND

### Executive Committee Arrangements.

- (a) At any time before the time scheduled for the commencement of play on any day allotted for the playing of a match, the decision regarding the fitness of the wicket and ground, shall be in the hands of the Groundsman. However, with Warehouse Cricket controlled grounds, that decision may be made in conjunction with the Executive Committee.  
If no groundsman is in attendance, or if the ground has been passed to the control of the Umpire, that is presumed to occur 30 minutes prior to the scheduled start of play, then the decision shall be made by an Official Umpire, or in his/her absence, by the Captains or Executive Committee member.  
The Executive Committee reserves the right to cancel all matches scheduled, including those at Kianawah Park.
- (b) Provided that, where it is apparent that a turf wicket or wickets may be unduly damaged by play after intervention of rain, the Groundsman or Executive Committee member in attendance may approach the Officiating Umpire with a request that the play be abandoned for the day. Umpires will be requested to carefully consider such requests having regard only for the condition of the wicket.
- (c) In the event of the first Saturday's play of a normal two (2) day game being totally rained out, one-day game conditions will apply to the following Saturday, as ***in Part 2, By-Law 2.***
- (d) The following conditions apply:
- (i.) Home Ground Secretaries must advise the Secretary of their Opposition Team, the Secretary of Warehouse Cricket and the Secretary of the Warehouse Umpires Cricket Association as soon as possible if wickets are unplayable.
- (ii.) Wet weather information will be posted on the Warehouse Cricket **Facebook** page where possible.
- (e) Any disputes concerning fitness of a particular ground will be settled by the Warehouse Cricket Umpires Association umpire allocated to that game and if no umpire is allocated, the game will take place only if both captains agree to play.

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## 10. LIGHT APPEALS

### Appeals against Light during Play.

#### Laws of Cricket - Fitness & Suspension of Play (Law 3 Section 8/9)

- a. It is solely for the umpire/s to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- b. If at any time the Umpire considers that the conditions of the grounds, whether or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start of recommence.

#### Weather Circumstances – Thunder/Lightning (30/30 Rule)

If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately. Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash.

If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

Notes of Change:

The Umpires will no longer offer light to the batting side.

- (a) Where a Badged Umpire is not officiating in a match, the Captains have responsibility under the Laws of Cricket and in the spirit of the game, to consult prior to an innings commencing or during play regarding impending weather conditions.
- (b) Their consultations should decide on suspension or termination of play particularly where playing conditions deteriorate. This decision is to be passed on to Player Umpires who are to be directed accordingly. The safety of all players on the field is of paramount importance. Captains or Player-Umpires who act in a manner contrary to the spirit of the game risk a penalty including either/or a fin/suspension and/or loss of points.

*Note: It is not acceptable for any person to draw stumps to cause cessation of play other than by agreed decisions of Captains and Player-Umpires.*

## 11. ALLOCATION OF GROUNDS

**Control of Grounds:** All nominated grounds whether held by the Association or by affiliated clubs shall be under the control of the Executive Committee for the purpose of allocation of fixtures. The responsibility for maintaining the state of the wicket and grounds is with the affiliated club concerned.

## 12. GROUND SPECIFICATIONS

**Details:** The basic standard required for any ground nominated for use in a Warehouse Cricket Grade is as follows.

#### (a) Wicket Dimensions

Length	20.12 metres	Stump to stump
Width	3 meters	Synthetic Turf
Width	2 Strips	Turf

#### (b) Surface Conditions

Turf	Flat with no weeds
Synthetic Turf	With no tears, patches or cracked base

- (c) **Crease and Danger Area Markings:** These shall be painted on synthetic turf wickets and marked on turf wickets after preparation.
- (d) **Bowler's Approach:** These shall be flat, even with no step up.
- (e) **Outfield:** This shall be well grassed with no holes, posts or other hazards.
- (f) **General:** Easy access to ground with parking, water and toilet facilities.

**Note:** *A ground, nominated for use in Warehouse Cricket competitions will not be accepted for use until it passes inspection by the Grounds Committee of the Association.*

## LAWS OF CRICKET

All matches shall be played under the Laws of Cricket as recognized by Qld Cricket unless otherwise provided for in these By-Laws. In cases of dispute, the Executive Committee, whose decisions shall be final, shall decide the matter in question.

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## Cricket Australia Policy (Bowling Restrictions)

Warehouse Cricket adopts Cricket Australia Policy for underage bowlers. Bowling restrictions apply as at current date.

U/12:	A maximum of 4 consecutive overs and 8 overs per day.
U/13:	A maximum of 4 consecutive overs for medium and fast paced bowlers and 8 overs per day
U/14:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 10 overs per day
U/15:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 12 overs per day
U/16:	A maximum of 6 consecutive overs for medium and fast bowlers and 14 per day.
U/17:	A maximum of 6 consecutive overs for medium and fast bowlers and 16 per day.
U/18:	A maximum of 8 consecutive overs for medium and fast bowlers and 18 per day.
U/19:	A maximum of 8 consecutive overs for medium and fast bowlers and 20 per day.

### Notes:

- (i) A bowler who has bowled a spell less than listed above may resume bowling prior to the necessary break as defined above, but this will be considered as an extension of the same spell and the limit of overs outlined above will still apply.
- (ii) Rest periods between spells for underage bowlers (other than slow bowlers) will be:
  - Two Day Games = 60 minutes
  - One Day Game = 30 minutes (Actual time - not playing time).
- (iii) A bowler who has bowled a spell shorter than the Cricket Australia Junior Policy may resume bowling before the 60 minute period has expired. This will be considered as an extension of the same spell and the limits will then apply. The break within the spell is disregarded.
- (iv) Spinners/slow bowlers: May bowl their daily allocation in one spell.

## 13. RULES OF CRICKET NOTES

Some additional information based on changes to Laws of Cricket in recent years (or as amended)

### BATSMAN DAMAGING THE PITCH

In the event of batsman damaging the pitch, the Umpire at the bowler's end shall follow the procedures of caution and final warning etc. Should the warning prove ineffective, the Umpire shall intervene without appeal by calling and signal "**DEAD BALL**" after the completion of one (1) run, disallow any runs and return the batsmen to their original end.

### LAW 2.8 Fieldsman leaving the field

No fielder shall leave the field or return to the field during a session of play without the consent of the umpire at the bowler's end. The umpire's consent is also necessary if a substitute is required for a fielder at the start of play or when he/she returns to the field after the interval. If a member of the fielding side leaves the field or fails to return after an interval and is absent from the field for longer **than 15 minutes**:

- The player shall not be permitted to bowl in the innings after his return until he/she has been on the field for at least the length of playing time for which he/she was absent. In the event of a follow-on, this restriction will, if necessary continue into the 2<sup>nd</sup> innings.
- The player shall not be permitted to bat, unless or until, in aggregate, he/she has returned to the field and/or the side's innings has been in progress for at least that length of playing time for which he/she has been absent, or, if earlier, when the side has lost five (5) wickets.

**Note:** The restriction of (i.) and (ii.) will not apply if the player has suffered an external blow (as opposed to any internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced off the field.

- Nor shall it apply if the player has been absent for exceptional and wholly acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the opposing captain.
- This restriction will not apply at the commencement of a new day's play.

**Note:** In the event of a fieldsman already being off the field, at the commencement of an interruption in play through ground, weather or light conditions, he/she shall be allowed to count any such stoppage time as playing time, provided that he/she personally informs the Umpire when he/she is fit enough to take the field had play been in progress.

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## Substitutes and Runners

- (a) If the umpires are satisfied that a nominated player has been injured or become ill since the nomination of the players, they shall allow that player to have
  - (i) a substitute acting for him in the field.
  - (ii) a runner when batting.
- (b) Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.
- (c) The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder or a runner to act for a nominated player, at the start of the match, or at any subsequent time.
- (d) A player wishing to change his shirt, boots, etc. shall leave the field to do so. No substitute shall be allowed for him.

## Runner - (updated 01/09/2013)

*A runner may continue to be utilized in the situation where a player has been injured during that game, notwithstanding the rule applying in international cricket and adopted by the Brisbane Grade Committee.*

The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings. The runner shall wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat.

## Unfair play (movement of fielders)

Any significant movement off line (towards the striker) or in depth by a fielder once the Bowler commences his/her run-up should be considered unfair and the Umpire can take action under Law 42.3 (Unfair play).

A wicketkeeper standing "back" who moves up to the stumps would clearly be significant movement.

## SCORING OF NO BALLS:

A No Ball shall count as **1 Run** + the runs scored.

## SCORING OF WIDES:

A Wide shall count as **1 Run** + the runs scored.

## BOUNDARY LINE:

(practical effect of rule changes)

Where a "fence" or other object (eg: Sight Screen) is deemed to form part of the boundary, the **boundary line be the base of that object (a line on the ground).**

- ❑ If any fielder leans on the fence whilst fielding the ball then a boundary is scored.
- ❑ If a fielder leans on the fence whilst taking a catch then a "6" is scored.

**(No part of the fielder's body can touch the fence whilst either catching or fielding a ball).**

## CATCH OFF THE GLOVE

A batsman may be given out if the ball touches **ANY** part of the glove holding the bat and the ball is then caught.

(note: whether or not that part of the glove is above the wrist of the hand holding the bat.)

## JUNIOR PLAYERS - MINIMUM FIELDING DISTANCES (U/16 GRADES AND BELOW)

No junior cricketer is to field closer than 10 metres from the popping crease of the batsman on strike except in the area 90 degrees on the offside from point to the wicket-keeper for ages **up to and including U/14 players.**

For **U/15 & U/16 players**, fielders may come within 10 metres but not closer than 5 metres provided they wear protective gear: ie a helmet and a protector.

Note: ***If these rules are contravened, a No Ball shall be called.***

## Regulation 29 = NO BALL (Breaking of Stumps by Bowler on Delivery)

Breaking the stumps during the act of a delivery ***shall be a no ball.*** (Note: this does not include bowler attempting to run out the non-striker under Law 42.15)

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## 15. GENERAL INFORMATION.

- (e) Owing to fencing arrangements made by the Brisbane City Council at Marchant Park on the perimeter of the grounds, vehicle parking is restricted to outside the park.

Marchant Park No. 9	Park on Ellison Road or Murphy Road
Marchant Park No. 8	Park on Ellison Road

- (f) Warehouse Cricket Ground Bookings for other than Fixture matches: Contact: **Laurence Christie on 3204-2020**
- (g) Club Secretaries are requested to advise members of their club that they should refrain from contacting Association Officers at their places of employment unless the matter is important.

**These rules shall take effect as from 13 June 2018**

**End of Part 1 of the Rules**