



**COLAC - SOUTH WEST PREMIER
CRICKET PLAYING CONDITIONS &
AGREEMENT**

SEASON 2025/26

ADOPTED October 2025

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1 OBJECTIVE & AFFILIATION

To collaboratively establish a unified Premier Division between South West Cricket Association and Colac and District Cricket Association that showcases elite-level cricket, enhances regional competitiveness, and promotes player development—while maintaining the independence, governance structures, and club affiliations of each respective association. The initiative aims to:

- Foster stronger inter-association collaboration through shared scheduling, standards, and promotion pathways.
- Elevate the standard of cricket by concentrating top-tier talent in a single premier competition.
- Ensure all affiliated clubs continue participation within their original association's ecosystem without disruption to grading, fixtures, or community engagement.
- Preserve each association's unique identity, leadership, and operational autonomy while jointly managing premier division logistics.
- Create a pathway for broader talent identification, sponsorship, and media coverage across both regions.

- This agreement will conclude March 30th, 2026 with a review to be done after the completion of the season.
- All clubs will and must remain affiliated with their respective association.

1.2 Sub-Committee

- A sub committee will be made up of the president, secretary and one other executive/board member from each association.

2 APPLICATION OF LAWS OF CRICKET

2.1 Laws of Cricket

The MCC Laws of Cricket (Current Edition), shall apply to all matches, except as hereinafter modified.

2.2 Subcommittee Powers and Emergency Rulings

2.2.1 The sub-committee shall have the power to take any action deemed appropriate against an affiliated club or player breaking a playing condition rule, by-law or a Law of Cricket or for any other matter deemed to be against the interest of the spirit in which cricket should be played.

2.2.2 Subject to the By-Laws of the respective association the sub-committee shall have the power to decide all questions arising out of Premier matches not provided for in these Rules.

2.2.3 Should an impasse on any matter be reached between the representative sub committee of both associations, the matter will be referred to Presidents of either the Warrnambool CA or Geelong CA for resolution.

3 FIXTURES OF MATCHES

3.1 DETERMINATION OF FIXTURES

All clubs shall compete in fixtures as arranged by the sub-committee prior to the commencement of the season.

3.2 Variation to the Fixture

The subcommittee may, if necessary, alter the program in respect of dates or grounds on which any of the matches shall be played.

3.3 ROTATING FIXTURE

The season fixture will be average out over a two year rolling cycle to ensure even and fair travel disparity. Each team will play each other at home and away across the two year rolling cycle.

3.4 Duration of Season

The sub-committee shall determine the start & finish date of the season. Taking into consideration the respective associations other divisions.

4 MATCH RULES

4.1 PREMIER DIVISION

Matches shall commence at 11.30 am and consist of 50 overs per innings.

4.2 ALTERATION OF STARTING TIMES

- (a)** Changes to starting times can be made after mutual consent between Clubs.
- (b)** The home Club shall be responsible to contact the Association Secretary, Umpire's Coordinator and Competitions Coordinator (if applicable) at least 72 prior to the scheduled commencement of the match. Failure to do shall make the home liable for the complete

5. MATCH BALLS

PREMIER DIVISION

Only white SWCA/CDCA stamped and approved Kookaburra 4-piece balls shall be used for premier division. One new ball shall be used for each innings

6. UMPIRES

6.1 UMPIRE APPOINTMENTS

- (a) Umpires for all senior-appointed matches shall be current members of the South West Cricket Association umpires panel or Colac and District Association umpires, evenly across both umpire groups.

- (b) Two umpires will be appointed for matches where permissible and all finals games. (
- (c) All appointed umpires shall be properly attired as per their respective Umpires Association requirements.
- (e) All appointed umpires shall complete match reports as set out in rule 21.2.2

6.2 UMPIRE FEE STRUCTURE

Appointed umpires shall be paid at the following rates:

	Home and Away	Finals
PREMIER DIVISION	\$200 (\$100 per Club)	\$200 per umpire

7 HOURS OF PLAY & INTERVALS

7.1 HOURS OF PLAY

The following hours of play shall apply for senior grades:

Grade	First Session	Lunch Interval	Second Session
Division One (DAY)	11.30am – 2.45pm	2.45pm – 3.00pm	3.00pm – 6.15pm
Division One (NIGHT)	2.45pm – 6.00pm	6.00pm – 6.15pm	6.15pm – 9.30pm

NOTE: Start times may only be altered with the approval of the Match Committee.

7.2 INTERVAL TIME & LENGTH

- (a) If the team batting first has not been previously completed (dismissed or declared), it shall be compulsorily closed after the completion of the number of overs stipulated.
- (b) If the innings of the side batting first is compulsorily closed, then the side batting second, if not previously dismissed, shall be entitled to receive the same number of overs as the side batting first.
- (c) The tea break of 15 minutes shall be taken at the completion of the first innings unless both competing clubs agree to having the tea break at a later time.
- (d) If an innings is completed within 30 minutes of scheduled time for an interval, the interval shall be taken immediately.
- (e) If there is a stoppage for weather or bad light which extends into or occurs within 30 minutes of the scheduled time for an interval, the interval can be taken immediately and a 10 minute break between innings can occur.

8 COMPULSORY CLOSURE: LENGTH OF INNINGS IN A MATCH

8.1 UNINTERRUPTED INNINGS (BOTH INNINGS)

If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 50 overs.

8.1.1 MATCH ABANDONMENT

- (a) If play has not commenced prior to 3.15pm in premier matches, the match shall be declared abandoned.

8.1.2 A DELAYED START TO THE MATCH – AND NO FURTHER INTERRUPTIONS

In the event of a delayed start to a match a minimum number of twenty (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.

If the first innings of a match (the side batting first) is delayed the umpires shall reduce the maximum overs by one for each full eight (8) minutes of the aggregate time lost.

Example: If 17 minutes are lost to the maximum overs for the side batting first will be reduced by 2 overs, both sides would then be entitled to bat for 48 overs. (loss of 16 to 23 minutes would also result in 48 over per innings) If the reduction calculation results in fewer than Twenty (20) overs per innings, Forty (40) overs for the match then the match shall be abandoned.

8.1.2 B DELAYED START TO THE MATCH – AND THEN INTERRUPTIONS TO THE FIRST INNINGS OF THE MATCH

Where the above Rule 8.1.2 A has occurred and there are further interruptions to the match in the innings of the side batting first, then a further reduction on the side batting first's allocation of overs as well as the side batting second's allocation will occur at the same rate as noted in the above Rule 8.1.2 that being one for each Full Eight (8) minutes of the aggregate time lost. If the reduction calculation results in fewer than Twenty (20) overs per innings, Forty (40) overs for the match then the match shall be abandoned.

8.1.2 C DELAYED START TO THE MATCH – THEN INTERRUPTION/S OCCUR AFTER A MINIMUM OF 20 OVERS IN THE INNINGS OF THE

SIDE BATTING FIRST

Where 20 completed overs or more have been bowled and an interruption has then occurred and is continuing, compulsory closure of the side batting first shall occur when time (2.45pm) arrives. Should play be able to resume prior to 2.45pm then the reduced overs calculated by four minutes per over from the remaining available time for the side batting first becomes the number of overs to be bowled or time. This occurs if repeated interruptions occur.

THE SIDE BATTING SECOND

The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number of overs, including any part over, as calculated for the side batting first. The side batting second shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until 6.15pm to less than that calculated for its innings.

In such case the overs for the reduced time shall be its entitlement, even if less than 20 overs.

(Note: This is to allow the side batting second, if it can take to/or is at, the crease prior to 6.15pm, to be given the opportunity to chase down the score of the side batting first, in whatever overs remain until 6.30pm)

8.2 ENDING OF A SECOND SIDE'S INNINGS AND MATCH

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

- (a)** when the score of the opposing side is passed;
- (b)** the requirement of overs under 3.1.1 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;
- (e)** the players are off the field at or leave it after 6.15pm;
- (f)** If play ceases in accordance with 3.2 (e) - the overs already bowled shall be its entitlement for the purposes of this Rule.

8.3 DECLARATIONS

Neither side shall be permitted to declare its innings closed.

9 CALCULATION TABLE

Calculations of overs, except where otherwise specified, shall be made from this table.

Abbreviated column headings ABT and OV are for Available Batting Time and Overs required for these times.

ABT	Over	ABT	Over	ABT	Over	ABT	Over	ABT	Over
1-4	1	41-44	11	81-84	21	121-124	31	161-164	41
5-8	2	45-48	12	85-88	22	125-128	32	165-168	42
9-12	3	49-52	13	89-92	23	129-132	33	169-172	43
13-16	4	53-56	14	93-96	24	133-136	34	173-176	44
17-20	5	57-60	15	97-100	25	137-140	35	177-180	45
21-24	6	61-64	16	101-104	26	141-144	36	181-184	46
25-28	7	65-68	17	105-108	27	145-148	37	185-188	47
29-32	8	69-72	18	109-112	28	149-152	38	189-192	48
33-36	9	73-76	19	113-116	29	153-156	39	193-196	49
37-40	10	77-80	20	117-120	30	157-160	40	197-200	50

10 RESULTS OF MATCHES

10.1 WIN OR TIE: SECOND SIDE'S OVERS ENTITLEMENT RECEIVED

If the second batting side receives its entitlement of overs under 8.1.1 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.

11.2 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 3, a number of runs as calculated in 10.2.2 shall be the first side's par score which, subject to the provision for a draw in 10.2.1, must be exceeded by the second side for a win or equalled for a tie.

10.2.1 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.

10.2.2 CALCULATION OF TARGET SCORE

(a) INTERRUPTED MATCHES – CALCULATION OF THE TARGET SCORE

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), 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. This revised target is to be calculated using the current Duckworth/Lewis method calculated by the Play HQ Live Score App.

(b) PREMATURELY TERMINATED MATCHES

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis method. 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.

INSTRUCTIONS

- 1 Refer to Rule 10.2.2.
- 2 Refer to Play HQ Live Score App.
- 3 Open the App, and select CONTINUE WITHOUT LOGGING IN.
- 4 Select DL Calculator button.
- 5 Enter the number of overs to be faced by each team at the start of play.
- 6 Select SUSPENSION PERIODS Button. Please skip to step 8 if no interruption occurred in the 1st innings of the match.
- 7 Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption to play occurred and select DONE.
- 8 Enter total runs scored by the batting team at the close of their innings.
- 9 Select the 2nd Innings button. (This step is only required if play is interrupted at any stage of the 2nd innings and then resumes, if play does not resume please refer to step 11).
- 10 Select the NEW SUSPENSION PERIOD button and enter the match details at the time the interruption occurred then select DONE. (This will provide an updated Target Score).
- 11 Enter the number of overs and wickets lost to receive the Duckworth-Lewis Par Score. Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

11 ALLOCATION OF POINTS AND PERCENTAGES

- a. The competition shall be played under a points system as follows.

First innings win or forfeit	12 points
Tie on first innings	6 points
Drawn or abandoned game	6 points
Even Byes	0 points
Uneven Byes	6 points

- b. In any innings which has been completed, ten wickets shall be declared lost for the calculation of percentage. In any innings compulsorily closed, only the actual wickets which have fallen shall be considered as lost for the calculation of percentage.
- c. If two or more teams tie on points, their position on the ladder shall be decided on the following order.

- Net Run Rate, than
- Quotient,

For the purpose of arriving at a Net Run Rate (NRR) value, the following system shall be adopted:

- $(\text{Run scored} / \text{Overs Face}) - (\text{Runs Against} / \text{Overs Bowled})$
- The team having the highest NRR percentage shall be placed higher on the ladder.

12 OVER LIMITS FOR BOWLERS

12.1 LIMIT PER BOWLER

A bowler shall not deliver more than one-fifth of the maximum of overs permitted in 3.1.1 for an interrupted innings or one-fifth of the number as reduced in 3.1.2 (a) for adverse conditions. Where overs from a bowler already exceed a reduced limit the number bowled shall be that bowler's limit.

12.2 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.

12.3 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.

12.4 PART-OVER INCAPACITY OR SUSPENSION

A part of an over bowled under the provisions of Laws of Cricket 17.8 shall count

13 OVER LIMITS FOR UNDERAGE BOWLERS OF MEDIUM AND FAST PACE

13.1.1 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.

13.1.2 AGE OF PLAYER

A player's age shall be determined as that at 1st 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.

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

(a) 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 below.

Age Group	Consecutive Overs	Daily Quota
Under 19	7	N/A
Under 17	6	N/A
Under 15	5	N/A

(b) A part of an over bowled under the provisions of Law 17.8 (MCC Laws of Cricket) shall be treated as one full over in the limit for any underage bowler concerned in the over.

13.2.1 BREAK BETWEEN SPELLS: LENGTH OF BREAK

(a) The break between spells shall be a minimum of 30 minutes in a match of one day, including scheduled intervals and any unscheduled breaks in play.

(b) A bowler who has bowled a spell of less than the maximum spell permitted (for their age as defined in Rule 13.2) 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 (a) shall apply with the break within the spell to be disregarded.

(c) If any break in play results in an over not being completed then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limit.

13.2.2 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 taken into account in either the current spell or the daily limit.

13.2.3 RESPONSIBILITY OF CAPTAINS

(a) It is the responsibility of the captains to ensure that 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.

14 FIELDING RESTRICTIONS AND POWERPLAYS

14.1 MARKING OF FIELDING RESTRICTION AREA

- Two semi-circles shall be drawn on the field of play.
- The semi-circles shall have as their centre the middle stump at either end of the pitch.
- The radius of each of the semi-circles shall be 27.5 metres.
- The semi-circles 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' to be covered by white plastic or rubber (but not metal) discs.

14.2 ON-SIDE FIELDSMEN

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

14.3 POWERPLAY OVERS

In addition to the restriction contained in 14.1 above, 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 paragraphs and table below.

14.4 A) POWERPLAY OVERS – UNINTERRUPTED MATCH

Subject to the provisions below, the distribution of Powerplay Overs shall be in accordance with that contained in the table at 9.5 and be taken as follows:

Powerplay 1: no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 1 to 10 inclusive.

Powerplay 2: no more than four (4) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 11 to 40.

Powerplay 3: no more than five (5) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 41 to 50 inclusive.

B) FIELDING RESTRICTIONS INFRINGEMENTS

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

14.5 POWERPLAY OVERS – DISTRIBUTION

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

Innings Length	Max Overs/Bowler	1st Powerplay	2nd Powerplay	3rd Powerplay
1	1 x 1	1	0	0
2	2 x 1	1	1	0
3	3 x 1	1	1	1
4	4 x 1	1	2	1
5	5 x 1	1	3	1
6	1 x 2, 4 x 1	2	3	1
7	2 x 2, 3 x 1	2	4	1
8	3 x 2, 2 x 1	2	4	2
9	4 x 2, 1 x 1	2	5	2
10	5 x 2	2	6	2
11	1 x 3, 4 x 2	2	7	2
12	2 x 3, 3 x 2	3	7	2
13	3 x 3, 2 x 2	3	8	2
14	4 x 3, 1 x 2	3	8	3
15	5 x 3	3	9	3
16	1 x 4, 4 x 3	3	10	3
17	2 x 4, 3 x 3	4	10	3
18	3 x 4, 2 x 3	4	11	3
19	4 x 4, 1 x 3	4	11	4
20	5 x 4	4	12	4
21	1 x 5, 4 x 4	4	13	4
22	2 x 5, 3 x 4	5	13	4
23	3 x 5, 2 x 4	5	14	4
24	4 x 5, 1 x 4	5	14	5

25	5 x 5	5	15	5
26	1 x 6, 4 x 5	5	16	5
27	2 x 6, 3 x 5	6	16	5
28	3 x 6, 2 x 5	6	17	5
29	4 x 6, 1 x 5	6	17	6
30	5 x 6	6	18	6
31	1 x 7, 4 x 6	6	19	6
32	2 x 7, 3 x 6	7	19	6
33	3 x 7, 2 x 6	7	20	6
34	4 x 7, 1 x 6	7	20	7
35	5 x 7	7	21	7
36	1 x 8, 4 x 7	7	22	7
37	2 x 8, 3 x 7	8	22	7
38	3 x 8, 2 x 7	8	23	7
39	4 x 8, 1 x 7	8	23	7
40	5 x 8	8	24	8
41	1 x 9, 4 x 8	8	25	8
42	2 x 9, 3 x 8	8	25	8
43	3 x 9, 2 x 8	9	26	8
44	4 x 9, 1 x 8	9	26	9
45	5 x 9	9	27	9
46	1 x 10, 4 x 9	9	28	9
47	2 x 10, 3 x 9	10	28	9
48	3 x 10, 2 x 9	10	29	9
49	4 x 10, 1 x 9	10	29	10
50	5 x 10	10	30	10

14.6 POWERPLAY OVERS – COMMENCEMENT

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

14.7 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 14.5. Any Powerplay Overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation then the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay Overs is made in the usual way.

14.8 POWERPLAY OVERS – INTERRUPTIONS

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 the batting Powerplay will assume to have been taken consecutively up to that point. If play is interrupted during a Powerplay 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. If following an interruption while a Powerplay is not in progress, 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 batting Powerplay will commence at the start of the next over.

14.9 POWERPLAY OVERS – SIGNALS

At the commencement of each block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating the arm in a large circle. The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

15 OVER RATES

In all one day matches the innings of the side batting first shall be compulsorily closed at the completion of 50 overs.

- (a)** If 50 overs are not completed by the scheduled cessation time, and in the opinion of the umpires the bowling team is at fault, the team batting second will only receive the number of overs equal to what they bowled at the scheduled cessation time (eg. If 47 overs bowled at 2.45pm, play will continue until 50 overs are complete and only 47 overs will be available for the team batting second)
- (b)** If the team batting first is dismissed prior to the scheduled cessation time the penalty is not applicable and the team batting second will receive the full allocation of available overs. In the event of a wicket falling in the last over of the days play the over is to be completed.
- (c)** Team batting second - If 50 overs are not completed by the scheduled cessation time, and in the opinion of the umpires the bowling team is at fault, the team bowling second will be penalised 5 runs per over they that have failed to bowl. (eg. If 47 overs bowled at 6:15pm, play will continue until 50 overs are complete [or 10 wickets fall/result achieved] with 15 added penalty runs for the team batting second)
- (d)** Captains are responsible for slow over rates. A captain who is penalised on the third instance may face further punishment.

16 NO BALL

16.1 FREE HIT AFTER EVERY NO BALL

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

16.2 FAST SHORT-PITCHED DELIVERIES ABOVE SHOULDER HEIGHT OF STRIKER

- a) In any one over a bowler shall be permitted to bowl one fast short-pitched delivery, which having bounced, passes 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". Shall this occur a free hit will be singled by the umpire.

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.

16.3 HIGH FULL-PITCHED DELIVERIES

The dangerous and unfair bowling provisions of Law 41.7 (**MCC Law 21.5**) shall apply to any full-pitched delivery above waist height of an upright striker at the popping crease. A no ball shall be called and if the umpire considers it to be dangerous or deliberate then a first and final warning will be issued. Shall this occur a free hit will be singled.

Any cautionary or other action is to be implemented by the bowler's end umpire as required

17 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 is contained in the "Wide Ball Interpretation" appendix to these rules.

In summary the following applies.

LEG SIDE

All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called "Wide". The delivery is not a Wide if it passes on or inside the "Wide Guideline (Leg Side)" crease marking when the striker moves towards the off side or it passes between the striker and leg stump.

OFF SIDE

A delivery shall be called "Wide" if it passes: (i) outside the "Wide Guideline (Off Side)" with the batsman in a "normal" batting stance; or (ii) wide of the return crease, regardless of the striker bringing it within reach or (iii) a bowler bowling around the wicket bowling full pitched yorkers on the off side just within the "Wide Guideline (Off Side)". (iv) The delivery is not a wide if the batsman moves to the off side and brings the ball within reach.

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 (Off Side) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

18 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 and fielding restrictions. A record of this is to be entered in the scorebook of the reduced time and overs.

19 THE TOSS, NOMINATION OF TEAMS, PLAYER PARTICIPATION

19.1 TOSS FOR CHOICE OF INNINGS

(a) Captains shall toss on the field of play no earlier than 30 minutes and no later than 15 minutes before the scheduled or delayed time for start of play.

(b) Immediately after the toss the winning captain must notify the other captain of his decision to bat or field.

(c) The winner of the toss may not alter his decision to bat or field once it has been notified to the opposing captain.

19.2 NOMINATION OF TEAMS

The captains shall nominate their 12 players prior to the coin toss. The nominations shall be entered electronically via Play HQ, with both captains and umpires to review, and must not thereafter be changed without the consent of the opposing captain. In completing team sheets online, captains must include:

(a) The full first and last names of all registered players participating in the match;

(b) Correctly registered in the age category of any junior players (Under 19, 17, 15 & 13) as at September 1 of the current season; and

(c) Designation of any permit players participating in the match.

In completing team sheets online, captains must remember that:

(d) A suspended player cannot be named on any team sheet.

(e) A suspended player cannot play in any division until the suspension expires.

(f) A player named on a team sheet must be ready and available at the ground to play at some stage during the game.

(g) Umpires are to sight the team sheets online after all names are entered and be satisfied before play commencement.

(h) Captains are to make it known to the opposing captain and umpire/s of any players the fall into the above

19.3 DECLARATION OF PLAYER PARTICIPATION

In all 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 another not bowl. Only eleven fieldsmen shall be on the field at any one time. With the consent of the umpires unlimited interchange of fieldsmen from the twelve nominated players shall be allowed between overs or after intervals and interruptions.

(b) The bowling restriction under Law 24.2 and batting restriction under Law 25.3 (MCC Laws of Cricket) shall not apply to a nominated player returning to the field to replace another nominated player. However, any nominated player failing to take the field in the final 10 overs of the first innings shall not be allowed to bat in the top six unless the team has been dismissed prior to the 50 overs being completed. The restriction shall apply to a returning nominated player for whom a substitute other than one of the nominated twelve has been used.

(c) The wicket keeper and captain need to be one of the 12 named players but do not necessarily need to bat nor bowl. Note: This rule allows for free "interchange" of fieldsmen. The Laws of Cricket regarding substitute fieldsmen are to be strictly applied and enforced by Umpires only when a 13th fieldsmen is used.

19.4 SUBSTITUTES

(a) Any registered player from the competing SWCA and CDCA club in the Premier Division may act as a substitute. Substitutes may not bat or bowl, but may keep wickets. Substitutes must be named on the team sheet and designated as such as soon as practical. Umpires are to be advised immediately.

(b) Where a substitute takes the field and replaces a player, that player has an immediate penalty of time (i.e no grace period) off the ground (maximum of 90 minutes) in which he cannot bowl, nor bat until the penalty has been served, unless their team has lost 5 wickets.

19.5 DELAY IN START OR CONTINUATION

If, for any reason for which a club is responsible, play on any day does not start within 30 minutes of the time appointed or cannot be continued during the match the umpires, on appeal, shall award

the match to the other side if play cannot proceed immediately following the appeal. The association executive shall determine the points to be awarded.

19.6 INSUFFICIENT PLAYERS: FORFEITURE OF MATCH

A side which has fewer than seven players in attendance at 30 minutes after the time appointed for a match to commence shall be deemed to have forfeited.

19.7 LATE START REPORT: UMPIRES At the conclusion of each match the umpires shall, by the approved subcommittee reporting means, complete a match report stating the time the match commenced on each day of play.

19.8 UNAUTHORISED PERSON 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, the ball be treated as still in play or be called "dead ball".

20 LODGEMENT OF REPORTS AND RESULTS

20.1 SUBMISSION OF RESULTS

- a) The home team in all divisions is to live score the game, the visiting side still to use score book (where applicable).
- b) Match results must be logged on to Play HQ no later than 12pm (midday) on Sunday. Matches played on Sunday days to be completed by 7 pm on the day.
- c) Complete scores including full batting, bowling and fielding details must be entered on to Play HQ for all senior divisions

20.2 SUBMISSION OF REPORTS

20.2.1 All captains/clubs must lodge on Play HQ by no later than 12 pm (midday) on day following completion of match, an appraisal of umpire performance with comments where required for good and poor performance. This report must be lodged under the captain's own account on Play HQ.

20.2.2 All umpires must lodge on Play HQ by no later than 12 pm (midday) on the day following completion of their appointed match, a review of the day's play with comments where required. This report must be lodged under the umpire's own account on Play HQ.

21 HOST CLUB RESPONSIBILITIES

21.1 GROUND AND PITCH All grounds shall be clear of hazards and marked correctly prior to scheduled starting time.

21.2 OTHER EQUIPMENT

The host club shall provide stumps and bails and inner circle markers (division one only) for use in all matches; all other equipment shall be provided by competing teams.

21.3 FACILITIES

Clubs shall ensure that adequate dressing rooms are available to competing teams each match day. Lunch shall be provided by the host club for players and the umpires at the lunch break. Lunch shall be taken at the conclusion of the first innings of the match. See Rule 7.2

21.4 COVERS

The use of pitch covers prior any match shall be at the discretion of the ground manager. During the course of the match, competing teams shall be given access to all wicket covers which are not required to cover wickets prepared for normal Saturday/Sunday competition matches. Covers shall be laid and removed by competing teams under supervision of the ground manager or umpire.

21.5 SCOREBOARD

All clubs shall make available scoreboard facilities which display at the minimum, the team scores and the number of overs. Batting sides in all senior grades shall display scores on an appropriate scoreboard, updated at five over intervals during each match.

21.6 SCORING

- (a) Each team shall keep in its scoring medium the full match details (batting & bowling) of both competing teams.
- (b) The home side shall supply an electronic device for the provision of live-scoring. The away side shall supply a scorebook for the provision of manual scoring.
- (c) At the completion of each days play the umpires shall inspect the scorebooks and sign as correct.
- (d) Duckworth Lewis system will be used to calculate interrupted games for One Day Premier Cricket

22 ONE DAY FINAL MATCHES

22.1 Qualification

To qualify for finals, a player must have played for games for their respective club throughout the season. This does not include Twenty 20 matches

22.2 ALL OTHER FINALS

22.2.1 At the completion of the home and away season, the semi-finals shall be played between the eighth highest team ranked on the ladder and the top four to receive a double chance, as follows:

Week 1 - Saturday

-1v4, 2v3, 5v8, 6v7

Week 1 - Sunday

-L1vW3, L2vW4

Week 2 - Saturday

-W1vW6, W2vW5

Week 3 – Saturday

-W7vW8

22.2.2 - Should there be a tie, a draw or abandonment without play, the two teams ranked higher on the ladder at the conclusion of the home and away season shall be declared the winner

22.3 GRAND FINAL

- 22.3.1 The winners of the Preliminary-finals matches shall play off in the Final.
- 22.3.2 There shall be no reduction of overs in either innings.
- 22.3.3 In the event of play being interrupted by inclement weather, **play may continue until 6.30pm or a later time if the captains and umpires agree.** TBC
- 22.3.4 If a result has not been obtained before 6.30pm the game shall resume on the following designated reserve day and continue until a result is achieved.
- 22.3.5 If no result is obtained after the completion of the reserve day, the winner shall be the team that finished higher on the ladder at the end of the home and away matches.
- 22.3.6 Should there be a tie or a draw the higher-ranked team, taking into account both match points and percentages at the conclusion of the home and away season shall be declared the winner.

22.4 QUALIFYING, ELIMINATION, SEMI and PRELIMINARY FINAL VENUE SELECTION CRITERIA

- 22.4.1 The Subcommittee will select a shortlist of venues for semi-final Matches based on the data received from the seasonal club captains and official umpire reports.
- 22.4.2 The short list of preferred suitable grounds will be published by the subcommittee Committee three weeks prior to the finals to enable the clubs to decide on their preferred finals venue.

The approved criteria is as follows:

The highest ranked team in this Division will have first choice of their preferred turf wicket venue; team two on the division one ladder will choose the next most suitable turf venue for their game

23.4 GRAND FINAL VENUE SELECTION CRITERIA

Venues for premier division grand final shall be played on a turf wicket location determined by the subcommittee.

23 ON-FIELD ATTIRE

23.1 COLOURED CLOTHING

All players in division one must wear approved club playing uniforms (shirt and pant) as notified to the association executive

23.2 HATS

White or club colour cricket sunhats or caps in club colours apply in all divisions.

24 HELMETS

All Players under the age of 18 at 1 September in the current season must wear a cricket helmet with a faceguard when batting, fielding close to the bat (defined as closer than 10 metres to the stumps except slips, gully and wicketkeeper), or when wicket keeping up to the stumps.

The South West Cricket Association & Colac & District Cricket Association strongly recommends for safety reasons that all senior players of their association wear approved helmets when batting, by wicket keepers standing up to the stumps and by close in fielders to the batter. Players who elect against this recommendation do so at their own risk

25 EXTREME HEAT / WET WEATHER

Extreme Heat, Total Fire Ban and Thunder/Lightning Policy & Wet Weather Policy:

With cricket being a summer sport, it is inevitable at time matches within the competition will be scheduled to play during extreme weather and extreme heat conditions.

With the means of fielding sides, all captains, officials, team managers, coaches and umpires owe a duty of care to all players and officials and should take all reasonable steps to minimise foreseeable risks which may result in injury or ill-health when extreme weather is prevalent.

Under this policy, the Colac - South West Premier Cricket subcommittee has the power to consider a full or partial cancellation of cricket ahead of the scheduled start of play or at any stage during play.

Given the geographical nature of the competition, this policy must take into account the location of clubs and club venues when making its decision, with all decisions to be made upon the advice of the Bureau of Meteorology and its official Weatherzone app.

To maximise and promote cricket every game where a result is determined will count towards premiership points

Following this policy, Colac - South West Premier Cricket matches will be subjected to the table below for clarity of matches being abandoned or continuing as scheduled during extreme heat conditions.

Each club will be provided and directed where to place a digital weather station for all competing. It shall be the responsibility of each member club to regularly monitor (half-hourly basis) the current temperatures when this policy is in effect.

Under these circumstances, the following conditions will apply to games:

Action	Premier Cricket
Play commencement	Temperatures must be below 38.0 Degrees Celsius (both am and pm) at scheduled start time
Play suspension	38.0 Degrees Celsius and above
Play resumption (if play is suspended)	Temperatures must drop to 36.0 Degrees Celsius
Play abandonment	40.0 Degrees Celsius and above

Further to the above template, the following actions will apply:

1. At 10am on the morning of play, if the Weatherzone App on its website is predicting a temperature at Mortlake or Mount Gellibrand, Colac weather stations of 40 degrees Celsius or higher at 11.30am or later on that day, senior cricket will be cancelled for that day
2. At 11.30am or at any stage during play the temperature reaches 38 degrees Celsius or higher on the provided weather, play will not commence or, if it has commenced, will cease until the temperature drops to 36 degrees Celsius on the provided weather.
3. All captains, players, umpires and Colac-South West subcommittee members have a duty to notify their opponents, umpires and any other relevant person if the temperature reaches 38 degrees Celsius or higher at the provided weather stations.
4. The Colac – South West Cricket subcommittee or the umpires of a particular match may cease play in a match if conditions are deemed to be otherwise unsafe, whatever the temperature may be.
5. Games that continue following heat suspensions are to do similar to the wet weather rules in place – e.g use calculation tables, Duckworth-Lewis method where appropriate.
6. Scheduled playing times for premier matches may be changed by the subcommittee in instances where extreme heat conditions are present; umpires also have the power to determine to schedule a longer tea break and play additional make-up time after the scheduled time for stumps.
7. On extreme heat days, umpires shall allow additional drink breaks without concern as to the extra time taken beyond the scheduled playing time. Any participant may call for additional drinks at any time while batting, fielding or umpiring, although every effort should be taken to minimise delays when this occurs.

8. When the required number of overs is not bowled within the scheduled time, umpires should show appropriate leniency where delays have occurred reasonably due to extreme heat affecting either team.

Preparation

1. In the days leading up to matches where hot temperatures are forecast, all players and officials should adequately hydrate and continue to hydrate during play to assist in the prevention of heat-related illnesses.
2. Any player experiencing dizziness, headaches, nausea, confusion, or an increased heart rate should immediately cease participation and rest; ideally in shade with a fan.
3. Players with medical conditions such as asthma, diabetes or heart conditions may be more susceptible to heat related illness.
4. Players are reminded of the need for frequent applications of sunscreen and the preference for long sleeved shirts to reduce exposure to the sun. Hats are an essential item and the wide brimmed style is recommended, particularly on sunny days.
5. No person will be forced by the subcommittee to participate in any match and member clubs shall place no pressure on any participant if he/she considers withdrawing from any part of a match for health reasons.
6. Clubs should provide sufficient shaded areas where the batting team, spectators and scorers can shelter.

Total Fire Ban

1. On days of Total Fire Ban, the subcommittee is considerate of the need for players, officials, managers and umpires to be close to home, especially those living on farm land.
2. On days where Total Fire Bans are called and/or the Fire Danger Rating Indicator is CODE RED, the executive reserves the right to determine whether cricket can safely proceed.
3. On days of Total Fire Ban, the executive asks all clubs to do their best to ensure they can continue to field teams for scheduled matches.
4. If clubs are unable to field teams on days of Total Fire Ban, they shall forfeit their lowest-competing senior team
5. Maximum points will be awarded to the scheduled opposition club in the event of a forfeit on a day of Total Fire Ban but no fine for a forfeit will be applied in this instance.

Thunder and Lightning

All umpires, coaches, managers/captains and anyone else with delegated responsibility for players are instructed to exercise extreme caution during thunderstorms.

The 30/30 rule is to be applied for the suspension and resumption of play when a thunderstorm is active in the area.

1. Play shall be stopped and be suspended for a period of 30 minutes if the flash-to-bang count is less than 30 seconds as this indicates lightning could be less than 10 kilometres away. If this occurs, the lightning is considered close enough to be a threat and players are to leave the field or training area immediately and seek shelter in a building or motor vehicles – not under trees.
2. A period of 30 minutes should elapse before play is resumed, that is, after seeing the last lightning flash, wait 30 minutes before leaving shelter.
3. If during this play suspension lightning is again observed, contrary to the 30/30 rule, the 30 minutes shall start again.

Wet Weather

All decisions as to the fitness of play are to be made no later than two hours (9:30am) before the scheduled time of play and the decision of the abandonment of play are to be announced via club communication channels and the association's Facebook page and SMS message to clubs. Umpires also to be notified at this time. This will be the decision of the subcommittee

Given the geographical location of the competition, clubs will need to communicate to their respective subcommittee representative.

If there is not enough evidence to abandon the whole round in its entirety, the decision will then fall onto the respective clubs and umpires.

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 fieldsmen of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets

All matches interrupted by wet weather will follow the duck-worth lewis system. Any match the ends is a result will count towards premiership points

26 PLAYER POINTS

PLAYER POINTS SYSTEM – Colac – South West Premier Cricket 2025/26

This document is an explanation of the Player Points System. The Player Points System applies to ALL Premier Cricket Matches.

PLAYER TYPES

Player types are determined according to the following table, using the highest points allocation attributed to a player over the previous five seasons: Exception: Any player who has qualified for finals in the Junior section of their respective associations club in any two previous seasons shall automatically be defined as a Type 1 player for that Club.

TEAM POINTS

TYPE	Category	Description	POINTS Value
1	BASE	Only played at the one club	1
2	RETURNING PLAYER	Has not played in any organized cricket match in Australia or overseas in the past 5 seasons. Played less than 10 career (senior) matches in the last 5 years (according to the Play Cricket national system)	2
3	ANOTHER CDCA/SWCA CLUB or Association	Played senior cricket at any other CDCA/SWCA Club OR another association (within the last 5-years) {more than 10 career (senior) matches}	3
4	PREMIER 3RD & 4TH Or GCA 1 st / WDCA Premier/Championship	Within the last 5-years, the player has played Premier Cricket 3rds or 4ths GCA 1 st or WDCA premier/championship or equivalent association (at discretion of subcommittee)	4
5	PREMIER 1ST & 2ND OR OVERSEAS PLAYER	Within the last 5-years, the player has played Premier Cricket 1st or 2nd grade Player classed as overseas player as per Respective associations by-laws	5
6	FIRST-CLASS	First Class, World Cup Cricket (ie. U/19) List A One-Day or T20 player in Australia or elsewhere	6

Team point totals will be reviewed on an annual basis and predominantly based off the previous season's performance. The maximum number of points for each team is identified in Team Point Totals for season 2025/26.

LOYALTY PROVISIONS

All players, other than Type 1, will have their points allocation reduced by one point following the completion of two seasons at their respective club. According to type, they will then reduce their points allocation by one point per season until they reach one point status as per the following table.

TYPE	Season 1	Season 2	Season 3	Season 4	Season 5	Season 6
1	1	1	1	1	1	1
2	2	2	1	1	1	1
3	3	3	2	1	1	1
4	4	4	3	2	1	1
5	5	5	4	3	2	1
6#	6	6	5	4	3	2

EXCEPTIONS

- An overseas player will be eligible for a one-point loyalty deduction based on every 3 years of playing for an Australian Cricket Club
 - For a player to qualify for a season loyalty points reduction, he must have been eligible to play in senior finals in accordance with respective associations by-Laws.
 - Any points status achieved shall remain for life with that Club. Exception: A player who has played less than 5 consecutive seasons with a CDCA/SWCA club will not retain their loyalty points status upon playing with another CDCA/SWCA club or in another association. That player will be a Type 3 player if returning to his original club.
 - A player who has played more than 100 senior club matches will retain a loyalty (Type 1) for life with that particular club

PENALTIES

- Failure to have a player listed on the official player points list prior to a match – club shall be fined \$50 per breach.
- Breach of the Maximum Number of Points – club shall be fined \$250 and the team shall lose 12 match points.
- Should any Club knowingly or negligently make a false or incorrect declaration regarding Player Points allocations or otherwise not comply with these rules, the Club may be penalised in line with the penalties set out below.
 - Penalties may include (without limitation):
 - Loss of points –current season
 - Suspension from finals –current season
 - Player suspensions.
 - Club fines.
 - Any other penalty determined by the CDCA/SWCA Board of Management from time to time.

TEAM POINT TOTALS

Total player points are based on the Club's performance in the previous four seasons.

- A team that has played finals in each of the previous four seasons = 22 points
- A team that has played finals in three of the previous four seasons = 23 points
- A team that has played finals in two of the previous four seasons = 24 points
- A team that has played finals once in the previous four seasons = 25 points
- A team that has not played finals in the previous four seasons = 26 points

TEAM TOTALS FOR 2025/26

Alvie Cricket Club – 26 points
Apollo Bay Cricket Club – 29 points
Birregurra Cricket Club – 28 points
City United Cricket Club – 26pts
Colac Cricket Club – 26pts
Irrewarra Cricket Club – 27pts
Stoneyford Cricket Club – 26pts
Simpson Cricket Club – 29 pts
Camperdown Cricket Club – 29 pts
Ecklin Cricket Club – 29 pts
Woorndoo Cricket Club – 29 pts
Pomborneit Cricket Club – 25 points
Bookaar Cricket Club – 25 pts
Cobden Cricket Club – 25 points

Heytesbury-Princetown Cricket Club – 25 points

To compensate for the new competition all CDCA clubs were given an additional three points on what their 2025-26 total would have been for previous iterations of CDCA's Division 1 competition, to better match against SWCA points totals.

26 TRIBUNAL

26.1 The CDCA or SWCA Secretary (or their nominee) shall, by 6:00pm two days following the completion of the match, notify the reported association player, team, official or club that a charge has been laid against them. Notification will be considered to have been given from the time a club is sent correspondence or otherwise contacted in relation to their reported player, team, official or club. The respective association secretary must let the other association know, as well as the premier cricket subcommittee.

26.1.2 The subcommittee shall determine the eligibility of the reported player, team, official or club to be offered the minimum mandatory penalty on the basis of their past record and/or the seriousness of the report. The respective association secretary (or their nominee) shall, at the time of notifying the reported player, team, official or club of the charge, also notify the reported party of the minimum mandatory penalty imposed by the subcommittee.

26.1.3 Should the reported player, team, official or club not be deemed eligible to be offered the minimum mandatory penalty (as per the process outlined in 26.1.2) the respective associations

Secretary (or their nominee) shall, at the time of notifying the reported player, team, official or club of the charge, also state the timeframe and location for the hearing of that charge.

26.2 Players, teams, officials or clubs reported for any of the listed offences may choose to take the minimum mandatory suspension or proceed to the Independent Tribunal.

26.3 The acceptance of a minimum mandatory penalty shall be lodged in writing with the respective associations Secretary (or their nominee) not later than 2.00pm on the day after the Secretary (or their nominee) has made such offer to the reported player, team, official or club.

26.3.1 If a notice of acceptance is not properly lodged the subcommittee may elect to refer the report to the Independent Tribunal.

26.3.2 Where a minimum mandatory penalty is declined, the report shall proceed to the tribunal.

26.4 Reports Any player, team, official or club who is reported for, and found guilty of, any offence will receive a minimum mandatory penalty to be served immediately in addition to any other penalty that the tribunal may wish to apply.

26.5 Reporting Procedure Where an umpire has cause to lodge a report to the respective associations Secretary (or their nominee) that umpire shall notify the party(ies) reported or the Captain of the reported party's team upon conclusion of the match in which the offence occurs.

26.5.1 To ascertain whether any party has been reported, the Captain or club official shall attend to the umpire(s) at the close of the days play.

26.5.2 Where the reported party is not available for notification and/or the Captain or club officials do not attend to the umpire(s) as per 26.5.1, then the umpire(s) shall be deemed to have fulfilled their responsibility with the notification of the report under these rules.

26.5.3 By 6pm the day following the conclusion of the match, the umpire(s) or their representative, shall lodge with the respective associations Secretary (or their nominee), a report on the appropriate form showing the reported party(s) name and club and detailing the nature of the offence.

26.5.3 Upon receipt of the report lodged by an umpire, the respective associations Secretary (or their nominee) shall:

26.5.3.1 Notify the subcommittee of the report.

26.5.3.2 Notify the of associations secretary

26.5.3.4 Follow procedure set out in 26.3, notifying the reported party and the club that a charge has been laid.

26.5.4 The respective associations Secretary (or their nominee) shall deliver a copy of the report to the Tribunal Chairman. Club of charged party will receive a notification of charge(s) only.

26.8 Warnings For less serious breaches where an umpire has occasion to speak to a player, team, official or club regarding their behavior, but does not believe a report is necessary, the incident will be noted on the Umpires' Match Report and the party in question will receive an official warning.

PENALTY GUIDELINES

For season 2025/2026

Level 1 Offences	<ul style="list-style-type: none">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.Failure to follow CDCA Mandatory Head Protection Policy (CDCA Clubs only)	<p><u>During Play</u></p> <ul style="list-style-type: none">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.As soon as practicable the umpire shall call Play. <p><u>Post Play</u></p> <ul style="list-style-type: none">The umpires together shall report the occurrence as soon as possible after the match to the captain and or Executive of the offending player's team and to any Governing Body responsible for the match.	<ul style="list-style-type: none">If the player elects to have the matter heard by the Independent Tribunal, a minimum penalty of two matches will apply if the Umpire determination is upheld.The Independent Tribunal can set any sanctions as it sees fit within the scope of level 1 to 4 penalties.Minimum mandatory suspension players – 1 match – Teams, Officials, Clubs \$250
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Offence Level	Player Offences	MCC Law 42 Action by Umpires	Recommended Player Penalties
Level 2 Offences	<ul style="list-style-type: none"> 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. 	<p><u>During Play</u></p> <ul style="list-style-type: none"> 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. As soon as practicable the umpire shall call Play. <p><u>Post Play</u></p> <ul style="list-style-type: none"> The umpire shall report the occurrence as soon as possible after the match to the captain and or Executive of the offending player's team and to any Governing Body responsible for the match. 	<ul style="list-style-type: none"> If the player elects to have the matter heard by the Independent Tribunal, a minimum penalty of three match suspension will apply if the Umpire determination is upheld. The Tribunal can set any sanctions as it sees fit within the scope of level 1 to 4 penalties. Minimum mandatory suspension players - 2 matches - Teams, Officials, Clubs \$500

PENALTY GUIDELINES
For season 2025/2026

	<ul style="list-style-type: none"> Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence. 		<p>Note:</p> <p>Players found guilty of a level 2 offence in the home and away season are ineligible for player of the season association awards.</p>
Offence Level	Player Offences	MCC Law 42 Action by Umpires	Recommended Player Penalties
Level 3 Offences	<ul style="list-style-type: none"> Intimidating an umpire by language or gesture. Threatening to assault a player or any other person except an umpire. 	<p><u>During Play</u></p> <ul style="list-style-type: none"> The umpire shall call Time, if necessary. The umpire shall summon and inform the offending player's captain that an offence at this Level has occurred. The umpire shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following: <ul style="list-style-type: none"> 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. 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. In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the 	<ul style="list-style-type: none"> If the player elects to have the matter heard by the Independent Tribunal, a minimum penalty of four match suspension will apply if the Umpire determination is upheld. The Tribunal can set any sanctions as it sees fit within the scope of level 1 to 4 penalties.

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		<p>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. 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.</p> <ul style="list-style-type: none"> - 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. 	<ul style="list-style-type: none"> • Minimum mandatory suspension players – 3 matches – Teams, Officials, Clubs \$750 <p>Note: Players found guilty of a level 3 offence in the home and away season are ineligible for player of the season association awards.</p>
Offence Level	Player Offences	MCC Law 42 Action by Umpires	Recommended Player Penalties
		<ul style="list-style-type: none"> - 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 he/she bowl the next over. - If the offending player is a not out batter, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the 	

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		<p>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 his/her innings for whatever reason, he/she is to be recorded as Retired – not out.</p> <ul style="list-style-type: none"> - 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 he/she was 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: <ul style="list-style-type: none"> - Award 5 Penalty runs to the opposing team. - Signal the Level 3 runs to the opposing team. - Call Play. 	
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Offence Level	Player Offences	MCC Law 42 Action by Umpires	Recommended Player Penalties
		<u>Post Play</u>	

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		<ul style="list-style-type: none"> The umpire shall report the occurrence as soon as possible after the match to the captain and or Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team. 	
Level 4 Offences	<ul style="list-style-type: none"> 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. 	<p><u>During Play</u></p> <ul style="list-style-type: none"> 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 umpires shall direct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following: <ul style="list-style-type: none"> If the offending player is a fielder, no substitute shall be allowed for him/her. He/She is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her 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. 	<ul style="list-style-type: none"> Minimum mandatory suspension players – 1 season – Teams, Officials, Clubs \$2,500 If the player elects to have the matter heard by Independent Tribunal penalty can be up to life ban. <p>Note: Players found guilty of a level 4 offence in the home and away season are ineligible for player of the season association awards.</p>
Offence Level	Player Offences	MCC Law 42 Action by Umpires	Recommended Player Penalties

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	<ul style="list-style-type: none">• If the offending player is a batter, he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batter is available to bat, the innings is completed.• As soon as practicable, the umpire shall:<ul style="list-style-type: none">- Award 5 Penalty runs to the opposing team.- Signal the Level 4 penalty to the scorers.- Call Play. <p><u>Post Play</u></p> <ul style="list-style-type: none">• The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.	
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