ALBANY & DISTRICTS CRICKET ASSOCIATION

SEASON HANDBOOK

2026-27



'Integrity, loyalty, and modesty are just as important as the runs you score.'

– Sir Donald Bradman

ADCA

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Welcome to the 2026/27 Senior Cricket Season

On behalf of the Albany and Districts Cricket Association, I warmly welcome all players, officials, volunteers, and supporters to the new season.

Cricket has always been a game that brings people together, and each new season gives us fresh hopes for what we can achieve as a cricket community.

Our clubs continue to grow, supported by dedicated volunteers and a strong community spirit. One of our most exciting areas of progress is the development of women's and girls' cricket, where increasing participation and new pathways are strengthening the future of our game.

As we move forward, working together remains essential. Collaboration between clubs, coaches, families, and officials helps us support emerging talent and ensures every player has the chance to thrive.

Thank you for being part of our cricket community. I look forward to a season filled with teamwork, sportsmanship, and shared success.

See you on the pitch!

Ryan Tindale

President
Albany and Districts Cricket Association

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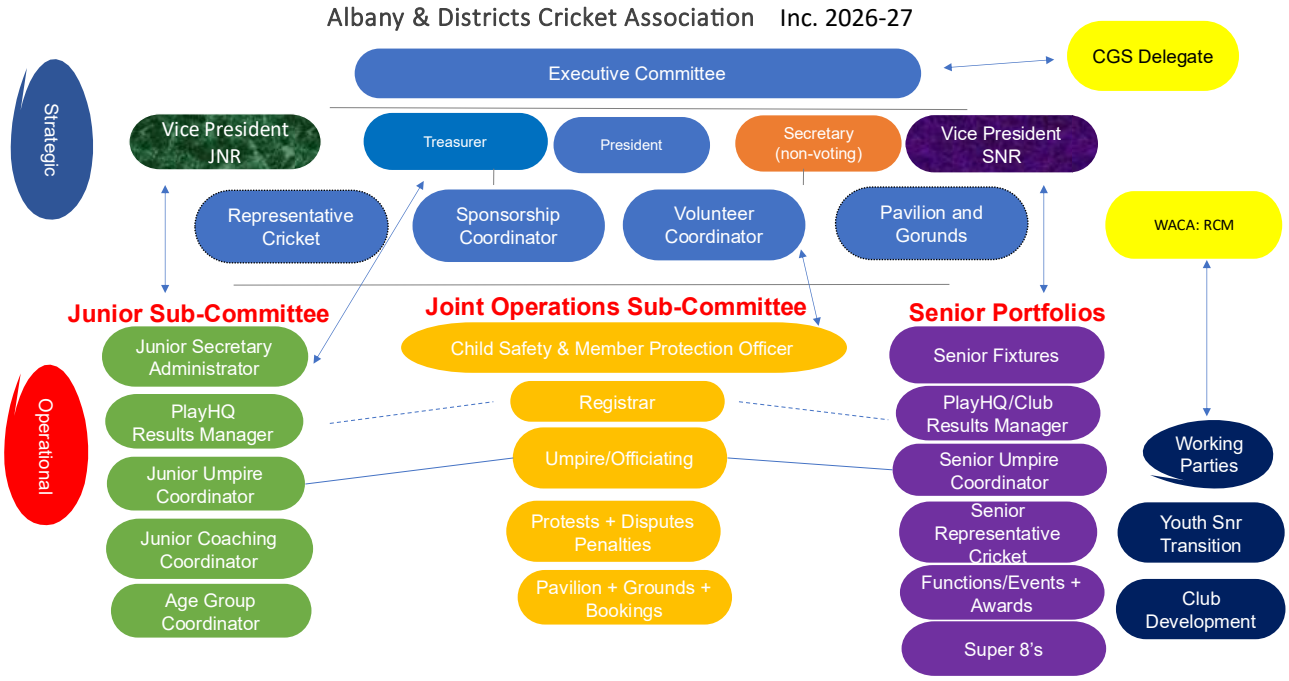
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1. ORGANISATION STRUCTURE: ALBANY AND DISTRICTS CRICKET ASSOCIATION



KEY CONTACTS

EXECUTIVE COMMITTEE	NAME	PHONE
PRESIDENT	RYAN TINDALE	0417 097 963

SNR VICE PRESIDENT	TERRY EATON	0499 344 251
JNR VICE PRESIDENT	CRAIG TONKIN	0429 866 546
TREASURER	RUSSELL HARE	0428 422 337
SECRETARY	MELANIE HARRINGTON	0427 829 680
EXECUTIVE MEMBERS		
SPONSORSHIP	(POSITION VACANT)	
REP CRICKET	TED BATCHELOR	0498 976 796
VOLUNTEER COORDINATOR	RACHEL BADGER	0434 849 128
GAME DAY OP'S	SAM SLATER	0400 211 924

OTHER KEY CONTACTS

JUNIOR SUB COMMITTEE aca.juniorsubcommittee@gmail.com

Under 17s Coordinator	Darryl Robinson	0407 413 973
Women's Cricket	Rachel Badger	adcawomens@outlook.com 0434849128
UMPIRE COORDINATOR	Herbie Hart	0429 933 783
PAVILION MANAGER	Robin Smith	0407 985 285
BOOK KEEPER	Tess Air	treasurer.adca@gmail.com

CLUB PRESIDENTS	NAME	MOBILE
DENMARK	CAMPBELL ROBERTSON	0409 365 588
MANYPEAKS	JEREMY STEWART	0439 940 976
MOUNT BARKER	CRAIGE ANNING	0458 207 499
NARRIKUP	JOHN MIELL	0429 808 373
RAILWAYS	SAM SLATER	0400 211 924
ROYALS	JACK HASTIE	0448 933 129
COLLINGWOOD PARK	JIM DARMODY	0428 910 220
ALBANY SHARKS	ROHAN TABELL	0401 562 666

CRICKET GREAT SOUTHERN REGIONAL BOARD

CHAIR	Wayne Harrington	0409 881 790
WACCB DELEGATE	Steve Van Nierop	0409 020 757

WACA

CRICKET MANAGER	JED SCHWARZBACH	0429 813 710
WA Country Cricket - Area Manager	ANDREW HAYES	0411 056 573

2. SENIOR CLUB PORTFOLIOS

ROLE	RESPONSIBILITY	DUTIES

PLAYHQ / STATISTICS		• Manage PlayHQ and results • Inform Treasurer if clubs need to be fined for not entering results in time. • maintain records of registrations, clearances and match reports on PlayHQ and keep statistics. • Clubs need to liaise with the Statistician on all match reports and scorebooks are to be returned to them at the end of each season • make improvements to the scorebooks, where necessary, before ordering new books
FIXTURES/GROUNDS BOOKINGS	ADCA: Sam Slater Club: Railways	• fixtures being drawn up and distributed at the beginning of each season, providing its draft is approved by the Executive, for inclusion in an annual handbook which will also contain inter-town games, all senior and junior matches, rules and guidelines. • to report to the Executive, which has the power to fine in dollars or deduct match points if a club fails to fulfil its role. • Liaise with the City of Albany to book all grounds with the City of Albany and liaise with the management of the Junior Sub-Committee, Women's Cricket, Southern Smash, and Super 8s to be aware of its fixtures and grounds. • City of Albany determines the suitability of its turf wickets each weekend • Fixtures & Grounds Portfolio must keep in regular contact with its Curator and Association Statistician, Umpires Co-Ordinator and Executive on the availability of turf wickets and changes to the fixtures.
FUNDRAISING Quiz Night Ladies Day/Pink Stumps Round Show Parking / Cobbers Round	ADCA: (Position vacant) CLUB: Denmark CLUB: Mount Barker CLUB: Narrikup	• Fundraising is to be coordinated between all clubs with the duty club being accountable and to report and forward all income to the Executive • ensure every club is fulfilling its role and is expected to initiate ideas on how to improve revenue • Show parking
UMPIRE CO-ORDINATOR	Herbie Hart	• ensure all umpires are aware of their responsibilities • the correct procedure in filling out umpires reports or, for instance, their payment will not be forthcoming if a report is not signed. • Liaise with the Association on venues, umpiring standard and the WACA on the development of umpires.

		• Provide Treasurer with monthly invoice for payment of umpires.
REPRESENTATIVE CRICKET	ADCA: Ted Batchelor CLUB: Royals	• Pick teams to represent the Association. • Pick Captains to represent the Association and have them ratified by the Executive. • Liaise with club Captains on player availability to represent the Association. • Ensure all equipment is available and ready to represent the Association. • Get quotes for accommodation re Country Week.
ANNUAL WINDUP DUTIES .	ADCA: Executive Committee	• Get quotes for the following: a) Cost of suitable venues b) Cost and menu of meals/catering c) Cost and type of entertainment. • Present the above information at an Association meeting early in the season and, once a decision is reached, start organising the wind-up. • Appoint someone to organise the trophies. Their role is to: a) Get all perpetual trophies returned b) Select this season's trophies c) Get a list of this season's trophy winners from the Statistician d) Have all trophies properly engraved e) Make sure all trophies are available at the wind-up f) Update honour board. • Send out invitations and a copy of the wind-up format, which are drafted by the Secretary. Free and personal invitations shall go to all Life Members, patrons, sponsors and trophy donors. • All teams are levied $100 in their fees to cover the cost of 4 tickets per team for the event and are encouraged to attend to celebrate season's winners. • The Statistician to organise details of award winners so trophies can be organised for windup and presentation function.
SUPER 8'S	ADCA: Exec CLUB: Albany Sharks	• Organize team nomination and set fee structure • Ensure Code of Conduct is provided to all players and team Captains • Book grounds with COA • Setup fixtures / Competition setup • Co-ordinate with team captains • Collate match statistics • Organise / pay umpires

PAVILION	Executive: Sam Slater and Melanie Harrington CLUB: Manypeaks	• Matchday setup and pack up for matches at Pavilion • Check and manage cleaning of Pavilion between contracted cleaning. • Weekly check of grounds and facilities - pick up rubbish, report damage/vandalism to City of Albany through Antenno App. • Keep restrooms stocked with toilet paper / hand towels etc • Keep kitchen stocked with shared food and cleaning supplies. • Maintain stock levels of other shared supplies where applicable • Liaise with Junior Sub Committee regarding Pavilion use
FROGBOX	Executive: Ryan T CLUB: Collingwood Park	• Set up TWO FrogBox cameras each week for A grade Saturday 50 over matches and Friday night T20. An even spread of clubs to be covered weekly over the season, with Turf North getting covered every week and a mix of South and East. • Junior Finals, and Association matches (such as Southern Smash, Country Cup or Great Southern Carnival) also to be covered. • Maintain FrogBox equipment • Liaise with FrogBox support as required

3. CLUB AND OFFICE BEARERS DUTIES

4.1 CAPTAINS / TEAM RESPONSIBILITIES

4.1.1 The home team Captain must check to see that he has the boundary flags, stumps and scoreboard in place and ready to use by 12.00pm each match day.

4.1.2 Inspection of the playing arena is to be carried out by both Captains one half hour prior to the start of play and, in the case of poor conditions, need to notify the Fixtures and Grounds Portfolio of their decision. Completion of Marsh Match Day Checklist to be done by both captains prior to the start of play.

4.1.3 **Team list:** The captain of each team must declare in writing to the opposition team the twelve names of players comprising their side then hand that team list to the umpires before tossing the coin for choice of innings.

4.1.4 Captains are responsible for the conduct of their players on and off the field.

4.1.5 It is the duty of both Captains to accurately complete scoresheets once the scorers have finished their job on match day. Any act in this duty which brings the game into disrepute may cause disciplinary action. The winning Captain is solely responsible to ensure the scoresheets are correct and complete and, along with the voting slip, Match Reports are to be completed online through the document provided, and the details entered in PlayHQ by Monday after game no later than midday.

It is the winning Captains duty to make sure the umpires have properly completed and signed the match sheets and team lists for the Captains to complete and submit the match report.

4.1.6 Captains are responsible for encouraging all players to attend post-game activities at the pavilion and support the ADCA bar.

4.1.7 Captains/Team managers are responsible for tidying the changeroom or (on ground set-down area) Teams who use changerooms are required to ensure they are left in a tidy state when leaving. Including stacking outside chairs, returning scoreboards and other equipment and placing rubbish in the bins.

4.1.8 It's the Captains duty to confirm the names of Association players to Association Captains and Selectors.

4.1.9 Presidents and Captains shall organise their players in all grades to be involved in any fundraising ventures and ensure all income is forwarded to the ADCA Executive by the due date.

4.1.10 **Stumps, Flags and Line Markings**

The team mentioned first (HOME) in the fixtures shall supply and lay a minimum of twenty (20) boundary flags and each team to supply set of stumps at least fifteen minutes prior to the scheduled start of play. The penalty for non-compliance shall be determined by the Executive to be a $25 team fine.

Clubs with home grounds must ensure that the boundary is marked clearly with a white line or an object in contact with the ground, the inside 30-meter circle and crease lines must also be dotted or clearly marked with a white line. The penalty for non-compliance shall be determined by the Executive to be a $25 team fine. If ovals on the Centennial Park Precinct are not marked, please notify the Senior Vice President - adcassc@outlook.com

4.2 TEAM STATISTICIAN / PLAYHQ

4.2.1 Make sure all match reports are entered on PlayHQ and yellow score sheets are available for media. Relay to the Executive the standard of match reports, etc.

4.2.2 **LIVE SCORING** is mandatory in **ALL** A, B and C Grade AND Under 17s matches. It's the HOME team's responsibility to live score the match. Please ensure team lists are entered into PlayHQ at least 30 minutes prior to the match starting. (Fines apply if not entered)

4.2.3 **MATCH REPORTS** Results of matches shall be supplied by club captains at the end of each match. The winning Captain is solely responsible to ensure the scoresheets are correct and complete and, along with the voting slip, Match Reports are to be completed online.

4.2.4 **PLAYHQ ENTRY** All matches must be entered prior to 12PM Monday following the match. (Fines apply if not entered)

4.2.5 **FROGBOX PERMISSION** Advise FrogBox Coordinator if any players have NOT given permission for filming, at least 72 hours before start of match.

4.3. UMPIRES

4.3.1 Must properly fill out and sign the Match Report at the completion of each game including votes for player awards.

4.3.2 Should both Captains and the umpire fail to agree on result, the scorebook is to be collected and delivered to ADCA Executive within 24 hours to determine result.

4.4 COVERS

All A Grade teams will be rostered on to cover ALL turf wickets on a weekly basis (determined by the ADCA executive) and will be responsible for the following:

a) Thursday Night: Cover Turf North if game is fixtured on Friday.

b) Friday Night: Cover all three turf wickets at 6pm, if not Friday night matches are scheduled.

(If matches are played on Friday evening, it is the responsibility of those two teams to cover the wickets).

c) Saturday morning: Be on standby to cover wickets during Saturday morning in the case of inclement weather.

d) Saturday night: Cover two turf wickets, if there are matches fixtured for Sunday. Otherwise return all covers to machine and put away in shed in dry and neat condition. (Unless advised otherwise by ADCA Executive).

e) Sunday: If Sunday matches have been played, pack away covers as in d).

NOTE: Teams playing in ADCA fixtured matches on Friday nights must cover the pitches at the end of the match.

Failure to do this will result in the senior club losing 3 match points and $100 club fine.

5. LOCAL RULES

5.1 GENERAL

5.1.1 The following **definitions and rules** shall apply to all competitions within the ADCA unless specified otherwise.

5.1.2 Ball means a **legitimate ball bowled** and does not include a wide or no-ball.

5.1.3 A ball pitching off the playing surface shall be called **no ball** and counted as a sundry and bowled again.

5.1.4 A ball striking where mats joined on a pitch, shall be called a dead ball and bowled again. No score shall be the result.

5.1.5 a) **Bonus Points** A & B Grade matches will use the bonus points system. A team receives 1 bonus point when they achieve victory with a run rate of 1.25 times that of the opposition. To receive an additional bonus point (2 in total) the opposition must achieve victory with a run rate of 2 times that of the opposition. Match will conclude when result is achieved. See Appendix 1.

b) Incentive points shall apply in all C Grade matches and are 0.01 point for every run scored and 0.2 points for every wicket taken.

5.1.6 The Registrar/Statistician is the person appointed by the ADCA Executive to maintain records of registrations, clearances and match reports on PlayHQ and keep statistics and carry out any duty as the ADCA Executive thinks fit.

1. Junior player is aged seventeen years or younger as at 30th June immediately prior to the commencement of that cricket season, and registered with ADCA.

2. Any player under 14 years of age playing in any senior grades – the ADCA Executive must receive the request from the player's club in writing by 12 noon on Thursday prior to any intended playing date which will include written permission from the parent/legal guardian stating the player's name and date of birth.

5.1.7 If a bowler is unable to complete an over it shall be completed by another bowler and credited to that bowler who bowled out the over.

5.1.8 **WHITE four-piece balls** shall be used for all A Grade matches irrespective of the surface**. B & C Grade matches** use **WHITE 2-piece balls** unless matches are played on Turf Wicket, where a **WHITE** four-piece ball must be used. Balls must be **Kookaburra** as per sponsorship agreement with ADCA and Kookaburra.

5.1.9 All matches shall be **limited-over** matches.

5.1.10 All fixtures shall have pre-set **alternative venues** in case original grounds are unfit to play.

5.1.11 a) It is mandatory for **teams which forfeit** to notify concerned captains and umpires as well as the Registrar or Executive of the Association as soon as its decision is made. Failure to do so shall attract a penalty to the offending team of full match payments for the umpires.

b) Clubs are expected to forfeit their lowest division team first, penalty for club $300 fine and 6 point penalty for the lower grade team (or teams) of the team that forfeited.

5.1.12 All matches shall be played **in accordance with the Laws of Cricket** as recognised by Cricket Australia except where they are negated or modified by these local rules.

5.1.13 A wash out is recorded as a tie on PlayHQ. A wash out is not recorded as a qualifying game against a player. The only exception is where a game starts, more than one ball is bowled and then the game is abandoned and recorded as a wash out.

5.2 LIMITED-OVER MATCHES

5.2.1 Limited-over matches shall be T20, 40, 45 or 50 overs per side.

5.2.2 All qualifying A Grade matches shall be played on the best surface available on that day.

5.2.3 When conditions are poor, the Fixtures & Grounds Portfolio shall examine the playing arena one hour prior to the scheduled start time, where possible, before handing over control of the game to the umpire.

Play shall not start or restart if rain is falling, or the game is rain-affected and when, in the opinion of an independent Umpire or Fixtures and Grounds Portfolio person, in the absence of an Umpire, conditions are unfit or unsafe for play.

5.2.4. Latest Possible Start Times are set out in **Appendix 2**.

5.2.5 Subject to rule 5.2.14, if the innings of the team batting first is completed by a compulsory declaration before the maximum of balls are bowled, the team batting second shall receive the number of balls as determined by the Duckworth-Lewis-Stern system.

5.2.6 At the time scheduled for the completion of the innings of the team batting first, the over in progress shall be noted in the bowling analysis of the team bowling first. The balance of overs scheduled shall then be delivered. The team batting second shall only receive the same number of overs as noted.

5.2.7 If the number of balls required to be bowled have not been bowled by the specified time, the team bowling second shall incur a penalty of six runs for **every over not bowled** and overs still have to be completed.

5.2.8 In a match where **time is lost** and the team bowling first does not complete the required number of overs by the specified time and which, in the opinion of the independent umpire, is not that teams'

fault, the umpire shall adjust the playing times and the required overs in accordance with the particular circumstances.

5.2.9 In C Grade only, if the team batting first is dismissed, the team batting second is **entitled to receive the maximum number of balls** allocated per side for that type of match. Any variation to the conclusion of the game must be agreed by both captains.

5.2.10 The match shall end in all limited-over games after both teams have received their allotted number of vers, whether or not a result has been achieved, unless both Captains agree to end the game.

5.2.11 In limited-over matches where up to two hours of play is lost, for which neither side is responsible, the game shall continue with overs and / or target reduction applied. If more than three hours of play is lost the game shall be abandoned.

5.2.12 A bowler shall be **limited to a maximum number of overs** in a one-day match, being the maximum overs per side allocated for that type of match divided by five.

5.2.13 One day matches not played under ordinary conditions shall be won by the team scoring the greater number of runs in its first innings, **irrespective of wickets lost** - provided the side batting second has received the requisite number of balls or its innings has been completed. If both teams score the same number of runs at the completion of its innings the result shall be a **TIE**, regardless of the number of wickets lost, and the win points shall be shared.

5.2.14 The number of overs to be bowled by each team at the time scheduled for commencement of play in limited-over matches shall be reduced by 1 over per batting side for every 7 minutes of playing time lost due to unfitness of the ground, weather or light. If time is lost only during the second innings, overs shall be reduced by one over for every 3.5 minutes lost, the target score will be determined by the Duckworth-Lewis-Stern System.

5.2.15 The **hours of play for limited-over matches** shall be as follows:

50 over match	12:15 – 3:10pm
	3:10 – 3:30pm – change of innings
	3:30 – 6:25pm
45 over match	12:30 – 3:10 pm
	3:10 – 3:30 pm – change of innings
	3:30 – 6:10 pm
40 over Match	1.00 - 3.20pm
	3:20 – 3:40pm – change of innings
	3.40 – 6:00pm

Drinks breaks shall be taken after the mid-point of each innings (25, 23 or 20 overs). Drinks must be taken on the field of play. If a player intends to leave ground, the umpire is to be advised. Tea breaks: the teams named at HOME in the four fixtures at Centennial Park Western Precinct at North Road will be responsible for providing tea for the two teams in their match. The tea break will be 20 mins at the change of innings.

Sunday games will commence at 11.00am.

5.2.16 Teams have the option to use twelve players in each match providing all are named on the team list before the commencement of play. All twelve players may bowl but only eleven can bat.

5.2.17 The following aggregate points shall apply

a) **One-day Matches**

Win ……. 6 points

Tie/No result…….. 3 points

Double Bonus Point Win… 2 points

Bonus Point Win…….. 1 point

b) **T20 Matches**

T20 Win…… 3 points

T20 Tie/No result…… 1 point

Loss…….. 0 points

NOTE: Bonus Point Rules are listed in Appendix 1.

c) **Finals** In the Event of the teams finishing on equal aggregate points**,** the right to play finals matches will be determined as follows:

i. The team with the highest number bonus points.
ii. The team with the highest net run rate

**Note: No bonus points will be awarded in C Grade competition. Teams on equal points will be determined by highest number of wins, then by net run rate.

d) In a match declared no result, run rate is not applicable.

i. A team's **net run rate** is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

ii. In the event of a team being **all out in less than its full quota of overs**, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

5.3 CONDITIONS FOR FINALS

'A', 'B' & 'C' Grade

a) **'A' Grade semi-finals** shall be contested with 1 v 2, 3 v 4; winner of 1 v 2 through to Grand Final and the loser to play winner of 3 v 4 in Preliminary Final with the winner then playing off in the Grand

Final. The team which finishes higher on the ladder shall be deemed the winner if a result is not achieved in a finals match.

In the event that the A Grade competition is **only a 5 team competition** the semi-finals shall be contested by the top 3 sides with 1st going straight through to Grand Final. The Preliminary Final will be 2nd v 3rd with the winner going into the Grand Final. The team which finishes higher on the ladder shall be deemed the winner if a result is not achieved in a finals match.

b) **'B' Grade and 'C' Grade semi-finals** shall be contested with 1 v 2, 3 v 4; winner of 1 v 2 through to Grand Final the loser to play winner of 3 v 4 in Preliminary Final with the winner then playing off in the Grand Final. The team which finishes higher on the ladder shall be deemed the winner if a result is not achieved in a finals match. The 'B' Grade final shall be played under limited-over conditions.

c) **A Grade Semi Final Hours of Play**

SATURDAY

12.00 – 3.00pm

3.00 - 3.10 pm Changeover

3:10 - 6.10pm

SUNDAY

Hours of play to be determined by Executive prior to commencement of the finals.

A Grade Grand Final Hours of Play

SATURDAY

11.30 – 2.30pm

2.30 - 2.40pm Changeover

2.30 - 5.40pm

B & C Grade Grand Final times will be brought forward 30mins earlier then standard playing time, or earliest convenience due to ground availability to allow for a super over if required to decide match.

SUNDAY is a reserve day for the Grand Final should the game be unable to be played on the Saturday.

The First team into a Grand Final will be declared the Winner in the case of an abandoned match.

d) All A & B Grade finals matches will be played on Turf Wickets when available. If unavailable due to rain, 'A' Grade will play on the best available surface and minor grades will be moved accordingly.

e) C Grade Semi Final & Preliminary Finals will be hosted by the highest ranked teams.

f) All Grand Final matches will be played in the Centennial Park Precinct.

g) The ADCA will provide **Two umpires** for each final where possible, including T20 finals.

h) All Grand Finals will be played on the **Sunday** when Saturday's play is washed out. In the event a Grade only having a Top 3 finals series a reserve day will be fixtured for the Sunday if Saturdays Preliminary Final play is washed out.

5.4 ELIGIBILITY FOR FINALS

5.4.1 All players (including Juniors) must have played a minimum of **four senior club games** during the season for the club in which he represents, to be eligible for finals. T20 matches if included in general season will be classed as half a game for qualification i.e.: 2 x T20 matches = 1 qualification match.

5.4.2 A player is able to play senior finals matches if he has played 6 games for their club if that player is playing senior cricket outside the ADCA region, to be used in conjunction with Rule 5.4.3.

5.4.3 A player would need to play 6 games for a "team" if he has played for different teams within the same grade.

5.4.4 To be eligible for **'B' Grade Finals** a player must have participated in a minimum of **four (4) 'B' Grade games and a maximum of Eight (8) A Grade** games for their club during the current season**, except** as provided under **Rule 5.4.5 a) and 5.4.5 b).** 'C' Grade will follow the same example for matches in 'A' & 'B' grade.

5.4.5 Open Selection:

a) Selection is open to all eligible players (ie more than 4/6 club games) if both grades of a club are participating in the same fixture (ie qualifying, semi, preliminary or grand final). if both grades of a club are participating in a semi-final or final.
b) Once selected in a particular grade for finals, a player may stay in that grade for the balance of the series.

5.4.6 **A new player**, not meeting the above requirements, may be declared a bona fide player by the Executive of the Association and therefore be eligible to play any finals provided he has become a new resident in the region and played at least two matches with the club in which he represents that season.

5.4.7 Executive Exceptions - any applications for eligibility of players for finals to be lodged before 12pm noon on Wednesday pre-match, by email to **adcassc@outlook.com**

5.5 ELIGIBILITY FOR T20 GRAND FINALS

5.5.1 A Grade Player Qualification – player must be registered and have played at least 1 Club Game for the season.

5.5.2 B Grade Player Qualification – player must have played at least 1 B Grade Club Game for the season, and must have played more B grade games than A grade.

5.5.3 Players can be promoted from lower grades.

NOTE: No match points, player statistics will be awarded for this match.

5.6 ELIGIBILTY FOR LOWER GRADES WHEN GRADES ABOVE HAVE A BYE

5.6.1 If a club is **playing a B Grade game without an A Grade fixture** being played at that time:

a) If both Clubs agree to A Grade player playing in B Grade then they can play.

b) If Clubs do not agree, then a request can be made to the ADCA Executive by email, by midday Thursday before the game, to make a decision.
c) If the ADCA Executive considers the club is seeking to obtain an unfair advantage, the club shall not be permitted to field any player in the B Grade side who played in the immediate preceding A Grade fixture for that club and in that season.
d) This rule shall not apply to junior (Under 18) players.

Note: C Grade to follow the same example if a player wishes to drop down from B Grade

5.7 PLAYER ADMINISTRATION

5.7.1 PLAYHQ

The ADCA uses PlayHQ to administer player registrations and movements. All clubs must use PlayHQ and abide by the local rules contained in this section.

A club commits an offence if it allows a player to play for their club in a match that is not in accordance with the rules contained in this section.

Fines may be issued if the rules in this section are not followed correctly.

5.7.2 REGISTRATION

5.7.2.1 For the purpose of clarity, the terms REGISTRATION OF PLAYERS also includes CLEARANCES and TRANSFERS.

5.7.2.2. For each cricket season, a club must register all players, including clearances and transfers using the PlayHQ website.

5.7.2.3. For senior men's A Grade matches, the ADCA does not provide for any player to register on the day of the match. For players to be eligible to play in A Grade fixtures they must be registered by one hour before the commencement of play.

5.7.2.4. For B and C grade matches only, the ADCA allows for an unregistered player to be registered on the day of the match if the player:

(i) is not registered at, or does not require a clearance from, another club;

(Ii) the opposition captain agrees to that player playing prior to the commencement of that match; and

(iii) prior to match commencing, the players' details (name, address and date of birth) are entered and signed by the player on the rear of the match scoresheet; and

(iv) the umpire(s) in charge of the match will verify the registration by signing their approval on the match scoresheet before the game commences;

(v) in the absence of an umpire, both captains will verify the registration by signing their approval on the match scoresheet before the game commences;

(vi) the club must register the player using PlayHQ within 72 hours of the match; and

(vii) these transfer and clearance rules apply to all clubs both in and out of the ADCA.

5.7.3. CLEARANCES

5.7.3.1. The clearance system provides for the registration of players and applies to players who are moving between registered clubs in the ADCA or moving from a club in another association to a club in the ADCA.

5.7.3.2. The clearance system is intended for those players who have left their club on a permanent basis and wish to continue their careers with a club in the ADCA. Accordingly, players can only be cleared into the ADCA once in a season unless with the prior written consent of the ADCA executive.

5.7.3.3. The ADCA does not provide for clubs to transfer or seek clearance into the ADCA after 31 January.

5.7.3.4 **New Player** – Clubs can however make an application after this date to the to the ADCA if a player has become a new resident to the region as per (rule 5.5.6.3.2). Applications must be in before 12pm Midday Wednesday pre-match.

5.7.3.5. A player who has played for one club shall not be eligible to play for another club without first obtaining a clearance from the owner club using the processes in PlayHQ.

5.7.3.6. The ADCA PlayHQ Administrator shall ensure clubs are using the PlayHQ website process for clearing players.

5.7.3.7. When a player seeks a clearance from one club to another, the first club shall be entitled to refuse the clearance only if the player owes money to that club.

5.7.3.8. Where a clearance application has been denied or withheld by a club, the ADCA executive, upon the application of a player or club affected, shall review such a decision, or grant a clearance, if it is satisfied that the clearance has been withheld unreasonably.

5.7.3.9. The clearance application must be actioned within seven (7) days of receipt and resolution finalised between affected clubs with 14 days of lodgement.

5.7.3.10. Where a player is cleared from one club to another club during the cricket season, local playing rules for eligibility for matches and qualifications for finals (5.4, 5.5) apply to that player.

5.7.3.11. An ADCA registered player who plays cricket in another association without the prior written approval of the ADCA Executive will be deemed to have been cleared out of the ADCA by their Club and no longer a registered player in the ADCA.

5.7.4. TRANSFERS

5.7.4.1. The transfer system is used for junior players moving between clubs within the ADCA or for Administration reasons such as Country XI, Country Cup or Country Week duties.

5.7.4.2. The ADCA PlayHQ administrator shall ensure that clubs are using the PlayHQ website process for transferring players.

5.7.5 OVERSEAS PLAYERS:

a) An Overseas player is a player who does not hold Australian Citizenship or permanent residency.
b) A club may not play more than one overseas player in a team; should you wish to play more than one player notice must be made to the ADCA Executive for ratification.
c) Permission must be obtained and granted from the ADCA Executive for an Overseas player that has been transferred in their employment or will permanently reside in WA for the next 2 years.

5.8 AWARDS QUALIFICATIONS AND CRITERIA

Awards Qualification & Criteria

PlayHQ will be used to determine details of player's averages and aggregates for the season, for home and away rounds only.

Qualification requirements include performances in home & away matches for all competitions and are set out below:

Batting Aggregate: Highest amount of runs per grade,

Batting Average: Highest average per grade min 250 runs

Bowling Average: Highest amount of wickets per grade

Bowling Average: Highest average per grade min 15 wickets

Allrounder of the year: Season stats, 1 point per run, 15 points per wicket, 10 points per catches, run outs & Stumpings.

Captains player of the year: Voting system 5,4,3,2,1

Umpires Player of the year: Voting system 4,3,2,1

Syd Harper U21's Player Of the year:

A Grade Captains of each club will be asked to Vote (3,2,1 System) on the best U21's player in the competition, captains to strongly consider player performances at both A Grade level and representative cricket for that season.

Representative Player of the year:

Voted by the ADCA executive or panel elected to vote (3,2,1 system) on the best representative player of the season. Panel to strongly consider players performances at Senior Country Week & Country Cup Campaigns as well as any performances for the WA Country XI matches.

Joe Menegola U17's Award:

Voted by the ADCA executive or panel elected to vote (3,2,1 system) criteria for this award is for a prominent U17's player who plays the game in the right spirit, who also contributes considerably off the field.

Perpetual Awards

A Grade	Mike Storm Memorial	Allrounder of the year
A Grade	Syd Harper Award	U21's Player of the year
A Grade	Craig Tonkin Medal	Captains Player of the year
A Grade	Joe Menegola	Bowling Aggregate
A Grade	Brian Woods	Batting Aggregate
B Grade	Keith Kinnear	Allrounder of the year
U17's	Joe Menegola Award	

5.9 REPRESENTATIVE CRICKET

5.9.1 ASSOCIATION SELECTORS: Selectors will be chosen by the ADCA Executive of the Association.

5.9.2 ASOCIATION CAPTAINS: The A, B and C Grade Captains of the Association may be recommended by the Selectors but confirmed and selected by the ADCA Executive.

5.9.3 ASSOCIATION SQUADS: All clubs will be asked to nominate a list of players available for representative matches. The selectors will then pick squads accordingly.

5.10 WACA RULES APPLY

The rules of the Western Australian Cricket Association Inc. from time to time shall apply to the rules of the Albany & Districts Cricket Association Inc. where its rules are silent - except that the Executive of the ADCA has the right to amend these rules as it thinks fit. If a dispute arises out of any matter covered by these rules, the ADCA Executive may, in its absolute discretion, determine the dispute itself.

6. MATCH RULES

6.1 Attire

Proper cricket attire shall be worn for all Senior games within the Association (A, B, C and Under17s)and consist of:

Full coloured trousers
Coloured pads or clads.
Coloured long or short-sleeved shirt with collar, or club shirt, with numbers on the back
White or coloured wide hat or club cap if headwear is worn

Coloured pullover if a pullover is worn

6.2 FIELD MARKINGS & RESTRICTIONS

6.2.1 Two semi-circles are drawn on the field of play, each has as its centre the middle stump at either end of the pitch. The radius of both semi-circles is 30 yards (or 27.432metres) and the ends are joined by a straight line

6.2.2 Powerplays 1. Powerplay 1: Overs 1-10, only 2 fielders allowed outside the 30-yard circle, no stationary catches required. (overs 1-9 in 45 over matches) (overs 1-8 in 40 over matches)

6.2.3 Powerplay 2: Overs 11-40, maximum of 4 fielders allowed outside the 30-yard circle (overs 10-36 in 45 over matches) (overs 9-32 in 40 over matches)

6.2.4 Powerplay 3: Overs 41-50, maximum of 5 fielders allowed outside the 30-yard circle (overs 37-45 in 45 over matches) (overs 33-40 in 40 over matches)

6.3 BOWLERS LIMITATION

6.3.1 In the event of a bowler being injured during the course of an over, and unable to finish it at the time, it shall be completed by another bowler. One of the limitations overs shall be recorded against each of the injured bowler and replacement bowler, however only one over shall be added to the aggregate of the bowling team.

6.3.2 The following bowling restrictions apply to all medium and fast bowlers due to age:

[1] Under 15 Maximum of 6 overs in a spell, with a maximum of 12 overs per day (includes junior game if played on the same day)

[2] Under 17 Maximum of 6 overs in a spell

[3] Under 19 Maximum of 8 overs in a spell

A minimum of 30 minutes rest between spells if matches exceed 40 overs.

6.3.3 Captains are responsible for notifying umpires who fits into the age group category and umpires are responsible for ensuring that restrictions are adhered to.

6.3.4 The age of the player is the player's age as of 30th of June before season commences.

6.4 WIDE BALL

6.4.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to wide deliveries in order to prevent negative bowling wide of the wicket or over the batsman's head.

6.4.2 Any off-side or leg-side delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, a ball landing clearly outside the leg stump going further away on the leg-side should be called a wide.

6.5 NO BALL

6.5.1 No bowler may deliver a ball underarm.

6.5.2 All full deliveries (Full toss) above waist above waist (fast or slow bowling) will be called a no-ball. Only fast ball deliveries likely to cause an injury will receive a first and final caution / warning from the officiating umpire, the fielding side captain and batsman will be notified of what has occurred.

6.5.3 A bowler may bowl one short-pitched delivery, between shoulder and head height, per over. Further deliveries above shoulder height shall be deemed no ball. Any delivery above head height shall be deemed a wide in the first instance and a no ball thereafter.

6.6 DETERMINING A WINNING TEAM

6.6.1 In the event of a tie occurring in any finals match other than the Grand Final, the order of means of determining a winner shall be the team which finishes the qualifying season in the higher table position is declared the winner.

6.6.2 If a Grand Final finishes in a draw, a Super Over shall be played to determine a winner. Super Over rules according to WACA T20 rules (http://waca.wa.cricket.com.au/files/12/files/Rules%20and%20PCs/annexc-t20competitionrules-2223.pdf)

6.7 WEARING A HELMET

a) Batter must wear a helmet at all times.

b) The wicketkeeper must wear a helmet at all times when standing up to the stumps.

c) Fielders, fielding in front of the wicket within seven (7) meters of the batsmen must wear a helmet.

7. BY-LAW PENALTIES

RULES	**NON-COMPLIANCE FINE**
Failure to make final payment of team fees by March 1st	Club ineligible to play finals matches
Failing to attend tribunal when charged	Ineligible to play until charge determined by tribunal
Failing to attend tribunal when requested	Up to $100 & ineligible to play until appearing at tribunal
COVERS DUTY Failing to comply with covers duty	$100 fine, loss of 3 match points
Failure to live score	$50
Failure to leave changeroom or club kit area in a tidy state	$50

Consuming alcohol not purchased on the premises or not within the licensed area	Up to $300 per club. Note: This penalty will be issued to the club as the responsible entity.
FORFEITING A MATCH Forfeiting a match after 5pm Friday night	$50
STUMPS AND FLAGS Failing to supply and lay a minimum of twenty boundary flags and set of stumps	$25.00
MATCH RESULTS Failing to enter and finalise results on PlayHQ by the Monday 12pm Further fee for late entry Thursday 9am.	$50.00 $50.00
CRICKET ATTIRE Failure to have ALL players wearing proper cricket attire (effective 1st November each season)	$50.00
Smoking, drinking or eating on the field	$50.00

8. CODE OF CONDUCT - GUIDELINES

Each of the rules for behaviour has a guideline.

The following guidelines should be read in conjunction with **Laws of Cricket** and including the preamble **(The Spirit of Cricket)** which can be read online at https://www.lords.org/mcc/the-laws-of-cricket

The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the rule, the provisions of the rule itself shall take precedence over the provisions of the guidelines.

The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

The ADCA will communicate with CLUBS regarding Code of Conduct matters. It is the responsibility of the CLUB to notify individuals involved and manage the tribunal process.

Rule 1: Level 1 Offences

The offences set out at 1.1 to 1.5 below are Level 1 offences. The range of penalties which may be imposed for a Level 1 offence are set out in Section 9 of this handbook.

Players and, where applicable, officials, club members and spectators must not:

	Rule	**Guidelines**
1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings.	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary markers or any part of, or contents of, any building or structure at 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 obvious delay in resuming play or leaving the wicket. • This rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpire's performance in their Captain's Report.
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. The extent to which such behaviour is likely to give offence shall be considered when assessing the seriousness of the breach.
1.4	Engage in excessive appealing.	Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out, with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.
1.5	Point or gesture towards the pavilion, or behave aggressively or derisively towards either batsman, upon the dismissal of a batsman.	Includes charging or running up to the batsman and getting "in their face".

Rule 2:

Level 2 Offences

The offences set out at 2.1 to 2.9 below are Level 2 offences. The range of penalties which may be imposed for a Level 2 offence are set out in Section 9 of this handbook.

Players and, where applicable, officials and club members must not:

	Rule	**Guidelines**
2.1	Show serious dissent at an umpire's decision by action or verbal abuse.	Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the crease. This rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpire's performance in their Captain's Report.
2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official.
2.3	Public or media comment that is detrimental to the interests of cricket, irrespective of when or where such comment is made.	NOTE: Without limitation, officials, umpires and club members will be deemed to have made comment detrimental to the interests of cricket in breach of 2.3 if they: • Criticise members/clubs/association/ umpires or any other person involved in Cricket whether or not in relation to incidents which occurred in a Match; • Engage in bullying behaviour including but not limited to name-calling or making condescending, offensive (including racist or sexist) or abusive remarks about any members/clubs/association/umpires; or • Engage in any other behaviour which the ADCA reasonably determines, in its absolute discretion, to have breached this by-law. • Comment on the likely outcome of a hearing of a Report or an appeal; • Criticise the outcome of a hearing of a Report or an appeal under this Code of Behaviour; or

		• Criticise any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under this Code of Conduct. When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be considered. It is also not relevant that the Person making the remarks was not aware that the content could or would be made publicly available.
2.4	Charge or advance towards the umpire in an aggressive manner when appealing.	Self-explanatory
2.5	Deliberately and maliciously distract or obstruct another player or official on the field of play.	• This is not intended to replace **Law 41.4-5** of the **Laws of Cricket**. • Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.
2.6	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
2.7	Use language that is obscene, offensive or of an insulting nature to another player, official or spectator.	This is language or gestures which are directed at another person. See comments under Rule 1.3 above in relation to the seriousness of the breach.
2.8	Change the condition of the ball in breach of **Law 41.3 (of the Laws of Cricket)**	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, other than perspiration and saliva.
2.9	Breaches of ADCA Social Media Policy	Self-explanatory

Rule 3: Level 3 Offences

The offences set out at 3.1 to 3.3 below are Level 3 offences. The range of penalties which may be imposed for a Level 3 offence are set out in Section 9 of this handbook.

Players and, where applicable, officials and club members must not:

	Rule	**Guidelines**
3.1	Intimidate an umpire whether by language or conduct.	Includes appealing in an aggressive or threatening manner.
3.2	Threaten to assault another player, team 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 or national or ethnic origin	Self-explanatory

Rule 4: Level 4 Offences

The offences set out at 4.1 to 4.4 below are Level 4 offences. The range of penalties which may be imposed for a Level 4 offence are set out in Section 9 of this handbook.

Players and, where applicable, officials and club members must not:

	Rule	**Guidelines**
4.1	Threaten to assault an umpire or referee.	Self-explanatory
4.2	physically assault another player, umpire, referee, 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 or national or ethnic origin.	Self-explanatory

Rule 5: Laws of Cricket and The Spirit of Cricket.

The offences set out at 5.1 to 5.3 below are offences relating generally to the **Laws** and **Spirit of Cricket**. The range of penalties which may be imposed for such offences are set out in Section 9 of this handbook.

5.1	Players must obey the **Laws of Cricket** and play within the **Spirit of Cricket.** (This refers to the Marylebone Cricket Club Laws of Cricket, including its preamble, Spirit of Cricket, which can be found online at www.lords.org/mcc/the-laws-of-cricket)	This is meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in rules 1-4 (inclusive) of the Code. • Conduct which will be prohibited under the clause includes time wasting and any other conduct which is considered "unfair play" under **Law 41 of the Laws of Cricket**. • This rule is not intended to punish unintentional breaches of the **Laws of Cricket**. • Reference may be made to any statement or explanation of **The Spirit of Cricket** published in conjunction with the **Laws of Cricket**.
5.2	Captains are responsible for ensuring play is conducted within The Spirit of Cricket.	• The captain must use their position as the nominated leader of the team and take all reasonable steps to ensure that the team and individual members of the team play cricket within the **Laws and in The Spirit of Cricket.** • A captain who has not done so can be held responsible for a violation of the **Laws or Spirit of Cricket** and as such will be held accountable
5.3	Attempt to manipulate a match in regard to the result, net run rate, performance points or otherwise. The captain of any team guilty of such conduct shall be held responsible.	• Prohibited conduct under this rule will include incidents where a team plays in such a way as to either adversely affect its own, or improve its opponent's performance points or net run rate.

Rule 6: Unbecoming Behaviour.

The offences outlined below are offences relating to unbecoming behaviour. The range of penalties which may be imposed for such offences are set out in Section 9 of this handbook.

Players and, where applicable, officials and club members must not:

6.0	Without limiting any other rule, players, club members and officials must not at any time engage in unbecoming behaviour that could bring the game of cricket into disrepute or be harmful to the interests of cricket.	• This is also meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in rules 1-4 (inclusive) of the Code. • It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour, cheating during play, smoking on the field, drinking during the match and playing whilst under suspension.

9. CODE OF CONDUCT - PENALTIES

9.1.1 Individual Penalties: Senior

It must be noted that the following Penalty Range is only a guideline.

Level of Offence	Penalty Range
1	Official reprimand and/or a fine up to $100 and/or a ban of up to 2 playing dates, or suspended sentence.
2	Ban of up to 4 playing dates.
3	Ban of up to 8 playing dates.
4	Ban of 10 or more playing dates, up to and including a life ban

9.1.2 Individual Penalties: Junior U18

It must be noted that the following Penalty Range is only a guideline.

Level of Offence	Penalty Range

1	Official reprimand and/or a ban of up to 2 playing dates, or suspended sentence.
2	Ban of up to 4 playing dates.
3	Ban of up to 8 playing dates.
4	Ban of 10 or more playing dates.

9.1.1 In the event that the Tribunal decides that any person is guilty of breaching any of Rules 1-4 (inclusive) of Section 1 of this Code of Conduct, they will normally apply a penalty within the normal range of penalties for each level of offence set out in the table above. However, they may also apply any or all of the penalties set out in Rule 2.1.3 of this section where circumstances require a greater penalty than the guideline (such as in the case of a player having been found guilty of previous offences, whether in this Competition or known history in other competitions, or where the offence is particularly serious).

9.1.2 Any part, but not the whole, of a suspension imposed maybe suspended.

9.1.3 Without limiting the penalties in Rule 1 in the event the Tribunal decides that any person or club has breached any of Rules 5 or 6 of this Code of Behaviour the following penalties may be applied in whole, partly or fully suspended form:

(1) Ban the person and/or club from participating in any match

(2) Fine the person and/or club any amount up to $200.00; and/or

(3) Reprimand the person and/or club.

9.1.4 Without limiting Rule 1 of this section when imposing a penalty upon a person who has breached this Code of Behaviour, the Tribunal may consider any circumstance it considers relevant, including the following:

(1) The seriousness of the breach;

(2) The harm caused by the breach;

(3) The person's seniority and standing in the game;

(4) Remorse shown by the person and the prospect of further breaches;

(5) The person's prior record; and/or

(6) The impact of the penalty on the person.

9.2 Team Penalties

9.2.1 Teams that have a poor record of player behaviour during the season may be subject to a sanction at the discretion of the Executive.

9.3. REPORTING OF PLAYERS AND OFFICIALS

9.3.1 Jurisdiction

9.3.1.1 An infringement during a match shall include any infringement during the period commencing thirty (30) minutes prior to the scheduled start of play and extending thirty (30) minutes past the close of play, and on the field of play or the ground on which the match is played.

9.3.1.2 At its discretion, the Executive may extend the deadlines for any notification or reporting requirements.

9.3.2 Reports by Umpires

9.3.2.1 An umpire shall report a club or club member who has committed an infringement of these By-Laws, The Laws or Cricket, ADCA Conditions of Play or Policy during an Association sanctioned match.

9.3.2.2 An umpire shall place on report any player who has committed a Level 2 or greater offence as described in **Law 42**.

9.3.2.3 The umpire shall, no later than 7.30pm on the Monday after the conclusion of the match, lodge a written report to the Executive Officer or Umpire's Coordinator.

9.3.3 Complaints by Clubs

9.3.3.1 Only a Club president or captain may lodge a complaint or report on behalf of their club against another Club, Player, Official or Member of another Club regarding an infringement of these By-Laws, the Laws of Cricket, ADCA Code of Conduct, Playing Conditions or Policies.

9.3.3.2 The Club shall, no later than 7.30pm on the next business day after becoming aware of the infringement, lodge a written report to the Executive Officer.

9.3.4 Investigation

9.3.4.1 The Executive may investigate any report or complaint received by its member clubs.

9.3.4.2 The Executive may initiate an investigation into any infringement of these By-Laws, The Laws of Cricket ADCA Code of Conduct, Playing Conditions or Policies on its own motion.

9.3.4.3 The Executive will request of any club or individual any information it deems material to the investigation.

9.3.4.4 After an investigation, the Executive may charge any Club Member or Official with an infringement.

9.3.4.5 Disciplinary Tribunal shall hear and determine the matter as soon as practicable in accordance with the Association's constitution.

9.3.4.6 The Executive may at its absolute discretion suspend a player charged with any offence until such a time as that charge has been heard by a Disciplinary Tribunal.

9.3.5 Persons Required to Give Evidence

9.3.5.1 All club members, umpires and officials named in the Executive investigation are, if requested by the Executive Officer, required to provide evidence to the Disciplinary Tribunal in a manner deemed appropriate by the Executive Officer or Tribunal chairman.

9.3.6 Failing to Attend a Tribunal

9.3.6.1 If any individual(s) that have been reported fail to attend the Disciplinary Tribunal convened to consider the charges, then those individual(s) shall be penalised as per **ADCA Code of Conduct.**

9.3.6.2 If any individual(s) who have requested by the Executive committee to attend the Disciplinary Tribunal or an Executive investigation to give evidence and fail to attend then the Executive may, in its absolute discretion, impose a penalty on those individual(s) as per **ADCA Code of Conduct.**

9.3.7 Early Guilty Plea

9.3.7.1 The Executive may at its absolute discretion notify any individual or club against whom a charge has been brought that they may elect to plead guilty to that charge and accept a penalty prescribed by the Executive without the necessity for the matter to be determined by the Disciplinary Tribunal.

9.3.7.2 If the Executive decides to exercise the discretion then it must notify the individual via the club (**Notification**) against whom the charge has been brought:

(1) The nature of the charge;

(2) That they may elect to plead guilty to the charge without the necessity for the matter to be heard by the Disciplinary Tribunal; and

(3) The penalty prescribed by the Executive in respect of that offence.

9.3.7.3 Any individual or club charged with an offence that receives Notification may elect:

(1) To plead guilty to that charge and accept the penalty prescribed by the Executive without a hearing of the Disciplinary Tribunal; or

(2) To have the matter heard by the Disciplinary Tribunal.

9.3.7.4 If any player or club receives Notification and that player or club notifies the Executive by no later than 12pm on the day after they receive that Notification that they plead guilty to the charge then that player or club shall automatically be subject to the penalty imposed by the Executive without a hearing by the Disciplinary Tribunal.

9.3.7.5

(1) If any player or club charged with an offence does not receive the Notification, then the matter shall be heard by the Disciplinary Tribunal.

(2) If any individual is suspended because of having committed an offence, the Executive shall notify the club in writing of the offending individual advising the nature of the penalty and the date upon which the suspended individual may resume playing.

9.3.8 Serving a Suspension

9.3.8.1 In imposing a suspension or disqualification, the Tribunal may impose that penalty by reference to:

(a) a number of cricket games in a particular Competition or grade; OR

(b) a time-period suspension or disqualification.

9.3.8.2 Days where play was fixtured but unable to commence due to forfeits or matches abandoned due to ground, weather or light conditions.

9.3.8.3 If a player serves their suspension during a T20 fixture, a 1 match ban will serve as 2 x T20 matches

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APPENDIX 1: BONUS POINT RULES

Team Batting First		Team Batting Second				Team Bowling Second			
		1 Bonus Point		1 Additional Bonus Point		1 Bonus Point		1 Additional Bonus Point	
Score	Run Rate	Required Run Rate	Overs to win	Required Run Rate	Overs to win	Required Run Rate	Target Score	Required Run Rate	Target Score
300	6	7.525	40	12.04	25	4.8	240	3	150
275	5.5	6.9	40	11.04	25	4.4	220	2.74	137
250	5	6.275	40	10.04	25	4	200	2.5	125
225	4.5	5.65	40	9.04	25	3.6	180	2.24	112
200	4	5.025	40	8.04	25	3.2	160	2	100
175	3.5	4.4	40	7.04	25	2.8	140	1.74	87
150	3	3.775	40	6.04	25	2.4	120	1.5	75
125	2.5	3.15	40	5.04	25	2	100	1.24	62
100	2	2.525	40	4.04	25	1.6	80	1	50
75	1.5	1.9	40	3.04	25	1.2	60	0.74	37

APPENDIX 2: LATEST POSSIBLE START TIMES

50 over matches

• In the event of a delayed start to the match:

o 185 minutes of Remaining Playing Time is available for use. The match shall begin {185 minutes, 10 minutes for interval} before the scheduled cessation time of 6.30pm. i.e. 3.20pm for 25 over a side match.

• In the event of a delayed start to the side batting second:

o 93 minutes of Remaining Playing Time is available for use. The match shall restart before the scheduled cessation time of 6.30pm. i.e. 4.57pm for the side batting second to receive 25 overs.

45 or 40 over matches

• In the event of a delayed start to the match:

o 156 minutes of Remaining Playing Time is available for use. The match shall begin {156 minutes, 10 minutes for interval} before the scheduled cessation time of 6.10pm. i.e. 3.40pm for 20 over a side match.

• In the event of a delayed start to the side batting second:

o 78 minutes of Remaining Playing Time is available for use. The match shall restart before the scheduled cessation time of 6.10pm. i.e. 4.52pm for the side batting second to receive 20 overs.

20 over matches

• In the event of a delayed start to the match:

o 90 minutes of Remaining Playing Time is available for use. The match shall begin {90 minutes, 10 minutes for interval} before the scheduled cessation time of 6.30pm. i.e.4.50pm for 10 over a side match.

• In the event of a delayed start to the side batting second:

o 45 minutes of Remaining Playing Time is available for use. The match shall restart before the scheduled cessation time of 6.30pm. i.e. 5.45pm for the side batting second to receive 5 overs.

APPENDIX 3: UNDER 17 RULES AND PLAYING CONDITIONS

Albany and Districts Cricket Association (ADCA)

U17 Rules and Playing Conditions

Innings

# of overs	1st Innings Start	1st Innings Completed	Innings Change	2nd Innings Start	Stumps
45	12:00pm	2:30pm	2:30pm – 2:45pm	2.45pm	5:15pm

- Game to be played in blocks of 8 / 8 / 8 / 7 / 7 / 7 overs (to save time changing ends and to fasten the game)
- Drinks break after twenty-four (24) overs. Drinks are to be ready on the boundary and must be taken on the field to enable prompt return to play.

Players Attire

- Players must be dressed in normal cricket attire (as per Senior Handbook)
- Players are asked to wear spikes when playing on a turf wicket.
- Players must NOT wear spikes when playing on a hard wicket.

Team

- No unregistered player may take any part in a game.
- Players are assigned to teams via the draft system. Clubs cannot add additional players to the team, above the original players drafted, without the consent of the U17 Coordinator.

- Each team to play with eleven (11) players, made up of that team's players plus the 12th man or Substitute Players from the U14 competition (if required).
- Substitute Players will be assigned to teams playing in that round by the U17 Coordinator
- A request for a Substitute Player must be made to the U17 Coordinator by Thursday at 6:00pm prior to the Sunday game. No late requests will be accepted.
- Any Substitute Player is only permitted to be brought into bat and brought into bowl AFTER

all that team's members have batted or bowled.

Ground Marking

- Ground to be marked and cones placed at **55 metres** to keep a consistency for all games played at all grounds. Both Coaches are responsible for and MUST ensure accuracy of the boundary.

Batting

- Players MUST wear a helmet at all times when batting.
- Wearing of a box and thigh pad is strongly recommended.
- Batters must Retire Not Out after scoring fifty (50) runs.
- All Retired Not Out batters may come back in after all batters have batted and the last batter is out or retired.
- If there are more than one retired batter, they must come back in the same order as they retired.
- If a batter retires prematurely, not having reached fifty (50) runs and not Retired Hurt, the batter is considered Retired Out and cannot bat again.
- All players should get an opportunity to bat. Coaches should ensure that any players who does not bat in one game, gets an opportunity in the next game.

Bowling

- 156g kookaburra ball to be used. (4 piece turf, 2 piece hard deck)
- Each bowler may bowl a maximum of seven (7) overs.
- Each player must bowl at least two (2). The only exception is a designated keeper who may keep for the whole innings and not bowl.
- Substitute players must bowl a minimum of two (2) overs with a maximum of three (3) overs
- No bowler may bowl more than five (5) overs in a spell.
- No bowler may commence a 2nd spell, unless all players have bowled 2 overs each, including substitute players, except for one (1) player per team.

Fielding

- Normal restrictions as per the Laws of Cricket (Law 41).

- Both teams are to have the same number of fielders (Maximum 10).
- The wicketkeeper MUST wear a helmet if playing on a hard wicket, or if standing up to the stumps on a turf wicket.
- Fielders at short cover and short leg within seven (7) metres of the wicket must wear a helmet.
- At the time of delivery, there must be at least 2 (TWO) players on the boundary.
- After the first fifteen (15) overs, in addition to the two players on the boundary, there may be up to a maximum of two (2) more players outside the fielding restriction circle (approx. 30 metres).
- At the time of delivery there shall not be more than four (4) fielders on the leg side.

Conclusion of Match

The innings or match will be deemed over when both sides have lost the same number of wickets. Eg If a team has 9 players and the other has 10 players, each innings will end when 8 wickets are lost.

In the second innings of a match, once the target score is reached, the match must continue until the allotted overs are completed.

Umpiring

- An independent central Umpire will officiate at each game.
- The fielding team must supply the square leg umpire.

No Balls

- A no ball will be called when the bowler's front foot doesn't land with some part of the foot, whether grounded or raised, behind the popping crease.
- Any bowler, full toss, passing above waist height of the striker standing upright at the crease, shall be called a 'no ball'.
- A 'no ball' shall be given if the ball bounces more than once before reaching the batsman.
- As a result of a 'no ball' being given, the next ball shall be a Free Hit. For this ball, the batsmen is not given out in any way unless run out. Fielders must not change positions on the field unless the batsmen have crossed. No Ball penalty shall be 1 run.

Wides

- Law 25 of the Laws of Cricket shall apply.

LBW

- Umpires must be familiar with Leg Before Wicket - Law 36 in the Laws of Cricket

Interruptions to Play

- Player's safety (slippery pitch etc) should be the prime factor in determining whether play can commence or continue.
- A minimum of twenty (20) overs each team shall constitute a match.
- Where play is interrupted for a period of more than ten (10) minutes in the batting period of the team batting first, the number of balls in each team's innings shall be reduced on the basis of six (6) balls for each three (3) minutes of time lost.
- When the team batting second has received at least twenty (20) completed overs and the match is affected by weather, and the team batting second has not completed the same number of overs as the team batting first, the result will be determined using the Duckworth Lewis System.
- The Duckworth Lewis System calculator to be used in this instance is the Tarams Inc. iPhone or Android App.
- In the event that the team batting second has not received twenty (20) overs, the match shall be deemed a draw.

Scoring

- Each team MUST provide a scorer.
- The team mentioned first in the fixture will be responsible for LIVE scoring.
- The team mentioned second in the fixture will be responsible for book scoring.
- Each team will receive a Team Login for LIVE scoring, issued prior to the first game being played.
- Each scorebook is to be completed fully by the scorers immediately after the game. Scorers must ensure that catches taken and run outs (including assists) are accurately recorded (points are awarded to players for these as well as the bowling and batting statistics).
- The winning side is responsible for ensuring the white copy of the scorebook is complete and legible.
- In circumstances where the team bowling first has not completed their allotted number of overs by the scheduled or rescheduled finish time for the first innings, the team bowling second will bowl the same number of overs as completed in the first innings.
- A penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, finish time. The over in progress at the finish time shall count as a complete over. The penalty will be applied at the completion of the innings.

Ladder

- Points are allocated as: 10 points for a win, 5 points for a draw, 0.3 points for each wicket taken, and 0.01 points for each run scored.
- If one team forfeits, the maximum points achieved in the U17s competition THAT round, including incentive points, will be allocated.
- 0 points are allocated for a Bye.

- For a washout, or if the game is not played, or if there is no result, 5 points are allocated to each team.

Finals

- Players must have played two (2) matches in the qualifying rounds, for that team, to be eligible to play in the Finals.
- The teams finishing first and second on the ladder will progress directly into the Grand Final.
- In the case of a washout in the Finals, the highest ranked team will be awarded the win
- The Grand Final will be umpired by two (2) independent Umpires, as allocated by the ADCA Junior Umpire Coordinator.

Code of Conduct – Spirit of cricket

Code of Conduct Guidelines can be found in ADCA handbook, Page 23.

Breaches

- Any breach of the Rules and Playing Conditions by a Team or person will be penalized under ADCA handbook pentiles for that team or person for the Round in which the breach occurred.
- Coaches, Team Managers, Scorers, Parents and Players are advised to read and understand the Rules and Playing Conditions
- Please Note: a breach of the Ground Marking rule will result in a loss of match points for BOTH teams

APPENDIX 4: UNDER 17 T20 COMPETITION RULES AND PLAYING CONDITIONS

U17 T20 Rules and Playing Conditions 2025-26

# of Overs	1st Innings Start	Innings Change	2nd Innings Start	Stumps
20	4:30 pm	5:45pm – 5:55pm	5:55 pm	6:10 pm

Players Attire

- As for 45 Over matches

Team

- No unregistered player may take any part in a game.
- Players are assigned to teams via the draft system. Clubs cannot add additional players to the team, above the original players drafted, without the consent of the U17 Coordinator.
- Each team to play with eleven (11) players, made up of that team's players plus 12th player or Substitute Players from the U14 competition if required.
- Substitute Players will be assigned to teams playing in that round by the U17 Coordinator
- A request for a Substitute Player must be made to the U17 Coordinator by Thursday at 6:00pm prior to the Sunday game, or Tuesday for a Friday night game. No late requests will be accepted.

Ground Marking

- As for 45 over matches.

Batting

- Players MUST wear a helmet at all times when batting.
- The wearing of a box and thigh pad is strongly recommended.
- A Batsman must Retire Not Out after scoring fifty (50) runs.
- Incoming batsmen are expected to be ready to make their way to the crease as soon as a wicket falls and are expected to jog out to the pitch.
- If a batsman retires prematurely, not Retired Hurt, the batsman is considered Retired Out and cannot bat again.
- All players should get an opportunity to bat. Coaches should ensure that any players who does not bat in one game, gets an opportunity in the next game.

Bowling

- 156g kookaburra ball to be used (four piece for turf, 2 piece for hard deck). The same ball is to be used for both games each round.

- Each bowler may bowl a maximum of four (4) overs in each game.
- Each player must bowl a minimum of TWO (2) overs.
- Wicketkeepers are not required to bowl.
- Normal six (6) ball over with wides and no balls to be re-bowled.

Fielding

- Both teams are to have the same number of fielders (Maximum 10).
- At the time of delivery there shall not be more than four (4) fielders on the leg side.
- At the time of delivery, there must be at least 2 (TWO) players on the boundary.
- After the first 6 overs, in addition to the two players on the boundary, there may be up to a maximum of two (2) more players outside the fielding restriction circle (approx. 30 metres).
- Normal restrictions as per the Laws of Cricket (Law 41).
- The wicketkeeper MUST wear a helmet if playing on a hard wicket, or if standing up to the stumps on a turf wicket.
- Fielders at short cover and short leg within seven (7) metres of the wicket must wear a helmet.

Conclusion of Match

- The innings or match will be deemed over when both sides have lost the same number of wickets. Eg If a team has 9 players and the other has 10 players, each innings will end when 8 wickets are lost.

- In the second innings of a match, once the target score is reached, the match must continue until the allotted overs are completed.

Umpiring

- An independent central Umpire will officiate at each game.
- The fielding team must supply the square leg umpire.

No Balls

- A no ball will be called when the bowler's front foot doesn't land with some part of the foot,
  whether grounded or raised, behind the popping crease

- Any bowler, full toss, passing above waist height of the striker standing upright at the crease,
  shall be called a 'no ball'

- A 'no ball' shall be given if the ball bounces more than once before reaching the batsman
- As a result of a 'no ball' being given, the next ball shall be a Free Hit. For this ball,

the batsmen is not given out in any way unless run out. Fielders must not change positions on the field unless the batsmen have crossed.

- No Ball penalty shall be

1 run. Wides

- Law 25 of the Laws of Cricket shall

apply LBW

- Umpires must be familiar with the Leg Before Wicket - Law 36 in the Laws of Cricket

Interruptions to Play

- Player's safety (slippery pitch etc) should be the prime factor in determining whether play can commence or continue.
- A minimum of five (5) overs each team shall constitute a match

Penalties

- In circumstances where the team bowling first has not completed their allotted number of overs by the scheduled or rescheduled finish time for the first innings, the team bowling second will bowl the same number of overs as completed in the first innings
- A penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, finish time. The over in progress at the finish time shall count as a complete over. The penalty will be applied at the completion of the innings.

Ladder

- Points are allocated as: 6 points for a win, 3 points for a draw, 0.3 points for each wicket taken, and 0.01 points for each run scored.
- If one team forfeits, the maximum points achieved in the U17s competition THAT round, including incentive points, will be allocated.
- 0 points are allocated for a Bye.
- For a washout, or if the game is not played, or if there is no result, 3 points are allocated to each team.

Finals

- The team finishing first (1st) will play the team finishing second (2nd) on the ladder. The winning team of this match will be the T20 Premiers.
- The team finishing third (3rd) will play the team finishing fourth (4th) on the ladder.
- Substitute players must be requested of, and will only be allocated at the discretion of, the U17 Coordinator, should regular team players not be available for any reason (eg injury)
- In the case of a washout in the Finals, or the game is not played for any other reason, then the highest ranked team will be awarded the win.
- The Grand Final will be umpired by two (2) independent Umpires, as allocated by the ADCA Junior Umpire Coordinator.

Scoring

- Each team MUST provide a scorer.

- The team mentioned first in the fixture will be responsible for LIVE scoring.
- The team mentioned second in the fixture will be responsible for book scoring.
- Each team will receive a Team Login for LIVE scoring, issued prior to the first game being played.
- Each scorebook is to be completed fully by the scorers immediately after the game. Scorers must ensure that catches taken and run outs (including assists) are accurately recorded (points are awarded to players for these as well as the bowling and batting statistics).
- The winning side is responsible for ensuring the white copy of the scorebook is complete and legible.

Code of Conduct – Spirit of cricket

Code of Conduct Guidelines can be found in ADCA handbook with penalties

Breaches

Any breach of the Rules and Playing Conditions by a Team or person will be penalised under ADCA handbook pentiles for that team or person for the Round in which the breach occurred.

Coaches, Team Managers, Scorers, Parents and Players are advised to read and understand the Rules and Playing Conditions

Please Note: a breach of the Ground Marking rule will result in a loss of match points for BOTH teams.