



**North Eastern Junior Cricket Association**  
**U16 Playing Conditions**  
**2024/2025**



## **The Preamble – The Spirit of Cricket**

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

## North Eastern Junior Cricket Association

### Under 16 Competition

The North Eastern Junior Cricket Association (NEJCA) Under 16 competition shall be played in accordance with the **Laws of Cricket** set out by Marylebone Cricket Club.

Except as varied hereunder, the Laws of Cricket 2017 Code (2<sup>nd</sup> Edition – 2019) shall apply.

For the purposes of these playing conditions, all references under the Laws of Cricket to 'Governing Body' shall be replaced with the NEJCA Executive Committee.

The full '2<sup>nd</sup> Edition – 2019' of the Laws of Cricket can be found at <https://www.lords.org/mcc/the-laws-of-cricket>, or via the Laws of Cricket app on the Apple Store or Google Play Store for Android.



Fixtures will be available on PlayHQ under the Association 'North Eastern Junior Cricket Association' where all published grades, including the relevant Under 16 competition will be listed.

The date, time, location, and opposition of matches as listed on PlayHQ will be the absolute sources of truth.

These Playing Conditions are complemented by the North Eastern Junior Cricket Association By-Laws, which guide the administration and management of all competitions. These can be found on the North Eastern Junior Cricket Association website ([www.nejca.com.au](http://www.nejca.com.au)).

# **INDEX**

## **1. General Playing Conditions**

- 1.1. Team Numbers**
- 1.2. Players Age**
- 1.3. Registration & Player Movement**
- 1.4. Dress Code**
- 1.5. Safety Equipment**
- 1.6. The Ball**
- 1.7. The Playing Field**
- 1.8. Afternoon Tea/Innings Break**
- 1.9. Match Results**
- 1.10. Scoreboard**
- 1.11. Scores**
- 1.12. Umpires**
- 1.13. No Chatter to the Batter – Spirit of Cricket**

## **2. Two-Day Matches**

- 2.1. Time**
- 2.2. Nomination of Players**
- 2.3. Overs**
- 2.4. Bowling**
- 2.5. Suspect Bowling Action**
- 2.6. Fielding**
- 2.7. Batting**
- 2.8. Follow-On & Declarations**
- 2.9. Team Batting Dismissed Early.**

## **3. One-Day Matches**

- 3.1. Time**
- 3.2. Overs**
- 3.3. Nomination of Players**
- 3.4. Bowling**
- 3.5. Fielding**
- 3.6. Batting**

## **4. Appendices**

- 4.1. Match Day - Adverse Weather Policy**
- 4.2. Adverse Weather Policy**
- 4.3. NEJCA Abandoned Fixture Policy**
- 4.4. NEJCA By Laws**

# **1. General Playing Conditions**

## **1.1. Team Numbers**

- 1.1.1. A team shall consist of eleven (11) players only on the field at any time.
- 1.1.2. The maximum number of players in any one game is thirteen (13).
- 1.1.3. The minimum number of players for a game to commence is eight (8).
  - 1.1.3.1. Where a team only has eight (8) qualified players, the team may use sub-fielders.
  - 1.1.3.2. Sub-fielders must adhere to the age restrictions of the Competition.
  - 1.1.3.3. Sub-fielders may not bat, bowl or wicket-keep during the game, they may field only.
- 1.1.4. If a team does not have eight (8) players present within thirty (30) minutes of the scheduled start of play that team shall forfeit the game.

## **1.2. Players Age**

- 1.2.1. All players competing in the Under 16 competition must be under the age of sixteen (16) as of September 1 of the year the season commences.

## **1.3. Registration & Player Movement**

- 1.3.1. All players must be registered with the Association via the PlayHQ online management system. It is mandatory for players to be registered prior to taking part in any games.
- 1.3.2. Once a player is registered, he or she can play with no more than two clubs in any one season, provided they obtain dual registration.

## **1.4. Dress Code**

- 1.4.1. White- or cream-coloured shirts with a collar (club shirts permitted).
- 1.4.2. White- or cream-coloured trousers with white socks and cricket shoes.
- 1.4.3. Caps or wide brimmed hats and sunscreen are strongly recommended.

## **1.5. Safety Equipment**

- 1.5.1. British Standard (BS7928:2013) Helmet's must be worn at all times whilst batting and wicket-keeping up to the stumps.
- 1.5.2. It is compulsory when batting and wicket-keeping up to the stumps that all cricketers use the correct leg and thigh pads, gloves and protectors.
  - 1.5.2.1. It is compulsory for fielders as per 2.6.2.2. and 3.5.2.2. to wear helmets, leg pads and protectors.

## **1.6. The Ball**

- 1.6.1. All teams participating in the North Eastern Junior Cricket Association Under 16 competition must use a two-piece leather ball weighing 156 grams.
  - 1.6.1.1. The NEJCA stamped 156-gram two-piece leather ball is the preferred cricket ball for the competition.
- 1.6.2. A new ball shall be used at the commencement of each innings.
- 1.6.3. The Umpire/s shall retain control of the Match Ball/s throughout the match, retain possession at the fall of a wicket, at the drinks interval/sl or during any other disruption of play.
  - 1.6.3.1. The Umpire/s shall periodically and irregularly inspect the condition of the ball
  - 1.6.3.2. One of the Umpires shall at the termination of the day's play take charge of the ball in use from an uncompleted innings and such ball shall be used upon the resumption (if any) of the uncompleted innings. Should the ball not be available, another ball in as like condition as possible shall be used.
  - 1.6.3.3. If in the opinion of the Umpire/s the match ball becomes unfit for play, the ball may be replaced with another ball that has similar wear.

## **1.7. The Playing Field**

- 1.7.1. The length of the pitch shall be 20.12 metres
- 1.7.2. The boundary is to be measured with a tape measure from the centre of the pitch and is to be a **maximum** of sixty (60) metres.
  - 1.7.2.1. Boundaries are guided by the custom of the ground, where dimensions may require a less than a sixty (60) metre radius due to playing field dimensions/obstacles
  - 1.7.2.2. In the above circumstance (1.7.2.1.) the minimum recommendation is a fifty (50) metre radius, measured from the midpoint of the match day pitch.
- 1.7.3. Chalk or tape are required to mark the crease lines.

## **1.8. Afternoon Tea/Innings Break**

- 1.8.1. Two-Day Games – an afternoon tea break of twenty (20) minutes duration will be taken at 3:05pm.
- 1.8.2. One-Day Games – an afternoon tea break of twenty (20) minutes duration will be taken to coincide with the change of innings

1.8.2.1. If the conclusion of the team batting first's innings is before 2:00pm, there will be a ten (10) minute change of innings and the afternoon tea break will be at 2:50pm

1.8.3. Each player is responsible for supplying their own drinks.

1.8.4. The home team is to provide shared afternoon tea for both teams' players and the Umpires

## **1.9. Match Results**

1.9.1. A team will be deemed the winner if it has scored more runs than its opposition team when each team has received the designated number of overs.

1.9.1.1. If two innings are not completed, the match will be decided on the 1st innings. If neither side won the 1st innings, unless the result is a tie, the match will count as a draw.

1.9.2. A team will be deemed the outright winner if it has scored more runs than its opposition and has dismissed the opposition twice.

1.9.3. A match will be deemed a draw if either one or both teams is prevented from receiving their allotted number of overs.

1.9.4. A match will be deemed a tie when at the completion of the match; both teams have accumulated the same number of runs.

## **1.10. Scoreboards**

1.10.1. Scoreboards are to be visible to the Umpires on the ground during the game

1.10.2. It is the batting teams' responsibility to update and maintain the correct score on the scoreboard

## **1.11. Scores**

1.11.1. Scores and player statistics are to be entered onto PlayHQ by the Tuesday evening following the conclusion of the match.

1.11.2. All teams must have all players names entered into PlayHQ by 8:00pm on the evening prior to match's commencement.

1.11.2.1. Any team/s not complying with Rule 1.11.2 will be issued with a warning for the first omission.

1.11.2.2. A second and/or subsequent non-compliance/s with Rule 1.11.2 will result in a penalty which will be the loss of premiership points for the team.

1.11.2.3. If premiership points are removed for a team for non-compliance as per Rule 1.11.2.2, the points will not be awarded to the opposition team.

1.11.3. Electronic scoring is encouraged. However, one (1) team must use a scorebook or web score offline.

1.11.3.1. The home team have the right to electronically live score. If the home team chooses not to electronically live score, the away team may electronically live score.

## **1.12. Umpires**

1.12.1. SACA umpire(s) may be appointed to each match of the U16 Competition.

1.12.1.1. In the event of only one (1) SACA appointed Umpire, this person is required to officiate from the bowlers end at all times. The fielding team shall be responsible for providing a member to officiate at the striker's end/square leg.

1.12.2. In the case where no SACA appointed Umpire is present, Umpires (one representative from each of the opposing teams) shall be appointed to commence the match, one (1) from each end, to control the match as required by these Playing Conditions, with absolute impartiality.

1.12.3. The fielding side appointed umpire is the controlling umpire for each innings. For clarity the controlling Umpire officiates from the bowling end.

1.12.4. An Umpire may be changed throughout the match; however, it is a requirement that any Umpire taking part does so with adequate knowledge of the rules and with absolute impartiality.

## **1.13. No Chatter to the Batter – Spirit of Cricket**

1.13.1. Teams, adults, and players are to promote encouragement of all players from both sides to eliminate sledging directed at opponents.

1.13.2. Coaches, Team Managers or Umpires, who observe sledging, should calmly redirect the chatter back to encouragement. Positive encouragement and clapping are a great way to stay energised as a team. When the bowler reaches the top of their bowling mark, fielders are to become silent. This applies to on-field and sideline chatter/cheering.

1.13.3. It is the Coaches' and Team Managers responsibility to ensure "Chatter to the Batter" is discouraged & stopped if brought to their attention by an Umpire, Player or opposition Coach.

1.13.4. Filming of players and/or overtly discussing a players' behaviour or lack of skill is not permitted and is to be reported to the teams' Team Manager.

1.12.4.1 The penalty for repeated chatter to the batter, not ceased upon request will be subject to disciplinary action, as outlined in NEJCA's By Laws.



## 2. Two-Day Matches

### 2.1. Time

- 2.1.1. Sunday afternoon matches
  - 2.1.1.1. Matches shall start at 1:00pm sharp and conclude by 5:30 pm
  - 2.1.1.2. The structure of the game is:
    - 1:00pm – 3:05pm            Session One
    - 3:05pm – 3:25pm            Afternoon tea
    - 3:25pm – 5:30pm            Session Two
  - 2.1.1.3. Umpires will advise both of the Captains five (5) minutes prior to the scheduled commencement of play that they are about to take their positions on the field, to commence the match on time
- 2.1.2. Matches may continue past 5:30pm until the batting team has received sixty (60) overs or until they are all dismissed.
  - 2.1.2.1. Play should not go past 6:30pm
- 2.1.3. When a first innings result has been achieved, the match may continue until 5:30pm on Day Two, unless both Captains agree that no further result can be achieved provided that:
  - 2.1.3.1. In Minor round matches this is not before the scheduled afternoon tea break
  - 2.1.3.2. In Major round matches this does not occur on Day One
- 2.1.4. Day One – The Team Batting First's first inning shall continue until the team has received at least sixty (60) overs, unless dismissed, (even if play extends beyond the scheduled finishing time).
  - 2.1.4.1. If the required overs have not been reached and the innings is compulsorily closed the team batting second in its first innings will receive the same number of overs on Day Two as the team batting first's first innings.
  - 2.1.4.2. If the team batting first is dismissed within 30 minutes of the scheduled close of play, the team batting second is not obliged to bat on Day One
- 2.1.5. Day Two – The Team Batting Second's first Innings shall continue until the team has received sixty (60) overs, unless dismissed, (even if play extends beyond the scheduled finishing time) **or** at least the same number of overs as the team batting first's first innings, if the team batting first's first inning was compulsorily closed.
  - 2.1.5.1. If the team Batting second does not receive at least the same number of overs as the team batting first in their first innings, unless dismissed the match will be deemed a draw (Rule 1.9).
- 2.1.6. If the first day of a two-day match is abandoned without any play taking place the match will become a one-day game on the scheduled Day Two of the game.

- 2.1.6.1. In the event of the match being changed to a one-day game, the captains will toss the coin again prior to commencement of play on Day Two
- 2.1.7. If the Umpire/s deem that no play is possible by 3:00pm the days play shall be abandoned
- 2.1.8. Drinks breaks shall be taken on the field of play.
  - 2.1.8.1. One Drinks break will be taken in each session of play
  - 2.1.8.2. In hot weather, if the temperatures is thirty (30) degrees or above the Umpires may schedule two drinks breaks in each session of play
  - 2.1.8.3. An individual player may be given a drink on the boundary edge or at the fall of a wicket provided that no playing time is wasted.
  - 2.1.8.4. No other drinks shall be taken onto the field without the Umpires prior permission

## **2.2. Nomination of Players**

- 2.2.1. Prior to the coin toss, both Captains shall exchange a completed team sheet with all players names selected for the match listed
- 2.2.2. The team sheet shall contain a maximum of thirteen (13) players names
- 2.2.3. Only eleven (11) players shall be permitted to bat or bowl in any innings
  - 2.2.3.1. This is not limited to the same eleven (11) players.

## **2.3. Overs**

- 2.3.1. The side batting first, unless dismissed, shall be restricted to a maximum of sixty (60) overs on the first day of play (even if play extends past 5:30pm), when the innings will be compulsorily closed.
- 2.3.2. The side batting second shall receive, in its first innings (unless dismissed), at least the same number of overs as the side batting first (if that innings was compulsorily closed) up to a maximum of sixty (60) overs except where 2.9. is applicable.
- 2.3.3. Overs must be bowled alternatively from end to end.
- 2.3.4. Weather Conditions – recalculating overs when play is interrupted/delayed due to wet weather conditions.
  - 2.3.4.1. Calculate the time in minutes until the scheduled completion of play (minus scheduled intervals if applicable), divide the time in minutes by 3.5 and round up to the nearest whole number. This will equal the number of overs to be completed in the days play

## 2.4. Bowling

- 2.4.1. Bowlers may bowl a maximum of twelve (12) overs/innings
- 2.4.2. Medium or Pace Bowlers - A maximum spell of six (6) consecutive overs, with a maximum of twelve (12) overs in an innings. The bowler must have a break from bowling for twelve (12) overs.
- 2.4.3. Slow bowlers – may bowl all twelve (12) overs in a spell
- 2.4.4. A bowler who bowls less than 6 overs in a spell and then has a break of 12 overs may subsequently commence a new spell of 6 overs (subject to the bowler's innings limit).
- 2.4.5. A bowler who has bowled a spell of less than 6 overs may resume bowling prior to the break from bowling of 12 overs but this will be considered a continuation of the same bowling spell and the limit of 6 overs in that spell will still apply. Following the completion of the spell the normal requirement for a break from bowling of a period of twelve (12) overs shall apply.
- 2.4.6. Six (6) legal deliveries are required to be bowled per over – wides and no-balls are re-bowled
- 2.4.7. Any ball passing outside the reach of a batting player in their normal batting stance that does not bounce off the pitch shall be called a wide, with one run being added to the team score.
  - 2.4.7.1. MCC Rule 22.1.2. The ball will be considered as passing wide of the striker unless it is sufficiently within the reach for him/her to be able to hit with the bat by means of a normal cricket stroke.
- 2.4.8. A bowler shall be limited to one (1) short-pitched delivery permitted per over.
  - 2.4.8.1. A short-pitched delivery shall be called when the ball is above shoulder height of the batter, in an upright standing position, from a short-pitched ball, called by the square leg umpire.
  - 2.4.8.2. The Umpire at the bowler's end will notify the bowler of the determination of a short-pitched delivery
  - 2.4.8.3. The second and any subsequent short-pitched delivery/s by the bowler will be called no ball
- 2.4.9. A bowler shall be limited to one (1) above waist height full toss, delivery permitted per over.
  - 2.4.9.1. An above waist height full toss shall be called when the ball is above the waist of the batter in an upright standing position from a full toss, called by the square leg umpire.
  - 2.4.9.2. The Umpire at the bowler's end will notify the bowler of the determination of an above waist high full toss delivery
  - 2.4.9.3. The second and any subsequent above waist height full toss delivery/s by the bowler will be called no ball

2.4.10. A no-ball shall be called when:

2.4.10.1. A ball bounces more than once or rolls along the ground before it reaches the popping crease, called by the square leg umpire.

2.4.10.2. Any ball that lands or bounces off the pitch.

2.4.10.3. Front Foot No Ball- the heel of the bowler's front foot lands on or in front of the popping crease.

2.4.11. A Dead ball is to be called if the ball deviates from the edge of the wicket-matting, concrete, or a raised turf pitch, with the ball being re-bowled.

## **2.5. Suspect Bowling Action:**

2.5.1. Suspect bowling actions are not to be called no-balls during a game

2.5.2. NEJCA's Executive Committee must be notified of any junior players with suspect bowling actions.

2.5.3. NEJCA's Suspect Bowling Action Policy for the management of junior players with suspect bowling actions must be adhered to

2.5.4. NEJCA's Executive Committee will monitor players with suspect bowling actions as per the Policy

## **2.6. Fielding**

2.6.1. Only eleven (11) fielders may be on the field at any one time.

2.6.1.1. Interchanging of fielders is permitted without restriction provided that no time is wasted.

2.6.2. Except for the Wicket Keeper, Slips and Gully Fielder no player will be permitted to stand within 10m of the batters' middle stump until after the ball is hit, strikes the body of the batter or passes through to the wicketkeeper.

2.6.2.1. Non-compliance is to be signalled a no ball

2.6.2.2. Except for the Wicket Keeper, Slips and Gully Fielder no player shall enter the restricted zone (which is 5 metres from the batter's middle stump), unless wearing protective equipment i.e. helmet and protector until after the ball is hit, strikes the body of the batter or passes through to the wicketkeeper.

## **2.7. Batting**

2.7.1. Only eleven (11) players are permitted to bat in any one innings

2.7.2. Batters must immediately compulsorily retire on reaching one hundred (100) runs, even if it is mid over

2.7.3. Coaches may retire players at their discretion prior to the batter reaching 100 runs

- 2.7.3.1. Retired batters may return to the crease in the order of the lowest to highest retired batter
- 2.7.4. All modes of dismissal are applicable.
  - 2.7.4.1. Compulsorily retired batters will be considered not out at the end of the innings, unless they returned to the crease and were subsequently dismissed.
- 2.7.5. MCC Rules: Batter returning to the original end
  - 2.7.5.1. When the striker is dismissed in any of the circumstances listed below, the not out batter shall return to his/her original end:
    - Bowled
    - Stumped
    - Hit the ball twice
    - LBW
    - Hit Wicket
    - Caught
    - Obstructing the Field, where the obstruction or distraction prevents the striker from being caught.

## **2.8. Follow-On & Declarations**

- 2.8.1. For a team to be forced to follow on, that team must have scored 50% or less than the other team's first innings total (e.g. the team batting first scores 100 runs, if the team batting second scores 50 runs or less it can be asked to follow on at the discretion of the team that batted first).
- 2.8.2. Recalculation of overs for the days play:
  - 2.8.2.1. Calculate the time in minutes until the scheduled completion of play (minus scheduled intervals if applicable), divide the time in minutes by 3.5 and round up to the nearest whole number. This will equal the number of overs to be completed in the days play
- 2.8.3. Bowling guidelines for junior players are per day.

## **2.9. Team Batting First Dismissed Early**

- 2.9.1. If the team batting first is dismissed in less than its allotted sixty (60) overs, there is a ten (10) minute changeover of innings.
- 2.9.2. Overs to be faced by the team batting second on Day One are calculated by:
  - 2.9.2.1. Calculating the remaining time in minutes until the scheduled finish time, divide the time in minutes by 3.5, round up to the nearest whole number. This equals the number of overs to bowled to complete the days play
  - 2.9.2.2. The Team batting second on Day Two is entitled to sixty (60) overs on Day Two, unless dismissed

- 2.9.3. During the second week, the team batting second is entitled to its full allotment of sixty (60) overs as well as the overs it received during the first week unless dismissed.
- 2.9.4. The bowling restrictions reset for the second week
- 2.9.5. If the team batting first is dismissed within thirty (30) minutes of the scheduled close of play, the team batting second is not obliged to bat on the first day.

### 3. One-Day Matches

#### 3.1. Time

##### 3.1.1. Sunday afternoon matches

3.1.1.1. Matches shall start at 12:30pm sharp and conclude by 5:45pm

3.1.1.2. The structure of the game is:

12:30pm – 2:50pm            1<sup>st</sup> Innings

2:50pm – 3:10pm            Innings Break/Afternoon Tea

3:10pm – 5:45pm            2<sup>nd</sup> Innings

3.1.1.3. Umpires will advise both of the Captains five (5) minutes prior to the scheduled commencement of play that they are about to take their positions on the field, to commence the match on time

3.1.1.4. Unless the innings of the team batting first concludes earlier, the Inning Break/Afternoon Tea will coincide with the change of innings

3.1.1.5. If the conclusion of the team batting first's innings is before 1:50pm, there will be a ten (10) minute change of innings, and the afternoon tea break will occur at 2:50pm

3.1.2. The first innings is to conclude at 2:50pm regardless of the overs' quota being reached. If the required overs have not been achieved, the team batting second will receive the same number of overs as the team batting first's innings (i.e. team batting first in its innings faces 35 overs at 2:50pm means that the innings for the team bating second will also be 35 overs).

3.1.2.1. Any over that has started prior to the cut-off time will be counted as a completed over, even if the opposition is dismissed prior to the over being completed.

3.1.3. Play may continue past 5:45pm to allow the team batting second to receive their allocated number overs or until the team is dismissed

3.1.3.1. The team batting second is entitled to forty (40) overs unless the team batting first's inning was compulsorily closed then 3.1.2 applies.

3.1.3.2. Play should not go past 6:30pm

3.1.4. The match may conclude once a result has been achieved

3.1.5. Drinks breaks shall be taken on the field of play

3.1.5.1. One Drinks break will be taken in each session of play

3.1.5.2. In hot weather, if the temperatures is thirty (30) degrees or above the Umpires may schedule two drinks breaks in each session of play

- 3.1.5.3. An individual player may be given a drink on the boundary edge or at the fall of a wicket provided that no playing time is wasted.
- 3.1.5.4. No other drinks shall be taken onto the field without the Umpires prior permission

### **3.2. Nomination of Players**

- 3.2.1. Prior to the coin toss, both Captains shall exchange a completed team sheet with all players names selected for the match listed
- 3.2.2. The team sheet shall contain a maximum of thirteen (13) players names
- 3.2.3. Only eleven (11) players shall be permitted to bat or bowl in any innings
  - 3.2.3.1. This is not limited to the same eleven (11) players.

### **3.3. Overs**

- 3.3.1. Matches shall be a maximum of forty (40) overs per side.
- 3.3.2. Overs must be bowled alternatively from end to end.
- 3.3.3. If the scheduled start of play is delayed due to weather/pitch conditions the remaining playing time in minutes (minus scheduled intervals) is to be divided by 3.5 and rounded up to the nearest number, this is the number of overs for the match. Each team shall receive half of the quota of overs for their innings.
  - 3.3.3.1. A minimum of 20 overs/side will constitute a game
- 3.3.4. If the Umpire/s deem that no play is possible by 3:00pm the match shall be abandoned.
- 3.3.5. The Team Batting Firsts' innings is closed after 10 wickets have fallen, forty (40) overs have been completed or 2:50pm (3.1.2.).
  - 3.3.5.1. The Team Batting Seconds' innings is closed after 10 wickets have fallen, forty (40) overs have been completed or 6:30pm (3.1.2.).

### **3.4. Bowling**

- 3.4.1. Bowlers may bowl a maximum of ten (10) overs/innings
- 3.4.2. Medium or Pace Bowlers - A maximum spell of six (6) consecutive overs, with a maximum of ten (10) overs in an innings. The bowler must have a break from bowling for twelve (12) overs.
- 3.4.3. Slow bowlers – may bowl all ten (10) overs in a spell
- 3.4.4. A bowler who bowls less than 6 overs in a spell and then has a break of 12 overs may subsequently commence a new spell of 6 overs (subject to the bowler's innings limit).
- 3.4.5. A bowler who has bowled a spell of less than 6 overs may resume bowling prior to the break from bowling of 12 overs but this will be considered a continuation of the same bowling spell and the limit of 6 overs in that spell will still apply. Following the completion of the spell



the normal requirement for a break from bowling for a period of twelve (12) overs shall apply.

- 3.4.6. Any ball passing outside the reach of a batting player in their normal batting stance that does not bounce off the pitch shall be called a wide, with one run being added to the team score
  - 3.4.6.1. MCC Rule 22.1.2. The ball will be considered as passing wide of the striker unless it is sufficiently within the reach for him/her to be able to hit with the bat by means of a normal cricket stroke
- 3.4.7. A bowler shall be limited to one (1) short-pitched delivery permitted per over.
  - 3.4.7.1. A short-pitched delivery shall be called when the ball is above shoulder height of the batter, in an upright standing position, from a short-pitched ball, called by the square leg umpire
  - 3.4.7.2. The Umpire at the bowler's end shall notify the bowler of the determination of a short-pitched delivery
  - 3.4.7.3. The second and any subsequent above waist height full toss delivery/s by the bowler will be called no ball
- 3.4.8. A bowler shall be limited to one (1) above waist height full toss, delivery permitted per over
  - 3.4.8.1. An above waist height full toss shall be called when the ball is above the waist of the batter in an upright standing position from a full toss, called by the square leg umpire.
  - 3.4.8.2. The Umpire at the bowler's end shall notify the bowler of the determination of an above waist high full toss delivery
  - 3.4.8.3. The second and any subsequent above waist height full toss delivery/s by the bowler will be called no ball
- 3.4.9. A no ball shall also be called when:
  - 3.4.9.1. A ball bounces more than once or rolls along the ground before it reaches the popping crease, called by the square leg umpire.
  - 3.4.9.2. Any ball that lands or bounces off the pitch
  - 3.4.9.3. Front Foot No Ball
- 3.4.10. A Dead ball is to be called if the ball deviates from the edge of the wicket-matting, concrete, or a raised turf pitch, with the ball being re-bowled.

### **3.5. Fielding**

- 3.5.1. Only eleven (11) fielders may be on the field at any one time
  - 3.5.1.1. Interchanging of fielders is permitted without restriction provided that no time is wasted
- 3.5.2. Except for the Wicket Keeper, Slips and Gully Fielder no player will be permitted to stand within 10m of the batters' middle stump until after

the ball is hit, strikes the body of the batter or passes through to the wicketkeeper.

3.5.2.1. Non-compliance is to be signalled a no ball

3.5.2.2. Except for the Wicket Keeper, Slips and Gully Fielder no player shall enter the restricted zone (which is 5 metres from the batter's middle stump), unless wearing protective equipment i.e. helmet and protector until after the ball is hit, strikes the body of the batter or passes through to the wicketkeeper.

### **3.5. Batting**

3.5.1. Only 11 players are permitted to bat in any one innings

3.5.2. Batters must immediately compulsorily retire on reaching one hundred (100) runs, even if it is mid over

3.5.3. Coaches may retire players at their discretion prior to a batter reaching 100 Runs.

3.5.3.1. Compulsorily retired batters may recommence their innings after all other batters are dismissed and are to return in the order of the lowest scoring retiree first

3.5.4. Compulsorily retired batters will be considered not out at the end of the innings, unless they returned to the crease and were subsequently dismissed.

3.5.5. All modes of dismissal are applicable.

## 4. Appendix

### 4.1. Appendix 1 – Match Day Adverse Weather Policy (single page)

#### 4.1.1. Heat Policy Location for Temperature Readings is Windsor Gardens

**Sunday Afternoon Matches** Should the forecast temperature for 12:30pm Sunday on the BOM APP at Windsor Gardens, as at 6:00pm on Saturday evening be 38 degrees Celsius or above, all Sunday afternoon matches will be cancelled.

#### 4.1.2. Wet Weather Policy

In the event of extreme wet weather conditions leading up to a round of matches, the NEJCA Executive Committee may cancel all matches in a round of Cricket.

- Where NEJCA has not cancelled a round of matches, the home club will advise the opposition by 9:00am on the morning of the match, if the ground is unsuitable for play.
- Where no cancellation has occurred by 9:00am on the morning of the match, both teams including all players must attend the ground ready for the match to begin as scheduled. The SACA Umpire/s, or where there are no Umpire/s, the Coaches will inspect the ground to determine whether it is suitable for play. Whilst it is preferable for matches to begin if conditions permit, the decision should be based primarily on the duty of care to, and safety of players along with (if playing on turf) the potential damage to the wicket and surrounding areas.
- Where there are SACA Umpire(s) supplied, the SACA Umpire(s) are the sole judge of pitch and venue condition
  - Coaches may provide information to the SACA Umpire/s, but the decision regarding commencing or abandoning the game lies with the SACA Umpire/s present
  - The home club, by agreement with the opposition may arrange a suitable alternative venue for the match to be played

### Rain Affected One Day Games

- If the pitch/ground is wet at the start time of the game, the start of the game may be delayed if it is feasible for play to commence, with the safety of players being paramount in the decision-making process see 3.3.3 and 3.3.4.
- A minimum of twenty (20) overs/team must be completed to constitute a game
- If rain falls during the first innings of a game, and play can resume, the remaining time in minutes – minus scheduled intervals, is divided by 3.5 and rounded up to the nearest whole number. This is the number of overs for the match. Each team shall receive half the number of overs for their innings.

- Or after a minimum of twenty (20) overs has been faced by the team batting first, to constitute a game
- The team batting second shall receive the same number of overs as the team batting first, weather permitting.
- If rain falls during the second innings, and there is no result at 5:45pm
  - play may continue until the team batting second receives the same number of overs as the team batting first
  - is dismissed
  - or 6:30pm weather permitting
- **Rain Affected Semi-Final and Grand-Final Games:**
  - For Semi-Final and Grand-Final games all teams, players and coaches must attend the ground
  - The decision on whether play commences, or the game is abandoned will lie solely with the SACA Umpire/s officiating
  - If a two-day finals game is abandoned on Day One, Day Two becomes a one-day game
- If a rain affected or heat affected game is a finals game, the team placed highest on the ladder will be awarded the victory if the game is abandoned/no result due to weather.

#### **4.1.3. Lightning**

- Play must cease immediately in the event that a lightning flash is followed by thunder less than thirty (30) seconds later. Play must not resume until thirty (30) minutes after the last such lightning flash. Coaches may choose by agreement to abandon the match at the point play ceases, should there be limited possibility of the game recommencing.
- Recalculation of overs/team applies if play is able to resume as above
  - the remaining playing time in minutes (minus scheduled intervals) is to be divided by 3.5 and the nearest higher number is the number of overs for the day's play/ match. This number is the required number of overs remaining in the days play for a two-day game; or the number of overs divided by two (2) that each team shall receive for their innings in a one-day game.

## **4.2. Appendix 4 – Adverse Weather Policy**

### SACA Policy

#### Scope

This Policy has been created to have a standard Adverse Weather Policy across Associations.

#### Responsibility

This Adverse Weather Policy applies to players, umpires, and Club/Association officials. For conciseness, these are referred to hereafter as “participants”.

The purpose of this policy is to ensure that no participant suffers significant health damage due to participating in adverse conditions.

Participating in adverse conditions will affect different individuals to different extents and in differing ways.

Factors which can influence the effect on different individuals include:

- The individual's level of fitness and general health.
- The preparation the individual has undertaken in the lead-up to the match.
- Whether, and how much, the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating.
- The measures the participant takes to ensure proper rehydration during and after participating.
- The age of the individual.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of Clubs and the individuals themselves. The Association provides the guidelines in this Adverse Weather Policy and makes specific directions and provisions in this policy and the Bylaws, to ensure Clubs and participants are aware of their responsibilities and have the opportunity to avoid unnecessary risk to individuals.

The Association has provisions to cancel play on specific days or vary the starting time and number of overs bowled in any match. Matches will not be cancelled based on the least fit participant, or a participant who may have played in another match or matches in the days prior to the match under consideration, to the detriment of the game and the majority of participants. Individuals have a responsibility to withdraw from participating if their circumstances (such as those outlined above) place them at an unacceptable level of risk; clubs also have responsibility in this regard.

It is important to note that no person is forced to participate in any match.

## **Policy**

### SACA/Association Responsibilities:

- Prepare, publish, and disseminate this Adverse Weather Policy, and the Sports Medicine Australia (S.A. Branch) publication "Drink Up" (© SMA SA Branch 2000) in sufficient quantities for clubs to provide copies to all players.
- Provide guidelines and directions to Clubs and participants.
- Cancel matches in any grade when a combination of conditions leads to an undue risk of heat illness to a significant proportion of participants in that grade.

- Establish and apply guidelines as to when such cancellations shall be made and establish a group who shall make determinations.
- Ensure the Bylaws and Playing Conditions permit proper health care during matches.

#### Club Responsibilities:

- Ensure Club, team and match officials are aware of this Adverse Weather Policy, and their responsibilities under it.
- Ensure that all participants are provided copies of this policy and the Sports Medicine Australia (S.A. Branch) publication of “Drink Up” (© SMA SA Branch 2000).
- Ensure that individuals are aware of their own responsibilities in regard to preparing themselves for playing in hot conditions, and to withdraw if they are at any undue risk due to individual circumstances.
- Monitor participants and ensure that individuals at particular risk (due, for example, to having played in hot conditions over multiple preceding days, or to having a fitness level lower than most) do not take part in conditions which they are at undue risk.
- Place no pressure on any participant to refrain from withdrawing from any match, or day of a match, or part of a day, for health reasons.
- Ensure participants have every opportunity under the Laws of Cricket and Bylaws to rehydrate during and after participation.

#### Individual Responsibilities:

- Read and understand this Adverse Weather Policy and the guidelines in the Sports Medicine Australia (S.A. Branch) publication “Drink Up” (© SMA SA Branch 2000).
- Follow the recommendations in “Drink Up” before, during and after preparation.
- In conjunction with your Club, assess your own susceptibility to heat stress, using the factors in the introduction to this Adverse Weather Policy.
- Withdraw from participation if you or your Club assesses your risk level to be unacceptable.
- Immediately inform Club officials and/or seek assistance should you start to feel any of the symptoms of heat injury as listed in “Drink Up”.

#### Guidelines for Umpires/Coaches

Umpires/Coaches who are umpiring may increase the number of drinks breaks during a game if the weather is excessively hot. The weather may be considered as excessively hot when it is 34 degrees Celsius or higher.

In the case of wet weather, it is the responsibility of the umpires/coaches to ensure that the pitch and outfield are suitable for play following wet weather and that the players wellbeing is of primary concern.

#### **4.3. Appendix 5 – NEJCA Abandoned Fixture Policy**

**4.3.1.** After the scheduled completion of the round, the NEJCA Executive Committee will review the matches played and if there has not been the majority of its matches completed the round will be cancelled for premiership points as well as runs/wickets for and against.

**4.3.1.1.** If all matches on Turf are abandoned, the round will be cancelled for premiership points

**4.3.2.** Majority can be defined as:

**4.3.2.1.** Eight (8) team competition – at least three (3) out of four (4) matches completed to define a majority.

**4.3.2.2.** Ten (10) team competition – at least three (3) out of five (5) matches completed to define a majority.

**4.3.2.3.** Twelve (12) team competition – at least four (4) out of six (6) matches completed to define a majority.

**4.3.2.4.** Fourteen (14) team competition – at least four (4) out of seven (7) matches completed to define a majority.

#### **4.4. Appendix 6 - NEJCA By Laws**

##### **1. Age Clarification**

Wherever in these By-Laws (in this or any other section) reference is made to a player being under a certain age as of 1<sup>st</sup> September in the current season, the player shall be qualified if their relevant birthday falls on or after 1<sup>st</sup> September.

##### **2. Unqualified Players**

**2.1.** Any Clubs playing a player not possessing the requisite qualification, registration, permit or who is ineligible to play, shall be declared to have lost the match, or matches, in which such player took part and shall lose all points gained in that match, or those matches, unless otherwise decided by the NEJCA Executive Committee on the grounds that there were exceptional circumstances justifying the lack of requisite qualification, registration or permit. The award of

points to be allotted to the opposing team shall be on the basis of a first innings win.

- 2.2. The same procedure shall apply should any player participate illegally in any match (e.g. playing without necessary permit or playing/participating under a false name).

### **3. Permits**

- 3.1 Permit applications may be made to the NEJCA Executive Committee on a Permit Application form for a player to play in a competition below their age group, relevant to their developmental ability
- 3.2 Permit requests will only be approved for a player to play in a competition below their correct age group if a permit request form is completed and written approval is granted by the NEJCA Executive Committee.
- 3.3 The granting of any such request shall apply to the current season only and may be revoked at the discretion of the NEJCA Executive Committee.
- 3.4 Permits may be revoked if the NEJCA Executive Committee deems the permit is being misused.
- 3.5 Clubs may submit permits for a one-off purpose, as explained in By-Law 4.3.

### **4. The Competition**

- 4.1. Teams competing in the North Eastern Junior Cricket Association shall be divided into the following grades
  - 4.1.1. Premiership competitions –Under 16.
    - 4.1.1.1. Premiership competition - Under 16 competitions may be split into up to two (2) divisions based on competition size (Division 1 and/or Division 2).
- 4.2. Clubs are permitted to move players into a higher grade (e.g. Division 2 to Division 1) to assist with team shortages. However, once a player has been named in three (3) matches in the higher division, they shall no longer be permitted to move to a lower Division team.
- 4.3. Clubs are not permitted to move players into a team within the same Division (e.g. two sides within Division 2). In extenuating circumstances, clubs may submit a permit request to the NEJCA Executive Committee prior to the Sunday afternoons fixture.
- 4.4. Any player that plays without complying with this By-Law shall be subjected to a potential penalty under By-Law 2.
- 4.5. No player/s shall play in two (2) North Eastern Junior Cricket Association competitions or grades on the same weekend. The potential penalties under By-Law 2 will apply if a player is in breach of this By-Law.
  - 4.5.1. Exception: U12 and U14 players are permitted to play in a North Eastern Junior Cricket Association game in the morning, and in an U16 North Eastern



Junior Cricket Association Competition game in the afternoon on the same weekend.

4.6. Clubs shall provide a populated list of each team's coach/es and their contact details, and coaching accreditation details to the NEJCA Executive Committee at the beginning of the cricket season.

4.6.1. Clubs will not be eligible for premiership points until this has been received.

## 5. Minor Round

5.1. The teams in each grade shall, except when otherwise determined by the NEJCA Executive Committee, play matches in the minor round in the order shown in the fixture.

5.2. U16 competitions – Matches may be programmed as either two-day or one-day matches in Division One and/or Division Two

## 6. Major Round

6.1. In each of the Under 16 competitions comprising of five (5) or more teams, the four (4) leading teams on points at the completion of the Minor Round shall compete in the Major Round to decide the premiership.

6.1.1. Semi-Finals: 1 v 4 and 2 v 3.

6.1.2. Grand Final: Winners of the Semi-Finals.

6.2. A player shall be deemed eligible to compete in the Major Round fixtures after being named on Play HQ in a minimum of 25% of games commenced for that team in Minor Round matches.

6.3. If two (2) or more teams are equal on points at the end of the Minor Round, the team with the higher quotient shall occupy the higher relative position (see By-Law 9 for the method of determining the quotient).

6.4. In a competition comprising of less than five (5) teams, the leading team on points at the completion of the Minor Round shall compete in the Major Round as follows:

6.4.1. Semi-Final 2 v 3

6.4.2. Grand Final: Minor Premiers v Winner of the Semi-Final.

## 7. Program of Matches

7.1. The program of matches/fixture will be prepared prior to the beginning of each season. This program is subject to confirmation by the NEJCA Executive Committee.

7.2. Following confirmation by the NEJCA Executive Committee changes to the program may be made only under the following procedures:

7.2.1. A NEJCA Delegate may alter the ground of any individual match, subject to the approval of the NEJCA Executive Committee.

7.2.2. The NEJCA Executive Committee may alter the date or ground of any individual match.

7.3. Should a change or cancellation of an entire round of matches be required in any Division, such a change may be made by the NEJCA Executive Committee.

## 8. Forfeits

8.1. If a team has to forfeit a match, a Club Official must notify the Opposition Coach, and the NEJCA President who will be responsible for notifying any potential SACA Umpire/s.

8.2. In the event that a team receives a forfeit, the non-forfeiting team may submit a team sheet to ensure all players appearing upon that games' team sheet shall be counted as having a 'game played' for the purpose of Major Round eligibility.

8.3. A forfeit will be claimed against any team that cannot field the minimum number of players for that age group within thirty (30) minutes after the scheduled start time of the game. If both teams cannot field a minimum number, the result is a non-game. In the result of a forfeit or non-game, the participating teams may play a scratch match in the remaining allotted time. If a scratch match is played, no individual statistics are to be recorded on the Play HQ management system.

## Premiership Points

9.1. The following points shall be awarded in all Minor Round Under 16 matches:

First innings win, no further result	2 points
First innings loss, no further result	0 points
First inning tie, no further result	1 point
Outright win, after first innings win	3 points
Game loss, after first innings win	2 points
Game win, after first innings tie	2 points
Game win, after first innings loss	1 point
Game loss, after first innings tie	1 point
Game tie, after first innings win	2.5 points
Game tie, after first innings loss	0.5 points
Game tie, after first innings tie	1.5 points
Drawn match	1 point
Abandoned match (Association cancelled)	0 points

9.1.1. In Divisions and competitions where two (2) or more teams gain the same number of points, their relative positions shall be determined by the quotient. For the purposes of ascertaining the quotient, the following systems shall be adopted:

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

9.1.1.2. The batting average against a team shall be obtained by dividing the total number of runs scored against by the total number of wickets taken.

9.1.1.3. The former shall be divided by the latter, and the team having the higher quotient shall be considered to have the better performance.

## **10. Competitions with Unequal Matches**

10.1. For competitions with unequal number of matches fixtured for each team, the match ratio system shall be used to equalise the competition. For the purpose of ascertaining the quotient, the following system shall be adopted.

10.1.1. The total number of points received by a team will be divided by the number of matches they have played.

10.1.2. The team with the higher quotient shall be considered to have had the better performance.

### Example

Team A (6 points from 5 matches) = 1.2 Match Ratio

Team B (5 points from 4 matches) = 1.25 Match Ratio

As a result, Team B would finish higher than Team A on the ladder.

## **11. Codes Of Conduct**

11.1. When considering NEJCA's expected behaviours and Codes of Conduct it must be remembered that:

11.2. Cricket owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the "Spirit of Cricket".

11.3. The major responsibility for ensuring fair play in junior cricket rests with all players, match officials, teachers, coaches, and parents.

11.4. Respect is central to the Spirit of Cricket.

11.5. Any action that is disrespectful and seen as abusing the "Spirit of Cricket" causes injury to the game itself.

11.6. All players and Club officials shall comply with NEJCA's Rules and Codes of Conduct, which should be read in conjunction with the Laws of Cricket and the whole of these By Laws.

11.6.1. Any breach of the Code of Conduct shall be considered to be misconduct under these By-Laws.

11.6.2. Coaches are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws of Cricket (2017 Code 3<sup>rd</sup> Edition – 2022), NEJCA's Playing Conditions, including the preamble "The Spirit of Cricket"

## 12. Players Code of Behaviour

- Participate for your own enjoyment and benefit, with opportunities to develop lifelong friendships, not just to please parents or coaches
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will yours;
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition team;
- Play by the Rules, within the *Spirit of Cricket* and the Spirit of the Game;
- Treat all players in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor;
- Cooperate with your coach, teammates and opponents. Without them there would be no competition;
- Participate for your own enjoyment and benefit, not just to please parents, teachers or coaches;
- Respect Officials' and Coaches decisions;
- Never argue with an Umpire. If you disagree, have your Captain, Coach or Team Manager approach the umpire in an appropriate manner during a break or after the game;
- Control your temper. Verbal abuse of officials, sledging other players, and deliberately distracting or provoking an opponent, are not acceptable or permitted behaviours in cricket;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion.
- Thank the players in your team, the players in the opposition team, the officials, coaches and scorers

## 13. Coaches Code of Behaviour

- Participate for your own enjoyment and benefit while remembering that a coach's primary responsibility is to develop and improve all players' skills
- Obtain appropriate qualifications and keep up-to-date with the latest cricket coaching practices and principles of growth and development of young people;
- Remember that young people participate for pleasure and winning is only part of the fun;
- Help each junior cricketer to reach their potential;
- Be reasonable in your demands on each players' time, energy and enthusiasm;
- Treat each junior cricketer as an individual;
- Operate within the Rules and *Spirit of Cricket* and teach all players to do the same;
- Ensure that the time junior cricketers spend with you is a positive experience;
- Promote fair play over winning at any cost;

- Show courtesy and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents, and spectators. Encourage all players to do the same;
- Act with integrity and respect
- Place the safety and welfare of participants above all else.
- Never ridicule or yell at a young player for making mistakes;
- Show concern and caution toward sick and injured players. Be aware of and support sport's injury management plans and return to play guidelines/ advice of a physician when determining whether an injured player is ready to recommence training or competition;
- Ensure that any physical contact with a young person is appropriate to the situation and necessary for the player's skill development;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion.
- Do not tolerate abusive, bullying or threatening behaviour.

#### **14. Parents & Supporters Code of Behaviour**

- Encourage your child to play by the rules;
- Remember, children are involved in cricket for their enjoyment, not yours;
- Focus on the child/ren's efforts and performances, rather than winning or losing;
- Remember that children learn best by example. Appreciate good performances and skilful play by all participants;
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate;
- Help create a positive atmosphere for players, officials and other spectators by showing respect for players, officials and other spectators;
- Respect officials' decisions and teach children to do likewise;
- Do not force an unwilling child to participate in cricket;
- A parent/guardian/responsible adult is expected to be in attendance at training and games at all times.
- No Chatter to the Batter (NEJCA Rule 1.11 {U10 & U12}, 1.12 {U14}) also applies to parents and spectators to ensure a safe environment for players, officials and Coaches.
- Do not film players
- Do not film players

- Do not be overtly discuss a player/s' behaviour or lack of skill – any instances/concerns should be referred to the teams' Team Manager
- Never ridicule or yell at a child for making a mistake or losing a game;
- Support all efforts to remove verbal and physical abuse from sporting activities;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion;
- NEJCA is committed to providing a safe environment for participation. Aggressive, threatening or other inappropriate behaviour while attending a game will not be tolerated
- Abide by the Clearing the Air Smoke Free and Vape Free laws that apply to all junior cricket underage sporting events/games
  - The new laws create smoke-free and vape-free outdoor areas in all public areas including schools, playgrounds and sporting venues and within 10m of their boundaries.

## **15. Umpires Code of Behaviour**

- Compliment and encourage all junior cricketers;
- Be consistent, objective and courteous when making decisions;
- Be a good sport yourself – actions speak louder than words;
- All Umpires taking part in NEJCA games do so with adequate knowledge of the MCC Rules in combination with NEJCA's Rules and umpire with absolute impartiality;
- Place the safety and welfare of participants above all else;
- Emphasise the spirit of the game rather than the errors;
- Set a good example: as an Umpire your behaviour and comments should BE positive and supportive towards all players.
- No Chatter to the Batter Rule: Rule 1.11 (U10's & U12's) & 1.12 (U14's) Umpires are required to inform a coach of any instances of Chatter to the Batter observed on the field or any unsporting comments from the sidelines
- Coaches are not to badger Officiating Umpires regarding decisions of the suitability of the ground for play to commence/continue in relation to wet weather. Coaches may present information and leave the umpire/s to decide what is in the best interests of the safety of the players.
- Discourage unsporting behaviour and promote respect for all participants;

- Keep up-to-date with the latest available resources for umpiring and the principles of growth and development of young people;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion.

## **16. Reports of Breaches in Laws & By Laws**

- 16.1. Definitions for the purpose of this section:
- 16.1.1. "Player" means any playing member of a Club who is registered, or who should be registered, pursuant to these By-Laws.
- 16.1.2. "Club Official" means any person representing a Club in any official capacity or recognised by a Club as holding or occupying any official position within that Club, including (but not necessarily limited to) any coach, assistant coach, scorer, team manager, committee member or person holding any position or role recognised by the Constitution or Rules of that Club.
- 16.1.3. "Disciplinary Enquiry Panel" (DEP) means the panel established under By-Law 17.
- 16.1.4. "Match" includes all matches played under these By-Laws.
- 16.1.5. "Crude" when used in the Code of Conduct includes indecent or offensive, including, in particular, racial sledging or abuse.
- 16.2. If an appointed or officiating umpire or coach, during or on the day of a match in which he/she is umpiring deems it necessary to report any player, or Club Official for misconduct arising out of, or in the course of, that match (whether or not the player or official is involved in that match), or any breach under Law 41 (Unfair Play) of the Laws of Cricket, or any other Law or By-Law, he/she shall, as soon as practicable, after the conclusion of the day's play:
- 16.2.1. Provide a written report to the NEJCA Executive Committee
- 16.2.2. The report shall constitute a charge or a report against the player/s, or official/s for the purpose of these By Laws.

## **17. Disciplinary Enquiry Panel (DEP)**

- 17.1. There shall be a Disciplinary Enquiry Panel (DEP).
- 17.2. The DEP shall consist of the NEJCA Executive Committee.
- 17.3. The DEP shall review each charge and make a determination as soon as practicable, if possible/practicable before the next game day.
- 17.4. The DEP may seek further information or comment from any person in such a manner as it seems fit.
- 17.5. If the DEP determines that the charge is proven, the reported person is to receive a penalty which is appropriate in all of the circumstances.
- 17.6. When imposing any penalty all relevant circumstances must be taken into account (considered), including:

17.6.1. The DEP must request and obtain details of any prior penalty imposed on the reported person before imposing any reprimand or period of ineligibility to participate,

17.6.2. The seriousness of and harm caused by the breach.

17.7. The DEP shall, upon making its determination, notify the Club of its determination and any penalties imposed.

17.8. The reported person must at the time of notification, be advised that if he/she does not accept the determination, the person will be required, through their Club Delegate, to notify the NEJCA President of their non-acceptance of the determination

17.8.1. Under this circumstance the charge will be heard by an independent NEJCA Committee at its earliest convenience.

17.9. If the DEP determines that the charge is not proven, the charge will be dismissed.

17.10. The DEP is not required to provide reasons for its determination.

#### 18. Penalties: DEP Ranges

18.1. Level 1 Offences

No	Offence	Example
1.1	Abuse of cricket equipment or clothing, ground equipment or fixture and fittings.	Actions such as hitting or kicking the wickets or action that result in damage to advertising boards, boundary fences, or any part of the building structure around the ground.
1.2	Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and an obvious delay in resuming play or leaving the wicket.
1.3	Use language that is obscene, offensive, or insulting and/or the making of an obscene gesture.	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.
1.4	Point or gesture towards the pavilion in an aggressive manner or behaving aggressively towards either batter upon the dismissal of a batter.	Includes charging or running up to the batter and getting "in his/her face".
1.5	Excessive "Chatter to the Batter"	Includes excessive and repeated sledging or comments to the opposing batter and ignoring directions to cease



1.6	Excessive Appealing	Self-Explanatory
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18.2. Level 2 Offences

No	Offence	Example
2.1	Show serious dissent at an umpire's decision by action or verbal abuse.	Dissent is classified as serious when by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or inside edge and other displays of anger or abusive language directed at the umpire or excessive delay in resuming play.
2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Deliberately walking or running into or shoulder another player or official.
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.	Deliberately attempting to distract a player by words or gestures (refer to 'no chatter to the batter' rule) or deliberately shepherd the batter while running or attempting to run between the wickets.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This does not discourage a fielder or bowler returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.	This is language or gestures which are directed at another person.
2.7	Change the condition of the ball in breach of Law 41.3	Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball.

18.3. Level 3 Offences

No	Offence	Example
3.1	Intimidate an umpire, coach or spectator whether by language or conduct.	Self-Explanatory.
3.2	Threaten to assault another player, official or spectator.	Self-Explanatory.

3.3	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.
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#### 18.4. Level 4 Offences

No	Offence	Example
4.1	Threaten to assault an umpire, official, player or spectator.	Self-Explanatory.
4.2	Physically assaulting another player, umpire, official, or spectator.	Self-Explanatory.
4.3	Engage in any act of violence on the field of play.	Self-Explanatory.
4.4	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, national or ethnic origin, disability or gender.	Self-Explanatory.

#### 18.5. Ranges for penalties of misconduct.

18.5.1. If a report is found to be proven; the reported person is to receive a penalty which is appropriate in all of the circumstances.

18.5.2. Indicative range of penalties for each misconduct is:

Level of Offence	Indicative Penalty Range
Level 1	Official Reprimand or a ban of up to one (1) club match.
Level 2	Ban of two (2) or three (3) club matches.
Level 3	Ban of four (4) or five (5) club matches.
Level 4	Ban of six (6) or seven (7) club matches.

18.5.3. A penalty less than the cumulative indicative range/s may be imposed at the discretion of the DEP.

18.5.4. A penalty greater than the indicative range may be imposed in the case of a person having been found guilty of previous offences at the discretion of the DEP.

18.5.5. A club match, for the purpose of a ban, shall be defined as the entirety of the number of fixtured rounds for the ban. For example, a player receiving a two

(2) club match ban would require the player to miss the entirety of the next two rounds.

18.5.6. The prescribed penalty is only enforceable in the North Eastern Junior Cricket Association competition. However, the executive Committee will notify any additional club(s) the player may have of the penalty.

18.5.7. In the case of a parent receiving a ban, this may result in the parent not being permitted to attend the game. Alternatively, the NEJCA Executive Committee may determine that the imposed penalty is handed to the child on behalf of the parent.

18.6. All umpires have the power to report any player/coach/official/parent for misconduct, guided by the NEJCA Rules and By Laws