



CRICKET
SOUTHERN
BAYSIDE

**MEN'S COMPETITION
PLAYING RULES FOR
SEASON 2023/24**

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GLOSSARY OF TERMS:

“Association” – Cricket Southern Bayside Incorporated

“CSB” – Cricket Southern Bayside (see also Association)

“CSBM CMG” – Cricket Southern Bayside Men’s Competition Management Group
or Management Team (CSBM CMG)

“CSBM” Cricket Southern Bayside Men’s Competition

“CSBW” Cricket Southern Bayside Women’s Competition

Tier 1 Divisions - Championship to Division 2

Tier 2 Divisions – Division 3 to Division 5

Tier 3 Divisions – Saturday Division 6 to 8, and Sunday One-Day Divisions and Masters Division

Match Day Contact:

Russell Keyt

CSB Administrator, Ground Manager and Grade Secretary Manager

Phone 0438 078 970

Wet or Extreme weather phone number:

Phone 0452 120 653



Stack Team App

View Stack Team App Messages from CSB for the CSB Men's competition.

To get the full features of this app please go to the App Store or Google Play or scan the QR code above and download Stack Team App onto your mobile device, then follow these steps:

1. Sign-up to Stack Team App. You'll be sent an e-mail to activate your account.
2. Log-in and search for Cricket Southern Bayside, then request to become a member.

Competition Questions directed to the CSB Men's CMG through your Club Secretary or President:

Email: mens@southernbayside.com.au

CSB Men's CMG for season 2023/24:

John Hindmarsh: CSB Board – Men's Cricket;

David Matulis: Chair;

Russell Keyt: Competition Administrator;

Jan Martin: Admin Assistant;

Steve McGinness: Integrity and Tribunal;

Jason Abraham: Protests; &

Matthew Stahmer: Integrity and Protests assistant.

Graeme Webber: Umpires.

CSB Operations Manager: Ben Cavey

Contact details:

Email: admin@southernbayside.com.au

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RULE 1 APPLICATION OF LAWS AND RULES

1.1 INTERPRETATION

Unless the contrary intention appears, words used in these By-Laws, also known as the Playing Rules, shall have the same meaning as is recognised to them in the Constitution of the Association. The latest version of these Rules can be found on the CSB website.

1.2 LAWS OF CRICKET

The Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply to all matches, except as hereinafter modified.

1.3 CRICKET SOUTHERN BAYSIDE MANAGEMENT TEAM POWERS AND EMERGENCY RULINGS

1.3.1 The function of the CSBM CMG shall include but is not limited to:

- (a) in consultation with the representatives of the CSB Clubs to prepare and publish, each season, a program of matches (fixture) for teams competing in the CSBM Competition;
- (b) to administer the CSBM Competition and ensure that it runs smoothly;
- (c) to deal with all applications and permits for players and clearances of players from and to CSBM Clubs;
- (d) to settle all disputes arising out of or in connection with matches;
- (e) to inspect and report on the condition of and forfeitures at grounds at which matches are played or are proposed to be played by both existing Members and clubs applying for admission to the Association; and
- (f) any other duties that may be conferred from time to time upon it by the By-Laws or referred to it by the Association or the Directors.

1.3.2 Subject to the Constitution and By-Laws of CSB, the CSBM CMG shall have the power to decide all questions arising out of CSBM matches not provided for in these Rules.

1.3.3 The CSBM CMG shall have the power to determine/define the intent of Rules that are not definitive.

RULE 2 DELEGATION OF POWER & POWERS OF THE ASSOCIATION

2.1 DELEGATION OF POWER

The Association may delegate any of its powers under these Rules to the CSBM CMG.

2.2 POWERS OF THE ASSOCIATION

The Association shall have power to decide all questions arising out of the matches constituting the aforesaid programs not provided for in these Rules.

RULE 3 MEETINGS

3.1 ATTENDANCE AT MEETINGS

- i) Compulsory attendance is required by Club delegates at the following meetings each season:
 - Annual General Meeting;
 - Special General Meetings which include Presidents and Captains meetings;
- ii) Any club unable to provide a Delegate can submit an apology.

3.2 STANDING ORDERS AT MEETINGS

- i) All meetings will be presided over by a member of the CSB Board of Management, known as the Chair, or a nominated representative from the CSBM CMG acting as the Chair.
- ii) Any Member wishing to move a motion shall arise, address the Chair respectfully, avoid inappropriate language and take his seat if called to order by the Chairperson. The motion must be seconded before it is debated, and once seconded it cannot be withdrawn without the consent of the seconder.

- iii) No Member shall speak more than once to any motion or amendment, excepting the mover of the original motion, who shall have the right of reply.
- iv) Debate may ensue once a motion or an amendment has been moved and seconded, but not more than two other speakers shall follow successively on the same side of the question. If two speakers having so spoken, and there then be no speaker to take the opposite view, the question shall be put forthwith.
- v) If another member rises with a point of order during a discussion, the speaker shall resume his seat, and the member rising shall state the point of order, whereupon the Chairperson shall rule, such ruling may be reviewed by the meeting.
- vi) When two or more members rise to speak at the same time, the Chairperson shall decide who is entitled to the floor.
- vii) All voting shall be by show of hands, unless a division is demanded by two members present at the meeting.
- viii) In the event of voting being equal, the Chairperson shall have a casting vote.

3.3 PENALTIES FOR NON-ATTENDANCE

- i) Any club not represented at any compulsory meeting shall be fined \$100.
- ii) Those Clubs who submit an apology by no later than 48 hours prior to the day of the meeting shall not be required to pay the fine pursuant to the above.
- iii) If a club does not provide a delegate for two successive compulsory meetings, the club shall be fined \$300. The CSB Board and CSBM CMG will take into consideration whether or not the Club submitted an apology prior to their non-attendance at the meetings.

RULE 4 PROGRAMS OF MATCHES

4.1 DETERMINATION OF PROGRAMS

The CSB clubs shall compete in a program of matches as arranged by the CMG and confirmed by the CSB Board prior to the commencement of the season.

4.2 VARIATION TO PROGRAM

Subject to the approval of the CSB Board, the CSBM CMG may, if necessary, alter the program in respect of dates or grounds on which any of the matches shall be played.

RULE 5 MATCH VENUE – NOMINATION, APPROVAL AND AVAILABILITY

5.1 NOMINATION AND APPROVAL OF VENUES

5.1.1 Prior to the Annual General Meeting of CSB in each season each club shall nominate, for the coming season, the ground to be the home venue for:

- (a) 1st and 2nd XI matches;
- (b) 3rd and 4th XI matches;
- (c) 5th and 6th XI matches; &
- (d) Masters Division matches.

5.1.2 Such grounds shall be subject to the approval of the CSBM Competition Administrator.

5.2 CHANGING NOMINATED VENUES

5.2.1 The grounds nominated pursuant to 5.1.1(a) and approved pursuant to 5.1.2 shall not be changed without approval of the CSBM Competition Administrator.

5.2.2 Any application to change the nominated venue for any scheduled match shall be lodged in writing with the CSBM Competition Administrator not less than one week prior to the first date for which approval is sought.

5.2.3 Any such application must nominate an alternative venue for the dates the ground will be unavailable and the reason for the ground being unavailable on those dates.

5.2.4 The CSBM Competition Administrator shall have no obligation to consider any application received within one week of the date for which approval is sought.

5.3 APPROVAL TO CHANGE VENUES

5.3.1 The CSBM CMG shall have an absolute discretion as to whether or not to approve an application brought under Rule 5.2.

5.3.2 In exercising its discretion, the CSBM CMG shall be entitled to take into account the suitability of the proposed alternative venue and the policy of CSB regarding the use of nominated grounds during the cricket season for purposes other than the playing of cricket.

5.3.3 Notwithstanding the approval of any application made under Rule 5.2, a club changing its nominated venue may be fined a sum to be determined by the CSBM CMG.

5.4 REFUSAL OF APPROVAL TO CHANGE VENUES

Should approval sought by a club not be granted by the CSBM CMG and the ground subsequently not be available for the playing of any match scheduled by the CSB Board in accordance with these Rules, the club shall be in breach of these Rules and subject to the following penalties (which are cumulative with any penalties which may be imposed by CSB pursuant to its Constitution or its By-Laws):

(a) the club may be fined a sum to be determined by the CSBM CMG for each day on which the ground is scheduled for use for the playing of a match or matches and during which the ground is not available for such use; and

(b) the CSBM CMG shall have the power to award points to the opposing club.

5.5 NON-AVAILABILITY OF GROUND – ACCEPTABLE REASONS

A club shall not be in breach of the Rules by reason of its nominated and approved ground not being available if, but only if:

(a) the weather is such that even with the use of covers the ground has been rendered unfit for play; or

(b) the CSBM CMG has, pursuant to Rule 5.7, given approval for the ground not to be available.

5.6 FAILURE TO MEET ENGAGEMENT OR TO HAVE GROUND FIT

Any host club failing unreasonably to meet its engagement or, with due regard to the weather, to have its ground or a CSBM CMG approved alternative ground, in a proper condition for play, shall be fined an amount determined by CSB. Should the CSBM CMG not accept the reasons given for the default it may also award points to the opposing club.

5.7 WEEKLY GROUND AND PITCH REPORT - SEPTEMBER

During the month of September each club must report to CSBM CMG via the CSBM Competition Administrator on a weekly basis by midday Friday, on the condition of the ground and pitch on both of its ovals and on the progress being made to have them ready for play for the first fixtured match.

RULE 6 POINTS AND TEAM RANKINGS**6.1 ALLOCATION OF MATCH POINTS (PREMIERSHIP SERIES)**

6.1.1 Two-Day Matches (Rule 25):

Result	Points
Win outright and first innings lead	10
Win outright and first innings tie	8
Win outright and behind on first innings	6
Win on first innings	6
Tie outright – each team	5
Tie on first innings	3
Tie on first innings with outright loss	2
Loss outright after first innings lead	4
Match Drawn/Abandoned	3
Loss	0

6.1.2 One-Day & T20 Matches (Rule 26).

Result	Points
Win	4
Tie/Match Abandoned	2
Loss	0
Bonus Point (see Rule 6.1.3)*	1

6.1.3 Bonus Points – all One-Day Matches (*not applied to T20 matches).

A Bonus Point will be available in all One-Day (Rule 26) matches according to the following:
 (i) The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point (i.e. the team shall receive a total of 5 points - 4 points for win plus 1 bonus point).

(ii) A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. However, if a side is bowled out before receiving its overs entitlement under 26.3, its run rate shall be the runs scored divided by the overs entitlement.

(iii) Where matches are shortened, and targets revised using the Duckworth Lewis Stern (DLS) method, bonus run-rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

(iv) For the team batting second to gain a bonus point the victory must be achieved by the completion of no more than 80% of the number of balls available to the side batting second. i.e. in a 40 over (240 ball) match by the end of the 32nd over (192 legal deliveries) or in a reduced over match the total number of balls set the calculation above.

(v) Where a team forfeits, or loses a protest in a one day match, the opposing team receives 5 points for the match (a Win plus a Bonus point).

6.1.4 Forfeits

(i) A team receiving a forfeit will be awarded the maximum number of points achieved for that round of matches within the division.

(ii) The team forfeiting will have 2 match points deducted.

6.1.5 Penalty Points Deduction

Premiership Series points gained under Rule 6.1.2 are subject to reduction for any penalties incurred for contravention of Rules 9.8, 10.5.1, 15.3, 16.1.24, 16.5.1, 23.8.8 and 24.2.

6.2 CRICKET SOUTHERN BAYSIDE PREMIERSHIP RANKINGS: TEAM AVERAGES

6.2.1 Cricket Southern Bayside Premiership Ladders:

All premierships points obtained in 6.1.1, 6.1.2 and 6.1.3 count towards the CSB Premiership ladder for season 2023/24 for the top six divisions (Championship to Division 5).

6.2.2 Application and Calculation of Team Averages (Quotient):

Should there be equality in aggregate premierships points the team higher on the ladder shall be the one with the better team average. Team averages shall be calculated by:

- (a) dividing total runs scored by total wickets lost (batting average);
- (b) dividing total runs scored against by total wickets taken (bowling average); and
- (c) dividing the batting average (a) by the bowling average (b).

6.2.3 Determination of Wickets Lost:

A wicket shall be recorded as lost or taken when an innings terminates with any batter unable to commence, continue, or resume an innings within the scheduled playing time or compulsory number of overs; but a team declaring an innings closed, forfeiting an innings or having it terminated under Rule 26 shall be deemed to have lost only those wickets which have fallen.

6.3 CRICKET SOUTHERN BAYSIDE ONE-DAY & TWENTY20 PROGRAM RANKINGS

6.3.1 One-Day Premiership Ladder:

A one-day ladder shall be used for season 2023/24 for the One-Day Divisions (Division 6, 7 & 8, and all Sunday Divisions).

6.3.2 One-Day Team ranking on ladder:

Teams shall be ranked in the order of points gained under 6.1.2 & 6.1.3 but if there is equality in points the team to be ranked higher on the ladder shall be the one with the better quotient as detailed in 6.2.2.

6.3.3 Twenty20 Premiership ladder:

A T20 ladder shall be used for season 2023/24 for the T20 Divisions.

6.3.4 Twenty20 Team ranking on ladder:

Teams shall be ranked in the order of points gained under 6.1.2 but if there is equality in points the team to be ranked higher on the ladder shall be the one with the better net run rate as calculated as follows:

Run rate is the average per over of runs scored in an innings. Net run rate is the difference between the average runs per over scored by a team and the average runs per over scored against it. Note: the calculation of net run rate must include details of no result matches and include the full entitlement of overs of a team which has been dismissed in fewer overs.

RULE 7 PROGRAMS FOR FINALS ROUNDS

7.1 CRICKET SOUTHERN BAYSIDE PREMIERSHIP FINALS

7.1.1 Semi-Finals:

All Divisions except T20:

At the conclusion of the home and away matches, the teams finishing first to fourth as per Rule 6.2 shall play semi-finals as follows: 1 v 4, 2 v 3. Should there be a tie, a draw or abandonment without play, the higher-ranked team in the preliminary matches shall be declared the winner.

T20 Divisions:

At the conclusion of the home and away matches, the teams finishing first in each of the T20 three divisions go through to semi-finals, with the next highest ranked team across the three divisions in terms of win's and net run rate also going through. Ranking is determined by wins and net run rate. Based on the rankings, semi-finals will be played as follows: 1 v 4, 2 v 3. Should there be a draw or abandonment without play, the higher-ranked team in the

preliminary matches shall be declared the winner. If the match is a Tie, a Super Over will be played to determine the result if there is sufficient day light. If this is not possible, the higher ranked team shall be declared the winner.

7.1.2 Grand Final:

All grand finals shall be played under the conditions stipulated in Rule 28, with a reserve date or dates allocated to account for any lost play greater than 30 minutes. Should there be a tie, a draw or abandonment without play, the higher-ranked team at the conclusion of the semi-finals shall be declared the winner.

7.1.3 Interrupted season:

In the event of an interrupted season, the CSBM CMG may make rules on the conduct of the final's series.

7.2 CRICKET SOUTHERN BAYSIDE ONE DAY FINALS

There are no one day finals for the Championship to Division 5 competitions in season 2023/24. One day finals for the one day divisions shall be played as Rule 7.1.1.

7.3 FINALS VENUES

Venues for all finals matches shall be determined by the CSBM CMG, which is normally the higher finishing team.

7.4 PRESENTATION TO PREMIERSHIP WINNERS

A pennant and/or shield and/or cup shall be presented to each winning club. Each winning club shall receive a maximum of 15 medals or badges for distribution to players and such others as deemed appropriate by the winning team.

RULE 8 PROMOTION & RELEGATION

8.1 PROMOTION

8.1.1 Promotion

(a) CSB will promote the team who wins the Premiership in their respective division.

(b) If a team in (a) is unable to be promoted due to having another team from the same Club in the above division, the runner up shall be promoted. Should this team have another team in the division, the other two finalists will be invited to submit an application for promotion. Each submission will be viewed by the CSB Men's CMG and ratified by the Board and a decision will be made about which Club will be promoted for the following season.

(c) CSB shall have the power to withhold any promotion.

8.2 RELEGATION

8.2.1 Automatic Relegation:

(a) The team who finishes in last place at the end of the Premiership season will be automatically relegated to the division immediately below.

(b) If a team is relegated under Rule 8.2.1(a) and they have another team in the division immediately below, both teams will be relegated to ensure only one team per club is entered into each division.

8.2.2 Re-Grading:

CSB has the power to re-grade any team at the end of a season should circumstances require it with promotion or relegation.

RULE 9 ELIGIBILITY AND TRANSFERS OF PLAYERS**9.1 QUALIFICATION OF PLAYERS**

9.1.1 New player eligibility:

A player who has not previously played with a Club in an outdoor competition in Australia shall be eligible to play with any CSB Club.

9.1.2 Requirement for transfer:

Any player who played with another Club in an outdoor competition in Australia during the current, or in the last three seasons requires a transfer approved by the CSBM CMG before being eligible to play in CSB. As there is no electronic means to do this within PlayHQ for season 2023/24 at the start of the season unless players played Winter Cricket, for the inaugural year of PlayHQ, clubs where the player is moving to must send an email to the former club requesting a transfer and asking if there is any reason for them not to accept the transfer.

9.1.3 Requirement for permit:

The following players require a permit lodged through CSB and approved by the CSBM CMG before being eligible to play in CSB:

(a) Overseas: any player who does not have permanent Australian residency or any player who holds a Special Category Visa (SCV) as a New Zealand resident. This is done through the [CSB Men's web page](#) by completing the "Overseas Player Registration Form" section along with five years of playing history. Also see 9.1.6.

(b) Any CSB player who wishes to play in a Sunday Only competition with another Association, along with five years of playing history.

(c) Any non CSB player who wishes to play in a Sunday Only competition with CSB, along with five years of playing history.

(d) Any player aged between 13 and 15 (inclusive, up until a player turn 16 years of age): for the full Junior Playing Policy refer to Appendix 10. A club must complete the CSB Junior Player Permit Form and submit it to the CSB CMG no later than 5pm on the Friday before the match. The permit can be found on the [CSB Men's web page](#) in the "CSB Permit for Juniors" section. The Parent or Guardian, the Club and its officials take full responsibility for the decision to play the named Junior Player.

9.1.4 Permit Deadlines:

(a) For a player to be eligible for selection, a permit must be submitted by 5pm on the Friday prior to the commencement of that round of matches. The permit also needs to be approved by the CSBM CMG in order for the player to be selected to play in the weekend's match(es).

(b) No permits for Overseas First Class and Overseas Representative Players will be accepted after midday the Friday before the last fixtured match in December. No permits for other Players will be accepted after midday the Friday before the last 4 matches of the Tier 1 competition (January 12, 2024, for Season 2023/24). All other permits may be submitted, but players will be ineligible for selection in a Club's 1st XI (excluding 9.1.3(d)).

(c) Permit applications must detail the last five years history of the players playing record in an email to mens@southernbayside.com.au when registering the player and any proof of a player playing at the club should it be longer than the five years previous.

9.1.5 Registration of playing members:

Lodgement and administration of player registration shall be undertaken via the PlayHQ system. Clubs are to apply via email for allocation of player points with five years of playing history before a player is eligible to be selected and participate in a match. Failure to do so will deem the player ineligible. The provision of playing history is not required for players listed by clubs on the player points file prior to the current season (having played at the club in the previous season or seasons).

9.1.6 Overseas Players:

No CSB team shall contain more than two players who are not permanent Australian residents.

Exceptions will be given for: Student Visa Subclass 500, Temporary Graduate Visa Subclass 485, Employer Nomination Scheme Visa Subclass 186, Temporary Work (Skilled) Visa 457, Skilled Independent Visa Subclass 189, any approved Skilled Work Visa, and Partner visa (Permanent) subclass 801. CSB must be provided with a copy of the visa if a club is seeking an exception for the player and approval by CSB provided prior to registering the player with the club.

An overseas player qualifies as non-overseas after playing five seasons with one CSB Club (does not have to be consecutive seasons).

9.1.7 CSBM CMG's powers for registration:

The CSBM CMG shall have power to inquire into and determine the residential or other bona fides of any player seeking registration or who is already registered. Should it be found that a player or an official of a club has knowingly furnished information which is false, the CSBM CMG may suspend the player from playing in CSB matches for such time as is deemed appropriate and/or penalise the official's club in accordance with 9.8.

9.2 TRANSFER TO LOWER TEAM

9.2.1 Playing in the same round in Lower team match:

A player having played with the 1st and 2nd XI teams with their club shall not be eligible to play with a lower XI in the same round of matches when circumstances have required lower grade matches of that round to be rescheduled and played on a later date, except with the prior approval of the CSBM CMG.

9.2.2 Playing next match in Lower XI match:

A player having played with a team in any CSB Division cannot drop more than two club XI teams to play their next match unless the break between matches is greater than two weekends (or matches, whichever is less) when CSB fixtured matches are scheduled.

9.3 ELIGIBILITY OF PLAYERS IN SUNDAY DIVISION MATCHES

9.3.1 Sunday One Day Divisions:

(a) A club is permitted to select in its Sunday One Day Division team, up to 3 players who have played on that weekend or in that round in a CSB Division 3 or below Saturday competition match.

(b) A player having played with a team in any competition on a Saturday, cannot drop more than two teams for the club to play with a team in a Sunday One Day Division match on the same weekend.

(c) No player having played with a club's 1st XI in any competition can play with a lower team on the same weekend.

(d) Sunday XIs are considered to be lower than all Saturday XIs for the implementation of 9.2.2.

(e) A player must not have played their last match in an ineligible division as listed in the table below in the current season.

(f) A player must not have played three (3) or more matches in an ineligible division as listed in the table below during the current season.

(g) A player who is aged 21 years or younger is exempt from the eligibility criteria set out in 9.3.1(a), (b), (e) and (f).

CSB Men's Playing Rules for Season 2023/24

Name	Ineligible for CSB Sunday One Day Division matches
Premier	1st, 2nd, & 3rd XI's
Victorian Sub-District CA	1st & 2nd XI's
Victorian Turf CA	Senior 1st & Senior 2nd Div., North Div. 1st & 2nd, West Div. 1st & 2nd,
Box Hill Reporter CA	Ray McIntosh Shield, Howard Wilson Shield & Dorothy McIntosh Shield
Cricket Southern Bayside	Championship, Division 1 to Division 5 however up three to players playing in Division 3 or below can play, as per rule 9.3.1 (a) above
Dandenong & District CA	Turf 1, Turf 2 & Turf 3
Diamond Valley CA	Barclay Shield, Money Shield & Marsh Shield
Eastern CA	Dunstan Shield, Wright Shield, & A Turf (Sturgess), MacGibbon Shield, Burt Shield, Menzies & Kelly Shield
Ferntree Gully DCA	Division 1 (Reeves) & Division 2 (DeCoite)
MCC Club X1	Division 1 & Division 2
Mornington Peninsula CA	Provincial 1st , District 1st , & Subdistrict 1st
North Metro CA	Jika Shield, Quick Shield & Kelly Shield
North West Metro CA	Luscombe Shield & Kyte Shield
Ringwood & District CA	Trollope Shield, Wilkins Cup & Newey Plate
South Eastern CA	Longmuir Shield, Woolnough Shield & Quiney Shield
West Gippsland CA	Premier Division & District Division
Western Suburbs CCCA	Lowe Shield
Williamstown DCA	A Grade Matting / Synthetic
Yarra Valley	Strachan Shield & Finger Trophy

9.4 PREMIER CRICKET

This section applies to clubs with teams also in Premier Cricket. For the purposes of this rule all teams in the Premier Cricket competition shall be deemed to be ranked higher than any CSB team/s.

A player can only drop from the lowest ranked Premier Cricket team to the club's first ranked CSB team. For example, Club A is in Premier Cricket. A player can drop one grade only from the lowest ranked non-CSB grade in which that player last played or was named to play to the first ranked CSB team (Premier Fourth XI to first ranked CSB team).

9.5 ELIGIBILITY FOR FINALS SERIES

9.5.1 Number of matches played:

A player shall not be eligible to play in Finals Series matches for a team unless the player meets the criteria set out below for each CSB competition Division.

CSB Men's Playing Rules for Season 2023/24

Finals Series	Eligibility Criteria
Championship to Division 5 (Tier 1 & 2)	Four Competition matches with a minimum of six days of CSB fixtured cricket. <i>(Examples: 2 x Two Day & 2 x One Day/T20 matches, 1 x Two Day & 4 x One Day/T20 matches, or 6 x One Day/T20 matches)</i> * Excludes any Sunday One Day Competition match when played on consecutive days to a Saturday Grade match.
Saturday One-Day Divisions	Four Competition matches. * Excludes any Sunday Competition match when played on consecutive days to a Saturday Grade match
Sunday One-Day Divisions	Four Sunday Competition matches.
Masters	Two Masters matches.
T20	Two T20 matches.

Note: Matches abandoned without a ball being bowled (excluding forfeits - see Rule 23.3) do not count towards qualification.

9.5.2 Eligibility to play in lower teams:

Any club having consecutive teams engaged in Semi-Final matches shall be eligible for free interchange of qualified players, except:

(a) No player may drop more than one team from the highest team that they are qualified for.

(b) No more than three players who have each played with higher teams in seven or more matches during the home and away matches may play in any one finals match with a lower team.

(c) Clubs seeking exemption from Rule 9.5 shall provide the CSBM CMG to the CSBM Competition Administrator with full details of the player concerned and reasons for such request by 6pm on the Tuesday prior to the Final match concerned.

(d) Any player having played under the above conditions with a lower team in a Semi-Final as per Rule 9.5.2(a) and Rule 9.5.2(b) shall be deemed eligible to play in the Grand Final with that team.

(e) Any player meeting the eligibility criteria of days played in a lower team for their club in any other Saturday competition will be deemed to be eligible.

9.5.3 Playing for two different teams:

Unless prior approval is obtained from CSBM CMG, no player can play for two different senior teams in any competition when match days coincide with each other.

9.6 TRANSFERS TO AND FROM CSB CLUBS

9.6.1 Definition of a CSB Player:

A CSB club cricketer shall mean a player who has played cricket with a CSB club.

9.6.2 Eligibility to play for more than one club:

(a) A player shall not play with more than one CSB club during the season unless the player is expressly authorised by these Rules or by the CSBM CMG.

(b) No overseas player (Rule 9.1.6) is permitted to play for more than one CSB club during a season

9.6.3 Transferring to another club – requirements:

A CSB club cricketer may transfer to any other CSB club with a PlayHQ transfer from the player's club.

9.6.4 Refusal of Transfer:

Should a transfer from a player's club be refused, a CSB club cricketer may apply to the CSBM CMG for a permit provided that seven days' notice in writing is given to that club of the intention to apply for a permit. The club with which the player has played shall have the right to be heard by the CSBM CMG. However, no permit will be granted after the deadlines as indicated in Rule 9.1.4(b).

9.6.5 December Transfer Deadline:

The deadline for clearances in each season will be in line with Rule 9.1.4(b), which is midday on the Friday before the last 4 matches of the Tier 1 competition (January 12, 2024, for Season 2023/24). A player cleared after this deadline will not be eligible to be selected in a club's 1st team within the CSB.

9.6.6 Special Permits:

Notwithstanding any condition elsewhere mentioned in these Rules, the CSBM CMG, under special circumstances, may grant a permit to a player to play with a club other than the club or clubs for which the player is qualified.

9.7 TRANSFER APPLICATIONS

9.7.1 Recording of Player Transfers:

An application for a transfer between clubs, whether directly from a player or through a club, shall be lodged via the transfer system in PlayHQ.

9.7.2 Club notification to CSBM CMG:

The said club on receiving the application shall consider the matter and register its decision via the on-line transfer system.

9.7.3 Time period for club to process transfer applications:

If the notification from the said club is not received by the CSBM CMG within 5 days of the application's endorsed date of lodgement, the applicant player may be granted a permit, with immediate effect, to transfer to the club to which the transfer is sought.

9.7.4 Cut-off for a player to be eligible to be selected to play in a round of matches:

For a player to be eligible for selection, a transfer must be approved by the player's 'old' club and CSB by 5pm on the Friday prior to the commencement of a round of matches.

9.8 PENALTY FOR PLAYING AN INELIGIBLE PLAYER

9.8.1 Penalties:

Any club playing a player not possessing the requisite qualification shall be declared to have lost the match or matches in which such player took part and will be liable to a fine of \$100 minimum or amount determined by CSBM CMG. For each match in which the club did not gain points an additional fine of \$200 by the CSBM CMG may be imposed. Both fines may be applied at the discretion of CSBM CMG.

9.8.2 Awarding of points:

The awarding of points to the opposing club or clubs under 9.8.1 shall be undertaken.

9.8.3 Player incorrectly identified as eligible:

It is the Club's responsibility to ensure that all players meet the eligibility criteria before taking the field in any match. Where a club is notified in writing by CSBM CMG that a player is eligible, and that player is subsequently found to be ineligible, the club, except in the circumstance provided for in 9.8.2, shall not be penalised for any match in which the player participated prior to that player's ineligibility being brought to its attention.

RULE 10 PLAYER POINTS CAP

10.1 TEAM POINTS

10.1.1 Team Points Cap:

The maximum number of points for any team must not exceed 19 points.

10.1.2 Player points reduction consideration:

A reduction in a player's allocated player points may be considered where a Club is not capable of developing a junior program due to reasons outside of its control, or if a Community Club is aligned with a university or school. An application for this with a list of up to three players and the reasoning for these player points reductions must be submitted to the CSBM CMG to the CSBM Competition Administrator for consideration.

10.1.3 Team composition:

The team make up may comprise any mix of players, provided the total number of points for a team allocated does not exceed the maximum match points as defined in 10.1.1 in all CSB competitions.

10.2 PLAYER POINTS CATEGORIES

10.2.1 A player's Category and the subsequent Player Points Allocation will be determined by that player's playing history and is structured in a way to promote player retention and loyalty.

10.2.2 Each player will be allocated a Category and a Player Points allocation in the following sections 10.2.3 to 10.2.8. Full detail and definitions can be found in the Player Points Policy on the CSB website.

10.2.3 Category 1A – Home Grown: 1 Point:

a) Any player who has played at least one Season of Service in a junior team for the club shall be defined as a Category 1A player for life with that Club.

b) Any Category 1A player who returns to their club will automatically become a 1 point player, regardless of:

i) The standard they have played whilst with another club; or

ii) Number of consecutive Seasons of Service previously served with the club.

c) After returning and serving three seasons the player will return to zero points.

Under the Category 1A definition, a player may be categorised as a 'Home Grown player' at more than one Club.

10.2.4 Category 1B – Base Player: 1 Point:

Any player who has only ever played senior cricket at the Club.

10.2.5 Category 2 – New Player, Community Player, Premier 3rd XI & 4th XI: 2 Points:

a) Any player who has not played a cricket match in any competition in the past 5 seasons.

b) Any player who has played at least one (1) match for another club who participate in a VMCU/VCCL/VSDCA competition or the equivalent in another State in the past 5 seasons.

c) Any player who has played at least one (1) match for a 3rd XI or 4th XI in a Premier Cricket competition in the past 5 seasons.

d) Any player who has only played for a 3rd XI down to Masters XI in a CSB competition Division in the past 5 seasons.

10.2.6 Category 3 – CSB Club, Premier 2nd XI, Other Overseas Player: 3 Points:

a) Any player who has played at least one (1) match for 1st XI or 2nd XI with another Cricket Southern Bayside Member Club in past 5 seasons.

b) Any player who has played at least one (1) match for a 2nd XI in a Premier Cricket competition in the past 5 seasons.

c) Any Overseas Player who has played at least one (1) match at a non-Representative level in the past five (5) seasons.

d) Any player who has played at least one (1) match for a VSDCA 1st XI in the past 5 seasons.

10.2.7 Category 4 – Premier 1st XI, Representative Player: 4 Points:

- a) Any player who has played at least one (1) match for a 1st XI in the Premier Cricket in the past 5 seasons.
- b) Any player who has played at least one (1) Representative match in the past 5 seasons.

10.2.3 Category 5 – First Class, List A & T20 Domestic: 5 Points:

Any player who has played at least one (1) First Class, List A or T20 Domestic match in the past 5 seasons (MCC University matches are exempt from this classification).

10.3 DEDUCTIONS

10.3.1 Once a player's Player Points Allocation has been determined, they will have their point allocation reduced by one point following the completion of two seasons at the Club. They will then reduce their points allocation by one point per season until they reach one-point status. A further deduction to zero (0) point status will only occur when a player completes the required consecutive season of service requirements as listed in 10.3.4 & 10.3.5

10.3.2 For the avoidance of doubt if a player is eligible for junior cricket at their club, they must play at least four (4) matches in a senior competition to be eligible for a 'Season of Service' point reduction.

10.3.3 CSB may, acting reasonably, reassess an individual player's Player Points Allocation where it is deemed inappropriate based on playing history and circumstances. Clubs will need to make an application detailing relevant evidence regarding the reassessment of a player to the CSBM CMG to CSBM Competition Administrator of the competition.

The application for reassessment may be based upon one or more of:

- (a) The age of the player especially if the player is looking to play at a higher level;
- (b) The recent playing history of the player;
- (d) The living, schooling and work arrangements of the player; or
- (e) Any other relevant consideration.

10.3.4 A Category 1A player who has played three (3) consecutive Seasons of Service of cricket will receive a one-point loyalty deduction and make them a zero point player for that Club.

10.3.5 All players other than Category 1A will receive a loyalty deduction to zero point status once they have completed 5 consecutive senior seasons. This can apply to players with broken service, as long as they have only played at the same club.

10.3.6 Any Player points status achieved by a player shall remain for life unless the player leaves the club. Upon returning they will be classified according to the category at which level they have played. Players classified in 10.3.4 and 10.3.5 who return will be classified as one point players.

10.4 IMPLEMENTATION

10.4.1 At the commencement of a season, a Player Points Record will be sent to all Clubs. Any Club that enters a team in the competition shall be required to complete and submit the Player Points Record of all players proposed to play throughout the season. Once completed, the form is to be returned to CSB for review and confirmation of each individual Player Points Allocation.

10.4.2 Once confirmation has been received, CSB will record the points for each individual player into the PlayHQ system by the first match of the season.

10.4.3 Additional players may be added to this list during the season on approval of CSBM CMG to the CSBM Competition Administrator. Any such request must be submitted by 5pm on the Friday prior to their first match. The player's point allocation will be added to the PlayHQ system. T20 players need to be registered 24 hours before the start of the match (Tuesday 5:15pm) and have playing history supplied and any permit finalised by this time in order for a player to play in the next match.

10.4.4 The PlayHQ system will automatically provide a tally of each individual player's points as they are selected in a team.

10.5 PENALTY FOR FALSE DECLARATION OR BREACH

10.5.1 Penalties:

Any club breaching or knowingly making a false or incorrect declaration regarding Player Points Allocations shall, subject to the discretion of the CSBM CMG, be declared to have lost the match or matches in which such player took part and may be liable to a fine. For each match in which the club did not gain points a fine of a sum determined by the CSBM CMG may be imposed.

10.5.2 Awarding of points:

The awarding of points to the opposing club or clubs under 10.5.1 shall be at the discretion of the CSBM CMG.

10.6 APPEAL AND REVIEW

10.6.1 Appeals:

Where a Club is of the view that a player's Player Points Allocation is deemed inappropriate under this Player Point Policy, an appeal against that Player Points Allocation will be heard by CSB under the appeals process (Rule 14).

RULE 11 PLAYHQ & REPORTING REQUIREMENTS

11.1 PLAYER REGISTRATION:

The Secretary (or nominated person) of each club shall ensure that all players are registered with the club in the PlayHQ system for the current season before they play their first match.

11.2 TEAM SELECTION:

In line with Rule 23.1.1, each Club shall ensure that all players are nominated to teams in the Team selection section of PlayHQ before the toss of the coin for the choice of innings. In the event PlayHQ is not available, the captains shall nominate their teams in writing and pass this team sheet to the opposing captain who after sighting will pass the documentation to the officiating umpires to hold for the duration of the match. In a match where no umpires are officiating the documentation will be kept by the opposition captain.

11.3 MATCH RESULTS

11.3.1 Tier 1 Divisions – Championship to Division 2:

All Clubs must ensure matches are live scored. It is the responsibility of the home side to do the live scoring whilst the away team is required to complete the manual scorebook entry (clubs can agree to swap responsibilities if both are willing).

11.3.2 Tier 2 Divisions – Division 3 to Division 5:

If not live scoring, all clubs shall lodge on PlayHQ a summary result of each day's play for each match by 8:30pm on each match day.

11.3.3 Tier 3 Divisions – Division 6 to Division 8, One Day Divisions:

If not live scoring, all clubs shall lodge on PlayHQ a summary result of each day's play for each match by 8:30pm on each match day.

11.3.4 Confirmation and Disputes – All Men's Divisions:

Each club shall ensure that within 48 hours of the completion of each match, all results are either confirmed or disputed online through the PlayHQ system.

11.4 CAPTAIN'S REPORTS ON GROUNDS AND UMPIRES

Each club shall complete the Captain's Report on Umpires (which shall include reports on club umpires and opposition umpiring of a match) and Captain's Ground and Pitch Rating by 8pm on the Monday after the conclusion of each match. For T20 matches, these reports shall be completed within 48 hours of the conclusion of the match.

11.5 NON-COMPLIANCE WITH REQUIREMENTS

A club failing to comply with any regulation listed in Rule 11 may be fined a sum to be determined by the CSBM CMG.

RULE 12 PLAYER & UMPIRE APPAREL

12.1 CRICKET SOUTHERN BAYSIDE APPROVED APPAREL

12.1.1 Two-Day Matches:

- (a) for all matches played under the auspices of the Association, players' shirts, trousers, socks and footwear shall be white unless otherwise approved by the CSBM CMG. Trousers shall be full length except where the players are directed by the CSBM CMG to wear shorts. No advertising logos may be worn on any cricket apparel with the exception of logos approved by the Association or the players' Club logo and the official Association logo;
- (b) caps and pullovers worn by players in matches in competitions played under the Association's direct management shall be those approved by their respective clubs or associations;
- (c) umpires' shirts shall be light blue or as directed by the Association;
- (d) umpires' hats shall be white and their trousers shall be black;
- (e) for the purposes of this Rule, cream coloured shirts, trousers and socks shall be deemed to be white;
- (f) nothing herein prevents players wearing white hats of types approved by the Cricket Southern Bayside Management Team;
- (g) advertising logos may be worn on players' shirts/pullovers as hereinafter prescribed:
 - i) the Association logo may be worn on the right breast of shirts;
 - ii) the Club logo may be worn on the left breast of shirts;
 - iii) if required, the Association's major sponsor logo must be worn on the right sleeve of players' shirts, except for players under the age of eighteen;
 - iv) the Club's major sponsor logos may be worn in the three locations, in line with the CSB Playing Apparel Guidelines; &
 - v) All logos must be submitted to the CSBM CMG for approval and are to be applied in accordance with the dimensions laid down by the CSBM CMG and circulated to Clubs.

12.1.2 One-Day and T20 Matches:

Coloured clothing as approved by the CSBM CMG must be worn in all one-day and T20 matches as outlined below:

- (i) Championship to Division 5 - All players must wear coloured shirt, pants and pads (batting/keeping); &
- (ii) One Day Divisions - All players must wear coloured playing shirt, coloured or white pants, and coloured or white pads.

Coloured clothing and/or logo designs must abide by the CSB Playing Apparel Guidelines and be submitted to the CSBM CMG for prior approval.

12.1.3 Undergarments:

Undergarments worn under a playing shirt must be in club colours or skin tone for one day and T20 matches, and must be white/cream or skin tone for two day matches. Under no circumstances can they be the colour of the ball being used for the match.

RULE 13 CRICKET SOUTHERN BAYSIDE TRIBUNAL

13.1 TRIBUNAL MATTERS

The members of the CSB Tribunal shall be appointed by the CSBM CMG before the commencement of each season and from time to time. The CSBM CMG may appoint a pool of CSB Tribunal members who shall be persons of experience and skills suitable to the function of chairing a disciplinary tribunal.

13.2 TRIBUNAL CHAIR

A member of the CSB Tribunal will be appointed by the CSBM CMG as the Chair and sole tribunal member for each hearing. The CSBM CMG will provide support for the Chair as required. The Tribunal Chair shall be the person deciding on the penalty and running the tribunal panel.

13.3 INELIGIBLE TO SIT ON TRIBUNAL

No member of the CSB Tribunal shall be a current or former member, official, employee or player of any Club which participated in the match from which the hearing of the charge arises.

13.4 CHARGES TO BE HEARD

Every charge brought by CSB pursuant to Rule 16 against any Member, Club or any official, member, employee or player of any Member or Club shall be placed before the CSB Tribunal.

13.5 NATURAL JUSTICE & PROCEDURE

The CSB Tribunal shall observe the rules of natural justice. Subject to the CSB Men's Playing Rules (this document), the CSB Tribunal may lay down its own rules of procedure, which it may vary as it sees fit. The CSB Tribunal shall not be subject to requirements of legal formality.

13.6 PENALTIES

The CSB Tribunal may reprimand, fine and suspend any Member or Club and may reprimand, fine, suspend or disqualify from playing any member, official, employee or player of a Club. The CSB Tribunal decisions are at the discretion of the current Tribunal and not restricted by previous Tribunal decisions.

13.7 RECORDING OF PENALTIES

All reports and cautions will be recorded on the CSB website under "Tribunal". All cautions will be current for a period of twelve months from when the caution is handed down.

RULE 14 CRICKET SOUTHERN BAYSIDE APPEALS TRIBUNAL

14.1 APPEALS TRIBUNAL MEMBERS

The CSBM CMG shall from time to time appoint members of the CSB Appeals Tribunal (CSBAT). The CSBAT members shall be persons of experience and skills suitable to participate in the CSBAT.

14.2 APPEALS TRIBUNAL CHAIR

Three members of the CSBAT shall be appointed by the CSBM CMG for each appeal hearing. Those three members from amongst their number shall elect a chair. The CSBM CMG will provide support for the CSBAT as required.

14.3 INELIGIBLE TO SIT ON APPEALS TRIBUNAL

No member of the CSBAT shall hear any matter in which he or she has an actual or perceived conflict of interest that might call into question the impartiality of the CSBAT.

14.4 JURISDICTION

The CSBAT has jurisdiction to hear appeals where:

(a) the person or Club seeking to appeal (Appellant) satisfies the CSBAT that substantial new or additional evidence has become available; and

(b) the decision being appealed is:

(i) a decision of the CSB Tribunal which resulted in a sanction; or

(ii) a decision of the CSBM CMG (for the avoidance of doubt, an appeal of a decision of the CSBM CMG is to directly proceed to the CSBAT).

14.5 APPEALING A DECISION OF THE CSB TRIBUNAL OR CSBM CMG

To appeal a decision of the CSB Tribunal or CSBM CMG the Appellant must:

- (a) lodge a notice stating the full grounds of appeal (including detailed information related to the significant new or additional evidence that has become available) with the CSBM CMG within 24 hours of the notification of a determination of the CSB Tribunal or CSBM CMG; and
- (b) pay the appeal fee of \$200 to CSB when lodging the Notice of Appeal.

14.6 DECISIONS OF THE CSBM CMG OR CSB TRIBUNAL

Decisions of the CSBM CMG or CSB Tribunal shall stand until such time that the CSBAT has determined to uphold, set aside or alter the decision of the CSBM CMG or CSB Tribunal appealed against. The decision of the CSBAT shall be final.

14.7 NATURAL JUSTICE & PROCEDURE

The CSBAT shall observe the rules of natural justice. Subject to the CSBM Playing Rules, the CSBAT may lay down its own rules of procedure, which it may vary as it sees fit. The CSBAT shall not be subject to requirements of legal formality.

RULE 15 INVESTIGATIONS, DISPUTES/PROTESTS, CONTRIVED RESULTS, APPEALS

15.1 CRICKET SOUTHERN BAYSIDE INVESTIGATIONS

15.1.1 Powers:

The CSBM CMG shall have power to investigate and adjudicate upon all matters arising out of, or in connection with, CSB matches. The Integrity Officer shall act on behalf of the CSBM CMG, however shall report to the CSB Operations Manager, the Men's Competition Board Member and the Men's Competition Administrator on every matter.

15.1.2 Representation qualification - CSBM CMG:

A member of the CSBM CMG, being a representative of a club involved in an investigation, shall cease to act on the CSBM CMG and be replaced by a CSB Board member for the duration of that investigation.

15.1.3 If the CSBM CMG finds after an investigation of an off-field incident in connection with a CSB match that the clubs, captains or players or any of them have brought CSB or the game of cricket into dispute or infringed against a policy/guidelines/code of behaviour* of CSB, Cricket Victoria or Cricket Australia (not included in these rules), the CSBM CMG may in its absolute discretion:

- (a) fine a club, captain or player; and/or
- (b) suspend a captain or player from playing in any match or matches; and/or
- (c) disallow any points earned by a club in respect of the match; and/or
- (d) amend any points earned by a club in the match; and/or
- (e) take any other action it deems appropriate.

* may include (but not limited to) social media policies or anti-harassment codes.

15.1.4 Nothing in Rule 15.1.3 affects the right of a club, captain or player to appeal a decision by the CSB CMG to the CSBAT pursuant to Rule 14.

15.2 DISPUTES/PROTESTS

15.2.1 Lodgement requirements:

Any club referring a dispute to the CSBM CMG shall, within 48 hours after the scheduled completion of the match in which the dispute has occurred, lodge a statement in writing with the CSBM CMG of the matter in dispute together with a fee of \$200 (this will be forfeited if the appeal is not upheld or deemed to be frivolous) and shall also within the same timeframe lodge a copy of such statement with the Secretary of the other club involved.

Any statements by Umpires or CSB officials concerning the dispute must be distributed to all stakeholders. Clubs, Umpires and CSB officials must provide relative information to CSB. CSB

directs that information provided is strictly in relation to the dispute and not populated with private opinions or subjective statements.

15.2.2 Meeting:

The CSBM CMG shall call on the disputing clubs to appear before the CSBM CMG , which, after hearing evidence, shall decide thereon.

15.2.3 Representation qualification - CSBM CMG:

A member of the CSBM CMG being a representative of either of the clubs involved shall cease to act on that CSBM CMG for the hearing of the dispute.

15.3 CONTRIVED RESULTS

15.3.1 Powers of investigation:

The CSBM CMG shall have power to investigate a match, or the actions of the captains or any players of the clubs involved in a match, if it suspects reasonably that the competing clubs, with or without the assistance or collusion of any other person or club, have colluded to contrive the result of a match or any part of the match. In investigating a match under this rule the CSBM CMG shall conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person involved in the investigation the opportunity to be heard before making a finding or reaching a conclusion.

15.3.2 Outcome:

If the CSBM CMG finds that the clubs, captains or players or any of them have colluded among themselves or with others to contrive the outcome of a match or any part of the match the CSBM CMG may in its absolute discretion:

- (a) fine a club, captain or player; and/or
- (b) suspend a captain or player from playing in any match or matches; and/or
- (c) disallow any points earned by a club in respect of the match; and/or
- (d) amend any points earned by a club in the match; and/or
- (e) take any other action it deems appropriate.

15.4 APPEALS AGAINST CSBM CMG DECISIONS

15.4.1 Procedure:

Clubs may appeal against any CSBM CMG decision. Such an appeal must be made in writing to the CSBM CMG together with a fee of \$200 (to be returned unless the appeal be deemed frivolous) within 48 hours after receipt of the decision.

The written submission must state the full grounds of the appeal (including detailed information related to the significant new or additional evidence that has become available).

15.4.2 CSBM CMG Appeals Tribunal:

All appeals against CSBM CMG decisions shall be heard by CSBAT (Cricket Southern Bayside Appeals Tribunal) - refer Rule 14. The decision of the CSBAT shall be final.

RULE 16 CONDUCT: CLUB PLAYERS, OFFICIALS, MEMBERS AND EMPLOYEES

16.1 SERIOUS MISBEHAVIOUR AND BRINGING THE GAME OF CRICKET INTO DISREPUTE

16.1.1 Umpires Lodge Reports of Misbehaviour:

An umpire may lodge a report of any member, official, employee or player of any CSB club who engages in misbehaviour or bringing the game of cricket into disrepute. However, an Umpire MUST lodge a report of any serious Misbehaviour of any member, official, employee or player of any CSB club. Such report is to be lodged by completing the online form in the Umpires Resource section of the CSB website or email to the Men's Competition Administrator (at mens@southernbayside.com.au), which is passed on to the Integrity Officer who will decide the level of charge ranging from a caution to a Level 4 report based on the incident.

16.1.2 Notification of Report:

Where an umpire intends to lodge a report to the CSBM CMG, that umpire shall notify the CSBM CMG within 72 hours of the cessation of play on the day on which the misbehaviour or bringing the game of cricket into disrepute occurs. They do not have to notify the club or player on the day of the incident.

16.1.3 Club to Attend Umpires:

As per Rule 16.1.2, the umpire does not have to notify the captain or club representative if they intend to place a report but can do.

16.1.4 No Person Available for Notification of Report:

Where a reported person is not available for notification that an umpire intends to lodge a report or the captain or representative or official of a club does not fulfil the requirement of 16.1.3, an umpire shall be deemed to have fulfilled the responsibility for notification of the report under 16.1.5.

16.1.5 Lodgement of Report:

Within 72 hours of the conclusion of the match from which a report arises, the umpire shall lodge with the CSBM CMG a report stating the reported person's name and club and detailing the nature of the misbehaviour or of bringing the game of cricket into disrepute.

16.1.6 Process:

Upon receipt of a report lodged by an umpire, the CSBM CMG Integrity Committee led by the CSBM Integrity Officer shall on behalf of CSB:

- (a) lay a charge against the reported person for misbehaviour or bringing the game of cricket into disrepute;
- (b) notify the club of the reported person that a charge has been laid against the reported person; and
- (c) nominate the date and time of the hearing of that charge which shall be heard by the CSB Tribunal at the earliest practicable time as determined by the CSB Tribunal.

16.1.7 Tribunal to Receive Copy of Report:

The Integrity Officer shall provide a copy of the report to the Chair of the CSB Tribunal.

16.1.8 Notification of Hearing:

The Integrity Officer shall notify the reported person, the umpires involved in the report and any other relevant persons that they are required to attend the hearing of the charge and shall also notify them of the time and place of the hearing.

16.1.9 Suspension May be Offered to Reported Player:

- (a) The Integrity Officer, in consultation with the CSB Tribunal Chair, may offer a reported player suspension without a hearing. This will apply to level 1 and Level 2 offences. Level 3 and Level 4 will be referred directly to Tribunal.
- (b) The offer will be based on the minimum penalty applicable for the incident. The minimum penalty will also take into account the considerations in paragraph (e). More than one individual charge may be combined for the purpose of an overall penalty offer. If the entire offer is not accepted by the reported player, who elects to proceed to a tribunal hearing, the offer can be reconstituted by the CSBMT into single charges to present to the tribunal or as it sees fit.
- (c) If the minimum offer is not accepted the CSBM CMG will most likely recommend a higher penalty be imposed by the tribunal hearing the matter.
- (d) If the player has prior suspensions within the current season, a doubling of the penalty is likely unless the previous suspension was solely imposed pursuant to rule 16.5.2.
- (e). A non-exhaustive purpose of a minimum penalty offer for level 1 and 2 offences is to avoid a tribunal hearing, limit the attendance of umpires and witnesses, allow for the efficient resolution of incidents which lessen the time impact on clubs and CSB resources.

16.1.10 Acceptance of Penalty Procedure:

The acceptance by the player reported of a penalty of suspension from playing in all CSBM matches applicable, shall be lodged in writing with the CSBM CMG at a time specified by the Integrity Officer (usually 24 hours after an offer has been made to the reported person or that person's club).

16.1.11 Hearing of Charge if Acceptance not Properly Lodged:

If a notice of acceptance is not lodged as per 16.1.10, the CSB Tribunal shall hear the charge. If the charge proceeds to a hearing the CSBM Tribunal Chair may impose such penalty as is appropriate. For purposes of clarity, this WILL result in an increased penalty on the offered suspension.

16.1.12 Attendance:

The persons and umpires involved in the report and any other persons as deemed necessary by the CSB CMG Integrity Officer shall attend the hearing of the charge.

16.1.13 Hearing of Charge May Proceed Despite Absence:

In the absence of the reported person, whether the CSB Tribunal is with or without notice of the reason or reasons for the absence, the CSB Tribunal may proceed to hear the charge or may postpone the hearing.

16.1.14 CSB Tribunal May Adjourn or Postpone Hearing:

A reported person who is unable to attend the hearing of the charge may apply to the CSB Tribunal for an adjourned or postponed hearing of the charge. Such application must state the reasons for that person's inability to attend. If satisfied with the person's reasons, the CSB Tribunal may postpone the hearing of the charge.

16.1.15 CSB Tribunal to Regulate Own Procedures:

Subject to these Rules, the CSB Tribunal may regulate the hearing of any charge in any manner it thinks fit.

16.1.16 Inquisitorial and Informal Hearing:

The hearing before the CSB Tribunal shall be:

- (a) inquisitorial in nature;
- (b) conducted with as little formality and with as much expedition as is deemed warranted by the CSB Tribunal; and
- (c) conducted in accordance with the rules of natural justice.

16.1.17 Rules of Evidence:

The CSB Tribunal may hear or receive evidence from any person or any source as deemed necessary or warranted by the CSB Tribunal. No hearing before the CSB Tribunal is bound by the laws of evidence which apply to Courts of Law.

16.1.18 No Reasons Required:

The CSB Tribunal is not obliged to give reasons for any determination which it makes.

16.1.19 Legal Representation:

No person shall be represented by a legal practitioner at any hearing of the CSB Tribunal unless such representation is with leave of the CSB Tribunal Chair.

16.1.20 Power to Impose Penalties on Players:

Where the CSB Tribunal is reasonably satisfied that a player has engaged in misbehaviour or bringing the game of cricket into disrepute, it may reprimand and/or fine and/or suspend and/or disqualify the player from playing in such matches or for such time as the CSB Tribunal deems to be appropriate to the nature and extent of the charge.

16.1.21 Power to Impose Penalties on Non-Players:

(a) Where the CSB Tribunal is reasonably satisfied that a member, official or employee of a CSB club has engaged in misbehaviour or bringing the game of cricket into disrepute, the CSB Tribunal may reprimand or fine and/or suspend the reported person and/or reprimand and/or fine the club of that member, official or employee or may recommend to CSB that the

club be suspended or impose upon the reported person or club concerned any other penalty as the CSB Tribunal deems to be appropriate to the nature and extent of the charge.

(b) Where serious misbehaviour pursuant to Rule 16.1 involving:

- (i) physical violence or threats of physical violence to any person including an umpire;
- (ii) deliberate and inappropriate physical contact with an umpire;
- (iii) Intimidation of an umpire; or
- (iv) Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.
- (v) and has occurred in a grand final, the penalty will be doubled.

16.1.22 Hearing on Penalty:

Where the CSB Tribunal is reasonably satisfied that a player has engaged in misbehaviour or bringing the game of cricket into disrepute, or the player intends to/has entered a guilty plea to the charge, the player shall be provided with an opportunity to make representations with respect to any penalty to be imposed by the CSB Tribunal.

16.1.23 Suspension Application to Next Match:

Unless the CSB Tribunal stipulates otherwise, a suspension imposed by it shall apply to the next CSB match/matches in which the team where the offence took place competes.

16.1.24 Loss of Points for Multiple Suspensions in a Team:

Once a team has three (3) separate suspensions during the home and away season it loses 3 match points. They will lose 2 match points for every suspension thereafter.

The suspensions will be any that include but not restricted to: Players, Members, Supporters, Spectators and Officials.

If three suspensions occur in the same event, that will be considered as three separate suspensions, and result in loss of points.

Suspensions in finals, will count to the following season.

16.2 MINOR MISBEHAVIOUR

16.2.1 Umpires May Caution:

Where an umpire has occasion to speak to a player about behaviour but does not consider the player's behaviour to be sufficiently serious to warrant a report to the CSB Integrity Officer, the umpire shall caution the player (a verbal warning). If the umpire believes the incident is serious enough, they may lodge a report of the incident to the CSBM CMG who shall inform the CSBM Integrity Officer to determine if this warrants a report, a caution, or no action at all.

16.2.2 Umpires Lodge Records of Cautioning:

An umpire shall note a caution on the Player Behaviour Form and shall lodge this form as a record of the incident with the CSBM Integrity Officer.

16.2.3 Notification of Caution

(a) Where an umpire cautions a player, at the completion of the days play, the umpire will inform the captain that a Player Behaviour Form will be lodged with CSB in regards to an incident involving the player.

(b) Following this, if a caution is deemed the acceptable result, the CSBM Integrity Committee shall contact the Club Secretary advising of this and will require the Club Secretary to respond within 24 hours advising the player has been made aware they have received a caution.

(c) No Person Available for Notification of Caution (same as 16.2.5).

16.2.4 Clubs to Attend Umpires

The captain or a representative or an official of both clubs shall ascertain from the umpires after the close of each day's play whether there are to be any persons cautioned, irrespective of any earlier notification.

16.2.5 No Person Available for Notification of Caution

Where a cautioned person is not available for notification that an umpire intends to lodge a caution or the captain or representative or official of a club does not fulfil the requirement of 16.2.4 an umpire shall be deemed to have fulfilled the responsibility for notification of the caution under 16.2.6.

16.2.6 Lodgement of Report

Within 72 hours of the conclusion of the match from which an incident arises, the umpire shall lodge a record on the Player Behaviour form detailing the incident that took place.

16.2.7 Player Twice Times Cautioned to be Charged

Should a player have two cautions recorded in a 12-month period the CSBM CMG shall, on behalf of CSB:

- (a) lay a charge against the player for misbehaviour or bringing the game of cricket into disrepute;
- (b) notify the player and the player's club that a charge has been laid against the player; and
- (c) nominate the date and time of the hearing of that charge.

The charge shall, if practicable, be heard by the CSB Tribunal at the earliest practicable time as determined by the CSB Tribunal.

16.2.8 One-match Suspension May be Offered to Cautioned Player

The CSBM CMG, in consultation with the Integrity Officer, may offer a player cautioned two times a one-match suspension without a hearing.

16.2.9 Suspension Application to Next Match

Unless the CSB Tribunal stipulates otherwise, a suspension imposed by it, or an accepted one-match penalty shall apply to the next CSB match/matches in which the team where the offence took place competes.

16.2.10 Acceptance of Penalty Procedure

The acceptance by the player of a penalty of suspension from playing in one CSB match shall be lodged in writing with the CSBM CMG not later than 5pm on the day after such offer has been made to the player or the player's club.

16.2.11 Hearing of Charge if Acceptance not Properly Lodged

If a notice of acceptance is not lodged as per 16.2.10 the CSB Tribunal shall hear the charge.

16.2.12 Attendance

The player and umpires involved in the caution and any other persons as deemed necessary by the CSB Integrity Officer shall attend the hearing of the charge.

16.2.13 Hearing of Charge May Proceed Despite Absence

In the absence of the charged person, whether the CSB Tribunal is with or without notice of the reason or reasons for the absence, the CSB Tribunal may hear the charge or postpone the hearing.

16.2.14 CSB Tribunal May Adjourn or Postpone Hearing

A charged person who is unable to attend the hearing of the charge may apply to the CSB Tribunal to postpone the hearing of the charge. Such application must state the reasons for that person's inability to attend. If satisfied with the applicant's reasons the CSB Tribunal may postpone the hearing of the charge.

16.3 APPEALS AGAINST CSB TRIBUNAL DECISIONS

16.3.1 Procedure:

Clubs may appeal against any CSB Tribunal decision. Such an appeal must be made in writing to the CSBM CMG together with a fee of \$200 (to be returned unless the appeal be deemed frivolous) within 24 hours after receipt of the decision.

The written submission must state the full grounds of the appeal (including detailed information related to the significant new or additional evidence that has become available).

16.3.2 CSB Tribunal Appeals:

All appeals against CSB Tribunal decisions shall be heard by CSBAT (Cricket Southern Bayside Appeals Tribunal) refer Rule 14. The decision of the CSBAT shall be final.

16.4 BREACHES OF THE LAWS OF CRICKET

Where the umpires have occasion to caution a player for a breach of a Law of Cricket the procedure in the Law shall be satisfied by noting the details on the Umpires' Match Report for action by the CSBM CMG in accordance with Rule 16.2.

16.5 SPIRIT OF CRICKET

16.5.1 Penalties for low ratings:

(i) When a team receives a low umpire match report rating (3 or lower), the CSBM CMG will contact the Club Secretary and inform them of the low rating.

(ii) If a team receives a second low rating (3 or lower) in a season, they may be deducted one-match point and the Club President and team captain will be required to attend a meeting with CSBM CMG, and explain actions taken to eradicate poor performance.

(iii) All subsequent low ratings (3 or lower) received by the team may attract 2 match points deductions.

16.5.2 Responsibilities of Captains:

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the laws.

In the event a player is reported and found guilty, the Captain will receive a caution.

Refer Appendix A5 – Spirit of cricket.

RULE 17 SUSPENSION, DISQUALIFICATION & FINES

17.1 SUSPENSIONS & FINES

Any player, official member or employee of a Member or Club charged with misbehaviour or bringing the game of cricket into disrepute pursuant to Rules 17.2 & 17.3 shall be liable to be reprimanded, fined, disqualified or suspended for such time as may be decided upon by the CSB Tribunal or CSB Operations Manager.

17.2 DISQUALIFICATION OF A MEMBER

17.2.1 Forfeiture of rights:

Any Member while under disqualification or suspension shall forfeit all the rights and privileges held under the Association, its representatives shall cease to serve on any committee of the Association and the Member shall be barred from competing in any match played under the auspices of the Association or any association forming part of the VMCU.

17.2.2 Responsibilities of members:

Each Member shall ensure that neither it nor any of its members knowingly plays in any cricket match in which any disqualified or suspended person plays.

17.3 RECOGNITION OF SUSPENSION

The Association may endorse the suspension or disqualification of any member or player of a cricket club imposed by anybody controlling a cricket competition which is recognised by the

Association and may prohibit any such member or player from participating in any match played under the auspices of the Association or any association forming part of the VMCU.

17.4 CLUBS WITH OUTSTANDING ACCOUNTS

(a) Any club with an outstanding debt to CSB as of the last day in February will be deemed ineligible to participate in finals matches.

(b) Clubs with an outstanding debt will be notified 7-days prior to the deadline to arrange payment.

(c) If a club is deemed ineligible to participate in finals under 17.4(a), the next highest placed team at the end of the home and away schedule of matches will be offered the opportunity to participate in the finals series.

(d) Any club with outstanding debt to CSB as of the date of the Annual General Meeting will be ineligible to vote at the Annual General Meeting

RULE 18 INSTRUCTIONS TO CLUBS

18.1 REPORTS OF GROUND CONDITIONS AND MATCH-DAY CHECKLIST

18.1.1 Match-day Grounds Conditions Report:

Where there is any doubt regarding the possibility of play, clubs shall provide a detailed grounds report via phone to the CSBM Match Day Contact prior to 9am on each match day. If no report is received, it will be assumed all club grounds are ready for play to commence on time.

18.1.2 Match-day Checklist:

Prior to the commencement of play in all matches, the match-day checklist, as provided by our current insurers (Marsh), is to be signed or completed online at <https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh> by an authorised representative from each team. Failure to comply may result in a fine to be determined by CSBM CMG.

18.2 UMPIRES: APPOINTMENT AND PAYMENT OF FEES

18.2.1 Appointment:

Wherever possible Accredited umpires shall be appointed for CSBM matches.

18.2.2 No appointed umpire in attendance:

Where no CSB appointed umpire is in attendance within 15 minutes of the scheduled starting time, the match shall be umpired by the competing clubs.

Where there are no appointed umpires for a match, each club must provide a person/s to umpire. They must be familiar with CSBM playing rules for the Division they are umpiring.

18.2.3 Fees:

Appointed Umpires shall be paid an honorarium for all matches to which they are appointed and for which they attend the stipulated venue unless they are notified beforehand that the match is not to take place.

Umpires will be paid an honorarium by CSB and the clubs will be invoiced for an amount equally divided between the clubs on a monthly basis.

18.3 AMENDMENT OF CSB MATCH RULES

18.3.1 Amendments to Rules:

Clubs may lodge with the CSBM CMG on or before 28 February any suggested amendments or alterations to the Rules for CSBM matches for the following season. Clubs will be made aware of any changes to rules in the off season and in a pre-season meeting or season launch.

Where relevant to the current season, some rules may be modified for clarification at the discretion of the CSB Operations Manager.

RULE 19 GROUND AND PITCH PREPARATION AND MAINTENANCE

19.1 PREPARATION

19.1.1 Pitch Preparation:

The ground for a turf pitch may be rolled, watered, mown, or beaten prior to play and the pitch may also be rolled and/or beaten and/or swept for seven minutes before the commencement of the second innings.

The ground for a synthetic pitch may be rolled and/or swept for seven minutes before the commencement of the match and the commencement of the second innings.

The responsibility of having the pitch fit for play rests solely on the home team, regardless of who is contracted to curate and prepare the pitch for play.

The pitch used for the matches is a full length pitch, measuring 20.1 metres from stump to stump.

19.1.2 Ground Size and Marking:

All boundaries must be a minimum of 3 metres away from any solid structure (fences, walls, trees, goal posts, etc.). Boundaries must be defined by either a rope or markers with a solid line between each cone.

19.2 MAINTENANCE OF PITCH DURING PLAY

During play on any day a batter may beat the pitch with that player's bat and players may secure their footholds using sawdust provided that no damage to the pitch is caused.

19.3 MATCHES ON CONSECUTIVE DAYS

19.3.1 Pitch care between days:

Between the completion of play and the start of play on the immediately following day the pitch may be rolled for ten minutes, beaten, swept, and mown at any time but under no circumstances is the pitch to be watered unless approval is received from CSBM CMG under extreme circumstances.

19.3.2 Mowing of outfield between days:

The outfield shall not be mown between the completion of play and the commencement of play on the immediately following day.

19.4 CHANGING OR RE-USING PITCH DURING MATCH

19.4.1 Changing Pitch During Match:

The pitch used for the commencement of a match shall be used until the match is completed unless the approval to change the pitch is obtained from the CSBM CMG. In such an event the opposing club shall be notified of the change as soon as possible. If a club changes a pitch during a match without approval the CSBM CMG shall have the power to fine and/or award points to the opposing club.

19.4.2 Re-using Pitch During Match:

A current match pitch in use may be re-used for another match up to and including Wednesday providing prior approval of the CSBM CMG is obtained.

19.5 USE OF COVERS

19.5.1 The use of covers detailed herein relates to turf pitches but covers can be used for synthetic pitches should it assist in preventing the washout of a match and are available at a ground. Clubs are responsible for ensuring that all covers are fit for purpose, laid down, in proper repair without leaks, properly pegged and secured. It is the responsibility of the home team to ensure the proper management of covers. Any Club not meeting this responsibility will be subject to penalties determined by CSBM CMG which could include loss of maximum match points for a round minus another 2 match points.

19.5.2 Cover Measurements:

Covers dimensions shall be as follows:

- 1st & 2nd XI ovals: sufficient covers to cover the entire wicket table.
- Lower XI ovals: minimum size 3.96 x 27.43 metres.

19.5.3 Covering Prior to Match Day:

(a) Covers, properly laid and pegged, are to be in place by 7pm on the day preceding a match day should there be rain forecast. The use of underlay material is optional, but its use shall be the same in the period prior to each day of a two-day match.

(b) At all other times curators are permitted to use covers at their discretion to obtain the best possible conditions for play on a match day.

(c) The CSBM CMG shall have power to waive the provision in 19.5.3(a) and instruct clubs regarding the laying of covers on any specific day.

(d) CSB will give recommendations for the use of covers to Clubs when they believe covers are required. Ultimately it is up to clubs as to whether they will cover their wicket and/or wicket table however if recommendations are not followed and a planned match does not go ahead because of this, the penalty will apply as stated in Rule 19.5.1.

(e) In regard to use of covers for T20 matches it will be the responsibility of the home team to ensure that the pitch is covered when required to protect from the weather. Failure to do so will result in the opposition being declared the winner.

19.5.4 Removing Covers on Match Day:

In good conditions, the cover shall be removed no later than 9:30am. Otherwise removal shall be at the discretion of the curator or ground manager having regard to prevailing weather conditions and may be re-laid if necessary.

19.5.5 Umpires' Control of Covers:

The umpires shall assume control immediately after the toss or 60 minutes prior to the scheduled start of each day's play, whichever is the earlier, and make all decisions regarding the use of the cover until the end of play. At all interruptions they shall direct and supervise the laying and removal of covers and report any failure of either side to comply with Rule 19.5.6.

19.5.6 Labour for Laying or Removing Cover:

After umpires have assumed control, both teams shall assist with the laying or removal of covers and any other measures deemed necessary by the umpires to expedite the start or recommencement of play. In the opinion of Umpires if a team has not been contributing, they must be reported to CSBM CMG. The CSBM CMG may investigate and where proven, penalties will be applied, including match points and/or fine.

19.5.7 Conditions for Finals Series Matches:

The provisions of Rule 19.5 shall apply to finals series matches in the absence of any specific direction from the CSBM CMG. The CSBM CMG shall be empowered to inspect finals venues and monitor prevailing and predicted weather conditions and to direct the home or host clubs to use covers at any time in the week preceding any day of a match.

19.5.8 Failure to Comply with Directions:

A club failing to comply with the directions in Rule 19.5 may be dealt with under Rule 1.3.

RULE 20 FITNESS FOR PLAY AND EXCEPTIONAL CIRCUMSTANCES

20.1 DETERMINING FITNESS FOR PLAY

20.1.1 All matches not cancelled:

If the CSBM CMG has not cancelled all matches, the fitness of conditions shall be determined as below.

20.1.2 Allocated Umpires sole judges:

Allocated umpires shall decide whether either the conditions of ground, pitch, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

(a) Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

(b) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

(c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

20.1.3 No appointed umpire in attendance:

Where a match is umpired under Rule 18.2.2, the captains of both sides shall decide whether either the conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Every effort shall be made to get in a game of cricket. Should both Captains not agree on whether the game goes ahead, they shall contact the CSB Men's Match Day Contact for further consultation. The following shall be considered:

(a) Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

(b) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

(c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

20.1.4 Improvement of ground and pitch:

Before commencement of play on any day the umpires, or captains where there are no umpires allocated, shall ensure all possible steps are taken to improve the ground or pitch to expedite play and shall not abandon play except as provided for in 26.3.2(b) and 27.6.2(a) before the scheduled cessation time unless, in their opinion, the conditions make play impossible.

20.1.5 Suspension of play:

The umpires or captains where there are no umpires allocated shall suspend play when they consider that conditions are dangerous or unreasonable for play to take place.

20.1.6 Inspection of ground on improvement of conditions:

After any suspension of play, the umpires, or captains where there are no umpires allocated, unaccompanied by any of the players or officials shall, on their own initiative, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. Immediately the umpires decide that play is possible they shall call upon the players to resume the match.

20.2 FITNESS OF GROUND

The umpires shall consider the ground as unfit for play when it is too wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets. Play should not be suspended merely because the grass and the ball are wet and slippery.

RULE 21 WEATHER

21.1 EXTREME WEATHER CONDITIONS POLICY

For all weather and extreme heat conditions, Clubs should refer to the Extreme Weather Conditions Policy for information relating to lightning and other weather conditions – see Appendix 9.

RULE 22 CODES, POLICIES & PROCEDURES

22.1 CRICKET SOUTHERN BAYSIDE CODES, POLICIES & PROCEDURES

The following codes, policies, and procedures (and are not limited to these and) form part of the CSBM Playing Rules:

- Child Safeguarding (see Cricket Australia and Cricket Victoria resources);
- CSB Child Safety Policy (CSB Website);
- Member Protection Policy and By-Laws (Cricket Victoria);
- Code of Conduct (Appendix A6);
- Code of Behaviour (Appendix A6);
- Racial & Religious Harassment Policy (Appendix A7);
- CSB Junior Player Policy (on competition webpage);
- CSB Alcohol Policy (CSB website); &
- Playing Apparel Guideline (CSB Website);

CSB policies and procedures can be accessed on the CSB website at www.southernbayside.com.au.

RULE 23 GENERAL PROVISIONS

23.1 NOMINATION OF TEAM, THE TOSS, PLAYER PARTICIPATION

23.1.1 Nomination of Teams:

- a) Before the toss for choice of innings the captains shall ensure their team has been nominated by their club in PlayHQ for that match (as per rule 11.2). The nominated team may not thereafter be changed without the consent of the opposing captain.
- b) In the event PlayHQ is not available, the captains shall nominate their teams in writing and pass this team sheet to the opposing captain who after sighting will pass the documentation to the officiating umpires to hold for the duration of the match. In a match where no umpires are officiating, the documentation will be kept by the opposition captain.
- c) Failure to enter the team into PlayHQ, or provide a team sheet as per Rule 23.1.1(b), prior to the toss for choice of innings, shall result in the forfeiture of having a 12th player eligible to participate as per 23.1.3.

23.1.2 Toss for Choice of Innings:

For all matches the captains shall meet on the field no earlier than 45 minutes and no later than 15 minutes before the scheduled or delayed time for start of play. A coin toss will take place to decide the choice of innings. Immediately after the toss the winning captain must notify the other captain of the decision to bat or field.

If the Captain of either team is not present 15 minutes before the scheduled or delayed time for the start of play, that team forfeits the right to a coin toss and the Captain present will be deemed to have won the coin toss and will decide the choice of innings.

23.1.3 Player Participation in lower grades:

In all Saturday Division 3 and below, and One Day Division matches, a captain shall have the option to nominate twelve players. The following conditions shall apply:

- (a) One player in each side shall not bat and only eleven fielders shall be on the field at any one time. With the consent of the umpires unlimited interchange of fielders from the twelve nominated players shall be allowed between overs or after intervals and interruptions.
- (b) The bowling restriction under Law 24.2 shall not apply to a nominated player returning to the field to replace another nominated player. However, the restriction shall apply to a returning nominated player for whom a substitute, other than one of the nominated twelve, has been used.

(c) If a 12th player is not nominated in PlayHQ or on the team sheet passed to the umpire or captain of the opposition (Rule 23.1.1), then the 12th player cannot participate other than under Law 24 Fielder's Absence; Substitutes.

(d) If 12 players are selected to play in a match, for qualification purposes (9.5.1) each of them must take some part in the match either by i) Batting ii) Bowling or iii) Wicketkeeping. Provisions may be granted where no more than 3 bowlers or 6 batters are used in a match.

(e) The team must still be under the total points cap as detailed in Rule 10.1.1.

23.1.4 Batter or fielder leaving the field:

If a fielder fails to take the field with their side at the start of the match or at any later time, or leaves the field during a session of play:

(a) The umpires shall be informed of the reason for their absence.

(b) They shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

(c) If the player is absent from the field for longer than 8 minutes:

(i) The player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which they were absent. In the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.

(ii) The player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field for at least that length of playing time for which they have been absent or, if earlier, when their side has lost 5 wickets.

(d) The restrictions in (c) (i) and (c) (ii) shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle(s)) whilst participating in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

(e) A player's unserved Penalty time shall be limited to 90 minutes for Rule 25 and 26 matches and shall be limited to 40 minutes for a Rule 27 match.

This restriction shall apply at the commencement of a new day's play.

(f) In the event of a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, they shall be allowed to count any such stoppage time as playing time, provided they personally inform the umpires when they are fit enough to take the field had play been in progress.

(g) The umpires shall allow a runner for a batter if they are satisfied that the batter has sustained an injury that affects their ability to run and that this occurred during the match, or for any other wholly acceptable reason. In all other circumstances, a runner is not allowed. Further details can be found in Law 25.5.

23.1.5 Substitute Fielders:

A substitute fielder must be a registered member of the club. The 12th Player, or substitute fielder, must wear a distinguishing top from the Players on the field when walking inside the fence but outside the boundary rope when not on the field of play.

23.1.6 Representative Player Replacement:

A representative player is someone who is selected to play, or act as a manager or other official, in a match controlled by or under the sanction of Cricket Australia or International Cricket Council Developing Nation Affiliate Countries.

A representative player named as a member of a team in a CSB match of which a day of play coincides with a schedule day, or a match as defined above may replace or be replaced by a player approved by the CSBM CMG.

The principle and provisions of the foregoing shall apply to allow consequential replacement and retention in the lower teams of the club.

A request for a Representative Player Replacement must be made in writing to CSBM CMG by no later than 12pm on the Friday prior to the commencement of the second day's play of the match in question.

23.2 DELAY IN START OR CONTINUATION OF PLAY

If for any reason for which a club is responsible, excluding those covered by Rule 5.6 and Rule 19.4, play on any day does not start within ten minutes of the time appointed or cannot be continued during the match, the umpires or captain when umpires have not been appointed for the match, on appeal, shall award the match to the other side if play cannot proceed immediately following the appeal. The CSBM CMG shall determine the points to be awarded, usually maximum match points for the round.

23.3 INSUFFICIENT PLAYERS: FORFEITURE OF MATCH

(a) A team wishing to forfeit a match must inform the opposition and CSBM CMG by no later than 10am on the Friday before the commencement of a match. A fine of \$50 will be incurred for any team forfeiting.

(b) A home team forfeiting after 10am Friday before the commencement of a match shall incur a fine of \$100.

(c) An away team forfeiting after 10am Friday before the commencement of a match shall incur a fine of \$200, of which \$150 will be credited to the home team by CSBM CMG.

(d) A side which has fewer than six players in attendance at 10 minutes after the time appointed for a match to commence shall forfeit the match and the CSBM CMG shall have power to award appropriate points and/or impose on the forfeiting club a fine, the amount of which the CSBM CMG shall determine.

(e) A club's lowest XI must forfeit. Where a club has more than one team playing in the two-day divisions, it must forfeit its lowest team. Where a club has more than one team playing in the One-day divisions, it must forfeit its lowest team. For the purposes of this rule Saturday and Sunday competitions will be treated as separate competitions and will not impact the other.

(f) The team receiving the forfeit may select up to 11 or 12 players depending on the grade of cricket unless they play in another team for that club on that day. The side must be selected in PlayHQ by no later than 24 hours after scheduled finish time for the match otherwise the match will be locked, and players will not be eligible for selection.

23.4 LATE START OF MATCHES

If play does not commence within 10 minutes of the time appointed and there is no explanation deemed satisfactory by the CSBM CMG, an offending club shall be fined a sum to be determined by the CSBM CMG.

23.5 USE OF BALLS

23.5.1 Supply of Balls:

Each team must supply their own ball for all matches.

23.5.2 Red Balls:

Red balls shall be used in all Championship to Division 5 two day matches played under Rule 25, and the following conditions shall apply:

(a) A new ball shall be used for the first innings of each side.

(b) For a second innings a new ball shall be used but if both captains agree, a ball of previous use may be used provided that the umpires approve the suitability of such previously used ball.

(c) A fielding side shall have the option to take a new ball after it has bowled 80 overs in a match.

(d) Umpires, if requested by either Captain, shall decide if another ball is necessary and if they so decide then the rejected ball shall be replaced by a satisfactory ball, worn approximately to the same extent as the rejected ball.

23.5.3 White Balls:

White balls shall be used in all Championship to Division 5 one day matches played under Rule 26. A new ball shall be used in each innings.

Umpires, if requested by either Captain, shall decide if another ball is necessary and if they so decide then the rejected ball shall be replaced by a satisfactory ball, worn approximately to the same extent as the rejected ball.

23.5.4 Pink Balls:

Pink balls shall be used for all Saturday Division 6 to 8, Sunday One Day Division matches and T20 Competition matches. A new ball shall be used in each innings.

Umpires, if requested by either Captain, shall decide if another ball is necessary and if they so decide then the rejected ball shall be replaced by a satisfactory ball, worn approximately to the same extent as the rejected ball.

23.5.5 Provision and Size of Balls:

Unless prior CSBM CMG approval has been obtained, CSB stamped balls shall be used in all matches. The following type of balls shall be used:

(i) Championship to Division 2 must use Kookaburra Regulation 156g red and white balls for all matches.

(ii) Division 3 to Division 5 must use Kookaburra Regulation or Club Match 156g red and white balls for all matches (in season 2024/25 only Club Match balls can be used).

(iii) Saturday Division 6 to 8, Sunday Divisions and the Masters Division must use Kookaburra pink Club Match or Senator 156g balls for all matches (in season 2024/25 only pink Senator balls will be used).

(iv) T20 Divisions must use Kookaburra pink Regulation 156g balls for all matches.

23.6 UNAUTHORISED PERSON HANDLING BALL WITHIN THE FIELD OF PLAY

If an unauthorised person enters the playing area and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance shall be scored and whether the ball be treated as still in play or be called "dead ball" if a batter is liable to be put out as a result of the unauthorised person handling the ball.

23.7 UMPIRES

23.7.1 Synchronising watches:

Umpires shall, before play starts, put their watches into agreement.

23.7.2 Notifying captains 5 minutes prior to session start:

Umpires shall advise both captains 5 minutes prior to the scheduled start of play of both sessions and then proceed to take up their positions at the wickets.

23.7.3 Umpire Replacement due to unavailability or incapacitation:

In the event of an appointed umpire becoming incapacitated or being unavailable, a replacement from the CSB Panel of Umpires is to be arranged wherever possible. The replacement umpire shall take full responsibility for the duties of the umpire originally appointed

23.7.4 Umpire Standing Alone:

An umpire who for whatever reason is required to stand alone shall officiate at the bowler's end and adjudicate on all matters within the jurisdiction of that position. The batting side shall provide a replacement to act at the striker's end (square leg) and shall have jurisdiction on all matters pertaining to that position with the exception of a non-pitching No Ball (refer Appendix 3).

Each square leg umpire MUST wear a high visibility CSB approved and supplied vest and appropriate neutral clothing and footwear. NO THONGS OR BARE FEET.

The square leg umpire is to be considered the same as an official CSB umpire and recognized as an umpire performing in that capacity.

The square leg umpire will be responsible and accountable for his actions within the CSB rules and the Spirit of Cricket.

The square leg umpire will be a member of the batting side and the Captain will be responsible for the player's actions.

23.7.5 Incapacitated Umpire Returns:

The umpire who is incapacitated or unable to attend shall resume as soon as possible.

23.7.6 Interruptions to play:

For any interruption to play caused through a closure of an innings, weather conditions, or from any other cause (exception afternoon tea adjournment), the official time of lifting the bails by the umpires must be notified by them to the scorers immediately, or as soon as practicable thereafter.

The length of any interruption in play, after the play has actually begun, shall be calculated by the umpires from the time they remove the bails after upholding an appeal, until the time they replace the bails and signal to the scorers, or, if no further play is deemed possible, then until the time fixed for play to cease under Rules 25.2, 26.2 & 27.4.

23.7.7 Match Reports:

The umpires must complete an Umpires Match Report within 24 hours of the completion of a match, even if, in a Two-Day game, the second day is cancelled by the Association. Umpires officiating in Championship, Division 1 and Division 2 matches shall also complete a voting form.

23.7.8 Match Completion – Outright result:

As soon as a side has won outright the match is finished; nothing that happens thereafter, other than because of a mistake in scoring, shall be regarded as part of the match, though batsmen may be allowed to continue running, just in case there is an error in the scorebook.

23.7.9 Interval Duration:

Umpires must ensure that the interval between innings does not exceed 10 minutes and that other intervals are restricted to the periods specified in the Rules. Umpires are required to report to the Association every instance of time-wasting observed in the match.

23.7.10 Five-Run Penalty Variation:

(a) An appointed umpire standing alone shall have sole responsibility for the awarding of all five-run penalties under the Laws of Cricket.

(b) If no officially approved umpires are standing all provisions in the Laws for the award of five penalty runs, except in Laws 28.2 (Fielding the ball) & 28.3 (Helmets for the field side) shall be disregarded.

23.8 UNDERAGE PLAYERS - OVERS LIMIT FOR BOWLERS OF MEDIUM AND FAST PACE

23.8.1 Bowling Type Definition:

Bowlers of medium pace or faster, as determined by the umpire, are broadly defined as those for whom the wicketkeeper would normally stand back or as any bowler who is not considered to be a spinner.

23.8.2 Age of Player:

A player's age shall be determined as that at 1 September preceding a cricket season and the appropriate bowling limitations shall apply to the player for that entire season regardless of the age group or level of competition being played.

23.8.3 Bowling Limitations:

a) Bowlers shall be limited to a maximum of consecutive overs in any one spell and to a maximum daily quota as follows:

Age Group	Consecutive Overs	Daily Quota
Under 19	6	18
Under 17	6	16
Under 15	5	12

* Based on Cricket Australia Junior Bowling Guidelines, reviewed July 2023 by CA Head of Sports Science, as detailed in Play Cricket.

23.8.4 Break Between Spells - Length of Break:

(a) Rest between spells must be the same number of overs from the same end as the completed spell.

(b) A bowler who has bowled a spell of less than the maximum spell permitted (for their age as defined in 23.8.2) may resume bowling prior to the completion of the necessary break but this shall be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break between spells as in 23.8.3(a) shall apply with the break within the spell to be disregarded.

23.8.5 Change of Bowling Type:

(a) If a bowler begins with medium pace or faster and changes to slow bowling during a day's play, that bowler remains subject to the playing condition throughout the day.

(b) If a bowler begins with slow bowling and changes to medium pace or faster the playing condition applies from the time of the change, and any overs bowled prior to the change shall not be considered in either the current spell or the daily limit.

23.8.6 Notification of Age:

Captains must notify the umpires on the team sheet for the match those players to whom this playing condition applies and the ages of such players.

23.8.7 Responsibility of Captains and Umpires:

(a) It is the responsibility of the captains and umpires to ensure this playing condition is upheld.

(b) Where umpires become aware of breaches of this playing condition, they are to direct the captain to take the bowler off forthwith and if an over is in progress another bowler is to complete the over. That bowler must not have bowled the previous over and shall not bowl the subsequent over.

(c) Should a dispute or uncertainty regarding the application of this playing condition occur during play the umpires shall make the final decision on its application based on information available from the scorers or other sources.

23.8.8 Penalties:

Where a player bowls in excess of the number of overs permitted per spell or for daily limits by underage players regardless of the competition level, the CSBM CMG may in its absolute discretion apply one or more of the following penalties:

(a) fine a club, captain or player;

(b) disallow any points earned by a club in respect of the match;

(c) amend any points earned by a club in the match; or

(d) take any other action it deems appropriate.

23.9 HELMETS

23.9.1 Protective Equipment:

All players must wear a helmet, pads, and gloves when batting. A protector is recommended for all male players. Additional safety equipment may be worn based on match conditions and personal preference.

23.9.2 Wicket-keeping:

All players must wear a gloves and pads (shin guards are acceptable) when wicketkeeping. At all times when wicket-keeping up to the stumps, the wicket-keeper must wear a helmet with a faceguard. The match umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition. The match umpires will not allow the match to continue during any period in which a wicket-keeper fails to wear a helmet when required by this playing condition.

23.9.3 Fielders:

At all times when fielding in a position closer than 7 metres (unless otherwise approved by an umpire in their discretion) from the batter's position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off-side, the fielder must wear a helmet with a faceguard. The match umpires will not allow the match to continue during any period in which a fielder fails to wear a helmet when required by this playing condition.

23.9.4 Batting:

- (a) A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting.
- (b) The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 23.9.4 (a) but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013. 3.
- (c) The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

23.9.5 Enforcement Procedure – in a Match with an Association Appointed Umpire(s):

- (a) After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a helmet as required by Rule 23.9.4.
- (b) If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with Rule 23.9.4.
- (c) If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply with Rule 23.9.4, there shall be no loss of time/overs to the match solely due to this delay.
- (d) If a batter does not comply with this direction:
 - (i) The umpire shall call time, if necessary;
 - (ii) The umpires shall summon and inform the offending players captain of the batters refusal to comply with Rule 23.9.5 (a);
 - (iii) The umpire shall award 5 penalty runs to the fielding team; &
 - (iv) The umpire(s) shall lay a report following the procedures in Rule 16.
- (e) If after the action in Rule 23.9.5(d) the batter continues to not comply with Rule 23.9.5(a), then the batter will be given out, Timed Out – Law 40.
- (f) In the event of an extended delay in which either no batter comes to the wicket wearing a helmet (Rule 23.9.4), and also fails to leave the wicket having been given out in accordance with Rule 23.9.5(e), the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a

match). For the purposes of that Law the start of the action shall be taken at end of Rule 23.9.5(e).

(g) Further to Rule 23.9.5(d) (iv), the umpires shall also lay a separate report (Rule 16), for the implementation of Rule 23.9.5(e).

(h) For the purpose of this law no time/overs shall be lost to the match after the completion of any of the actions described in Rule 23.9.5(e) to (g).

23.9.6 Enforcement Procedure - Batting (in a Match WITHOUT Association Appointed Umpire(s), i.e. self-umpired matches):

(a) After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a helmet as required by Rule 23.9.4.

(b) If this requirement is not met, the umpire(s) must not permit the match to continue until:

(i) The batter complies with 23.9.4; or

(ii) The batter without a helmet leaves the field of play and is replaced by a batter complying with 23.9.4.

(c) Should Rule 23.9.6(b) not be complied with, and the umpire(s) permits the match to continue, the captain of the fielding side must not permit their bowler to bowl any delivery until Rule 23.9.6(b) has been complied with.

(d) Should the match be permitted to continue without Rule 23.9.6(a) to (c) being complied with, the following shall apply:

(i) Upon receiving information regarding the incident, the CSBM CMG shall take all reasonable and appropriate measures to investigate the instance(s).

(ii) Should the CSBM CMG find that the match continued without Rule 23.9.6(a) to (c) being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:

- Both teams will have all their match points from the match removed.
- Both team captains will be reported (Rule 15.1) for failure to comply with the Pennant rules.
- Any batter who failed to comply with Rule 23.9.6 (a) and (b) will be reported (Rule 15.1) for failure to comply with the Pennant rules.
- Any bowler who failed to comply with Rule 23.9.6 (c) may be reported (Rule 15.1) for failure to comply with the Pennant rules.
- Any umpire who failed to comply with Rule 23.9.6 (b) may be reported (Rule 15.1) for failure to comply with the Pennant rules.
- Furthermore, the CSBM CMG (rule 15.1) shall take action against the club(s) of the offending players in the match.

(e) In the event of an extended delay of 5 minutes in which either no batter comes to the wicket wearing a helmet (Rule 23.9.4) and also fails to leave the wicket to comply with Rule 23.9.6 (b) (i) and (ii), the fielding captain shall instruct his players to leave the field of play and the match will not recommence until Rule 23.9.6 (a) or (b) has been complied with.

(i) If a delay as in Rule 23.9.6 (e) continues for a further period of 5 minutes, the match shall be deemed abandoned and the fielding team shall report the instance to CSBM CMG as soon as practicable.

(ii) CSBM CMG (Rule 15.1) will investigate the instance(s) and take such action as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:

- Remove all match points from the batting team whose batter(s) failed to comply with Rule 23.9.6
- Award maximum available points to the fielding team.

- Take appropriate action against each batter who failed to comply with Rule 23.9.6.
- Impose an appropriate sanction on the captain of the team of the batter(s) who failed to comply with Rule 23.9.6 as the CSBM CMG deem fit.
- Impose an appropriate sanction on the club of the batter(s) who failed to comply with Rule 23.9.6 as the CSBM CMG deem fit, including, but not restricted to financial penalties, removal of match points from one or more club teams, denial of one or more club teams from taking part in finals.

23.10 COUNTING OF OVER BOWLED IN PARTS

An over bowled in accordance with Law 17.8 and treated under Rule 23.8.5(b) or Rule 26.7.4 as one full over for each bowler concerned, shall be counted as a single over for all other over requirements of Rules 26 & 27.

23.11 DISPARITY BETWEEN SCORES IN SCOREBOOK

Any decision as to the correctness of scores shall be made in accordance with The Laws of Cricket as detailed in Rule 1.2. Where there is a disparity between scores and the matter cannot be resolved satisfactorily by the umpires, they shall impound the score books and refer them to the Association.

23.12 SCOREBOARDS

All clubs must ensure that each venue has a working scoreboard.

It is the responsibility of the batting team to ensure the scoreboard is updated regularly throughout the match.

If a scoreboard is not provided, the CSBM CMG shall have impose a fine, the amount of which the CSBM CMG shall determine.

23.13 SCORERS

All Championship and Division 1 sides are to provide a non-playing scorer for the duration of matches. A club not providing a non-playing scorer at any time during the match will be fined \$50 per day.

23.14 DANE ROAD RESERVE, MOORABBIN

For Occupational Health & Safety purposes, Clubs competing at the ground at Dane Road Reserve, and officiating umpires, are advised that balls are not to be retrieved from the rail line during any CSB fixtured match. Captains of visiting teams should ensure they take spare balls to the ground of varying condition to be used as replacements.

RULE 24 OVER RATES

24.1 MINIMUM OVERS REQUIREMENT

In each innings of a match the overs bowled shall be no fewer than the number listed on the Calculation Table in Appendix 14 for an adjusted batting time calculated by deducting any allowances under Rule 24.2.2 from the actual batting time. Overs bowled less than the calculated match minimum shall be recorded as "Penalty Overs".

There shall be no penalty under the following circumstances:

(a) Under Rule 25, where a side is dismissed within 180 minutes, or an innings is completed, and the adjusted batting time taken does not exceed 10 minutes more than the requirement for overs bowled as listed on the Calculation Table.

(b) Under Rule 26 & 27, where a side is dismissed, or an innings is completed, and the adjusted batting time taken does not exceed 10 minutes more than that listed in the Calculation Table for the overs which would have applied to compulsorily close the innings.

24.2 PENALTIES – PROGRAMMED SERIES MATCHES

24.2.1 Bowling Side: Penalty Assessment:

A side that bowls fewer overs than required under Rule 24.1, shall be penalised when its accumulated number of Penalty Overs for the Programmed series of matches exceeds 15. A penalty of 0.1 points for each Penalty Over for the series shall be deducted from its total match points. A side that reaches 16 Penalty Overs shall immediately have 1.6 points (16 x 0.1) deducted plus 0.1 point for any additional Penalty Overs accrued throughout the remainder of the series.

24.2.2 Allowances for On-field Delays:

(a) The umpires are the sole judge of allowances for on-field delays.

(b) For the purpose of determining penalties, the following allowances shall be considered:

(i) Actual time taken for treatment of an injured player on the field.

(ii) Actual time taken for a player leaving the field in the event of serious injury.

(iii) Actual time to find or replace a ball.

(iv) Actual time taken, to a maximum of 4 minutes, for each drinks break in excess of that normally allowed in each session due to conditions of extreme heat.

(v) Wilful time-wasting for which the batting side is to be penalised under 24.2.3.

(vi) Actual time lost due to all other circumstances that, in the opinion of the umpires, are beyond the control of the fielding side.

(c) There shall be no allowances given for:

(i) Wickets falling.

(ii) Scheduled drinks intervals.

(iii) Tardiness in starting or resuming play.

24.2.3 Batting Side: Penalty Assessment:

A batting side shall be penalised at the same rate per over as in 24.2.1 for the number of overs or part thereof relative to the amount of actual batting time wilfully wasted by it in each innings including undue time taken by an incoming batter to reach the wicket.

24.2.4 Notification of Penalties:

Penalty Overs accrued shall be notified to clubs by the CSBM CMG.

24.2.5 Appeal of Penalties:

A club has 72 hours from which the club was notified in which to appeal any penalty overs. This must be made in writing to the Competition Administrator.

24.3 PENALTIES: FINALS SERIES MATCHES

Clubs incurring Penalty Overs in any finals matches in any grade shall be fined \$50 per over.

RULE 25 TWO-DAY MATCHES

25.1 APPLICATION

Two-Day matches are played in Championship and Divisions 1 to 5 only.

25.2 HOURS OF PLAY AND INTERVALS

25.2.1 Start of Play:

Play will start at 12:30pm for all Two-Day Divisions.

Clubs who are unable to start at 12:30pm due to ground availability or impact on junior matches shall request a 1:00pm start time for all home matches prior to the start of the season.

25.2.2 Interval Times and Length:

All intervals for tea break shall be 20 minutes in duration taken at 2:50pm for all Divisions.

25.2.3 Taking of Early Interval:

When the time remaining to a scheduled interval is 30 minutes or less the interval shall be taken immediately if:

- (a) an innings ends;
- (b) nine wickets are down and one of the remaining batsmen is injured and unable to continue within two minutes; or
- (c) the players have cause to leave or be off the field for any reason other than 25.2.3 (a) and (b) within 60 minutes of the scheduled interval then the umpires may take an early tea break.

25.2.4 Deferment of Interval: Loss of Play Prior to Tea:

If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval and provided that the entire session has not been lost, the tea interval shall be delayed for 30 minutes.

25.2.5 Deferment of Interval: Nine Wickets Down:

Except as in Rule 25.2.3 and notwithstanding the provisions of Law 12.5.2 for completion of an over, an interval will not be taken until the end of the over in progress 30 minutes after the scheduled time if the ninth wicket:

- (a) is already down when three minutes remain to the scheduled time; or
- (b) falls within those three minutes or at any later time up to and including the final ball of the over in progress at the scheduled time.

25.2.6 Cessation of Play:

- (a) Play on each day shall cease at 5.30pm for all matches unless interrupted by adverse conditions, in which case the cessation time shall be advanced by the aggregate of time lost to a maximum of 30 minutes.
- (b) Play shall continue past the cessation time applying until completion of the minimum overs requirement in Rule 25.3, but if an interruption other than a change of innings occurs or continues after 5.30pm for all matches, play shall cease for the day.
- (c) The captains may agree to end a match on the second day at the scheduled tea break in each division or any time thereafter if a first innings result has been obtained.

25.3 PLAYING CONDITIONS

25.3.1 Compulsory closure: Innings of side batting first - uninterrupted:

If not delayed, interrupted nor earlier terminated, the innings of the side batting first shall be compulsorily closed after 80 overs for all matches.

25.3.2 Compulsory closure: Innings of side batting first – delayed or interrupted:

- (a) If the first side's innings is delayed or interrupted, its entitlement under Rule 25.3.1 shall not be reduced if the aggregate of time lost prior to the scheduled cessation time does not exceed 30 minutes.
- (b) If the first side's innings is delayed or interrupted for an aggregate of time exceeding 30 minutes, the match conditions shall remain unchanged, but the requisite number of overs shall be reduced only for that time lost in excess of the first 30 minutes in accordance with Rule 25.3.2 (d) & (e).
- (c) The scheduled finishing time for the day's play shall be extended to 6:00pm and play shall cease once the requisite number of overs have been bowled.
- (d) The requisite number of overs remaining on Day 1 shall be reduced by the number listed on the table in Appendix 12.
- (e) To calculate the allocation of overs for each innings the requisite number of overs for the match shall be calculated by subtracting the number of overs listed in Appendix 12 by the number of overs scheduled for that competition (160 overs for all Divisions):
 - The innings of the team batting first shall be compulsorily closed once it has received half the revised allocated number of overs for the match.
 - There is no deduction of overs for a change of innings if the first team reaches compulsory closure.

Example 1 – Abandoned 1st Day:

30.2 overs bowled, and play abandoned

30.2 overs is rounded to 32 overs + 80 overs = 112 overs / 2 = 56 overs per side.

Example 2 – Lost time 1st Day

Lost time = 75 minutes in total

As shown in Appendix 12, 75 minutes = 13 overs.

Overs to be bowled Day 1 is 67 overs.

Total overs for the match:

67 + 80 = 147 (round up to even number = 148 match overs), divided by 2 = 74, First batting team faces 7 overs on Day 2.

If no play is possible before the scheduled tea break on the first day of a two-day match the day shall be abandoned and rescheduled as per Rule 25.5.

(f) The tea break can be taken up to 30 minutes earlier if play has been suspended on either day to minimise lost time.

(g) If a match commences and 140 minutes of play is lost then the remainder of the day shall be abandoned (if not before) and the match will continue under Rule 25.3.2.

25.3.3 Innings of side batting second – uninterrupted:

The overs for the second batting side's innings, if not terminated earlier, shall be:

(a) The number, including any part over, bowled at the time of compulsory closure of the other side's innings.

(b) If the other side is dismissed, in addition to the original allocation at the start of play, the minimum remaining overs in the first batting team's allocation less 3 overs for an innings interval not coinciding with another interval.

25.3.4 Innings of side batting second – delayed or interrupted:

(a) If the second batting side's innings is delayed or interrupted, its entitlement under Rule 25.3.3(a) shall not be reduced if the aggregate of time lost prior to the scheduled cessation time does not exceed 30 minutes.

(b) If the aggregate of time lost exceeds 30 minutes, the match shall revert to Ordinary Conditions and the number of overs to be received before play may cease shall be the overs as in Rule 25.3.1, less the number calculated under Appendix 12 in respect of the amount by which the lost time exceeds 30 minutes.

25.3.5 Ordinary Conditions:

Ordinary Conditions means the playing out of a match with no division of time or overs, but with requirements for the bowling of a minimum of overs. Under Ordinary Conditions, if the team batting second is not dismissed, or does not pass the score of the team batting first, then the match is a draw.

25.3.6 Minimum Overs Requirements:

(a) On a day when there has been no loss of playing time or change of innings, play shall not end at the cessation time unless a minimum of 80 overs has been bowled across for all Divisions. An over completed from a prior day shall be additional.

(b) Where playing time more than 30 minutes is lost, the overs in (a) shall be reduced by the number listed on the table in Appendix 12 for the excess time.

(c) When a side is dismissed or declares its innings closed the minimum of overs to be bowled from the start of a new innings shall be the overs in (a) less the number already bowled and/or deducted for lost time and 3 overs for an innings interval not coinciding with another interval.

(d) If playing time is lost after the scheduled start of the new innings the overs minimum shall be reduced at the same rate as in (b).

(e) The umpires shall notify both captains of overs adjustments.

25.3.7 The Follow-on:

In a match played under this Rule, the side which bats first and leads by 100 runs, or by 75 runs if the first day's play is abandoned, shall have the option of requiring the other side to follow on.

25.3.8 Declaration of Close of Innings:

An innings may be declared closed at any time. A declaration before play starts or during an adjournment should be in sufficient time to allow for seven minutes rolling of the pitch.

25.3.9 Completion of Final Over:

An over shall be started if the scheduled or advanced time for the end of a day's play has not been reached and shall be completed unless weather or light conditions prevent it.

25.4 RESULTS OF MATCHES

25.4.1 Win Outright:

The side scoring an aggregate of runs in excess of the total runs made by the opposite side in its two completed innings shall be an outright winner.

25.4.2 Tie Outright:

If each side has two completed innings and the aggregate scores are equal, the result shall be an outright tie.

25.4.3 First Innings Results:

Whether a side gains a further point result or not it shall be entitled to points for:

(a) a first innings lead if its completed or uncompleted first innings score exceeds the completed first innings score of the opposite side; or

(b) a first innings tie if its completed first innings score is equal to the completed first innings score of the opposite side.

25.4.4 Drawn Match:

If the side batting last has not completed its first innings and its score is equal to or less than the score of the opposite side the result shall be a draw.

25.5 CANCELLATION OF FIRST DAY'S PLAY

25.5.1 All Matches Cancelled:

If no play is possible on the first day in all matches of a grade, the matches in that grade shall be played on the second day as One-Day matches under Rule 26 as appropriate to the grade. Such matches shall not form part of the 'One-Day' competition.

25.5.2: Partial Cancellation:

In the event of a significant interruption to play on the first day, the CSBM CMG shall determine the conditions under which play shall proceed on the second day based on the following principles:

(a) If a points result is obtained by any team or teams in a Division on the first day then all matches in that grade will continue under playing conditions specified in Rule 25.3.2 on the second day.

(b) If no points result has been obtained in a Division on the first day and in three or more matches, fewer than 25 completed overs in all Tier 1 and 2 Division matches, then for that Division the round will be re-scheduled as a One-Day match under Rule 26 as appropriate to the grade. Otherwise the matches in that grade will continue on the second day as matches under Rule 25.3.2.

(c) If a match is rescheduled as a One-Day match as prescribed in 25.5.2(b) all individual and team statistics achieved on the first day will be viable as will any effect such team statistics will have on a team's standing on the ladder.

25.5.3 Disregard of Toss and Nominations:

Where a match is rescheduled to be played on the second day under Rule 26 any choice of innings or nomination of teams that may have been made on the first day shall be disregarded.

25.6 FAST SHORT-PITCHED DELIVERIES LIMIT

25.6.1 Fast Short-Pitched Limit Per Over:

A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either umpire shall call and signal no ball and caution the bowler in accordance with Law 41.6.3. If the bowler is no-balled for the same offence a second time in the innings the final warning and removal procedures of Law 41.6.4 shall be applied.

25.6.2 Fast Short-Pitched Limit Delivery Not Within Striker's Reach:

Any fast short-pitched delivery, not being a no ball, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled wide by the umpire at the bowler's end. Such a delivery shall be counted in the fast short-pitched limit of two allowed in 25.6.1.

25.7 DANGEROUS AND UNFAIR BOWLING

25.7.1 Dangerous and unfair non-pitching deliveries:

Either umpire shall call and signal no ball for any high full-pitch delivery in breach of Laws 41.7. Any cautionary or other action is to be implemented by the bowler's end umpire as required.

For definition of a Non-Pitching delivery (Law 41.7) see Appendix 3

25.8 MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE

Refer to Rule 23.8.3.

RULE 26 ONE-DAY MATCHES

26.1 APPLICATION

This rule applies to all Cricket Southern Bayside One-Day matches across all Divisions.

26.2 HOURS OF PLAY AND INTERVALS

26.2.1 Start of Play:

Play will start at 12:30pm for all One-Day matches across all Divisions (Saturday and Sunday). Clubs who are unable to start at 12:30pm due to ground availability or impact on junior matches shall request a 1:00pm start time for all home matches prior to the start of the season.

26.2.2 Interval Times and Length:

An interval of 20 minutes shall be taken at the end of the innings of the side batting first. Based on over rates, the tea interval should start at 2:50pm for Tier 1 and 2 Divisions and at 2:35pm for Tier 3 (One-Day only competitions).

26.3 COMPULSORY CLOSURE: LENGTH OF INNINGS

26.3.1 Uninterrupted Innings:

If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 40 overs for Tier 1 and 2 matches and 35 overs for Tier 3 matches.

26.3.2 Delayed or Interrupted Innings:

(a) In the event of a delayed or interrupted match a minimum number of 20 overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

(b) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs for the innings by one for each full seven minutes of the aggregate time lost (see Appendix 13). If the reduction calculation results in fewer than 20 overs per team, the match shall be abandoned.

(c) Where 20 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in (b) equate with the number bowled.

(d) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (b) or (c).

(e) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 5.30pm in Tier 1 and 2 matches, and 5pm in Tier 3 One-Day Division matches to less than that listed in the Table at Appendix 13 for those overs. In such case the overs for the reduced time shall be its entitlement, even if less than 20 overs. Note: These times are for matches starting at 12:30pm; add 30 minutes for matches which commence at 1:00pm.

(f) If play ceases in accordance with 26.4(e) the overs already bowled shall be its entitlement for the purposes of this Rule.

26.4 ENDING OF SECOND SIDE'S INNINGS AND MATCH

Play shall cease immediately when one of the following circumstances applies:

(a) when the score of the opposing side is passed;

(b) the requirement of overs under 26.3 is completed;

(c) the innings ends before completion of its required overs;

(d) the number of overs in (b) is less than 20 and both captains agree a points result is no longer possible; or

(e) the players are off the field at or leave it after 5.30pm in Tier 1 and 2 matches, and 5pm in Tier 3 matches. Note: These times are for matches starting at 12:30pm; add 30 minutes for matches which commence at 1:00pm.

26.5 DECLARATIONS

Neither side shall be permitted to declare its innings closed.

26.6 RESULTS OF MATCHES

26.6.1 Win or Tie: Second Side's Overs Entitlement Received:

If the second batting side receives its entitlement of overs under 26.3 or is dismissed in fewer overs, the winner shall be the side with the higher actual score and if the scores are equal the match shall be a tie.

26.6.2 Win or Tie: Fewer Overs for Second Side:

If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under Rule 26.3, a par score as calculated in Rule 26.6.4 shall be the total which, subject to the provision for a draw in Rule 26.6.3, must be exceeded by the second side for a win or equalled for a tie.

26.6.3 Drawn Match:

If the side batting second receives fewer than 20 completed overs and no other result has been obtained, the match shall be drawn.

26.6.4 Duckworth-Lewis-Stern method for all divisions:

If due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allotted, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing (provided the completed overs to be faced is not fewer than 20 overs). This revised target is to be calculated using the current Duckworth-Lewis-

Stern (DLS) method using the PlayHQ Live Score option. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS Par Score determined at the instant of the suspension by the DLS method (providing the number of completed overs faced is not fewer than 20 overs). If the score is equal to the par score, the match is a Tie.

Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

26.6.5 Bonus Point in Shortened Match:

Where matches are shortened, and targets revised using the DLS method as defined in 26.6.4, bonus run-rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

26.6.6 Checking Score Books Before Last Over

Both scorers should ensure that the score books add up every few overs as a minimum, every over preferably, and as an absolute minimum prior to the commencement of the last over of the match.

26.7 OVER LIMITS FOR BOWLERS

26.7.1 Limit Per Bowler:

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 26.3.1 for an uninterrupted innings or one-fifth of the number as reduced in 26.3.2(a) for adverse conditions. Where overs from a bowler already exceed a reduced limit determined from Appendix 13, the number bowled shall be that bowler's limit.

26.7.2 Limit Reached or Exceeded:

No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

26.7.3 Fractional Adjustments:

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

26.7.4 Part-Over Incapacity or Suspension:

A part of an over bowled under the provisions of Law 17.8 shall count as one full over in the limit of each bowler concerned in that over.

26.8 INNER FIELD RESTRICTION AREAS

Marking of Fielding Restriction Area:

- 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 for all matches.
- The semicircles shall be linked by two parallel straight lines drawn on the field.
- The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals, each 'dot' can be covered by white plastic or rubber (but not metal) discs.

26.9 FIELDING RESTRICTIONS AND POWERPLAYS

26.9.1 On-Side Fielders:

At the instant of delivery, there may not be more than five fielders on the leg side.

26.9.2 Powerplay Overs:

In addition to the restriction contained in 26.9.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

26.9.3 Powerplay Overs – Uninterrupted Match:

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in 26.9.4 and be taken as follows:

(a) The first block of Powerplay Overs shall be at the commencement of the innings.

(b) The second block of Powerplay Overs shall be at the commencement of the 33rd over in Tier 1 and 2 matches and 29th over in Tier 3 matches.

26.9.4 Powerplay Overs – Distribution:

The number of Powerplay Overs shall be in accordance with the table in Appendix 15 which shall be applied independently to both innings of the match.

26.9.5 Powerplay Overs – Commencement:

Each block of Powerplay Overs must commence at the start of an over.

26.9.6 Powerplay Overs – Interrupted Match Recalculation:

If play is interrupted during non-Powerplay Overs, then on resumption, it is necessary to determine how many remaining Powerplay Overs should be allocated. The total number of Powerplay Overs for the innings is derived from the table in Appendix 15.

26.9.7 Powerplay Overs – Interruptions:

(a) If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then they will be deducted from the second Powerplay allocation.

(b) If play is interrupted during a Powerplay Over and on resumption the total number of Powerplay Overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note: This is the only circumstance under which the Powerplay status can be changed during an over.

(c) If following an interruption during a non-Powerplay Over, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the second Powerplay will commence at the start of the next over.

26.9.8 Powerplay Overs – Signals:

At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating the arm in a large circle.

26.9.9 Fielding Restrictions - First Block of Powerplay Overs:

At the instant of delivery:

No more than two fielders shall be permitted outside the fielding restriction area referred to in Rule 26.8.

26.9.10 Fielding Restrictions – Second Block of Powerplay Overs:

At the instant of delivery, no more than five fielders shall be permitted outside the fielding restriction area referred to in Rule 26.8.

26.9.11 Fielding Restrictions – Non-Powerplay Overs:

During the non-Powerplay Overs, no more than four fielders shall be permitted outside the fielding restriction area referred to in Rule 26.8.

26.9.12 Fielding Restrictions – Infringement:

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

26.10 NO BALL

26.10.1 Free Hit After a No Ball:

The delivery following any no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

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

26.10.2 Fast Short-pitched Deliveries Above Shoulder Height of Striker:

(a) In any one over a bowler shall be permitted to bowl two fast short-pitched deliveries which, having bounced, pass or would have passed above 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".

(b) Any fast short-pitched delivery, not being a no ball under (a), which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled "wide" ball by the umpire at the bowler's end.

26.10.3 Dangerous and Unfair Non-Pitching Deliveries:

Either umpire shall call and signal no ball for any high full-pitch delivery in breach of Laws 41.7. Any cautionary or other action is to be implemented by the bowler's end umpire as required.

For definition of a Non-Pitching delivery (Law 41.7) see Appendix 3.

26.11 WIDE BALL

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide. Instructions to umpires in respect of wides are contained in Appendix 2.

The umpire shall call and signal Wide in the following circumstances:

(a) Tier 1 and 2: Championship and Divisions 1-5:

(i) Leg Side:

All balls that pass down the leg side and behind the striker. The delivery is not a Wide if it passes between the striker and leg stump.

(ii) Off side:

All balls which pass outside the "off-side wide guideline" with the batter in a "normal" batting stance; or

All balls which pass wide of the return crease, regardless of the striker bringing it within reach

(b) Tier 3 - Saturday and Sunday One-Day Divisions including Masters:

(i) Leg side:

All balls which pass outside the "leg side- wide guideline".

(ii) Off side:

All balls which pass wide of the return crease, regardless of the batter bringing it within reach.

(c) All Divisions:

(i) Negative bowling:

A bowler bowling around the wicket, persistently bowling full pitched yorkers on the off side just within the "Wide Guideline", where the umpire considers this to be Negative bowling.

(ii) Wide – Height:

When a fast, short pitched delivery passes over a batter's head when standing upright at the popping crease.

(d) Wide - Reverse Sweep or Switch Hit:

When a switch hit or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the "Wide Guideline" shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

26.12 NOTIFICATION TO CAPTAINS

After each adjustment of an anticipated batting time, the umpires shall inform both captains of the reduced time and the effect on overs to be bowled, limitation for bowlers, fielding restrictions and, where appropriate, DLS par score.

26.13 MAXIMUM OVERS FOR UNDER-AGE BOWLERS OF MEDIUM AND FAST PACE

Directions for limiting the maximum number of overs that under-age medium pace and fast bowlers may bowl consecutively in one spell and in a day's play, and the responsibilities of captains and umpires in this respect, are set out in 23.8.3.

26.14 BATTER RETIREMENT IN ONE-DAY DIVISIONS

26.14.1 Saturday Division 6 and Sunday Division 1:

Any batter reaching 100 runs must retire and may only return upon the fall of the last batter.

26.14.2 Saturday Division 7 and 8, and Sunday Division 2 and Masters:

Any batter reaching 50 runs must retire and may only return upon the fall of the last batter.

26.14.3 Batters retiring under this rule must return in order of retirement, or they are classed as dismissed unless the situation is corrected before the next ball is bowled.

26.15 BOWLING FROM ONE END

(i) Should the conditions be deemed safe for play, the umpire(s) and captains may agree to play a match with all overs bowled from one end where an area of the ground/square would normally cause the cancelation of play if it was to take place from both ends.

(ii) In Saturday & Sunday One Day Divisions, both captains can agree to bowl 7-over blocks before changing ends.

RULE 27 TWENTY20 COMPETITION

27.1 APPLICATION

This rule applies to all CSB Men's Twenty20 competition matches.

27.2 PLAYING CONDITIONS

The Laws of Cricket Code as detailed in Rule 1.2 and Cricket Southern Bayside Rules, except as varied hereunder, shall apply.

27.3 DURATION OF MATCH AND NOMINATIONS OF TEAMS

(a) The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

(b) Teams shall be 11 per side for all grades and shall be nominated in accordance with Rule 23.1.1.

(c) The maximum number of player points for any team must not exceed 19 points as per Rule 10.

27.4 MARQUEE PLAYERS

- (a) Each team may include one marquee player only playing in each match.
- (b) A marquee player is defined as a player who is registered to play for another club in a Saturday competition.
- (c) For a marquee player to be eligible for selection a club must submit a Permit via PlayHQ no later than 24 hours prior to the commencement of the fixtured match.
- (d) A marquee player can be an overseas player, but in line with Rule 9.1.6, a team cannot have more than two players that are not permanent Australian residents.

27.5 HOURS OF PLAY AND INTERVALS

27.5.1 Hours of Play:

The following hours of play apply:

START TIME	FIRST SESSION	INTERVAL	SECOND SESSION
5:15PM	5:15pm – 6:30pm	6:30pm -6:40pm	6:40pm – 7:55pm

Note: Start times may be altered with approval of the CSBM CMG.

27.5.2 Intervals:

Intervals between innings shall be of 10 minutes duration. Drinks intervals at 10 overs are permitted on days where the temperature is greater than 25 degrees if teams want them.

27.6 LENGTH OF INNINGS

27.6.1 Uninterrupted Matches:

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall only be entitled to bat for 20 overs. Strict adherence to over rates must be observed. Overs for each innings shall be bowled in 75 minutes. Slow over rates as monitored by umpires will be penalised by additional fielding restrictions – see rule 27.10(e).

27.6.2 Delayed or Interrupted Matches:

- (a) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs for each team the match shall be abandoned.
- (b) Where 5 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in Appendix 13 equate with the number bowled.
- (c) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (a) or (b) above.
- (d) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until scheduled cessation time to less than that listed in the Table at Appendix 13 for those overs. In such case the overs for the reduced time shall be its entitlement, even if fewer than 5 overs.
- (e) If play in the first innings ceases due to players being off the field or leaving it after the scheduled time of the innings break, the overs already bowled shall be the side batting second's entitlement for the purposes of this Rule.
- (f) Calculation of par score for all matches shall be in accordance with the procedure in Rule 26.6.4 using the Duckworth-Lewis-Stern method substituting "20 overs" with "5 overs" within PlayHQ.

27.7 OVER LIMITS FOR BOWLERS

27.7.1 Limit Per Bowler:

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 27.6. Where overs from a bowler already exceed a reduced limit, the number bowled shall be that bowler's limit.

27.7.2 Limit Reached or Exceeded:

No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by that player.

27.7.3 Fractional Adjustments:

Where the re-calculation of a bowler's limit results in a fraction the limit shall be raised to the next whole number for as many bowlers as is necessary to absorb the balance in whole overs.

27.7.4 Part-Over Incapacity or Suspension:

A part of an over bowled under the provisions of Law 17.3 shall count as one full over in the limit of each bowler concerned in that over.

27.8 THE BALL

Pink CSB-approved balls will be used as per Rule 23.5.4. One new ball shall be used for each innings.

27.9 THE RESULT

27.9.1 Checking Score Book before Last Over:

Both scorers should check that the scores add up prior to the commencement of the last over. This should be done as a matter of course after each over.

27.9.2 End of Match:

(a) When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

(b) if the minimum number of overs has been bowled to constitute a match (five overs per team) and scores are level the match will be considered a Tie and a Super Over will be used to decide the winner if there is sufficient light for the match to continue. If there is not sufficient light for the match to continue, the match shall be deemed a tie and points split. If it is a final, and a super over cannot be played, the highest ranked team with wins and then percentage shall determine the result.

27.9.3 Duckworth-Lewis-Stern-Method for all divisions:

Duckworth-Lewis-Stern method using PlayHQ will be applicable to all Twenty20 matches. If due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allotted, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing (provided that the number of completed overs to be faced is not fewer than 5 overs). This revised target is to be calculated using the current Duckworth-Lewis-Stern method using PlayHQ. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the Duckworth-Lewis-Stern Par Score determined at the instant of the suspension by the Duckworth-Lewis-Stern method (provided the number of completed overs already faced is not fewer than 5 overs). If the score is equal to the par score, the match is a Tie (and a Super Over if possible is used to decide the winner). Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

27.9.4 Super Over Procedure:

Please refer to Appendix 11.

27.10 FIELDING RESTRICTIONS

The following fielding restrictions apply:

- (a) At the instant of delivery there shall not be more than five fielders on the leg side.
- (b) For the first six overs (1-6) of each innings, only two fielders, for the next 14 overs (7-20), only five fielders are permitted to be outside the field restriction circles as defined in 26.8.
- (c) For the team batting first, in an interrupted match, the field restrictions will apply as follows:

Total Overs in Innings	No. of overs for which restrictions in 27.10(b) above apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

(d) For the team batting second, when the number of overs is reduced, where possible the restrictions determined in 27.10(c) are to be maintained for the same proportion of the innings of the side batting second as for the innings of the side batting first (fractions to be ignored).

(e) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 27.5.1). Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area.

27.11 DECLARATIONS

The captain of the batting side may not declare an innings closed at any time during the course of a match.

27.12 NO BALL AND WIDE

The Rules specified in 26.10 (No Ball) and 26.11 (Wide) apply, except that only one short-pitched delivery per over may be bowled.

27.13 LAW 40 – TIMED OUT

Law 40 will apply. Either the incoming or not out batter, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batter is expected to be ready near the boundary so as enter the field of play immediately a wicket falls and is expected to jog to the wicket.

27.14 FINALS ELIGIBILITY

To be eligible to participate in a T20 finals match, a player must have been selected and participated in at least two T20 competition matches during the season.

RULE 28 CRICKET SOUTHERN BAYSIDE FINALS MATCHES**28.1 PREMIERSHIP FINALS – Two-day Finals****28.1.1 Hours of play and intervals:**

The Premiership finals matches for all Tier 1 and 2 Divisions shall be played under the conditions set out in Rule 25.

28.1.2 Cessation of Play:

If a result is obtained on the final day or a result or further result is not possible within advanced time the match may cease if both captains agree.

28.1.3 Results of Matches

The provisions of 25.4 shall apply except that if there is no outright result the winner shall be the side which:

(a) leads on the first innings as defined in 25.4.3(a); or

(b) in the event of a tie, draw or abandonment without play was the higher-ranked side as provided in Rule 6.1.

28.1.4: Reserve Days:

(a) All Grand Finals will have two reserve days scheduled to allow for loss of time on either of the scheduled days of play.

(b) A reduction in overs will only take place if the total amount of time lost during the match exceeds 600 minutes as per Appendix 14.

28.1.5 Extra 5 Overs if Results is Imminent

If Rule 28.1.4(a) is required but a result is imminent at the cessation of play time on the first Sunday, an extra 5 overs may be played to achieve the result to avoid the need for the extra weekend.

28.2 PREMIERSHIP FINALS – One-day Finals

28.2.1 Hour of play and intervals:

One-Day Finals shall be played under the conditions set out in Rule 26.

28.2.2 Results of Matches:

The provisions of 26.6 shall apply except in the event of a tie, draw or abandonment without play the winner shall be the side which was the higher-ranked side as provided in 6.3.

28.2.3 Reserve Day:

All One-Day Grand Finals will be allocated a reserve day on the following weekend of the scheduled match.

28.2 FINALS VENUES

i) Teams finishing higher on the Premiership ladder at the end of the season will have the right to host all finals except if the higher ranked team loses the semi-final.

ii) In circumstances where a team has earned the right to host a final but is unable to due to ground availability, the higher ranked team shall seek a neutral venue to be allocated for the match.

RULE 29 MASTERS DIVISION

29.1 PLAYER ELIGIBILITY

To be eligible to play in the Masters Competition, a player must have reached the age of 40 Years prior to the commencement of the final round of fixtured matches for that season.

29.2 PLAYER REGISTRATION

29.2.1 Registration process:

Players must be registered through PlayHQ as per Rule 11.1

29.2.2 Permit requirement of players from another club:

A player may play with their Masters team of choice irrespective of any other senior club or Association affiliation. They simply require a 'Permit' to play within PlayHQ from their current club.

29.2.3 Suspended players:

Any player suspended or disqualified by any other Cricket Association during the season will be ineligible to play in the Masters Competition for the duration of that suspension.

29.3 FINALS ELIGIBILITY

To be eligible to participate in a Masters Division finals match, a player must have been selected and participated in no less than two (2) Masters Division matches during the season.

29.4 GENERAL PROVISIONS

29.4.1 Nomination of teams:

Before the toss for choice of innings the captains shall nominate their players in line with Rule 11.2 and 23.1.1 nominating players in PlayHQ.

29.4.2 Toss for choice of innings:

Captains shall meet on the field no earlier than 45 minutes and no later than 15 minutes before the scheduled or delayed time for start of play. A coin toss will take place to decide the choice of innings. Immediately after the toss the winning captain must notify the other captain of the decision to bat or field.

29.4.3 Player participation:

Where a team has 12 players available, all players shall have the opportunity to bat or bowl notwithstanding that no side may lose more than 10 wickets (including any 50+ run retirements).

29.4.4 Use of balls:

Each team must supply their own ball for all matches.

Unless prior approval has been given all matches must use CSB stamped pink Kookaburra Club Match or Senator 156g balls for all matches (in season 2024/25 only pink Senator balls will be used).

29.4.5 Playing attire:

Players may wear coloured shirts and pants where they form the basis of a common club uniform (i.e. where all players are like attired). In all other cases white attire shall be worn (an exception shall be substitute fielders).

29.4.6 Minimum number of players:

The minimum number of players required for a team to commence a match shall be 8. In the event of a team playing short, their opposition will not be required to provide substitute fielders.

29.5 UMPIRES

29.5.1 Umpire standing alone:

An umpire who for whatever reason is required to stand alone shall officiate at the bowler's end and adjudicate on all matters within the jurisdiction of that position. The batting side shall provide a replacement to act at the striker's end (square leg) and shall have jurisdiction on all matters pertaining to that position with the exception of a non-pitching No Ball (Refer Appendix 3).

29.5.2 Match Reports

The umpires must complete a Cricket Southern Bayside Umpires Match Report and a Player Behaviour Form, if relevant, within 24 hours of the completion of the match.

29.6 MATCH RULES

29.6.1 Start time:

Play shall commence at 12.30pm. A 15-minute delay may be taken at the agreement of the Captains.

29.6.2 Intervals:

Afternoon tea shall be taken for a period of 20 minutes after 35 overs or following the dismissal of a team in less than 35 overs.

29.6.3 Cessation of play:

When a team passes the required runs required to win the match, the match may be terminated at the agreement of both captains. Where one captain requests that the match continue, the match will continue until half (1/2) of the remaining overs left have been bowled. In this situation, every effort shall be made to allow as many players as possible to bat or bowl, keeping in mind the spirit of the game.

29.6.4 Compulsory closure: Innings of side batting first – uninterrupted:

If not delayed, interrupted nor earlier terminated, the innings of the side batting first shall be compulsorily closed after 35 overs.

29.6.5 Delayed or interrupted innings:

(a) In the event of a delayed or interrupted match a minimum number of 20 overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

(b) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs for the innings by one for each full seven minutes of the aggregate time lost (see Appendix 13). If the reduction calculation results in fewer than 20 overs the match shall be abandoned.

(c) Where 20 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in (b) equate with the number bowled.

(d) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in (b) or (c).

(e) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 4.55pm to less than that listed in Appendix 13 for those overs. In such case the overs for the reduced time shall be its entitlement, even if less than 20 overs.

29.6.6 Over limits for bowlers:

A bowler shall not deliver more than one-fifth of the required overs in an innings.

29.6.7 Free hit after no ball:

The delivery following any no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

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

29.6.8 Dangerous and unfair bowling:

a) A no ball shall be called where a bowler (irrespective to speed) delivers a full toss above waist height or bounces a ball that passes above shoulder height to a batter standing in a regular batting stance.

b) Any CSB Official umpire shall call and signal "no ball" for any high full-pitched delivery in breach of Rule 29.6.8a. Any cautionary or other action is to be implemented by the bowler's end umpire as required.

29.6.9 Wide delivery:

For all Masters Division matches, the wide ball adjudication should follow Two Day playing conditions.

Therefore, only balls which pass outside the return crease on either the off-side or leg-side should be adjudicated as wides.

29.6.10 Batting retirement:

Batters must retire immediately following the ball on which they reached their 50th run and may not bat again in the innings. All retirements shall count as a wicket lost. Note: In the situation where a batter retires hurt, that batter may return to bat again as long as 10 wickets have not been lost including 50+ retirements.

29.7 FIELDING RESTRICTIONS AND POWERPLAYS

29.7.1 On-Side Fielders:

At the instant of delivery, there may not be more than five fielders on the leg side.

29.7.2 Powerplay Overs:

In addition to the restriction contained in 29.7.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in Appendix 15.

29.7.3 Powerplay Overs – Uninterrupted Match:

Subject to the provisions below, the distribution of Powerplay Overs shall be as follows:

(a) The first block of Powerplay Overs shall be at the commencement of the innings.

(b) The second block of Powerplay Overs shall be at the commencement of the 29th over.

29.7.4 Powerplay Overs – Distribution:

The number of Powerplay Overs shall be in accordance with the table in Appendix 15 which shall be applied independently to both innings of the match.

29.7.5 Powerplay Overs – Commencement:

Each block of Powerplay Overs must commence at the start of an over.

29.7.6 Powerplay Overs – Interrupted Match Recalculation:

If play is interrupted during non-Powerplay Overs, then on resumption, it is necessary to determine how many remaining Powerplay Overs should be allocated. The total number of Powerplay Overs for the innings is derived from the table in Appendix 15.

29.7.7 Powerplay Overs – Interruptions:

(a) If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then they will be deducted from the second Powerplay allocation.

(b) If play is interrupted during a Powerplay Over and on resumption the total number of Powerplay Overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note: This is the only circumstance under which the Powerplay status can be changed during an over.

(c) If following an interruption during a non- Powerplay Over, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the second Powerplay will commence at the start of the next over.

29.7.8 Powerplay Overs – Signals:

At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating the arm in a large circle.

29.7.9 Fielding Restrictions - First Block of Powerplay Overs:

At the instant of delivery:

No more than two fielders shall be permitted outside the fielding restriction area referred to in Rule 26.8.

29.7.10 Fielding Restrictions – Second Block of Powerplay Overs:

At the instant of delivery, no more than five fielders shall be permitted outside the fielding restriction area referred to in Rule 26.8.

29.7.11 Fielding Restrictions – Non-Powerplay Overs:

During the Non-Powerplay Overs, no more than four fielders shall be permitted outside the fielding restriction area referred to in Rule 26.8.

29.7.12 Fielding Restrictions – Infringement:

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no ball.

29.8 RESULTS OF MATCHES

29.8.1 Win or Tie: Second Side's Overs Entitlement Received:

If the second batting side receives its entitlement of overs under Rule 29.6.4 or 29.6.5 or is dismissed in fewer overs, the winner shall be the side with the higher actual score and if the scores are equal the match shall be a tie.

29.8.2 Win or Tie: Fewer Overs for Second Side:

If a win result has not been reached already and the completed overs received or to be received by the second batting side are fewer than its entitlement under Rule 29.6.5, a number of runs as calculated in rule 29.8.4 shall be the first side's par score which, subject to the provision for a draw in rule 29.8.3, must be exceeded by the second side for a win or equalled for a tie.

29.8.3 Drawn Match:

If the side batting second receives fewer than 20 completed overs and no other result has been obtained, the match shall be drawn.

29.8.4 Duckworth-Lewis-Stern Calculation:

If due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allotted, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing (provided the completed overs to be faced is not fewer than 20 overs). This revised target is to be calculated using the current Duckworth-Lewis-Stern (DLS) method using the PlayHQ live scoring app.

If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS Par Score determined at the instant of the suspension by the DLS method, providing the number of completed overs faced is not fewer than 20 overs. If the score is equal to the par score, the match is a Tie.

Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

29.8.5 Allocation of Match Points:

Result	Points
Win	4
Tie/Match Abandoned	2
Loss	0

29.8.6 PlayHQ entry of results:

Match results shall be lodged electronically on PlayHQ website no later than 24 hours following the conclusion of the match. Both sides must accurately lodge their named players and match scores.

29.9 TEAM RANKINGS

29.9.1 Team ranking on ladder:

Teams shall be ranked in the order of points gained but if there is equality in points the team to be ranked higher on the ladder shall be the one with the better quotient as detailed in 6.2.2.

29.10 FINALS

29.10.1 Hours of play and intervals:

The Master's Division finals matches shall be played under the playing conditions set out in Rule 29.6 and 29.7.

29.10.2 The result:

The provisions of 29.8 shall apply except in the event of a tie, draw or abandonment without play where the higher-ranked side will be declared the winner.

29.10.3 Reserve Day:

The Masters Division Grand Final will be allocated a reserve day on the following weekend of the scheduled match.

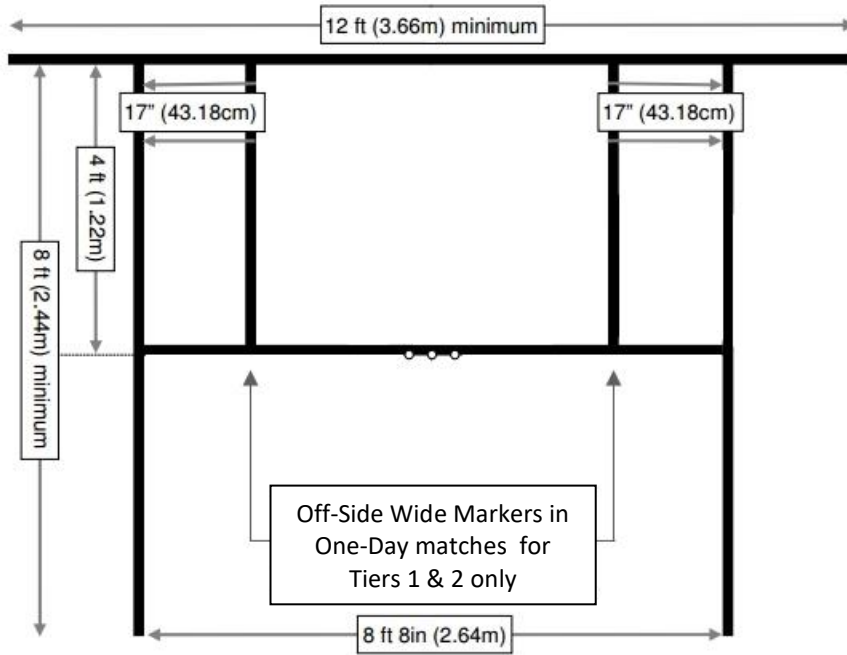
29.11 WEATHER

29.11.1 Extreme Heat & Weather Procedures

For all other extreme heat and weather conditions guidelines and procedures please refer to Appendix 9.

APPENDIX

A1 CREASE MARKINGS



A2 WIDE BALL INTERPRETATION – ONE DAY & T20 MATCHES

WIDES – 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:

- The ball passes between the striker and leg stump.

WIDES – OFFSIDE

A delivery shall be called “Wide” if:

In Tier 1 & 2 only:

- The ball passes outside the “Wide Guideline (Off Side)” with the batter in a “normal” batting stance.
- A right arm bowler bowling around the wicket to a right-hand batter or a left-arm bowler bowling around the wicket to a left-hand batter bowls full pitched yorkers on the off side just within the “Wide Guideline (Off Side)”.

In all Divisions:

- The ball passes wide of the return crease, regardless of the striker bringing it within reach but failing to make contact.

The delivery is not a Wide if:

- The batter moves to the off side and brings the ball within reach, so he can hit it with a normal cricket stroke but fails to make contact despite it passing outside the “Wide Guideline (Off Side)”.

WIDE - REVERSE SWEEP OR SWITCH HIT

When a switch hit or reverse sweep is played or the batter gets in a position to play the shot and then aborts it:

- The striker is deemed to bring the ball sufficiently within his reach on both sides of the wicket
- The Wide Guideline (Off Side) shall apply on both sides of the stumps (Tier 1 & 2 only).
- The leg stump wide interpretation is no longer in play.

WIDES – HEIGHT (BATTER STANDING UP AT THE CREASE)

- Being a limited overs contest, the intention is to discourage the bowling of fast short pitched deliveries that pass above the head of the batter standing upright at the popping crease.
- This type of bowling is considered a form of negative tactic – so the directive is to call “wide” for the marginal deliveries in this category.
- The umpire at the bowler's end will be guided by the signal he receives from the square leg umpire. It is agreed that if the umpire at the bowler's end is in doubt as to the validity of the square leg umpire's judgement, he must stick with his/her partner's signal and judgment.
- The only exception is when the square leg umpire is unsighted or does not provide a signal for any reason and informs the umpire at the bowler's end of such, through an agreed teamwork signal.

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- The umpire at the bowler's end must then rule. It is suggested that the evidence he should consider is:
 - Ball passing over head
 - Keeper catching height
 - Steepness of the ball's path post bounce
 - Gut feel or instinct

SWITCH HIT INTERPRETATION

THE DIRECTIVE

- The batter's grip and stance should be the same from the start of the bowler's run up until the beginning of the bowler's Delivery stride.
- The batter can utilize any grip, as long as he does not change it while the bowler is running in to bowl.

INTERPRETATION

- From the beginning of the delivery stride (defined as the moment that the bowler's back foot lands in the delivery stride), the batter, if he chooses, may start to play the switch-hit stroke.
- If the bowler sees the batter alter his/her grip or stance before he enters his/her delivery stride, he is not compelled to deliver the ball.
- If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- The second time this happens, the striker should be formally warned that he is wasting time under Law 41.10 (Batter wasting time). This shall constitute a first and final warning and be applicable to any batter in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.
- The bowler, having seen the batter change their grip and/or stance, may decide to bowl at the batter, and is entitled to do so. The umpires should allow that option.
- In short, the batter is still entitled to play the switch-hit stroke but he is only allowed to alter from one stance or grip to another once the bowler has entered his/her delivery stride.

A3 NON-PITCHING NO BALL INTERPRETATION – LAW 41.7

For non-pitching deliveries, all deliveries, irrespective of their speed, which pass above waist height of the upright striker are to trigger the sanctions. Previously, the umpire had to judge the speed of the delivery, with slow balls being allowed up to shoulder height. The warning sequence for each type of delivery is separate, but the initial warning is dispensed with and only a first and final warning will be given for each type of dangerous bowling before the bowler is suspended.

Local CSB Rule - Umpires are advised that discretion is to be applied, especially to bowlers learning their trade when considering whether a bowler should be suspended for a second breach of Law 41.7.1.

Where only one official umpire is provided, and the batting team is providing the square leg umpire. The call of a non-pitching no ball shall be at the discretion of the official umpire without assistance from the non-official square leg umpire.

Law 41.7 Bowling of dangerous and unfair non-pitching deliveries

Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No Ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batter of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further such delivery by the same bowler in that innings, the umpire shall - call and signal No Ball when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. Additionally, the umpire shall report the occurrence to the batter and, as soon as practicable, to the captain of the batting side. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

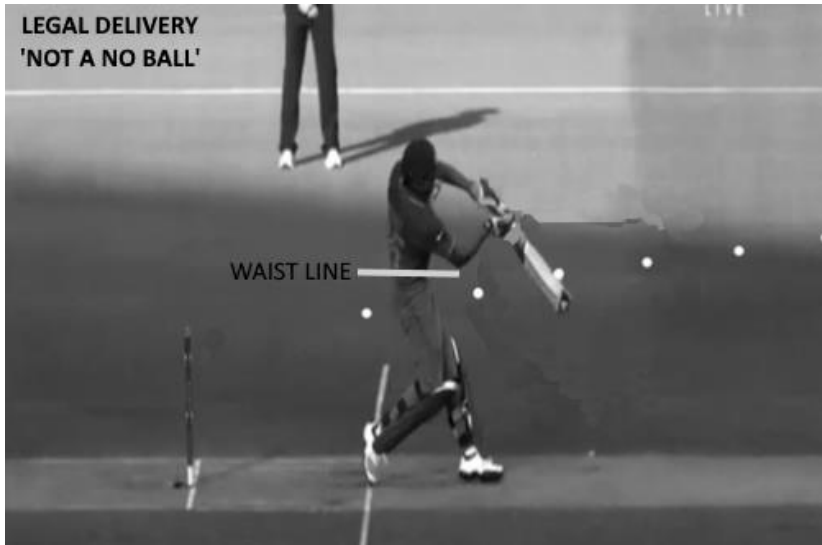
41.7.3 The warning sequence in 41.7.1 and 41.7.2 is independent of the warning and action sequence in 41.6. (this is a reference in the Law to Dangerous and Unfair short pitched deliveries – CSB notation).

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in 41.7.1, then the caution and warning in 41.7.1 shall be dispensed with. The umpire shall:

- immediately call and signal No Ball when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- report the occurrence to the batter and, as soon as practicable, to the captain of the batting side. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match,

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who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.



A4 INJURY CODE

1. Where a player or umpire involved in a CSB-controlled match suffers an injury causing bleeding, that person shall immediately retire from the match until such time as First Aid has been administered to prevent further bleeding. The injured person shall not resume playing or umpiring unless and until the bleeding has ceased.
2. An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket, shall be recorded in the scorebooks as "retired hurt" and the innings shall be deemed closed.
3. Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of two minutes will be allowed in order for the batter to obtain treatment. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately if the batter is unable to resume after the two minutes. If the batter is unable to resume after the two minutes or after the early interval, he shall be recorded in the scorebooks as "retired hurt", as described in 2.
4. Where an injury occurs to an umpire, and they must leave the field for treatment, the other umpire shall officiate at both ends and the host club shall provide a competent person to stand at square-leg until the injured umpire is able to resume.

A5 SPIRIT OF CRICKET

The Umpires are authorised to intervene in cases of:

- Time wasting;
- Damaging the pitch;
- Dangerous or unfair bowling;
- Tampering with the ball; &
- Any other action that they consider to be unfair.

The Spirit of the Game involves RESPECT for:

- Your opponents;
- Your own captain and team;
- The role of the umpires; &
- The game's traditional values.

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture;
- To direct abusive language towards an opponent or umpire;
- To indulge in cheating or any sharp practice, for instance;
- Appeal knowing the batter is not out;
- Advance towards an umpire in an aggressive manner when appealing; &
- Seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

Violence

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

A6 CODE OF CONDUCT

Cricket Southern Bayside has adopted all the provisions of the Victorian Code of Conduct for Community Sport, which applies to all Association sanctioned activities.

Every person; spectator, player, club member, official, participant, administrator, coach, parent or member of the community involved with the sport, should work to ensure:

- inclusion of every person regardless of their age, gender or sexual orientation;
- inclusion of every person regardless of their race, culture or religion;
- opportunities for people of all abilities to participate in the sport and develop to their full potential;
- respect is shown towards others, the club and the broader community;
- a safe and inclusive environment for all;
- elimination of violent and abusive behaviour; and
- protection from sexual harassment or intimidation.

Supporting this are Codes, Policies and Procedures as detailed in Rule 22.1 and found on the CSB website.

A7 RACIAL & RELIGIOUS HARRASMENT POLICY

Cricket Southern Bayside is strongly committed to ensuring that all Club players, officials and members, umpires and other representatives are able to participate in cricket in an environment free of racial and religious harassment.

Racial or religious harassment at any level of our cricket, both on and off the field of play, will not be tolerated under any circumstances. Club officials and members have a responsibility to create and maintain a playing environment in which participants feel comfortable and where people respect and tolerate the rights, views and opinions of others.

For more information, refer to the Cricket Southern Bayside website under "Member Protection Policy".

A8 CODE OF BEHAVIOUR

The CSBM CMG will continue to closely monitor player behaviour in the CSB Men's competition.

Traditionally, cricket has been one sport to maintain and exhibit the highest levels of conduct and sportsmanship. While always a most competitive game, the continued strength of the sport has relied upon the acceptance of the umpire's decision and the preparedness to play within the "spirit of the game".

The areas of major concern which are unacceptable to CSB are:

- a) The use of offensive language - generally as a disparaging remark to an opposing player or toward an umpire, or even as an expression of frustration or self-admonishment. This includes racial or religious vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, colour or national or ethnic origin).
- b) The questioning/disputing of the umpire's decision - often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no-balls, wides, byes, etc.
- c) The excessive number of frivolous and ridiculous appeals - primarily aimed at pressuring and intimidating the umpire into a favourable decision.
- d) The actions of the dismissed batter - in failing to leave the crease promptly on being given out and any equipment abuse (e.g. banging the bat into the ground or against the fence or

race, etc. and/ or throwing the bat or equipment during or after their return to the pavilion).

- e) "Send offs" – usually to a dismissed batter by the bowler or a member of the fielding side.

This can often inflame the situation and lead to a more serious altercation.

Whether or not such behaviour is evident in international or interstate cricket or whether the language used is considered "acceptable" by today's society is of little concern to CSB. CSB is primarily interested in having all cricket under its control played within the spirit and traditions of the game. CSB has two processes for the reporting and consideration of unsatisfactory behaviour:

1. Serious breaches of misbehaviour (Levels 2, 3 & 4) will see the player immediately reported by the umpire(s) controlling the match. Refer to CSB Rule 16.1 and the section which follows – Serious Misbehaviour and Bringing the game of cricket into disrepute.
2. For less serious breaches (Level 1) where an umpire has occasion to speak to a player regarding their behaviour, but does not believe a report is necessary, the incident will be noted on the Umpires' Match Report and the player will receive a caution. Should a player receive two such cautions in a season, he will be reported by the CSBM CMG. Refer to CSB Rule 16.2 and the sections which follows – Minor Misbehaviour.

NOTWITHSTANDING THE ABOVE, THE UMPIRE(S) MAY AT ANY TIME DETERMINE UNACCEPTABLE BEHAVIOUR AT ANY LEVEL WILL BE REPORTED. IN SUCH A CASE THE UMPIRE(S) WILL LODGE A REPORT IN ACCORDANCE WITH RULE 16.1. THE CSBM CMG MAY OFFER SUSPENSIONS OF UP TO THREE MATCHES WITHOUT A HEARING OR REFER THE MATTER TO THE CSB TRIBUNAL.

Unacceptable conduct

The umpires shall act upon any unacceptable conduct. There are four Levels of offences and if either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call maybe delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in below, and then apply the related reporting procedures.

Level 1

Any of the following actions by a player shall constitute a Level 1 offence:

1. Wilfully mistreating any part of the cricket ground, equipment or implements used in the match includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets and any action(s) that intentionally or negligently results in damage to boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.
2. Showing dissent at an umpire's decision by word or action and includes:
 - a. excessive, obvious or inappropriate disappointment with an Umpires decision;
 - b. an obvious delay in resuming play or leaving the wicket;
 - c. shaking the head;
 - d. pointing or looking at the inside edge when given out LBW;
 - e. pointing to the pad or rubbing shoulder when caught behind;
 - f. snatching cap from umpire;

- g. requesting a referral to a "TV Umpire";
- h. arguing or entering into a prolonged discussion with the Umpire about their or her decision.

It shall not be a defence to any charge brought under this Level of offence to show that the Umpire might have, or in fact did, get any decision wrong.

3. Using language that, in the circumstances, is obscene, offensive or insulting making an obscene gesture and includes:

- a. audible or repetitious swearing; and
- b. obscene gestures which are not directed at another person, such as swearing in frustration at one's own poor play or fortune.

This offence is not intended to penalise trivial behaviour. When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:

- a. be regarded as obscene;
- b. give offence; or
- c. insult another person

4. Appealing excessively - advancing towards an umpire in an aggressive manner when appealing.

Excessive shall include:

- a. repeated appealing of the same decision/appeal;
- b. repeated appealing of different decisions/appeals when the bowler/fielder knows the batter is not out with then intention of placing the umpire under pressure; or
- c. celebrating or assuming a dismissal before the decision has been given. It is not intended to prevent loud or enthusiastic appealing.

5. Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batter.

6. Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

Level 1 offences and action by umpires

Any of the following actions by a player shall constitute a Level 1 offence:

- wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- showing dissent at an umpire's decision by word or action
- using language that, in the circumstances, is obscene, offensive or insulting
- making an obscene gesture
- appealing excessively
- advancing towards an umpire in an aggressive manner when appealing
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

If such an offence is committed the umpires shall together inform the offending player's captain that an offence at this Level has occurred and that the offending player will be mentioned under Rule 16.2 Minor Misbehaviour.

Level 2

Any of the following actions by a player shall constitute a Level 2 offence:

1. Showing serious dissent at an umpire's decision by word or action.

Dissent – including those in Level 1 - will be classified as serious when the conduct contains an element of anger or abuse that is directed at the Umpire of Umpire's

decision or where there is excessive delay in resuming play or leaving the wicket or where there is persistent reference to the incident over time. It shall not be a defence to any charge brought under this Level of offence to show that the Umpire might have, or in fact did, get any decision wrong.

2. Making inappropriate and deliberate physical contact with another player. Cricket is a non-contact sport and, as such, inappropriate physical contact of a serious nature will not be tolerated. Without limitation, Players will breach this regulation if they deliberately walk or run into or shoulder another Player. Accidental or genuinely unavoidable physical contact which occurs during the course of play shall not be considered an offence under this Level
3. Throwing the ball (or any other item of cricket equipment) at a player, umpire or another person in an inappropriate and dangerous manner (this offence will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion)
4. Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature.
It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard. This offence is not intended to penalise trivial behaviour. When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:
 - a. be regarded as obscene;
 - b. give offence; or
 - c. insult another person.
5. Public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match Official or team participating in any Match, irrespective of when such criticism or inappropriate comment is made. For the avoidance of doubt, any posting by a Player or Player Support Personnel of comments on a social media platform (including, without limitation, Facebook, Instagram, Twitter, YouTube, Google+, Pinterest, Snapchat, TikTok and LinkedIn) shall be deemed to be 'public' for the purposes of this offence. Consequently, a Player or Player Support Personnel may breach this offence where they criticise or make an inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match Official or team participating in any Match in any posting they make on a social media platform.
6. Or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

Level 2 offences and action by umpires

Any of the following actions by a player shall constitute a Level 2 offence:

- showing serious dissent at an umpire's decision by word or action
- making inappropriate and deliberate physical contact with another player
- throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
- or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

If such an offence is committed, the umpire shall call Time, if necessary. Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred. The umpire shall award 5 Penalty runs to the opposing team. The umpire shall warn the offending player's captain that any future Level 1 offence by any member of their team shall result in the award of 5 Penalty runs to the opposing team. As soon as practicable the Umpire shall call Play.

Level 3

Any of the following actions by a player shall constitute a Level 3 offence:

1. intimidation or attempted intimidation an umpire by language, behaviour or gesture
2. threatening to assault a player or any other person except an umpire.
3. Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.

Level 3 Offences and action by Umpires

Either of the following actions by a player shall constitute a Level 3 offence:

- intimidating an umpire by language or gesture;
- threatening to assault a player or any other person except an umpire.

If such an offence is committed, the following shall be implemented.

PENALTY – Referred directly to Tribunal

The umpire shall call Time, if necessary.

Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred and that the offending player will be reported under Rule 16.1 Serious Misbehaviour and Bringing the Game into Disrepute.

The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:

In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs.

In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately.

If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall they bowl the next over.

If the offending player is a not out batter, they shall be replaced by another member of their team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batter is available to bat during a batter's suspension, the innings is completed. If the offending player does not continue their innings for whatever reason, they is to be recorded as Retired – not out.

If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when they were suspended.

Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.

As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 3 penalty to the scorers
- call Play.

Level 4

Any of the following actions by a player shall constitute a Level 4 offence:

1. Threatening to assault an umpire
2. Making inappropriate and deliberate physical contact with an umpire
3. Physically assaulting a player or any other person
4. Committing any other act of violence
5. Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature.

It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard. This offence is not intended to penalise trivial behaviour. When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:

- a. be regarded as obscene;
- b. give offence; or
- c. insult another person

Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct at any time that either:

- (a) is contrary to the spirit of the game;
- (b) is unbecoming of a representative or official;
- (c) is or could be harmful to the interests of cricket: or
- (d) does or could bring the game of cricket into disrepute.

This is intended to be a catch-all provision to cover all types of misconduct of a serious nature that is not (and because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in this Code of Conduct).

If such an offence is committed:

Together the umpires shall inform the offending player's captain that an offence at this Level has occurred and that the offending player will be reported under Rule 16.1 Serious Misbehaviour and Bringing the Game into Disrepute.

Level 4 offences and action by umpires:

Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

If such an offence is committed, the following shall be implemented:

PENALTY – Referred directly to Tribunal

The umpire shall call Time, if necessary.

Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred and that the offending player will be reported under Rule 16.1 Serious Misbehaviour and Bringing the Game into Disrepute.

The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

If the offending player is a fielder, no substitute shall be allowed for him/her. They are to be recorded as Retired – out at the commencement of any subsequent innings in which their team is the batting side.

If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

If the offending player is a batter they are to be recorded as Retired – out in the current innings, unless they have been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which their team is the batting side. If no further batter is available to bat, the innings is completed.

Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

The recruitment and retention of umpires has become increasingly difficult and it is certainly not being made any easier by the regularly unacceptable levels of player conduct. Few people are willing to continually subject themselves to the childish behaviour and offensive language which is too frequently prevalent on and beyond the cricket field.

All players can certainly play a role in raising the general standard of umpiring and the level of experience within the CSB panel by lifting their personal level of behaviour and permitting the umpires to concentrate on those aspects of the game for which they are responsible.

CSB Men's Playing Rules for Season 2023/24

All umpires will be requested to take a firm line with respect to player misconduct especially with regard to the use of offensive language and the disputation of any decision.

ALL PLAYERS SHOULD BE WELL AWARE OF THE STANDARDS EXPECTED BY CSBM CMG AND CONSEQUENTLY ANY PLAYER CALLED TO APPEAR BEFORE THE CSB TRIBUNAL CAN EXPECT LITTLE SYMPATHY AND, IF FOUND GUILTY, A PERIOD OF SUSPENSION.

It is the responsibility of everyone involved with Cricket Southern Bayside - club officials, team captains and especially the players, to ensure a return to the levels of conduct and sportsmanship traditionally inherent in the game.

A9 EXTREME WEATHER CONDITIONS POLICY

In advance

The CSBM CMG may consider a full or partial cancellation in advance and where applicable will seek necessary guidance from the Bureau of Meteorology and/or selected medical and legal practitioners. Should this occur, all clubs will be notified via the Stack Team app before 10am.

Match Day Morning

The CSBM CMG will consult once ground reports and all available forecast data have been collated. The CSBM CMG's decision will be conveyed via the Stack Team app and CSBM social media.

For extreme heat, all CSB decisions will be based on the major Bureau of Meteorology forecast issue for Moorabbin Airport at 5:05am match day. This includes finals matches.

Pre Match Extreme Heat Decision Guidelines:

Bureau of Meteorology Forecast temperature for Moorabbin Airport Weather Station at 5:05am Matchday reviewed at 9am	Division		
	Championship, Division 1 to 5 (Tier 1 & 2)	Divisions 6 to 8 (Tier 3) & Sunday Divisions	Masters Division
Temperature 40+ (No change expected before 4:30pm)	Play abandoned	Play abandoned	Play abandoned
Temperature 40+ (Change expected 1:00pm – 4:30pm)	Report to grounds	Report to grounds	Play abandoned
Temperature 38.0 – 39.9 (No change expected before 4:30pm)	Report to grounds	Report to grounds	Play abandoned
Temperature 38.0 – 39.9 (Change expected before 4:30pm)	Report to grounds	Report to grounds	Play abandoned
Temperature 36.0 – 37.9	Report to grounds	Report to grounds	Report to grounds to play a 20 over match

Match Day

If the CSBM CMG's decision is "report to grounds", conditions should be monitored and decisions regarding play shall be in the hands of the umpires.

Extreme Heat Guidelines

It shall be the responsibility of each club's scorer and team captain to monitor on a half-hourly basis (i.e. 11:30am 12pm, 12:30pm, 1pm, 1:30pm, etc), temperatures posted on the Stack Team app by CSB Officials taken from the Bureau of Meteorology website for the Moorabbin Airport Weather Station where the temperature exceeds 38 degrees. Should the temperature reach 40 degrees for the Moorabbin Airport Weather Station at the half hourly reading, play shall be suspended immediately. The temperature shall be monitored, and play shall not resume until the temperature falls below 39 degrees as posted by CSB Officials on the Stack Team app.

Notwithstanding the above, the umpires shall have the powers to abandon or suspend play at any time at their discretion.

No person is forced by CSB to participate in any match and Clubs shall place no pressure on any participant if they considers withdrawing from any part of a match for health reasons.

Extra drinks shall be taken and recorded appropriately so as there is no lost game time.

Where applicable, the CSBM CMG may choose to cancel lower Divisions only.

Lightning

Should thunderstorms be prevalent on match day; the 30/30 rule should be used to determine whether play should be suspended and when it is safe to resume. Thunderstorms within 10km are deemed dangerous – the 30/30 rule is used to determine the distance to the storm, so match officials can make the appropriate decisions.

Sound travels at a speed of around 1km every 3 seconds. When lightning is sighted, count the seconds between the flash of lightning and the sound of the thunder. If the time between flash and bang is less than 30 seconds, this means the storm is within 10km and is therefore close enough to be dangerous. Play should then be suspended for a minimum of 30 minutes and must not resume until 30 minutes after the last audible thunder.

Extreme Conditions Guidelines

The above information provides the prime guidance for the management of conditions during Cricket Southern Bayside matches. While this rule is generally considered to relate to the fitness of the ground, weather and light for play to continue, it equally applies to extremes of conditions such as heat, cold, wind and lightning which may make continuation of play dangerous. The Rule charges the umpires with the responsibility to manage conditions and as such they are the final arbiters as to the fitness of conditions to allow play to continue.

When a period of extreme temperature is forecast, the following issues need to be considered by all participants when dealing with the heat:

- The conditions at each venue are to be assessed on a case by case basis.
- Umpires and clubs are encouraged to arrange extra drinks breaks (every 4-5 overs if necessary) and unrestricted drinks around the boundary for bowlers and at the fall of a wicket for fielders to assist with hydration.
- Umpires and clubs are also encouraged to “manage” the availability of the extra 30 minutes of playing time available, e.g. the implementation of additional intervals.
- Where possible, unrestricted interchange of substitute fielders shall be permitted. Umpires will be lenient in relation to Law 24 (re fielder leaving the field for more than 8 minutes not being permitted to bowl immediately).
- Umpires are to ensure that all time delays associated with implementing heat mitigation measures are recorded as allowances when calculating over rates for the purpose of determining penalty overs (ie “On-Field Delays Allowance” is to be adjusted accordingly).

The Umpires are required to do all within their power to facilitate play without compromising their responsibility in respect of “duty of care”. They are therefore required to balance all the factors and make a decision whether the conditions are fit for play and, if not satisfied that they are safe, suspend play until such time as they are. Any such decision by our Umpires in relation to extremes of temperature would be absolutely supported should it occur.

A10 JUNIOR PLAYER POLICY

Cricket Southern Bayside (CSB) encourages the development of junior players and recognises the benefits that junior players can obtain by participating in adult sport. CSB is also supportive of the social opportunity for a junior player to participate in a match with a parent or carer.

CSB and its member clubs have a duty of care for any player participating in a match but specifies the following minimum requirements for a junior player who wishes to participate.

This Junior Player Permit Form must be completed by a junior's parent/guardian and the Club Personnel listed below.

Players under the age of 13 are not eligible to take the field in any match in any CSB sanctioned senior (open age) competition. Players between the ages of 13 and 15 (inclusive up to the age of when they turn 16) are permitted to compete in a senior game upon notification to CSB Men's Management Team (CSBM CMG) and the completion of the Player Permit as outlined in this policy.

The CSBM CMG are to be advised of any decision to play a Junior Player before 5pm on the Friday before the match they wish to play in. The advice to CSBM CMG is to be via an email as detailed on the permit listing the name and age of the player, the division in which the Junior player will participate for that round.

The Parent or Guardian, the Club and its officials take full responsibility for the decision to play the named Junior Player.

All junior players are subject to all competition rules with note to rules 23.8 and 23.9. In addition to the pennant rules no junior player (unless a designated wicketkeeper or fielding in a position behind square of the wicket on the off-side) is permitted to field within 11 meters of the facing batter.

By signing the Junior Player Permit Form, the parent/guardian and club is accepting the responsibility for any risk involved in the junior player participating in senior games.

CSB may at any time during the season revoke a permit should it receive advice of any concerns about the player's capacity to safely continue to participate in senior games.

Any club having played a Junior player without having advised the CSBM CMG and submitted the permit to CSBM CMG as detailed above will have all points earned in that match revoked, and a fine of \$100. A club having lost that match will be fined \$200.

** Junior Player Permit Form is available on Cricket Southern Bayside website.*

A11 T20 SUPER OVER PROCEDURE

The following procedure shall apply should the provision for a Super Over and be adopted in CSB Men's T20 matches and Finals where light permits it. Where light does not permit it in a match, the game shall be a tie. For finals, the higher ranked team on the ladder based on wins and net run rate wins.

1. A Super Over involves each team facing an over of legal six balls, and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets in the over ends the team's one over innings.
3. Subject to weather conditions the Super Over shall commence 10 minutes after the conclusion of the tied finals match.
4. Should play be delayed prior to or during the Super Over once the playing time lost exceeds 25 minutes, the Super Over shall be abandoned and the game shall be a tie. For finals, the higher ranked team goes through to the grand final or wins the Premiership in the grand final.
5. The Super Over takes place on the ground and pitch where the game was played.
6. The umpires shall stand at the same end as that in which they finished the match.
7. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
8. Only nominated players in the match may participate in the Super Over. Should any player (including the batter and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
9. Any penalty time being served in the match shall be carried forward to the Super Over.
10. Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the Playing Conditions.
11. The team batting second in the match shall bat first in the Super Over.
12. The teams will use the same ball that was used in their bowling innings during the match.
13. In the event of the teams having the same score after the Super Over has been completed, then match will be declared a tie. For finals, the higher ranked team goes through to the grand final or wins the Premiership in the grand final.

A12 OVERS CALCULATION TABLE (TWO DAY MATCHES)

TIME LOST (MINS)	OVERS LOST	TIME LOST (MINS)	OVERS LOST
0.0 - 30.0	0	100.0 - 103.5	21
30.0 - 33.5	1	103.5 - 107.0	22
33.5 - 37.0	2	107.0 - 110.5	23
37.0 - 40.5	3	110.5 - 114.0	24
40.5 - 44.0	4	114.0 - 117.5	25
44.0 - 47.5	5	117.5 - 121.0	26
47.5 - 51.0	6	121.0 - 124.5	27
51.0 - 54.5	7	124.5 - 128.0	28
54.5 - 58.0	8	128.0 - 131.5	29
58.0 - 61.5	9	131.5 - 135.0	30
61.5 - 65.0	10	135.0 - 138.5	31
65.0 - 68.5	11	138.5 - 142.0	32
68.5 - 72.0	12	142.0 - 145.5	33
72.0 - 75.5	13	145.5 - 149.0	34
75.5 - 79.0	14	149.0 - 152.5	35
79.0 - 82.5	15	152.5 - 156.0	36
82.5 - 86.0	16	156.0 - 159.5	37
86.0 - 89.5	17	159.5 - 163.0	38
89.5 - 93.0	18	163.0 - 166.5	39
93.0 - 96.5	19	166.5 - 170.0	40
96.5 - 100.0	20		

A13 OVERS CALCULATION TABLE (ONE DAY & T20 MATCHES)

LOST TIME IN THE FIRST INNINGS (Overs lost to be split by both teams)

TIME LOST (MINS)	OVERS LOST	TIME LOST (MINS)	OVERS LOST
0.0 - 7.0	2	70.0 - 77.0	22
7.0 - 14.0	4	77.0 - 84.0	24
14.0 - 21.0	6	84.0 - 91.0	26
21.0 - 28.0	8	91.0 - 98.0	28
28.0 - 35.0	10	98.0 - 105.0	30
35.0 - 42.0	12	105.0 - 112.0	32
42.0 - 49.0	14	112.0 - 119.0	34
49.0 - 56.0	16	119.0 - 126.0	36
56.0 - 63.0	18	126.0 - 133.0	38
63.0 - 70.0	20	133.0 - 140.0	40

LOST TIME IN THE SECOND INNINGS (Overs lost to be deducted from 2nd batting team's overs allocation. Calculation in DLS calculator required to determine Par Score).

TIME LOST (MINS)	OVERS LOST	TIME LOST (MINS)	OVERS LOST
0.0 - 30.0	0	100.0 - 103.5	21
30.0 - 33.5	1	103.5 - 107.0	22
33.5 - 37.0	2	107.0 - 110.5	23
37.0 - 40.5	3	110.5 - 114.0	24
40.5 - 44.0	4	114.0 - 117.5	25
44.0 - 47.5	5	117.5 - 121.0	26
47.5 - 51.0	6	121.0 - 124.5	27
51.0 - 54.5	7	124.5 - 128.0	28
54.5 - 58.0	8	128.0 - 131.5	29
58.0 - 61.5	9	131.5 - 135.0	30
61.5 - 65.0	10	135.0 - 138.5	31
65.0 - 68.5	11	138.5 - 142.0	32
68.5 - 72.0	12	142.0 - 145.5	33
72.0 - 75.5	13	145.5 - 149.0	34
75.5 - 79.0	14	149.0 - 152.5	35
79.0 - 82.5	15	152.5 - 156.0	36
82.5 - 86.0	16	156.0 - 159.5	37
86.0 - 89.5	17	159.5 - 163.0	38
89.5 - 93.0	18	163.0 - 166.5	39
93.0 - 96.5	19	166.5 - 170.0	40
96.5 - 100.0	20		

A14 OVER RATES CALCULATION TABLE

ABT	OV	ABT	OV	ABT	OV	ABT	OV
0.0 - 3.5	1	70.0 - 73.5	21	140.0 - 143.5	41	210.0 - 213.5	61
3.5 - 7.0	2	73.5 - 77.0	22	143.5 - 147.0	42	213.5 - 217.0	62
7.0 - 10.5	3	77.0 - 80.5	23	147.0 - 150.5	43	217.0 - 220.5	63
10.5 - 14.0	4	80.5 - 84.0	24	150.5 - 154.0	44	220.5 - 224.0	64
14.0 - 17.5	5	84.0 - 87.5	25	154.0 - 157.5	45	224.0 - 227.5	65
17.5 - 21.0	6	87.5 - 91.0	26	157.5 - 161.0	46	227.5 - 231.0	66
21.0 - 24.5	7	91.0 - 94.5	27	161.0 - 164.5	47	231.0 - 234.5	67
24.5 - 28.0	8	94.5 - 98.0	28	164.5 - 168.0	48	234.5 - 238.0	68
28.0 - 31.5	9	98.0 - 101.5	29	168.0 - 171.5	49	238.0 - 241.5	69
31.5 - 35.0	10	101.5 - 105.0	30	171.5 - 175.0	50	241.5 - 245.0	70
35.0 - 38.5	11	105.0 - 108.5	31	175.0 - 178.5	51	245.0 - 248.5	71
38.5 - 42.0	12	108.5 - 112.0	32	178.5 - 182.0	52	248.5 - 252.0	72
42.0 - 45.5	13	112.0 - 115.5	33	182.0 - 185.5	53	252.0 - 255.5	73
45.5 - 49.0	14	115.5 - 119.0	34	185.5 - 189.0	54	255.5 - 259.0	74
49.0 - 52.5	15	119.0 - 122.5	35	189.0 - 192.5	55	259.0 - 262.5	75
52.5 - 56.0	16	122.5 - 126.0	36	192.5 - 196.0	56	262.5 - 266.0	76
56.0 - 59.5	17	126.0 - 129.5	37	196.0 - 199.5	57	266.0 - 269.5	77
59.5 - 63.0	18	129.5 - 133.0	38	199.5 - 203.0	58	269.5 - 273.0	78
63.0 - 66.5	19	133.0 - 136.5	39	203.0 - 206.5	59	273.0 - 276.5	79
66.5 - 70.0	20	136.5 - 140.0	40	206.5 - 210.0	60	276.5 - 280.0	80

A15 POWERPLAY CALCULATION TABLE

Length Innings	Max Bowler/Overs		1 st PP	2 nd PP	Total PP	Length Innings	Max Bowler/Overs		1 st PP	2 nd PP	Total PP
40	5 x 8		8	8	16	20	5 x 4		4	4	8
39	4 x 8	1 x 7	8	8	16	19	4 x 4	1 x 3	4	4	8
38	3 x 8	2 x 7	8	8	16	18	3 x 4	2 x 3	4	4	8
37	2 x 8	3 x 7	7	7	14	17	2 x 4	3 x 3	3	3	6
36	1 x 8	4 x 7	7	7	14	16	1 x 4	4 x 3	3	3	6
35	5 x 7		7	7	14	15	5 x 3		3	3	6
34	4 x 7	1 x 6	7	7	14	14	4 x 3	1 x 2	3	3	6
33	3 x 7	2 x 6	7	7	14	13	3 x 3	2 x 2	3	3	6
32	2 x 7	3 x 6	6	6	12	12	2 x 3	3 x 2	2	2	4
31	1 x 7	4 x 6	6	6	12	11	1 x 3	4 x 2	2	2	4
30	5 x 6		6	6	12	10	5 x 2		2	2	4
29	4 x 6	1 x 5	6	6	12	9	4 x 2	1 x 1	2	2	4
28	3 x 6	2 x 5	6	6	12	8	3 x 2	2 x 1	2	2	4
27	2 x 6	3 x 5	5	5	10	7	2 x 2	3 x 1	1	1	2
26	1 x 6	4 x 5	5	5	10	6	1 x 2	4 x 1	1	1	2
25	5 x 5		5	5	10	5	5 x 1		1	1	2
24	4 x 5	1 v 4	4	4	8						
23	3 x 5	2 x 4	4	4	8						
22	2 x 5	3 x 4	4	4	8						
21	1 x 5	4 x 4	4	4	8						

A16 CONCUSSION & HEAD TRUAMA REPLACEMENT POLICY

CSB is strongly committed to ensuring that all Players, Officials, Umpires and other representatives are able to participate in cricket in a safe environment.

In the event a head trauma occurs, or the Umpires or Captains where no Umpires are present, suspect that a Player may be concussed, the Player, whether batting, bowling, wicketkeeping or fielding, shall leave the field of play. The wellbeing of the player is paramount rather than continuing in the match. If there is any doubt that a person has been concussed or has sustained significant head trauma, they need to leave the ground to be further assessed and should not return to the match if there are any reasonable health concerns for the player as determined by an umpire, captain of player or medically qualified person in attendance.

The CSB Men's Administrator must be informed of any head trauma incident where suspected concussion has occurred. The Captain of the player must email mens@southernbayside.com.au stating the players name and what occurred before 9pm the night of the match.

The player may only return to the match that day if they have been cleared by a medical practitioner, providing this evidence on the day to the umpire and opposition team captain and forwarding on the information to the CSB Men's Administrator by 9pm the night of the match.

The concussed Player can be replaced in the match for the second day of a two day match, as long as a medical certificate has been supplied to the CSB Men's Administrator by 5pm Thursday before the second day of the match along stating the player cannot continue to play in the match, along with the name of the replacement player. Should the player be coming from a lower division moving up from a match in progress, a replacement player from the lower division can be replaced and so on. This also needs to be provided to the CSB Men's Administrator. The replacement player doesn't have to come from another match, but the replacement player must be a registered player of the club and be eligible to play in that division in accordance with these playing rules.

The opposition Captain and Umpire(s) shall be informed of the replacement player prior to the start of the second days play.

For the player suspected of concussion to play on the second day of the match, it is presumed that they have been medically cleared to play. The onus is on the club to get the player cleared to play.

The Replacement Player shall be a like-for-like Player (best endeavours) who may participate in the Match as a complete Replacement Player for the concussed Player.

The opposing team shall not be unfairly disadvantaged by a team's choice of Replacement Player. A team shall take reasonable steps to replace a concussed Player with a like-for-like Player; however, the status of the Match may permit other types of replacements, for example:

(a) A batter may be replaced by a bowler provided that the team will no longer bowl in the Match.

(b) A batter may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the Match; A bowler may be replaced by a batter provided that the team will no longer bat in the Match, or the bowler has been dismissed.

End of CSB Men's Rules Season 2023/24

v28.11.23