



Goulburn  
Murray  
Cricket

# JUNIOR CRICKET

## By-Laws

UPDATED SEPTEMBER 29, 2023







# Goulburn Murray Cricket

## By – Laws

### JUNIOR CRICKET – ALL AGE GROUPS

#### 1. GENERAL:

- a. These By-Laws may be amended by the Board of Management as it sees fit, provided that:
  - i. The amendment is supported by a three fourths (3/4) majority of the Board.
  - ii. Fourteen (14) days written notice of such amendment is delivered to each member club.
- b. In these By-Laws, the “LAWS OF CRICKET” and “RULES FOR CRICKET VICTORIA MATCHES” as authorised by Cricket Victoria shall be applied except as hereinafter modified.
- c. All ‘home and away’ matches shall be Two Day, One day (25 overs) or T20 Matches.
- d. All matches will be decided on the dates as designated in the draw.
- e. The Board of Management may, if necessary, alter the programme in respect of dates and grounds on which any of the matches shall be played.
- f. If a club does not have a junior team, the player can play with another team to ensure that they can play in the junior competition, in the age group that they are eligible for.
- g. If a club has a junior team, then they player must play for that club and not play in another club’s junior team.
- h. Where practical in rain affected one day matches that have an umpire, both captains in conjunction with the umpire shall determine via the Duckworth Lewis system from Play Cricket the target of the batting team before play resumes. However, once play restarts it is the responsibility of the batting side to know what target is needed once any wickets have fallen and notify the opposition captain and umpires.

(The Duckworth Lewis App can be downloaded from Play Cricket)

#### 2. GRADES:

- An under seventeen (17), under fifteen (15), under thirteen (13) and under eleven (11) competition is in place to cater for these age groups.

##### 2.1 AIMS:

- To further the involvement, participation, enjoyment, skill development and sportsmanship of youngsters.
- In junior competitions the emphasis is on learning and improving basic skills and team involvement through on-field coaching under match conditions with reference to:
  - Coaches/Team Managers are to ensure all games are played in a competitive but friendly atmosphere.



## PAGE 4 - GMC BY-LAWS JUNIOR CRICKET

- The Code of Conduct (Schedule A) should be followed by all players, officials, parents and supporters.
- The age and ability of all players needs to be taken into account. Maximum participation is important and preference for particular players should be avoided.

### 3. JUNIOR COMMITTEE:

- 3.1 The Junior Committee shall comprise a Chairman and at least 3 other members from Junior Clubs.
- 3.2 The Junior Chairperson shall cast a vote only when the committee is deadlocked.
- 3.3 All recommendations from the Junior Committee must be approved by the Executive.

### 4. CHILD SAFE STANDARDS

Goulburn Murray Cricket recognizes the Child Safe Standard Laws and endorses the “Australian Cricket Policy for safe guarding children and young people”

Goulburn Murray Crickets Child Safety Policy can be found on the GMC Website –  
*[gmc.vic.cricket.com.au](http://gmc.vic.cricket.com.au)*

### 5. AGE QUALIFICATIONS

All players shall be under the ages of seventeen, fifteen, thirteen and eleven on September First (1) of each year to compete in their respective age groups.

- Clubs can apply to the Junior Committee to include players over the age limit if they have limited experience and need consolidation of skills.
- Clubs will need to complete the appropriate overage player permit form, which indicates a low, medium, or high category with restrictions to the player in place.
- Clubs are allowed 2 overage players per team, and must be within 12 months for both boys and girls.
- Overage permits need to be approved by the Executive and in some cases may be reviewed throughout the season.

### 6. PLAYER & COACHES DETAILS

Clubs must register both Coaches and Players names, addresses and dates of birth prior to the start of the season onto the PlayHQ Cricket registration Website.

Coaches are highly encouraged to have at least a current Community Coaching Accreditation (Level 1)

### 7. MATCH OPERATIONS

- 7.1 Each team must be under control of a Team Manager or Coach who complies with statutory requirements (Working with Children’s Card), the Code of Conduct and Child Safe Standards (GMC Junior Cricket By Law 4)
- 7.2 Umpires and Scorers for each match shall be from each competing team.
- 7.3 Umpires may be changed throughout the game.



## PAGE 5 - GMC BY-LAWS JUNIOR CRICKET

- 7.4 All Umpires shall be aged 17 years or older
- 7.5 All Players should be correctly attired for each game. White shorts are permissible, as is Club Coloured attire.
- 7.6 Captains are to toss for choice of innings 15 minutes prior to start time. Managers are to be present for the toss when the visiting captain shall call. If a captain or Team Manager is not present at the designated time of the toss then their team automatically surrenders the choice of innings. (Unless prior arrangements have been made)
- 7.7 All Teams must supply their own equipment and ball. The home team shall supply stumps, ground markers, bails and score board.
- 7.8 The Home Team shall Live Score on PlayHQ Cricket and the away Team shall use a Score Book.

### 8. POINT SYSTEM – UNDER 17, 15 & UNDER 13 AGE GROUPS (check playHQ ladder)

1st innings win	<b>12</b>
Tie on 1st innings – each team	<b>6</b>
Drawn or abandoned game	<b>6</b>

- a) Bonus Points shall not be awarded in any junior match
- b) In the event that all teams having the same number of byes in the complete fixture, no match points will be allocated.
- c) When not all clubs have the same number of byes, the average winning points scored in the round that the bye occurred will be allocated. These points will only be allocated for an extra bye that a team might have.
- d) Averages shall determine which team leads when on equal points.
- e) All Junior matches, including Youth Girls, U11, U13, U15 & U17 matches are to be live scored via PlayHQ Cricket Live Score App by the Home Team, the Away Team is to score in a score book.

Under circumstances that don't allow Live Scoring, score cards for all competitions are to be entered into the PlayHQ Cricket System by both teams, not later than 12pm on Sunday after the days play. Failure to comply (after one (1) written warning) will result in a club fine.

### 9. MATCH BALL FOR ALL AGE GROUPS

9.1 GMC Stamped Kookaburra Red King Ball are to be used in all GMC Junior Matches.

- a) U17 and U15 Age Group:  
All Matches – Red King '**Pink Ball**' two piece 156 grams
- b) U13 and Youth Girls (U15) Age Group:  
All Matches – Red King '**Pink Ball**' two piece 142 grams
- c) U11 Age Group:  
All matches – Kooka Star '**Pink Ball**' 130 grams



### 10. INJURY PREVENTION

It is the responsibility of all Coaches and Team Managers to ensure the safety of all players is a priority.

10.1 The following rules are to be enforced at all times:

- a) Every Batsman shall wear a helmet that is fitted with a face guard.
- b) The only fieldsman allowed within 10 meters of the Batsman is the wicket keeper and any player standing between point and the wicket keeper.
- c) If any player is less than 10 meters from the batsman before the ball reaches the batsman, a "no-ball" shall be called by the Umpire.
- d) Wicket Keepers in under thirteens (13) and under elevens (11) competition shall wear a helmet with a face guard at all times.
- e) Wicket Keepers in the under seventeen (17) and under fifteen (15) competitions shall wear a helmet when keeping up at the stumps.
- f) Fast or medium-fast bowlers (as determined by the Umpires) under the age of seventeen (17) are:
  - I. Limited to a maximum spell of 6 overs. A spell is defined as between 2 and 6 overs and a bowler must be rested until the same number of overs have been bowled from the same end.
  - II. May not return until a further 6 overs have been bowled from that end or 60 minutes have elapsed.
  - III. May bowl a maximum of 16 overs on any day (including afternoon play) and may return immediately at the start of another days play.
- g) Slow bowlers as determined by the Umpires are not restricted under this rule and may bowl unchanged as required or allowed under GMC By Laws.
- h) Fast or Medium-Fast bowlers under the age of fifteen (15) are limited to a spell of 5 overs. Their return to the crease is to the ratio of overs allowed to U17 bowlers. They shall only bowl a maximum of 10 overs on any day (including afternoon play)
- i) Any delivery that passes above the waist of the batsman on the full (in his normal standing position) shall be deemed a "No Ball" irrespective of the speed of the delivery.

### 11. ADVERSE CONDITIONS

Ground Conditions:

- a) The Coach of the Home Team shall determine if play is to commence on the first day of the scheduled match.
- b) Should the weather or ground conditions be in doubt a decision shall be made by 3pm and the home club Coach are responsible for contacting the Opposition Coach.
- c) The Junior Coordinator may call off all games in the best interest of the competition at 3pm for the safety of players.



## PAGE 7 - GMC BY-LAWS JUNIOR CRICKET

- d) If an alternative venue is agreed upon by both coaches, the Executive must be notified immediately, except in the case of a backup hard wicket venue for an U17 match.
- e) Once a match commences and play is interrupted the Coaches are to decide if play is to continue.
- f) Ordinary conditions apply if fifteen (15) minutes of play in either innings is lost, due to adverse weather.
- g) If the first day's play is cancelled, the match becomes a One Day games with a reduction of overs in each innings as prescribed in these By-Laws.
- h) If the second day's play is cancelled and a result has not be obtained on the first day's play, a draw is the result.
- i) In Finals, the Executive shall nominate the ground and the Umpires shall be appointed.

### 12. EXTREME HEAT

The Official Bureau Of Meteorology recordings/forecasts for Kyabram shall be used to determine if fixture GMC Junior Matches are affected by extreme heat as prescribed here after.

- a) Matches scheduled for Wednesday, Thursday and Friday evenings:
  - I. For U17 matches: if the official temperature for Kyabram is 40 degrees or above as of 3pm on the Wednesday, Thursday or Friday afternoon, play shall be abandoned.
  - II. For U15, U13, U11 and Youth Girls: If the official temperature for Kyabram is 38 degrees or above as of 3pm on the Wednesday, Thursday or Friday afternoon, play shall be abandoned.
    - a. Matches scheduled for Saturday Mornings: if the official forecast for Kyabram as of 6pm on the preceding Friday evening is for a maximum temperature of 40 degrees or above for all U17 matches or 38 degrees or above for all U15, U13, U11 and Youth Girls matches, all scheduled matches shall start at 8.30am and must be completed by 11am. If the maximum temperature is forecasted to exceed 42 degrees, all matches will be abandoned.
- b) Matches scheduled for Sunday Mornings: if the official forecast for Kyabram as of 6pm on the preceding Saturday evening is for a maximum temperature of 40 degrees or above for all U17 matches or 38 degrees or above for all U15, U13, U11 and Youth Girls matches, all scheduled matches shall start at 8.30am and must be completed by 11am. If the maximum temperature is forecasted to exceed 42 degrees, all matches will be abandoned.
- c) By-Law 9 (f) and (g) shall apply when matches have been affected by extreme heat decisions.





### 13. UNDER 17 AGE GROUP

#### 13.1 Match Conditions Two Day Games

- a) 40 overs per innings
- b) Games shall be played on successive Friday nights, consecutive days or one (1) full day and for two (2) two and half (2 ½) hour sessions.
- c) An interruption of fifteen (15) minutes or more shall cause the game to continue under ordinary conditions.
- d) Play shall commence:  
5pm on Friday Nights  
5pm on consecutive days where play is scheduled for the afternoon.  
10.00am if play is scheduled for the morning.
- e) Playing times may be altered by agreement between the clubs (with notice given to the Junior Co-Ordinator no later than a week prior to the scheduled commencement of play)
- f) No Change to the venue, starting time or date can be made while the game is in progress.
- g) Thirteen Players (13) may participate in each team provided Coaches nominate players before the toss, two players who shall bat and field and two players who shall bowl and field only. The designated batsmen / bowlers are not to be the same players each week. Eleven players are the maximum permitted in the field but may interchange.
- h) Two (2) players are able to substitute in and out of the team from week one (1) to week two (2) of the games, Substitute players must be listed on the team sheet prior to the toss.  
Substitute players cannot be the nominated batsmen or bowlers.
- i) If the team batting first is dismissed in less than 40 overs the opposing team may elect to bat the remaining overs left on day one (1) minus 3 overs for the change over of the innings) and be entitled to 40 overs when resuming.
- j) If a first innings result is achieved on Day 1, teams are expected to return in the following week, in the interests of participation, to continue the game a second innings. Junior Coaches / Managers are encouraged to use these situations to provide increased opportunities to the less able players.  
*Teams who elect not to attend the second week could face penalties, which may include fines and or loss of match points.*
- k) The same conditions shall apply on matches played on a full day with a 30 minute interval between innings.
- l) In the event of the first week being washed out, a 1-day game shall be played for a first innings result only. In such games play shall commence at 5pm with each team to bowl 25 overs with a 10 minute changeover between innings.
- m) Where a club has two (2) Under 17 teams in the competition, players cannot swap from one team to another if they have played half the seasons games in one team (they can only play with one team).
- n) Players are permitted to play in 2 age groups/round if the draw allows, so long as other players are not missing out on a game.





## PAGE 9 - GMC BY-LAWS JUNIOR CRICKET

- o) Where possible matches are to be played on turf. A back up venue with a hard wicket is to be provided by the home team. In the event that the first week of play is not possible on a turf wicket the game shall be played on a hard wicket on both nights. In the event of the second week of play not possible on a turf wicket, play shall continue as normal on the hard wicket back up venue. Clubs have the right of appeal if they have evidence to suggest a club has manipulated the second week playing condition.
- p) Players (while not compulsory) are strongly encouraged to wear spikes when playing on turf.

### BATTING CONDITIONS

- q) A batsman must retire on reaching 50 runs but may return at the end of the innings if required and overs remain.
- r) When two or more batsman retire they shall return to the crease in the order of retiring.
- s) If a team has less than 11 players, retired batsman may return to the crease.
- t) If a team commences a match with eleven players and a serious injury during the match prevents a player batting when required, a retired batsman may return at the fall of the remaining wickets.

### BOWLING CONDITIONS

- u) Bowling team is to bowl in 5 over intervals at one and then change at the end of the 5 overs.
- v) All bowlers are limited to 8 overs each in an innings.
- w) Wicket Keepers do not have to bowl but may do so.
- x) Bowlers must attempt to pitch the in the batsman's half of the wicket. Any ball pitched short, which passes over the shoulder of a batsman, shall be called a "no-ball".
- y) Bowling injury prevention: Refer to Junior Law 10. It is essential that this law is adhered to.

### 13.2 Match Conditions One Day / T20 Games

- One day games shall consist of 25 overs per innings.
- Both the One Day and T20 games shall be played under the T20 format.
- In the T20 games, play shall cease when a result is achieved.
- In the One Day game, play shall continue after the result is achieved to give more opportunity to players.

### GENERAL RULES

- a) In a single innings, each of the bowlers can bowl a maximum of one-fifth of the total overs: 5 overs in a One Day Game / 4 Overs in T20 game.
- b) Teams can consist of up to 13 players where teams have 2 designated batsman who can field and 2 designated bowlers who can field. Teams cannot have the same



## PAGE 10 - GMC BY-LAWS JUNIOR CRICKET

designated batsman and bowler in consecutive weeks. Teams are encouraged to share players if one team has less players than the other.

- c) Batsman are to retire upon reaching 30 runs, retired batsman may return to bat once all other players have batted (except designated bowlers), in order in which they retired.
- d) 5 over blocks will be bowled from each end
- e) If a bowler delivers a ball overstepping the front crease line, it is a no-ball. The batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsman can only be dismissed through a run out.
- f) The interval (change of innings) is 10 minutes.
- g) One short pitched ball is allowed per over.

### FIELD RESTRICTIONS

- h) At the most, five fielders can be on the leg side, at any given point of time
- i) In overs:
  - 1 – 6 a minimum of 2 fielders, but no more than 2 fielders are allowed to be outside the 27.5m inner circle.
  - 7 – 15 a minimum of 3 fielders, but no more than 5 fielders are allowed to be outside the 27.5m inner circle.
  - 16 – 20 (25) no minimum, but no more than 5 fielders are allowed outside the 27.5m inner circle.
- j) In a T20 Game - The bowling side has to start it's 20<sup>th</sup> over within 70 minutes. If it fails to do so, an extra 6 runs will be added to batting teams score, for every whole over bowled after the 70 minute mark. In case the Umpire believes that the batting team is wasting time, he may add more to this.

### TIE DECIDERS

- a) Super Over –
  - 3 players are nominated to bat for each side and one bowler from each.
  - The team scoring the highest number of runs off their over is the winner.
  - The team which batted 2<sup>nd</sup> in the game will bat first in the super over.
  - If 2 wickets are lost by either team, then that team is all out.

### 13.3 UNDER 17 SEMI-FINALS

- a) The Executive shall determine the venues, umpires and dates of play for Semi-Finals.
- b) The Semi Finals shall be 1 v 4 and 2 v 3.  
Winning Teams will progress to the Grand Final.  
The highest ranked team will be given the right to host the final.
- c) Turf Wickets are preferred but the Junior Executive may re-allocate either, or both semi-finals to synthetic wicket prior to commencement of play if conditions are not favourable for the selected wicket.



## PAGE 11 - GMC BY-LAWS JUNIOR CRICKET

- d) The match shall be 40 overs per team, played over one day with the same batting and bowling conditions as per the home and away season.
- e) The hours of play shall be 10.00am to 3.30 with extra time allowed if a result is foreseeable at the Umpires discretion.
- f) If a first innings result as not been achieved at the end of the days play, then the highest ranked team will proceed through to the Grand Final.
- g) All players are required to have played at least 3 games with their team during the current season to qualify to play in finals unless filling in from a lower junior grade and provided that they have played 3 club games.
- h) Umpires shall be provided by the GMC.

### 13.4 UNDER 17 GRAND FINAL

- a) The Executive shall determine the venue, umpires and dates of play for the Grand Final with the highest ranked team given the option of hosting the Grand Final.
- b) The match shall be 40 overs per team, played over one day with the same batting and bowling conditions as per the home and away season.
- c) If the game is interrupted the match shall reduce to no less than 30 overs per team in the scheduled playing time as determined by the Umpires.
- d) If 30 overs per team cannot be achieved, the team finishing highest on the ladder will be the winner.
- e) The hours of play shall be 10.00am to 3.30 with extra time allowed if a result is foreseeable at the Umpires discretion.
- f) A 30 minute lunch break will be held at the end of the first innings.
- g) A five minute drinks break will be taken after each 15 overs played.
- h) If the first innings is not delayed, interrupted or terminated earlier, it shall be compulsorily closed after 40 overs or at 12.30pm.
- i) If the side fielding first fails to complete the overs by the due time, it's innings shall be limited to the number bowled at the time.
- j) The Umpires shall be the sole judges of the weather conditions and will determine times of play accordingly.
- k) Play shall cease when the second team passes the score of the opposing team or bats out their required number of overs.
- l) The winning team shall be the team with the highest score and if the scores are equal the team that finished highest on the ladder will be the winner.
- m) All players are required to have played at least 3 games with their team during the current season to qualify to play in finals unless filling in from a lower junior grade and provided that they have played 3 club games.
- n) The Umpires appointed by the GMC, shall determine and present a medal for the "player of the match".
- o) The winning Team members shall be presented with Premiership Medallions.



## 14. UNDER 15 AGE GROUP

### 14.1 Match Conditions Two Day Games

- a) 40 overs per innings
- b) Games shall be played on successive Thursday nights, consecutive days or one (1) full day and for two (2) two and half (2 ½ ) hour sessions.
- c) An interruption of fifteen (15) minutes or more shall cause the game to continue under ordinary conditions.
- d) Play shall commence:  
5pm on Thursday Nights  
5pm on consecutive days were play is scheduled for the afternoon.  
10.00am if play is scheduled for the morning.
- e) Playing times may altered by agreement between the clubs (with notice given to the Junior Co-Ordinator no later than a week prior to the scheduled commencement of play.
- f) No Change to the venue, starting time or date can be made while the game is progress.
- g) Thirteen Players (13) may participate in each team provided Coaches nominate players before the toss, two players who shall bat and field and two players who shall bowl and field only. The designated batsmen / bowlers are not to be the same players each week. Eleven players are the maximum permitted in the field but may interchange.
- h) If either teams are dismissed in less than 40 overs the team may continue to bat to give players opportunity to play, all "official" scoring is to cease at the fall of the last wicket. The team batting second cannot commence their innings until week 2.
- i) Where a club has two U15 teams in the competition, players cannot swap from one team to another if they played half the seasons games in one team (they can only play in one team)
- j) Players are permitted to play in 2 age groups/round if the draw allows so long as players are not missing out on a game.

### BATTING RESTRICTIONS

- k) A batsman must retire on reaching 40 runs, or 40 balls whichever comes first, but may return at the end of the innings if required and overs remain.
- l) When two or more batsman retire, they shall return to the crease in the order they retiring
- m) If a team has less than 11 players, retired batsman may return to the crease after the last batter.

### BOWLING RESTRICTIONS

- n) Bowling team is to bowl in 5 over intervals at one and then change at the end of the 5 overs.
- o) All bowlers are limited to 5 overs each in an innings.
- p) All players are to bowl a minimum of 2 overs prior to any bowler starting a second spell.



- q) An over shall be bowled to a maximum of 8 balls. (only 2 wides / no-balls are counted)  
Wides and no-balls are to be counted in the bowlers 8 ball over and scored as one run.
- r) Under the circumstances that a batsman hits a ball that lands off the pitch and would have been called a wide, this will be deemed a no-ball by the umpire and the batsman cannot be dismissed caught, bowled, hit wicket or stumped.
- s) If the bowler lands a ball off the hard wicket it shall be deemed a no-ball.
- t) If the bowler lands a ball on the wicket but it goes wide of the batsman it shall be deemed a wide.
- u) A no-ball shall be called on any ball over waist height of the batsman.
- v) A no-ball shall be called on any ball that bounces more than once before reaching the batter's popping crease.
- w) It is at the discretion of the individual coaches as to whether or not the wicket keeper bowls.

### 14.2 MATCH CONDITIONS ONE DAY GAMES

One day games shall consist of 25 overs per side and be played under the following One Day format, with the following exemptions:

- I. Batsman are to retire after reaching 25 runs or 25 balls whichever comes first, but may return at the end of the innings if required and overs remain.
- II. Bowlers are to bowl 2-3 overs each except for the wicket keeper or designated batsman.
- III. Overs are to be maximum of 8 balls per over and can be bowled 5 overs from each end.

### GENERAL RULES

- a) All matches other than the Semi-Final and Final are to start at 5pm
- b) Teams can consist of up to 13 players where teams have 2 designated batsman who can field and 2 designated bowlers who can field. Teams cannot have the same designated batsman and bowler in consecutive weeks. Teams are encouraged to share players if one team has less players than the other.
- c) If a bowler delivers a ball over stepping the front crease line, it is a no-ball. The batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsman can only be dismissed through a run out.
- d) The interval (change of innings) is 10 minutes.
- e) One short pitched ball is allowed per over.

### FIELD RESTRICTIONS

- f) At the most, five fielders can be on the leg side, at any given point of time
- g) In overs:  
1 – 6 a minimum of 2 fielders, but no more than 2 fielders are allowed to be outside the 27.5m inner circle.



## PAGE 14 - GMC BY-LAWS JUNIOR CRICKET

7 – 15 a minimum of 3 fielders, but no more than 5 fielders are allowed to be outside the 27.5m inner circle.

16 – 20 (25) no minimum, but no more than 5 fielders are allowed outside the 27.5m inner circle.

- h) In a T20 Game - The bowling side has to start its 20<sup>th</sup> over within 70 minutes. If it fails to do so, an extra 6 runs will be added to batting teams score, for every whole over bowled after the 70 minute mark. In case the Umpire believes that the batting team is wasting time, he may add more to this.

### TIE DECIDERS

Super Over –

- 3 players are nominated to bat for each side and one bowler from each.
- The team scoring the highest number of runs off their over is the winner.
- The team which batted 2<sup>nd</sup> in the game will bat first in the super over.
- If 2 wickets are lost by either team, then that team is all out.

### 14.3 UNDER 15 SEMI-FINALS

- a) The Executive shall determine the venues, umpires and dates of play for Semi-Finals.  
b) The Semi Finals shall be 1 v 4 and 2 v 3.

Winning Teams will progress to the Grand Final.

The highest ranked team will be given the right to host the final.

- c) The match shall be 40 overs per team, played over two days with the same batting and bowling conditions as per the home and away season.  
d) If a first innings result as not been achieved at the end of the days play, then the highest ranked team will proceed through to the Grand Final.  
e) All players are required to have played at least 3 games with their team during the current season to qualify to play in finals unless filling in from a lower junior grade and provided that they have played 3 club games.

### 14.4 UNDER 15 GRAND FINAL

- a) The Executive shall determine the venue, umpires and dates of play for the Grand Final with the highest ranked team given the option of hosting the Grand Final.  
b) The match shall be 40 overs per team, played over two days with the same batting and bowling conditions as per the home and away season.  
c) If the game is interrupted the match shall reduce to no less than 30 overs per team in the scheduled playing time as determined by the Umpires.  
d) If 30 overs per team cannot be achieved, the team finishing highest on the ladder will be the winner.  
e) A five minute drinks break will be taken after each 15 overs played.  
f) If the first innings is not delayed, interrupted or terminated earlier, it shall be compulsorily closed after 40 overs.





## PAGE 15 - GMC BY-LAWS JUNIOR CRICKET

- g) If the side fielding first fails to complete the overs by the due time, it's innings shall be limited to the number bowled at the time.
- h) The Umpires shall be the sole judges of the weather conditions and will determine times of play accordingly.
- i) Play shall cease when the second team passes the score of the opposing team or bats out their required number of overs.
- j) The winning team shall be the team with the highest score and if the scores are equal the team that finished highest on the ladder will be the winner.
- k) All players are required to have played at least 3 games with their team during the current season to qualify to play in finals unless filling in from a lower junior grade and provided that they have played 3 club games.
- l) The Umpires appointed by the GMC, shall determine and present a medal for the "player of the match".
- m) The winning Team members shall be presented with Premiership Medallions.

### 15. UNDER 13 AGE GROUP / JUNIOR GIRLS

#### 15.1 Match Conditions Two Day Games

- a) 32 overs per innings
- b) 10 players per team
- c) Games shall be played on successive Wednesday nights, consecutive days or one (1) full day and for two (2) two (2 ) hour sessions.
- d) An interruption of fifteen (15) minutes or more shall cause the game to continue under ordinary conditions.
- e) Play shall commence:
  - 5.15pm on Wednesday Nights
  - 5.15pm on consecutive days were play is scheduled for the afternoon.
  - 10.00am if play is scheduled for the morning.
- f) Playing times may altered by agreement between the clubs (with notice given to the Junior Co-Ordinator no later than a week prior to the scheduled commencement of play.
- g) No Change to the venue, starting time or date can be made while the game is progress.
- h) Twelve Players (12) may participate in each team provided Coaches nominate players before the toss, two players who shall bat and field and two players who shall bowl and field only. The designated batsmen / bowlers are not to be the same players each week. Ten (10) players are the maximum permitted in the field but may interchange.
- i) If either teams are dismissed in less than 32 overs the team may continue to bat to give players opportunity to play, all "official' scoring is to cease at the fall of the last wicket. The team batting second cannot commence their innings until week 2.
- j) Where a club has two U13 teams in the competition, players cannot swap from one team to another if they played half the seasons games in one team (they can only play in one team)





## PAGE 16 - GMC BY-LAWS JUNIOR CRICKET

- k) Players are permitted to play in 2 age groups/round if the draw allows so long as players are not missing out on a game.

### BATTING RESTRICTIONS

- l) Opening batters from the previous round, cannot open the batting the upcoming round
- m) A batsman must retire on reaching 30 runs or 30 balls whichever comes first, but may return at the end of the innings if required and overs remain.
- n) When two or more batsman retire, they shall return to the crease in the order they retiring, with the player who has been retired before 30 taking precedence.
- o) If a team has less than 10 players, retired batsman may return to the crease after the last batter
- p) If the bowling team appeals for a LBW, and the umpire believes it is out. A warning is given to the batter, and if this happens again and the umpire believes it is out, then that batter is out LBW

### BOWLING RESTRICTIONS

- q) Bowling team is to bowl in 8 over intervals at one end and then change ends
- r) Drinks at 16 overs (halfway), a bowler can only have a maximum of 2 overs at this point.
- s) All bowlers are limited to 4 overs each in an innings
- t) All players are to bowl a minimum of 2 overs prior to any bowler starting a second spell.
- u) Full pitch is where the bowler will bowl from, however if a bowler requires a shorter distance, the stumps can be moved forward at the bowlers end, to be put on the front crease. If there is no crease line, the umpire to mark the new front crease line with an object to indicate where to bowl from. Batters remain at normal crease line. Umpire to give consideration if there is confusion when a run out may occur to benefit the batter.
- v) An over shall be bowled to a maximum of 8 balls. (only 2 wides / no-balls are counted) Wides and no-balls are to be counted in the bowlers 8 ball over and scored as one run.
- w) Under the circumstances that a batsman hits a ball that lands off the pitch and would have been called a wide, this will be deemed a no-ball by the umpire and the batsman cannot be dismissed caught, bowled, hit wicket or stumped.
- x) If the bowler lands a ball off the hard wicket it shall be deemed a no-ball.
- y) If the bowler lands a ball on the wicket but it goes wide of the batsman it shall be deemed a wide.
- z) A no-ball shall be called on any ball over waist height of the batsman.
- aa) A no-ball shall be called on any ball that bounces more than once before reaching the batter's popping crease.
- bb) It is at the discretion of the individual coaches as to whether or not the wicket keeper bowls. Although it is highly encouraged that you do swap your wicket keepers to ensure players are getting experienced in this skill.



### 15.2 MATCH CONDITIONS ONE DAY GAMES – T20

One day games shall consist of 20 overs per side and be played under the following One Day format, with the following exemptions:

- I. Batsman are to retire after reaching 20 runs or 20 balls, whichever comes first. Retired batsman can return to the crease after all batters have batted, in the order they retired in.
- II. Bowlers are to bowl 2-3 overs each except for the wicket keeper or designated batsman.
- III. Overs are to be maximum of 8 balls per over and can be bowled 5 overs from each end.

#### GENERAL RULES

- a) All matches (T20) to start at 5pm
- b) Quick drinks break for 3 minutes at the 10 over mark, to allow change of wicket keepers.
- c) Teams can consist of up to 12 players where teams have 2 designated batsman who can field and 2 designated bowlers who can field. Teams cannot have the same designated batsman and bowler in consecutive weeks. Teams are encouraged to share players if one team has less players than the other.
- d) Opening batters from the previous round, cannot open the batting the upcoming round
- e) If a bowler delivers a ball over stepping the front crease line, it is a no-ball. The batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsman can only be dismissed through a run out.
- f) The interval (change of innings) is 10 minutes.
- g) One short pitched ball is allowed per over.

#### FIELD RESTRICTIONS

- h) At the most, five fielders can be on the leg side, at any given point of time
- i) In overs:
  - 1 – 6 a minimum of 2 fielders, but no more than 2 fielders are allowed to be outside the 27.5m inner circle.
  - 7 – 15 a minimum of 3 fielders, but no more than 5 fielders are allowed to be outside the 27.5m inner circle.
  - 16 – 20 (25) no minimum, but no more than 5 fielders are allowed outside the 27.5m inner circle.
- j) In a T20 Game - The bowling side has to start it's 20<sup>th</sup> over within 70 minutes. If it fails to do so, an extra 6 runs will be added to batting teams score, for every whole over bowled after the 70 minute mark. In case the Umpire believes that the batting team is wasting time, he may add more to this.

#### TIE DECIDERS

Super Over –

- 3 players are nominated to bat for each side and one bowler from each.



## PAGE 18 - GMC BY-LAWS JUNIOR CRICKET

- The team scoring the highest number of runs off their over is the winner.
- The team which batted 2<sup>nd</sup> in the game will bat first in the super over.
- If 2 wickets are lost by either team, then that team is all out.

### 16. UNDER 13 FINALS -

- a) The Final round of the season will be a “Live Round” where teams will play other teams at a similar ladder position – 1 v 2 / 3 v 4 / 5 v 6 / 7 v 8 etc. The winner of the 1 v 2 shall be declared the Premiers. If no result is achieved then the 1 place team will be declared the winner.
- b) All players are required to have played at least 3 games with their team during the current season to qualify to play in finals unless filling in from a lower junior grade and provided that they have played 3 club games.
- c) Umpires shall be provided by the GMC for the Grand Final of 1 v 2.
- d) Games are to be played on synthetic wickets. Matches shall be played under the same as home and away games. Ordinary conditions will prevail once 30 minutes of scheduled time is lost.
- e) The Grand Final match of 1 v 2, will be a 32 over game, whilst the other games may be a one-day (T20) game.
- f) Play shall cease when the second team passes the score of the opposing team or bats out their required number of overs.
- g) The winning team shall be the team with the highest score and if the scores are equal the team that finished highest on the ladder will be the winner.
- h) The winning Team members shall be presented with Premiership Medallions.

### 17. UNDER 11 AGE GROUP

- i. The **Under 11** Competition is designed to introduce players to cricket. The emphasis is on participation and enjoyment, with winning a secondary consideration.

No Premiership points or ladder are recorded.

Format is 8 players per team, although you can play with more and less, but only 8 out on the field when fielding.

#### 17.1 MATCH CONDITIONS

- a) Games will be played in a one-day format.
- b) Rules as per Cricket Australia: Junior Stage 1 – 20 Overs Match Day rules.
- c) Opening batters from the previous round, cannot open the batting the upcoming round
- d) Batters to bat in pairs for 5 overs and to get 15 balls each
- e) Overs are to be maximum of 6 balls per over and to be bowled from one end
- f) If 9 batters, retirement is at 13 balls, if 10 players retirement is 12 balls and if 11 players retirement is at 11 balls. Coaches to work this out in the middle, ie for 10 players – bat in pairs for 4 overs etc.



- g) Batters have unlimited dismissals, however when there is a dismissal, 4 runs per wicket is added to the oppositions total at the end of the innings.
- h) Wicketkeeper to swap with someone else after 10 overs

Rules as per below

AUSTRALIA CRICKET JUNIOR FORMATS STAGE 1



## 20 OVER DETAILED MATCH DAY RULES

<b>SUMMARY</b>	Playing the game	<b>OVERS</b>	<ul style="list-style-type: none"> <li>• 20 overs per team (120 balls)</li> </ul>
<b>PURPOSE</b>	Community club and school	<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 7 players per team</li> <li>• 5 players per team is the minimum required to play the game.</li> <li>• 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).</li> </ul>
<b>DESCRIPTION</b>	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 20 overs per team</li> </ul>
<b>INDICATIVE AGE</b>	U10 & U11	<b>BATTING</b>	<ul style="list-style-type: none"> <li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>• Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery.</li> <li>• As there is allowances for varying team size, the following retirement rules apply:               <ul style="list-style-type: none"> <li>- 5 player team – batters retire at 24 balls</li> <li>- 6 player team – batters retire at 20 balls</li> <li>- 7 player team – batters retire at 17 balls</li> <li>- 8 player team – batters retire at 15 balls</li> <li>- 9 player team – batters retire at 13 balls</li> </ul> </li> <li>• If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)</li> <li>• Batters are to retire as soon as they face their allotted balls, not at the end of the over.</li> </ul>
<b>COACH</b>	<ul style="list-style-type: none"> <li>• Accredited Community (Level 1) Coach</li> </ul>	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (maximum)</li> <li>• All players are to bowl (each Wicket-Keeper is to bowl one over each)</li> <li>• Maximum overs bowled by a player are 4 overs *Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>• Bowlers are to bowl from the one end for entire game</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>• T20 (20 over game)</li> </ul>	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• Rotation of fielders is required to ensure all players experience all positions</li> <li>• No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety</li> <li>• Each team is required to use two (2) wicket keepers (10 overs each)</li> <li>• If more than 7 players are present at a match, they should rotate onto the field each over.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>• Modified ball (circumference 21-22.5cm, ideal weight 120-140g).*</li> <li>*Synthetic options available as per Stage 1 Modified Balls Guidance.</li> </ul>	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• Unlimited dismissals (each player will face the nominated number of balls each)</li> <li>• The Association or Competition Manager/s have the option to introduce a consequence for dismissals. If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings.</li> <li>• The following dismissals apply in this format: Bowled, Caught, Caught &amp; Bowled, Run Out, Stumped, Hit Wicket.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>• 120 mins (2 hrs)</li> <li>• The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>• Please refer to Match Management document for time saving strategies.</li> </ul>		
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector</li> <li>• Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>• 2 sets of portable stumps recommended (with base and balls) – minimum 1 set of portable stumps required.</li> <li>• Bat size: Size 4 (&lt;1.8lb or &lt;800gm) is recommended</li> <li>• Modified ball (as per specifications above).</li> <li>• Measuring tape or string to measure pitch length and boundary.</li> <li>• Boundary markers</li> <li>• Chalk, tape or paint to mark crease.</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>• 40m (maximum)</li> <li>• Boundary is to be measured from the batter's end stumps.</li> <li>• Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Outfield or hard wicket surface.</li> <li>• 16m length – measured stump to stump.</li> </ul>		



## JUNIOR CRICKET STAGE 2 - 20 OVER DETAILED MATCH DAY RULES



### MATCH DAY - RULES

STAGE	STAGE 2 - T20	STAGE	STAGE 2 - T20
<b>SUMMARY</b>	Playing and competing		
<b>PURPOSE</b>	Community club and school		
<b>DESCRIPTION</b>	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)</li> <li>All players are to bowl (each Wicket-Keeper is to bowl one over each)</li> <li>e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers)</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match</li> <li>Bowlers change ends at 10 overs</li> <li>Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies &amp; Community Guidelines</i>)</li> </ul>
<b>INDICATIVE AGE</b>	U13	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>Rotation of fielders is recommended to ensure all players experience all positions.</li> <li>No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)</li> <li>Each team is required to use two (2) wicket keepers (10 overs each)</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> </ul>
<b>COACH</b>	• Accredited Community (Level 1) Coach	<b>DISMISSALS</b>	• All modes of dismissal count
<b>GAME TYPE</b>	• T20 (20 over game)	<b>MINIMUM &amp; MAXIMUM PLAYERS &amp; IMPACT</b>	<ul style="list-style-type: none"> <li>9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)</li> <li>7 players per team minimum are required to play the game</li> <li>11 players per team maximum are to be allocated to a team (only 9 on field at any given time)</li> <li>Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl</li> </ul> <p>The number of players impact the players' opportunity to develop skills in the game, for example:</p> <ul style="list-style-type: none"> <li>7 player team - 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls</li> <li>8 players - 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls</li> <li>9 players - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), Batting retirement 20 balls</li> <li>If teams have 10-11 players, they are encouraged to rotate fielders after every over</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>	<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>2 sets of stumps (with base and balls)</li> <li>*minimum of 1 set of portable stumps</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended</li> <li>142gm hard or leather ball</li> <li>Measuring tape or string to measure Pitch length and boundary</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>120 mins (2hrs)</li> <li>The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> </ul> <p>Please review time saving strategies summary available on-line.</p>		
<b>PROTECTIVE EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet (including the Wicket keeper).</li> <li>* Please refer to Helmet section of the <i>Well Played Playing Policy &amp; Community Guidelines</i></li> <li>Pads</li> <li>Gloves</li> <li>Protector (males)</li> <li>*additional safety equipment is available based on match conditions and/or personal preference</li> </ul>		
<b>BOUNDARY</b>	• 45m (maximum) - measured from the middle of the wicket		
<b>PITCH TYPE AND LENGTH</b>	• Hard wicket - 18m length * option to move stumps in at each end to the 2 crease lines (17.7m)		
<b>OVERS</b>	• 20 overs per team (120 balls)		
<b>TEAM</b>	• 9 players per team (maximum of 9 players on field)		
<b>INNINGS</b>	• 1 innings of 20 overs per team		
<b>BATTING</b>	<ul style="list-style-type: none"> <li>All batters retire at 20 balls (with the assumption that some players will be dismissed)</li> <li>Any retired batters can return when all others have batted, in the order they retired</li> <li>All balls (regardless of whether wides/ no balls) will be included in the batter's ball count.</li> <li>The innings is deemed as closed after 8 wickets have fallen</li> </ul>		





## 18. COUNTRY WEEK AND REGIONAL CRICKET

- a) Nominations of suitable players from each club and a series of training sessions shall form the basis of the GMC Junior Cricket Teams for both Country Week and Regional Cricket Matches.
- b) GMC Junior Selectors shall be appointed by the Junior Co-Ordinator.
- c) When ever possible a qualified Coach shall take charge of all Representative Teams.
- d) All Representative Teams shall be accompanied by a Team Manager, Scorer and an Accredited Coach.
- e) The GMC Juniors shall (at it's discretion) elect to compete in the U13a, U13b, U14, U15, U16, U17 male and Junior Girls Northern Rivers Junior Country Week Competitions.

## 19. U17 and U15 CRICKETER OF THE YEAR AWARD

The point system to determine the award:

- One point for every run a batsman scores
- Five points for each catch a fieldsman takes
- Ten Points to a bowler taking a wicket
- Five points for each stumping

## 20. Conduct and Offences:

- a) The Board shall prescribe in Schedules to these By-laws:
  - I. A separate *Code of Conduct* for Players, Umpires and Club Officials/Administrators
  - II. Offences of misconduct and applicable penalties
  - III. Appropriate forms for all conduct matters.
- b) Reports:
  - I. Registered umpires may report any association member (including players or officials) for offences as prescribed in *Schedule B*, arising out of matches as follows:
  - II. Club captains or other representatives shall at the end of each day's play ascertain from the Umpire about any offences arising and intention to report.
  - III. The Umpire should notify the person concerned or Club captain at end of the day's play.
  - IV. Failure to observe (I) or (II) shall not invalidate any subsequent report.
  - V. The reporting umpire as soon as practicable after the completion on the day's play must contact the Director of Umpiring who will assist in determining the level of offence.
    - I. If an Umpire intends to lodge a report (after consultation with the Director of Umpiring) they shall as soon as practicable (within 24 hours if possible) after the end of the day's play lodge with the Administrator details in the form prescribed in *Schedule F*.
    - II. As soon as practicable (within 24 hours if possible) of receipt the Administrator shall send a copy of the report to the player/official's club.
    - III. Players or officials who wish to challenge a report shall within twenty-four hours lodge a *Notice of Challenge* (Schedule F) and fee payment as prescribed in these By-Laws.



## PAGE 22 - GMC BY-LAWS JUNIOR CRICKET

- IV. Failure to challenge the report means that the prescribed penalty for the offence shall immediately take effect.
- V. On receipt of a *Notice of Challenge* the Board shall appoint a Tribunal to hear the challenge as soon as practically possible.

### c) Cautions:

- I. Where an umpire does not consider a player/official's behaviour to be serious enough to warrant a report, they may verbally caution and inform them that the caution will be officially recorded.
- II. 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 any players are to be formally cautioned, irrespective of any earlier notification.
- III. An umpire shall note a caution on the Umpire Match Report, shall lodge a *Notice of Caution* (Schedule E) with the Administrator within twenty-four hours of the end of the day's play and the Administrator shall notify the Club before its next scheduled match.
- IV. A player receiving three formal cautions during the same season shall automatically be charged with a Level 1 offence.

## 21. Tribunal:

- a) The Board shall appoint an independent Tribunal to determine:
  - I. Disputes and complaints that are not resolved by mediation as provided in Rule 9.
  - II. challenges to reports of offences (*Schedule B*) and set penalties (*Schedule C*)
- b) The Tribunal shall consist of a Chairman and two (2) members none of whom, at the Board's discretion, shall have any personal affiliation with the player or club in question of the tribunal matter.
- c) A fee of \$500 (\$250 refundable if the appeal is successful) shall be payable by the lodging party at the time of lodging all applications to the Tribunal failure to do so shall void the appeal.
- d) All hearings must be based on the principles of natural justice: that is, all parties are entitled to a full and fair notification of charges or matters in dispute and a reasonable opportunity to prepare and present their case to an independent unbiased tribunal.
- e) At least forty-eight (48) hours before a scheduled hearing all parties must receive:
  - (i) formal notification of the date, place and time of the hearing
  - (ii) a copy of the applicable guidelines for the *Order of Proceedings* (*Schedule D*)
  - (iii) Copies of all documents intended to be presented at the hearing.
- f) Any person who intends to appear before the Tribunal shall be entitled to an advocate, but legal practitioners must obtain leave from the Tribunal Chairman at least twenty-four hours before a scheduled hearing.
- g) The Tribunal is not bound by the rules of evidence but should endeavor to ensure that all relevant evidence is heard and that all irrelevant evidence is not acted upon.
- h) The Board shall appoint a Minute Administrator—who shall take no part in determining the Tribunal's decision—or provide an appropriate recording mechanism at all Tribunal hearings.
- i) The Tribunal is not obliged to give reasons for its decisions.





## PAGE 23 - GMC BY-LAWS JUNIOR CRICKET

- j) In the absence of a party, with or without notice of the reason or reasons for the absence, the Tribunal may proceed with a hearing however in the interest of cricket all parties are urged to make all efforts possible to attend.
- k) Any party who is unable to attend a hearing may apply to the Tribunal for a postponed hearing and such application must state the reasons for his inability to attend. If satisfied with the applicant's reasons the Tribunal may convene a postponed hearing of the charge. All parties involved in the tribunal process (players & umpires) must make themselves available for all tribunal meeting either in person or by any other means available to them. All reported players or club representatives must attend all tribunal hearings, failure to do so will make the reported player ineligible to play in any GMC game until the report has been heard by the tribunal.
- l) Any person appearing before a Tribunal shall have the right to present a written or verbal statement and answer or refute any charges presented against them.
- m) All hearings should follow an Order of Proceedings, but the Order is indicative only and may be modified to suit the circumstances of the case.
- n) The Board shall prescribe appropriate forms under these By-laws to facilitate Tribunal procedures.



## **Schedule A**

### **CODES of CONDUCT**

#### **Administrators / Club officials**

- 1) Uphold the GMC Spirit Of Cricket Document at all times.
- 2) Be fair, considerate and honest in all dealings with others.
- 3) Be professional in, and accept responsibility for your actions. Your language, Presentation, manners and punctuality should reflect high standards
- 4) Resolve conflicts fairly and promptly through established procedures
- 5) Maintain strict impartiality
- 6) Be aware of your legal responsibilities
- 7) Develop a positive sport environment by allowing for the special needs of the players (Especially children) by emphasising enjoyment and by providing appropriate Development and competitive experiences
- 8) Involve players in the planning, leadership, evaluation and decision making relating to The activity
- 9) Ensure activities, equipment and facilities are safe and appropriate to the ability level of Participating players. Activities, rules, equipment, lengths of games and training Schedules should take into consideration the age, ability and maturity level of participating players.
- 10) Ensure that everyone (administrators, coaches, players, umpires, parents, spectators, Sponsors and physicians) emphasise fair play in Cricket activities and games.
- 11) Where appropriate, distribute a Code of Conduct sheet to coaches, players, umpires, Parents, spectators and the media.
- 12) Protect and promote the sport of cricket in accordance with the 'Spirit of Cricket'.

#### **Umpires**

- 1) Compliment and encourage all participants
- 2) Be consistent, objective and courteous when making decisions
- 3) Condemn unsporting behaviour and promote respect for all opponents
- 4) Emphasise the spirit of the game rather than the errors
- 5) Be a good sport yourself- actions speak louder than words
- 6) Keep up to date with the latest available resources for umpiring and the principles of Growth and development of young people
- 7) Remember, you set an example. Your behaviour and comments should be positive and supportive.
- 8) Place the safety and welfare of participants above all else
- 9) Treat all players with respect at all times
- 10) Accept responsibility for all actions taken.
- 11) Exercise reasonable care to prevent injury by ensuring players play within the rules. Reasonable care consists of advising the players of illegal body movements, showing due diligence in detecting infringements and penalising rule breakers
- 12) Be impartial and maintain integrity in your relationship with other Umpires, players and coaches.



- 13) Avoid situations which may lead to a conflict of interest
- 14) Value the individual in sport. Ensure the players have the opportunity for discussion with you after the match
- 15) Encourage inclusivity and access to all areas of officiating. Aim for excellence based upon realistic goals and due consideration for growth and development.
- 16) Be a positive role model in behaviour and personal appearance by maintaining the Highest standards of personal conduct and projecting a favourable image of cricket  
And umpiring
- 17) Refrain from any form of personal abuse towards players. This includes verbal, Physical and emotional abuse. Be alert to any forms of abuse directed towards the Players from other sources while they are playing
- 18) Refrain from any form of harassment towards players. Treat all players fairly within The context of their sporting activities, regardless of gender, race, place of origin, Athletic potential, colour, sexual orientation, religion, political beliefs, socio-economic Status, and other conditions
- 19) Show concern and caution towards ill and injured players. You should enforce the Blood rule and apply procedures regarding ill or injured players according to the rule Book. Common sense must be applied in all cases.
- 20) In accordance with Cricket Australia and Cricket Victoria guidelines, modify rules and Regulations to match the skill levels and needs of young people.
- 21) Encourage and promote rule changes which will make participation more enjoyable.
- 22) Give all young people a 'fair go' regardless of their gender, ability, cultural Background or religion.
- 23) Institute disciplinary procedures when necessary without fear or favour in accordance With the rules of the competition and the Spirit of Cricket.
- 24) Participate in ongoing training, be aware of rule changes, be a member of an Umpires Association wherever possible and promote the Spirit of Cricket

### **Senior players**

- 1) Play by the rules and abide by the *Spirit of Cricket* at all times
- 2) Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.
- 3) Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted
- 4) Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you.
- 5) Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- 6) Treat all participants in cricket, as you like to be treated. Do not bully or take unfair advantage of another competitor.
- 7) Cooperate with your coach, teammates and opponents. Without them there would be no competition.



## PAGE 26 - GMC BY-LAWS JUNIOR CRICKET

- 8) Respect the rights, dignity and worth of fellow players, coaches, officials and spectators.
- 9) Refrain from conduct which could be regarded as sexual or other harassment.
- 10) Respect the talent, potential and development of fellow players and competitors.
- 11) Care and respect the uniform and equipment provided to you.
- 12) Be frank and honest with your coach concerning illness and injury and your ability to train and play fully.
- 13) Conduct yourself in a responsible manner relating to language, temper and punctuality.
- 14) Maintain a high standard of personal behaviour at all times.
- 15) Be honest in your attitude and preparation to training. Work equally hard for yourself and your team.
- 16) Cooperate with coaches and staff in relation to programs that adequately prepare you for competition.
- 17) Do not engage in practices that affect sporting performance; such as alcohol, tobacco and drug use.
- 18) Compliance with this Code shall be determined by By-laws defining offences and prescribed penalties.



Schedule B  
**OFFENCES**

'Law' refers to the *Laws of Cricket* Level 1 (least serious) to Level 4 (most serious)

**Level 1**

OFFENCE		GUIDELINES
1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.
1.2	Show dissent at an umpire's decision including in social media	Includes showing dissent at an umpire's decision by way of showing inappropriate or excessive disappointment, an obvious delay in resuming play or leaving the wicket, shaking the head, pointing or looking at the inside edge when given out lbw, pointing to the pad or rubbing the shoulder when caught behind, snatching the cap from the umpire, a bowler or fielder arguing or entering into an unduly prolonged discussion with the umpire about the umpire's decision.  This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.
1.3	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture including in social media	<ul style="list-style-type: none"> <li>• This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.</li> <li>• This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be taken into account when deciding to report the behaviour as an offence and when assessing the seriousness of the breach.</li> </ul>
1.4	Criticism / denigration of Umpires including in social media	Any public criticism including in social media
1.5	Engage in excessive appealing	Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. Excessive may also mean the practice of celebrating or assuming a dismissal before the decision has been given.
1.6	Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman	Self-explanatory.
1.7	Breach any regulation regarding approved clothing or equipment	This includes regulations regarding bat logos and regulations regarding other logos or advertising which may be worn or displayed.
1.8	Failure by a Team to ensure that the condition of a ball is not changed in breach of Law 42.3	Where no individual player is reported for breach of Rule 2.7, each member of the relevant fielding team (including the 12 <sup>th</sup> man) shall be considered to be in breach of this rule if the condition of the ball being used by that team has been changed in breach of Law 42.  The presence or absence of involvement of each team member in changing the condition of the ball shall be irrelevant to a finding of guilt for Rule 2.10.
1.9	Three Umpire cautions in one season	Self-explanatory

**NOTE:** A repeat of the same Level 1 Offence (other than Rule 1.7) within 12 months of such offence will for the purposes of penalty only be regarded as a Level 2 Offence.



**Level 2**

OFFENCE		GUIDELINE
2.1	Show serious dissent at an umpire's decision including in social media	<ul style="list-style-type: none"> <li>• Dissent (including examples given in 1.2 above) will be classified as serious where the conduct contains an element of anger or abuse that is directed at the umpire or the umpire's decision or where there is excessive delay in resuming play or leaving the wicket.</li> <li>• This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.</li> </ul>
2.2	Engage in inappropriate and deliberate physical contact with other players or officials	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official either during the course of play of a Match or during the periods before or after play at the relevant venue.
2.3	Charge or advance towards the umpire in an aggressive manner when appealing	Self-explanatory.
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play	Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner	This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a generally insulting nature to another player, official or spectator including in social media	<p>This is language or gestures, which are directed at another person or persons. In exercising his judgement as to whether the behaviour has fallen below an acceptable standard, the umpire seeking to lay a charge shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:</p> <ul style="list-style-type: none"> <li>• be regarded as obscene; or</li> </ul> <p>give offence; or</p> <ul style="list-style-type: none"> <li>• insult another person.</li> </ul> <p>This offence is not intended to penalize trivial behavior. The extent to which such behavior is likely to give offence shall be taken into account when assessing the seriousness of the breach.</p>
2.7	Change the condition of the ball in breach of Law 42.3	Prohibited behavior includes picking the seam or deliberately throwing the ball into ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration and saliva.
2.8	Attempt to manipulate a match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.	Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient.
2.8	Two reprimands in one season	Self-explanatory

**NOTE:** A repeat of the same Level 2 Offence within 12 months of such offence will for the purposes of penalty only be regarded as a Level 3 Offence.



**Level 3**

OFFENCE		GUIDELINE
<b>3.1</b>	Intimidate or attempt to intimidate an umpire or referee whether by language or conduct including in social media	Includes appealing in an aggressive or threatening manner.
<b>3.2</b>	Threaten to assault another player, team official or spectator including in social media	Self-explanatory.
<b>3.3</b>	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent, sexuality or national or ethnic origin including in social media	Self-explanatory.

**Note:** A repeat of the same Level 3 Offence within 12 months of such offence will for the purposes of penalty only be regarded as a Level 4 Offence.

**Level 4**

OFFENCE		GUIDELINE
<b>4.1</b>	Threaten to assault an umpire or player including in social media	Self-explanatory
<b>4.2</b>	Physically assault another player, umpire, official or spectator	Self-explanatory
<b>4.3</b>	Engage in any act of violence on the field of play	Self-explanatory
<b>4.4</b>	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent or national or ethnic origin including in social media	Self-explanatory
<b>4.5</b>	Harassment	Includes but not limited to misuse of technology such as email, instant messages, text messages, phone messages, website posts or blogs on Twitter or Facebook and transmission or possession of inappropriate digital images or photos





**Laws of Cricket and Spirit of the Game**

OFFENCE	GUIDELINES
<p>Players must obey the <i>Laws of Cricket</i> and play within the spirit of the game. The captain and Team coach must use their best efforts to ensure that their Team and individual members of the Team complies with this rule</p>	<ul style="list-style-type: none"> <li>• General Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 – 4 (inclusive) of the Code.</li> <li>• Conduct which will be prohibited under the clause includes using an illegal bat, cheating during play, time wasting and any conduct which is considered “unfair play” under Law 42 of the Laws of Cricket.</li> <li>• This Rule is not intended to punish unintentional breaches of the Laws of Cricket.</li> <li>• Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.</li> <li>• Nothing in this Rule or the Code alters the onus on the captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.</li> </ul>

*Schedule C*

**PENALTIES**

Level 1 (least serious) to Level 4 (most serious)

LEVEL	PLAYER PENALTIES
1	With the exception of Rule 1.7 (team changing condition of ball) official reprimand For Rule 1.7 each player an official reprimand
2	Suspension of 1 multi-day match or 2 one-day matches whichever occurs first
3	Suspension of 3 multi-day matches or 6 one-day matches whichever occurs first
4	Suspension of 6 multi-day matches or 10 one-day matches whichever occurs first
<b>Non-compliance with suspensions</b>	Loss of match points for all Club's Grades

LEVEL	UMPIRE PENALTIES
1	Official reprimand
2	Forfeit match fee for two eligible officiating days
3	Forfeit match fee for four eligible officiating days
4	Forfeit match fee for ten eligible officiating days



CLUB OFFICIAL - ADMINISTRATOR PENALTIES	
1	Official reprimand
2	Suspension of official status for two calendar weeks and \$100 fine.
3	Suspension of official status for six calendar weeks and \$300 fine
4	Suspension of official status for equivalent of one season and \$500 fine.
<b>Non-payment of fines</b>	Suspension of Club from all completion until paid.

*Schedule D*

**TRIBUNAL: ORDER of PROCEEDINGS**

**Conduct Hearings:**

For challenges to charges for prescribed offences and penalties. The person who made the report is referred to as *'The Reporter'*. The person reported is referred as *'The Defendant'*

**1. The Chairman shall:**

- Confirm that all parties are present.
- Explain the procedure and confirm that all parties have received a copy of this *Order of Proceedings*
- State expectation of parties telling the truth.
- Ask if there is any objection to the hearing proceeding. [If an objection is received then the Tribunal must determine it first and decide upon the appropriate course of action: continuation, adjournment]. The objection and the determination must be recorded.
- Read report/charge
- Ask Defendant (person charged):
  - whether they are fully aware of the details of the charge/ report
  - whether they had sufficient opportunity to prepare
  - whether report/charge is admitted or denied
- Ask parties if they will call witnesses and if so, their names
- Ask all witnesses to leave the room
- Ask the Reporter (party that made the report) to describe circumstances of the charge/report
- Invite Defendant to question the Reporter about their account

2. All Tribunal members may interview the Reporter

3. Any witnesses supporting the Reporter are admitted and interviewed one-by-one

4. Once admitted to the Tribunal, witnesses are permitted to remain in the room.

5. Chairman shall:

- Invite Defendant to:
  - question any witness
  - to give their account of the circumstances of the charge/report
- Invite the Reporter to question Defendant about their account

6. All Tribunal members may question the Defendant



7. Chairman shall admit witnesses supporting the Defendant
  8. The Defendant questions their witnesses
  9. Tribunal members may question each witness
  10. Chairman shall:
    - Invite the Reporter to question any Defendant witness
    - Address all present to the following effect:  
*“In order to satisfy the principles of natural justice at this hearing, and to assist the Tribunal, each party must have the opportunity to present any relevant evidence and to ask questions of any party or witness.*
    - Invite each party in turn to ask any additional questions or present any additional evidence
    - Invite Reporter to summarise their case
    - Invite Defendant to summarise their case
    - Ask each party in turn if they are satisfied that the Tribunal has been conducted in accordance with the GMC rules, and if they have been given a fair and reasonable opportunity to present their case
  11. All parties are asked to sign a document confirming their satisfaction with the hearing: to be countersigned by the Chairman and Minute Administrator. Any party refusing to sign should state their reasons which should be recorded.
  12. All persons except Tribunal members and Minute Administrator leave the room.
  13. Tribunal members make their decision and Chairman asks parties to return to the room and announces decision
  14. Chairman concludes the Tribunal hearing; the Minute Administrator formally records the finding and advises the Board.
- 

### **Dispute Hearings:**

For all disputes other than challenges to charges of prescribed offences.

The person who lodges the dispute is referred to as *‘The Complainant’*

The other party to the dispute is referred to as *‘The Respondent’*.

#### **1. The Chairman shall:**

- Confirm dispute details and that all parties are present.
- Explain the procedure and confirm that all parties have received a copy of this *Order of Proceedings*
- State expectation of parties telling the truth
- Ask if there is any objection to the hearing proceeding. If an objection is received then the Tribunal must determine it first and decide upon the appropriate course of action (continuation, adjournment). The objection and the determination must be recorded.
- Ask Complainant:
  - whether he/they considered that they had sufficient opportunity to prepare
  - whether he/she proposes to call witnesses and if so, their names
- Ask Respondent whether they propose to call witnesses, and if so, their names



- Ask all witnesses to leave the room
- Ask Complainant to give their account of the dispute
- Invite Respondent to question the Complainant about their account
2. All Tribunal members may question the Complainant
3. Any witnesses supporting the Complainant are admitted and questioned.
4. Once admitted to the Tribunal, witnesses are permitted to remain in the room.
5. Chairman shall:
  - Invite Respondent to:
    - ask questions of any witness
    - to give their account of the dispute
  - Invite the Complainant to question the Respondent about the account
6. All Tribunal members may question the Respondent
7. Chairman shall admit witnesses supporting the Respondent
8. The Respondent questions each witness
9. Tribunal members may question each witness at any stage
10. Chairman shall:
  - Invite the Complainant to ask questions of any witness
  - Address all present to the following effect:

*“In order to satisfy the principles of natural justice at this hearing, and to assist the Tribunal, each party must have the opportunity to present any relevant evidence and to ask questions of any party or witness.”*
  - Invite each party in turn to ask any additional questions or present any additional evidence.
  - Invite Complainant to summarise their case
  - Invite Respondent to summarise their case
  - Ask each party in turn if they are satisfied that the Tribunal has been conducted in accordance with the GMC rules, and if they have been given a fair and reasonable opportunity to present their case.
11. All parties are asked to sign a document attesting to their satisfaction with the hearing: to be countersigned by the Chairman and Minute Administrator. Any party refusing to sign should state their reasons which should be recorded.
12. All persons except Tribunal members and Minute Administrator leave the room.
13. Tribunal makes its decision
14. Chairman asks the Complainant and the Respondent to return to the room and announces decision
15. If appropriate, either party may make a further statement including calling any character witnesses
16. All persons except Tribunal members and Minute Administrator leave the room.
17. Tribunal members determine their response to the further statement.
18. The Complainant and Respondent are asked to return to the room and Chairman announces any further decision.
19. All persons except Tribunal members and Minute Administrator leave.
20. The Minute Administrator records the formal finding of the Tribunal and conveys the finding to the Board.



# PAGE 34 - GMC BY-LAWS JUNIOR CRICKET

## Schedule E NOTICE OF CAUTION

To Goulburn Murray Cricket:

I, \_\_\_\_\_ hereby caution player/official/administrator  
(Name of Umpire)

\_\_\_\_\_  
(Name of player / official / administrator being cautioned)

Of the \_\_\_\_\_ Cricket Club for misconduct during the match between

\_\_\_\_\_ And \_\_\_\_\_

At \_\_\_\_\_ on \_\_\_\_\_  
(Venue of Match) (Date of incident)

In that he: (describe conduct)  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
Umpire

Dated: \_\_\_\_\_



Schedule F  
REPORT OF OFFENCE

To Goulburn Murray Cricket:

I, \_\_\_\_\_ Umpire, hereby report player / official  
(Name of Umpire)

\_\_\_\_\_ Of the \_\_\_\_\_ Cricket Club  
(Name of Reported Player / Official)

For a Level \_\_\_\_\_ offence committed during the match between  
(Insert Level of Offence 1, 2, 3 or 4) \*

\_\_\_\_\_ CC and \_\_\_\_\_ CC

At \_\_\_\_\_ on \_\_\_\_\_ in that he: (describe conduct)  
(Venue) (Date)

---

---

---

---

---

---

---

---

(If insufficient room please use reverse side of this page)

\_\_\_\_\_  
Signature of Umpire

\_\_\_\_\_  
Date

NOTE:

- **Both** Captains must be advised of the intention to report a player.
- Director of Umpiring must be contacted by telephone as soon as practicable (by 8.00pm on the night of the match if possible) of this Report.
- This form must be lodged with the Director of Umpiring as soon as practicable (within 24 hours if possible) of the completion of the match.

\* ***The Umpire shall recommend the applicable level of the offence but the final decision regarding the level the player is charged with rests with the Director of Umpiring.***



Schedule G

NOTICE OF CHALLENGE TO CAUTION / REPORT

To Goulburn Murray Cricket:

TAKE NOTICE:

1 \_\_\_\_\_ Cricket Club intends to challenge before the Tribunal,  
(Name of Club)

The Report / Caution\* of Umpire \_\_\_\_\_ pertaining to  
(\*Strike out not applicable) (Name of Umpire)

Player \_\_\_\_\_  
(Name of Player)

Arising from the \_\_\_\_\_ Grade match between \_\_\_\_\_

And \_\_\_\_\_

Played at \_\_\_\_\_ on \_\_\_\_\_  
(Venue of match) (Date of incident)

2 The Tribunal fee of \$500 has been deposited in the GMC bank account.  
GMC Bank details -BSB 633 000 -Account No 146493945

Signed: \_\_\_\_\_  
(Name of Administrator)

\_\_\_\_\_ Cricket Club

Dated: \_\_\_\_\_





Schedule H

**NOTICE OF DISPUTE**

**To Goulburn Murray Cricket**

**TAKE NOTICE:**

1. I / We \_\_\_\_\_ requests the Tribunal to hear  
*(Name of Cricket Club / Player / Official)*

My /our dispute with \_\_\_\_\_

About \_\_\_\_\_

\_\_\_\_\_

2. The Tribunal fee of \$500 has been deposited in the GMC bank account.  
GMC Bank details BSB-633 000 Account no 146493945.

**Signed:** \_\_\_\_\_

**Print Name:** \_\_\_\_\_

**Dated:** \_\_\_\_\_



*Schedule 1*  
**NOTICE OF HEARING**

To \_\_\_\_\_ **Cricket Club and**  
\_\_\_\_\_ **Player/Official**

**TAKE NOTICE:**

1. Your challenge / dispute / appeal dated \_\_\_\_\_ will be heard by the Tribunal

At \_\_\_\_\_  
(Place)

On \_\_\_\_\_  
(Day and Date)

At \_\_\_\_\_ am / pm\*  
(Time)

2. A copy of the *Tribunal Order of Proceedings* is attached

**Signed:** \_\_\_\_\_  
(GMC Administrator / Secretary)

**Dated:** \_\_\_\_\_



Schedule J

**UMPIRES REPORT CARD**

UMPIRES REPORT		UMPIRES REPORT CARD	
Time of toss:	Start time	Match Between:	v
		Round No.	Grade Date
<b>Wicket and Ground details</b>		Teams	
[Boundaries, markings, wicket standard]			
<b>Over rates satisfactory / unsatisfactory</b>			
If unsatisfactory explain			
<b>Player conduct and dress</b>			
		<b>Results:</b>	
		1 <sup>st</sup> Innings	
<b>Reported player/official names</b>			
		1 <sup>st</sup> Innings	
<b>Umpires officiating</b>		Captains Signatures	