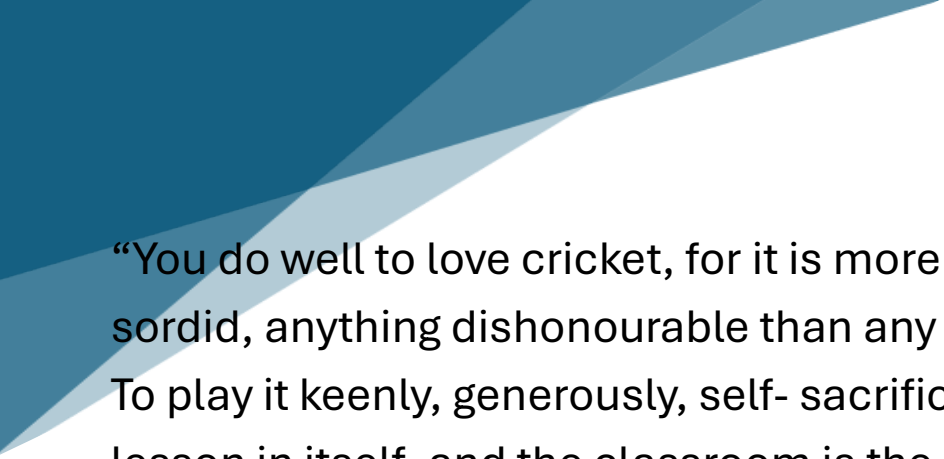




(Inaugurated in 1923 as the Gladesville Cricket Association)

IWHCA JUNIOR COMPETITION BY- LAWS



“You do well to love cricket, for it is more free from anything sordid, anything dishonourable than any game in the world. To play it keenly, generously, self- sacrificing is a moral lesson in itself, and the classroom is the air and sunshine.

Foster it my brothers so that it may attract all who find the time to Play it, protect it from anything that will sully it, so that it may grow in favour with all.”

SIR DONALD BRADMAN’S CREED

INNER WEST HARBOUR CRICKET ASSOCIATION

COMPETITION RULES 2024/2025

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NOTE: The Laws of Cricket should be read in conjunction with these local playing conditions.

Consult the INNER WEST HARBOUR CRICKET ASSOCIATION website and/or PlayHQ for changes, draws, ground details and other playing information, Code of Conduct and Code of Ethics.

GENERAL

These Competition Rules cover the Junior Competitions of the Inner West Harbour Cricket Association Inc (Under 8 to Under 15). In these rules, except in so far as the context or subject matter otherwise indicates or requires:

- **"The Association"** or **"IWHCA"** means the Inner West Harbour Cricket Association Inc.
- **"Club"** means any club affiliated therewith and can include one or more teams.
- **"Committee"** or **"management"** refers to the IWHCA executive committee
- **"Delegate"** means a member of the affiliated clubs or bodies.
- **"Junior Cricket"** refers to all cricket involving players aged 17 years and under.
- **"MCC"** means Marylebone Cricket Club.
- **"NSWDCA"** means the New South Wales Districts Cricket Association.
- **"NSWCA"** means the New South Wales Cricket Association.
- **"Official"** refers to any person acting in the capacity of coach or manager for any team.
- **"Season"** means the cricket season of the then current and ensuing year.
- **"Umpire"** means a qualified person who is appointed by the Association to officiate in a particular match.

In these rules a reference to a gender includes both male and female genders, except in so far as the context of Junior Competition Rule 2 (f) otherwise indicates.

1. APPLICATION OF RULES

- a) All matches shall be played in accordance with the Laws of Cricket (2017 Edition) and amendments and NSWDCCA amendments in force at the beginning of each season, provided that, where there is a conflict between those Laws and the Rules of the Inner West Harbour Cricket Association, the Inner West Harbour Cricket Association Rules shall apply. Each team must have access to a copy of the Laws of Cricket (2017 Edition) and a copy of the current Inner West Harbour Cricket Association Rules.
- b) Players, Officials and spectators must comply with The Preamble – The Spirit of Cricket in the Laws of Cricket. They must also comply with the Code on Racial and Religious Vilification of Cricket NSW (By-Law 4A, adopted September, 1999) and the NSW Child Protection (Prohibited Employment) Act 1998.
- c) For the purposes of these Rules, “the Committee” shall refer to the Management Committee of the Inner West Harbour Cricket Association elected to administer the competition,” NSWDCCA” shall refer to the NSW District Cricket Association. “IWHCA” and “Association” shall refer to the Inner West Harbour Cricket Association.
- d) For the Purposes of these Rules or Mode of Competition, “The Committee” shall act as arbitrator of Match disputes or interpretation of the Rules as set out in this document.

2. AGE GROUPS

- a) The IWHCA competition shall be conducted for Under 8 to Under 15s.
- b) The Under 8 and 9s competition will play under these rules and Master Blaster playing conditions.
- c) Under 10 + 11 (Stage 1), U12 + 13 (Stage 2) and Under 14 + 15 (Stage 3) competitions will play under these rules and appropriate Playing Conditions.
- d) Different Divisions in an age group may from time to time be necessary for the organisation of the competition. The Committee at its discretion may vary the age groups.
- e) To be eligible to play in a competition, a player must be under the prescribed age at midnight on 31 August in each current season. Proof of age must be furnished on demand to the Registrar. Such proof may be in the form of an original birth certificate or such other evidence as the Committee may deem acceptable. In special circumstances the Committee may vary the age group in which a player is permitted to play. Refer to 3c.

- f) The Association in conjunction with other Associations may run combined competitions in each age group set out herein and in age groups older than is prescribed by these By-Laws.

3. REGISTRATION OF TEAMS AND PLAYERS

- a) Application for registration of teams must be in the form specified and must reach the Committee at a date nominated by the Committee before the start of the competition.
- b) Only players registered with a team and displayed in PlayHQ, may play in a competition match. Clubs must ensure the player is eligible to play in an age group.
- c) Girls may be registered two years below their age group. In special circumstances, clubs may apply to the Committee for boys to be registered one year below their age group.
- d) Any team playing a defaulted, disqualified, over age or unregistered player, or one who gains registration by false information or pretence, may receive penalties as determined by management.
- e) The Committee may reject the registration of any player at any time, for whatever reason it sees fit. The Committee must act in good faith, fairly and transparently. A player may not play with more than one club without permission of the Committee, and the granting of clearance by his original club.
- f) After the 1st round of the season & up to the second Friday in February, affiliated clubs may still apply for additional player registrations. Any player in breach of this rule shall be deemed to be unregistered. The final deadline for additional player registrations is the midnight on the second Friday in February. For a registration to be valid, the player must be registered in PlayHQ.

4. WITHDRAWAL FROM COMPETITION

- a) If a team withdraws or is suspended from the competition, the Committee will make any determination in response, including the awarding of points, applying a fine and rescheduling of subsequent games.
- b) Teams which withdraw prior to the competition, but after the draw has been made, will forfeit a portion of the registration fee as determined by the Committee. Teams that withdraw after the competition commences will forfeit all team registration fees paid.

5. SAFETY IN JUNIOR CRICKET

WET WEATHER:

- a) In the case of Wet weather on the days of play, the committee shall decide prior 7.15am whether to proceed with the games. If no ruling is made by 7.15am, then games can proceed. The Committee reserves the right to call of games if the weather should during the days play become extreme and pose a safety for Junior players. The following rules will also apply;
- b) If rain is persistent or heavy, play should cease. In the event of light rain falling before or during play, the decision whether play starts, continues or restarts shall be in the hands of the umpires & or Managers /Coaches.
- c) If they cannot agree, and players are off the field when the dispute arises, then they shall remain off the field; if they are on the field when the dispute arises, then play shall continue. The umpires, coaches & managers shall act in good faith and in the best interests of the players, having regard for safety and the objective of completing matches.
- d) To avoid serious injury, play should cease if the pitch surface is slippery or the light is inadequate. Play should not re- commence until the pitch surface and the light are adequate.
- e) Play should commence, or continue, if the pitch and its ground are playable, notwithstanding the condition of any other pitches and grounds at the venue (that is, some pitches may be playable, others not).
- f) Lightning in the area presents a serious threat to the safety and lives of all on the field. The "30/30" rule should be followed:
 - i. If thunder follows a lightning flash by thirty (30) seconds or less, people in the open are at risk of being struck by lightning.
 - ii. In this case, play should cease, and all players and umpires must leave the field immediately. Trees must not be used as shelter.
 - iii. Players and umpires must not return to the field until thirty (30), minutes after the last lightning flash.
 - iv. The lightning 30/30 rule applies irrelevant of any accompanying rain.

EXTREME HEAT WEATHER.

- a) In the case of extreme heat (forecast or actual), on the days of play, the Committee reserves the right to cancel or abandon any games.
- b) Umpires, coaches and managers must familiarise themselves with Cricket Australia's Heat Safety and Legal Considerations document and apply. Coaches and managers should also ensure all players are well hydrated before the game, sunscreen applied, and appropriate head wear is worn.
- c) Where the Committee has not cancelled a game, but the temperature exceeds 34 degrees, the umpires, coaches & or managers, must determine in good faith

whether to proceed with, or delay, the match, such decision to be made having regard to the welfare of the players.

- d) Where the temperature exceeds 32 degrees, 4-minute drink breaks should be taken every forty (40) minutes. Without limiting the foregoing, the following is provided as a guideline only (it being noted that all relevant circumstances must be assessed at the ground, including heat, age of players, humidity, level of exertion etc).
- e) In the ordinary course, play should continue if the temperature is below 34 degrees. Between 34 degrees and 38 degrees play may continue unless considered by the umpires, coaches & or managers, acting reasonably to be contrary to the welfare of the players. Play should not proceed for so long as the temperature is above 38 degrees.
- f) The Committee considers it unacceptable for the extreme Weather Policy to be used by one team to gain an unfair advantage over another. The Committee can intervene and reverse or modify the result of a game should a complaint about unfair and inappropriate use of this extreme Weather Policy be upheld. Where one team refuses to take to the field due to hot weather, both teams should record details of estimated temperature, humidity, wind, time and date of match and any other pertinent details and refer the match to their club delegates for referral to the management committee. The Committee's decision, after appropriate consideration of the details will be final.

INTERVAL FOR DRINKS

- a) On days where extreme temperature conditions exist, then by mutual agreement between coaches & managers of both teams, additional drinks breaks may be taken, always having regard for the well-being of the players. Additional drinks breaks should be kept as short as possible.
- b) The taking of drinks breaks shall not alter the number of overs to be bowled.
- c) In matches of 20 Overs, drinks breaks shall not be taken during the innings except under Hot Weather conditions.
- d) An interval for drinks SHALL be taken midway through each innings of a one-day game. The break will be kept as short as possible and, in any case, SHALL BE NOT LESS THAN THREE & NOT EXCEED FIVE MINUTES.
- e) Drinks breaks may be taken on the field of play (in shade if hot weather condition apply). Team officials of either team are allowed to take drinks on to the field of play during such drinks breaks.

PREVENTION OF INJURY

- a) Coaches, umpires and managers must give priority at all times to the welfare and health of the players. Such welfare and health are paramount. They must ensure that their players wear appropriate equipment (including protective equipment).

Hats and sunscreen must be used. Use of wide-brimmed hats when fielding is strongly encouraged to assist in protection from sunburn.

- b) Decisions made by umpires concerning the fitness of the ground for play should be made at the ground.
- c) In the case of injury, ice packs are useful to assist with reduction of bruising or for sprains.
- d) See Playing Conditions in respect of safety equipment and fielding restrictions.
- e) In the IWHJCA competition, if an injury to a Batter is severe enough that they require medical attention or in the opinion of both Coaches / managers cannot participate in the game in any manner either batting, bowling, fielding any further, their innings may be continued by another player that is one of the number allowed to participate, but not on the list of players to bat in the game. Common sense by the Coaches and Managers from both sides should prevail and be a unanimous decision. If an amicable decision cannot be reached, then either side should consult a Committee member by phone.

6. UNFAIR BOWLING.

In respect of dangerous and unfair bowling:

- a) The Laws of Cricket outline procedures relating to dangerous and unfair bowling in the IWHCA competitions.
- b) With respects to Stages 1 & 2 any BALL that, in the opinion of the Bowler's End Umpire passes or would have passed the batter on the full above waist height when in an upright stance at the popping crease (batters' crease) shall be called and signalled a No ball. (Note: The waist is NOT the belt line but the soft area between the hips and ribs - so above waist height is above the bottom of the ribs area). If a bowler bowls three or more of this type of delivery within the one over, they will not be permitted to continue to bowl in that innings. They must cease bowling upon the bowling of the third such delivery and a different nominated bowler must complete the over.
- c) Any BALL that bounces and, in the opinion of the Bowler's End Umpire, passes or would have passed the batter above shoulder height when in an upright stance at the popping crease (batter's crease) shall be called and signalled a No ball.
- d) In making his or her decision the Bowler's End Umpire is encouraged to consult the Striker's End Umpire, but only the Bowler's End Umpire shall call and signal to the scorers. Both Umpires should agree on how to work together before the game starts.
- e) If the Ball is pitched off the wicket, under NSWDCR Rules, a ball that bounces off the pitch before passing the batter is a No Ball (not a Wide). This is because the ball may still be hit by the batter and therefore by definition not be a wide. This distinction is important because there are ways a batter may be dismissed off a

wide (stumped, hit wicket) that do not apply to a no-ball.

7. LOCATION OF MATCHES

- a) All matches must be played and completed on pitches set down by the Committee. If a pitch or the playing area is unplayable due to ground works or other conditions, not including the weather, a member of the Committee may allow the pitch to be changed (but not the time or the date of the match). Matches that are not played at the times and dates as approved by the Committee will be considered to be a forfeit for both teams for the purpose of competition points, and individual player performances will not be included when calculating end of season awards.
- b) In exceptional circumstances a request to change the date and/or time of a match may be made in writing to the Committee with the consent of both teams involved, at least ten (10) days prior to that match. The Committee shall judge any request on its merits and shall nominate a date by which the match shall be played. The Committee may reschedule the time and place of matches during the season to ensure that all draw matches can be played.

8. FORFEITS

- a) If any team does not have the required eligible minimum number of players present at the ground or is unable or refuses to commence play within fifteen (15) minutes of the appointed starting time or is unable or refuses to resume after an interval, the opposing team may request the Match Committee to award a forfeit. The forfeiting team shall receive no points for that match. Its opponents shall be credited with the maximum number of points allocated to any team for that round in that division.
- b) If the defaulting team is prepared to play after the expiration of the said fifteen (15) minutes, the match shall be played with the consent of both teams, and the Match Committee shall investigate the facts and determine the match result.
- c) Any team forfeiting consecutive matches may be suspended for the rest of the season.
- d) The Management Committee, as a result of any inquiry into the breaching of any IWHCA Competition Rules by any team in the competition, may award a forfeit to a team or teams.

9. COMPETITION FORMATS

- a) Each age group division (except for Cricket Blast) shall play a number of preliminary rounds followed by semi-finals and a final.

- b) The Cricket Blast matches are non-competitive: no points will be awarded for matches, and no finals will be played.
- c) Under 10 to Under 15s matches will be played according to relevant Playing Conditions.
- d) The management committee may vary the competition formats under subsection a and b from time to time.
- e) Any deviation from the Competition rounds will be uploaded PlayHQ within a reasonable time for the team administration to inform players and families.

10. SEMI-FINALS AND FINALS FOR STAGES 1,2 and 3.

- a) Each competition's finals structure will be described by rounds listed as TBD vs TBD after the listed preliminary rounds. The headings for these rounds may vary from QF, SF, PF, GF. The use of GF1 and GF2 indicates a backup round for the 'Grand Final' only.
- b) The format of the finals is as per the season match playing conditions.
- c) If one or more teams in an age group complete the competition rounds on the same number of points, the relative position of each team with regard to participation in the semi-finals and finals will be determined by net run rate. The team with the higher net run rate will be awarded the higher position for the purposes of participation in the semi- finals and finals.
- d) Individual clubs are responsible for checking the end of season points table to determine the accuracy of the points allocated and the position of teams in the points table prior to the commencement of the semi-finals. Points issued by the Committee will be final once the semi-final and final series have commenced.
- e) If a semi-final results in a draw (due to the match not being completed) or tie, the team assuming the highest position during the competition rounds shall be the winner.
- f) If a final result in a draw due to the match not being completed, the team assuming the highest position during the competition rounds shall be the winner.
- g) If the match results in a tie, both teams will be named as joint Premiers.
- h) To be eligible to play for semi-finals and final competition round matches in the Stage 1 to Stage 3 Competition, a player must have either participated (either batting and/or bowling) in a minimum of four competition matches with the team contesting the premiership or have contested a minimum of five lower age group matches for the same club.
- i) Player records in PlayHQ during the duration of the competition, will determine eligibility for participation in semi-finals and finals.
- j) The Committee will take into consideration circumstances that may have prevented a Player from participating in at least 4 games in the competition rounds, if they have had an injury during the season, if circumstances out of the players control has prevented him or her from Play due to inclement weather that

has prevented the team from participating in a game. In the latter case, the Player must be registered on the team list for that day's game. Forfeits and Association Called Off games will be considered by the Committee towards Semi or Final Game Qualification. Byes will not be counted towards Semi or Final Game Qualification.

- k) Games will be locked after 72 hours concluding play to prevent alterations to the score or team sheet.
- l) The umpires officiating in semi-final and final matches shall, if possible, not be officials of the participating teams.
- m) The Committee will determine dates, times and locations for the semi-finals and finals.
- n) The Committee has the discretion to alter the formats of the semi-finals and finals.

11. COMPETITION POINTS, MATCH RESULTS, RESULT SHEETS AND SCORING.

- a) Results of matches are to be submitted / entered in PlayHQ as soon as practicable but certainly no later than 5.00pm on the Tuesday following the completion of each match.
- b) Statistics for the final round of all competitions and semi-finals must be entered not later than 5.00pm on the Monday evening immediately following the completion of that round.
- c) This includes match results AND all player performances. It is the responsibility of each team to enter the match result & player statistics after every match, win OR lose.
- d) For each match played, points shall be allocated for results as follows:

Result	Points
Win on 1 st innings	5 points
Loss on 1 st innings	1 point
Drawn or tied match	3 points
Bye 1 st round	0 points
Bye 2 nd round	Maximum number of points allocated to any team for that round in that division*
Forfeit – Win	Maximum number of points allocated to any team for that round in that division
Forfeit – Loss	0 points

*NOTE: Any competition that contains both 1) BYE rounds AND 2) an uneven number of BYE rounds attributed to each team over the course of the preliminary rounds, will have their competition ladders sorted in the following way:

- The highest POINTS Ratio will determine the sort order of the ladder (Highest to Lowest). POINTS Ratio is an average of the total points accumulated divided by the number of games played. BYES do not count as a match played.
 - If the 'POINTS Ratio' between any 2 teams is equal to 2 decimal places, Net Run Rate will be the next differentiator.
- e) Scorebooks must be signed by the umpires, managers or nominated officials of both teams at the conclusion of each match. Scorers must ensure that scorebooks are fully completed, including bowling analyses for both teams. If the scorebooks are not signed, then no protests regarding that match may be lodged with the Committee.
- f) Scorebooks shall be made available to the Committee upon demand at any time.
- g) In the event of any difference between the two scorebooks, which would affect the points awarded for a match, the umpires/managers shall forward the scorebooks to the Association. Upon consideration of the scorebooks and report(s) and any other relevant evidence, the Committee will decide the result of the match. Note: It is essential that the scorers from both teams sit together during a match and confer to avoid discrepancies. Umpires should insist the scorers do so. The agreed score as signed by each manager at the end of each match and confirmed by the umpires, will be the official score. (The Laws of Cricket require that umpires resolve score discrepancies before leaving the ground - see Law 3.15; however, should this not be possible, the procedures of this Rule 8(e) above will apply.)
- h) Games that are entered in PlayHQ, will be locked after 72 hours or midnight on the Tuesday concluding play to prevent alterations to the score or team sheet. This is to ensure scores are not tampered with or alterations made that will change the outcome of a result that may affect the Team's standing on the points table or effect the possibility of the Team reaching or not reaching the Finals.
- i) The Association requires for Stages 1,2 and 3 that the home team (team shown first in the game) uses PlayHQ for scoring during the match and the away team utilise a scorebook.

12. HOURS OF PLAY & TIMING REQUIREMENTS.

- a) The standard hours of play in each age group of the competition are set out in IWHCA Match Timing Guidelines and Playing Conditions. Note: Refer to PlayHQ published draw for any variation to these playing times – PlayHQ playing times will always take precedence over the playing times in IWHCA Match Timing Guidelines.
- b) The change of innings shall be ten (10) minutes; drinks intervals shall be no longer than four (4) minutes in duration and taken at the midpoint of each innings. Players should remain on the field of play during drink breaks (unless absolutely necessary). Coaches may agree to reduce these times if playing time is lost due to weather, the state of the pitch or ground, or available light. Additional drink breaks may be taken as necessary in cases of extreme heat.
- c) Where possible, the available playing time and overs shall always be evenly divided between the two innings. It is the intention that both teams should have the opportunity to face the same number of overs. If time is lost during the first innings and the number of overs faced by the team batting first has already exceeded 50% of the total revised playing time divided by 3.5, then its innings will end, and the second innings will commence, the available remaining time will be allocated to the second innings and paragraph (e) will apply.
- d) The overs to be bowled in the second innings will be the remaining playing time available divided by 3.5.
- e) Any calculations will be based on the scheduled end time.
- f) Subject to paragraph (e), if playing time is lost due to weather, the state of the pitch or ground, or available light or other unforeseen circumstance, the minutes lost are to be subtracted from the total minutes scheduled and the number of total overs to be played will be reduced at the rate of 1 over for every 3.5 minutes or part thereof lost. Subject to paragraphs (c) and (e), the total remaining overs will be allocated so each team faces the same number.
- g) If time is lost during the match such that the second innings is not completed by 15 minutes after the scheduled end time or is otherwise of less overs than the first innings and provided that the team batting second bats at least half of the maximum number of overs as set out in the Playing Conditions, the result of the game will be decided by run rate. These run rates are calculated by dividing the total number of runs scored by the number of overs bowled. If either team is restricted to bowling less than half of its required number of overs, the match will be declared a draw.
- h) In a match, if more than half the time for play is lost (see Playing Conditions), the match shall be declared a draw.

- i) When weather, the state of the pitch or ground, available light or the inability of both teams to begin on time causes a loss of time before or during the first innings of a match, the time remaining for play must be sufficient, when the available playing time is divided evenly, to allow the team batting first to receive at least one half the required overs. If there is not sufficient time, then the match shall be declared a draw.
- j) As a guide, coaches and managers should use all reasonable endeavours to play at an over rate of 3.5 minutes per over. It is important that players understand the need to maintain a reasonable rate of delivering overs in order to complete matches in the specified times and to minimise the time lost. Strategies for keeping up to the required over rate should be taught as part of routine coaching.
- k) Subject to the operation of the above paragraphs the innings of the team batting first must finish at or before the required time of completion (see Playing Conditions). If the team fielding first fails to bowl the required number of overs by the required time of completion (the over in progress is counted as an over bowled), play shall continue until the required number of overs has been bowled, providing that the team batting first has not been dismissed or declared its innings closed.
- l) In the circumstances referred to in paragraph (i), the team batting second must receive that number of overs that is bowled (inclusive of the over in progress by) prior to the required time of completion of the first innings, even if the game goes over-time, except that no game shall continue more than 15 minutes past the scheduled completion time. After the said 15 minutes has elapsed, paragraph (e) will apply.
- m) No match shall continue more than 15 minutes past the scheduled completion time.
- n) In calculating any reduction on innings, no changes are to be made to the duration of the innings break or the scheduled end time.
- o) It is important for Coaches to note times and for Scorers to record times in the scorebook. Scorers should note the time a game starts, the time for drinks breaks and for the change of innings. Unless times are recorded, and scorebooks are signed by both scorers, no protests relating to time may be lodged.
- p) Coaches should note that TIME is an important element of the game of cricket. Coaches should be particular NOT TO WASTE TIME during a match. Games should start on time; players should be encouraged to get through their overs at a reasonable rate and not waste time setting fields between overs; the next batters in should be ready. Times for breaks should be strictly adhered to. Drinks and change of innings breaks are not lunch breaks nor should they be used as coaching sessions.
- q) If both batters are on the field and play begins late because the bowling team is not able to begin on time, paragraphs (i) and (j) will apply.

- r) If the fielding team is on the field and play begins late because the batters are not able to begin on time, the maximum number of overs to be received by the batting team shall be reduced by one (1) over for every three and a half (3.5) minutes or part thereof. The overs to be bowled by a batting team causing the delay will not be similarly reduced.

13. GENERAL PLAYING RULES FOR ALL AGE GROUPS.

13.1 COACHES & MANAGERS BEHAVIOUR.

- a) The Coach & Manager in respects to U8s & U9s can be on the field of play to instruct the players & assist in their development.
- b) In the U10s to U11 age groups, Coaches & Managers can instruct players on the field during the course of the game, by sending instructions to Players and/or the Captain by the way of having reserve Players, perform the duty of relaying a message.
- c) Coaches & Managers cannot be on the field of play unless performing the duty of Umpire either at the bowling end or the square leg batting end other than for the purposes of 12.b
- d) From U12s to U15s, teams shall play under a captain and the captains shall toss on the field of play at least fifteen (15) minutes before the appointed time for commencement of the match. A team not prepared to toss at this time shall lose all privileges relating to the toss.
- e) From U12s and up, the Captain has full control on the field. The Coach or Manager is not to interfere or come onto the field at any time during the game to give instructions. Coaches & Managers are not to instruct the Captain or players during the course of the game, unless at drink intervals & change of innings. Coaches/Managers are not to shout instructions or interfere with the proceedings of the games.
- f) Coaches, Managers and or parents are not to interfere with the conduct of the game at any time.
- g) Coaches, Managers and or parents are not to shout out instructions or vilify any player on either team. The Committee will take action to any administrator or parent of a team if it is reported there is a breach of these rules and a penalty will be given to that that team in the form of loss of points and/or banishment from the team.

13.2 UMPIRING & TEAM MANAGEMENT.

- a) If an Umpire is appointed by the Association to a game, then the Umpire's decisions are final and he or she is not to be coerced in any manner. The Committee will take action to any administrator of a team if it is reported there is a breach of these rules and a penalty will be given to that team in the form of loss of points and/or banishment from the team.
- b) It is advised that where there is no official Umpire supplied by the competition, the Batting side Umpire, should stand at the bowlers end for the duration of their team batting.
- c) Unless otherwise agreed, no names may be added or substituted after the toss.
- d) Where an opposing team is unable to field the same number of players as the team, the team is encouraged to offer to supply players to field for the opposing team as substitutes. These substitutes do not bat, bowl nor wicket-keep, nor can a substitute act as captain. This gesture is seen as in the spirit of fair play.
- e) All team Coaches or Managers shall fill in team sheets (team lists) before each game nominating their team's players, including any substitute fielders. Prior to the game, team managers/coaches are to enter their teams on PlayHQ. Team sheets cannot be changed after the commencement of a game.
- f) Five (5) penalty runs shall only be awarded in these cases:
 - Where a ball, struck by a batter, hits a protective helmet of the fielding side positioned on the ground in the field of play.
 - Where a fielder (other than the wicket-keeper) catches or stops a ball with equipment (e.g., a cap) that is not part of his person. (See Law 42.17 of the Laws of Cricket)
 - Where any fielder is observed by either umpire using saliva to polish the ball - the use of saliva to assist with polishing the ball is not permitted in cricket at any level. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball (MCC Law 41.3)
- g) A team wishing to use a substitute fielder over and above the maximum number of players allowed must identify the player by name to the opposing team's administrators & the captain and be listed on the team sheet (team list). A substitute player is not able to bowl, bat or, unless agreed by the umpires, be wicket-keeper.

The following conditions apply:

- i. A team may use as a substitute only a player registered with its club in another division or lower age-group; and/or b. If offered by the opposing team, a team may use as a substitute fielder a registered player on the opposing team.
- ii. Under no circumstances may the substitute player take the place of a registered team member who is at the ground and available to play in the match.

- h) A team which does not have maximum number of players eligible to bat in a match, due to injury, illness or other reasons may nominate up to four (4) replacement players for a match. The following conditions apply:
- i. A replacement player must be registered with that club in a team in a lower division or age-group.
 - ii. A replacement player must be included on the team sheet (team list) and can bowl, bat or keep wicket.
 - iii. A player who plays in a higher or lower division or age-group for five (5) matches cannot play again for a team in a lower or higher division or age-group during that season.
 - iv. This rule is age dependent. i.e. an U12 who plays up in an U13 team, can play down in an U12 team for four (4) matches and vice versa, but must then return to the U13 team or remain in the U12 team for the fifth (5th) Match and the season.
 - v. The exception to this rule does not apply where; the player is replacing another player absent on representative duties.
 - vi. This rule applies only to representative cricket commitments for competitions sanctioned by NSWDCCA, in the age groups from U12s to U16s, Cricket NSW or GPS, CAS or CHS schools' representative competitions or as otherwise determined by the Committee on written application.

13.3 GAME MANAGEMENT.

- a) Batters are not permitted runners in any IWHCA matches. Injury to Junior players at the game or prior the game must be taken into consideration as an OH&S issue and duty of care to young players. No junior player should be on the field if they suffer an injury in any circumstances, be it muscular or even head injury. Players that suffer the latter must be taken to appropriate medical care immediately the injury occurs. This is the responsibility of the Coaches and or Managers from both teams and they need to report such incidents to the IWH committee.
- b) In the IWHCA competitions, if an injury to a batter is severe enough that he requires medical attention or in the opinion of both Coaches / Managers cannot participate in the game in any manner either batting, bowling, fielding any further, their innings may be completed by another player that is allowed to participate, but not on the list of players to bat in the game. Common sense by the Coaches and Managers from both sides should prevail and be a unanimous decision. If an amicable decision cannot be reached, then either side should consult a Committee member by phone.

- c) The laws of Cricket with regards boundaries should be followed in respect to Law 19 Boundaries, to determine whether to score a boundary four (4) runs, or in the case of Boundary (6) Runs. Law 19.7 should be considered in determining the scores.
- d) The Umpires and/or the Captains must insist that fielders clearly signal boundaries when they occur. Where boundary markers are used, the boundary is a straight line between the markers.
- e) Wides and No balls shall be scored as one (1) penalty extra IN ADDITION TO any other runs scored and any boundary allowance.
- f) If Byes or Leg Byes are scored off a no ball in U11s to U13s, then only one no ball will be scored as well as the number of byes or leg byes scored.
- g) Each team shall provide a minimum of fifteen (15) boundary markers and an appropriate measuring device to measure boundary distances. (Bricklayers string, nylon fishing line etc. of the correct length is recommended.) The boundary markers should be plastic domes, "witches' hats", or similar. Flags are not permitted. An imaginary straight line between the inside of boundary markers is the line where a boundary four is measured and scored. It is recommended that a MEASURING DEVICE be used rather than paces; pacing can be inconsistent. Teams should share the providing and placing of boundary markers on game day.
- h) Underarm bowling is not permitted in which case if a ball is bowled underarm the umpire shall immediately call and signal Dead ball, and the ball shall not count as one of the over.
- i) Any ball bowled and pitching off the Astroturf or other covering, or on either edge of it, before reaching the batter, shall be a No ball. The umpire shall call and signal No ball immediately as the ball so pitches. The striker is not permitted to step off the pitch to play at a ball that is called no ball in this manner.
- j) The striker may only attempt to play the ball if they remain within the area of the pitch (as defined by the hard concreted surface covered in synthetic Astroturf). Should no part of the striker's bat or person remain on the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead Ball to prevent any further play occurring (MCC law 21.8).
- k) If any ball bounces MORE THAN ONCE BEFORE THE POPPING CREASE (batting crease), rolls along the pitch or comes to rest before reaching the batter's crease (i.e. a stationary ball) the Bowler's End Umpire shall call and signal No ball. For clarity, if a ball bounces a second time after the popping crease (batter's crease) and before the stumps, it is NOT a No Ball. For a stationary ball the umpire shall also immediately call Dead ball and the striker is not permitted to have a free hit.

- l) NON-STRIKER RUN OUT - The bowler is permitted, up to the instant at which they would be expected to deliver the ball, to attempt to run-out the non-striker (MCC law 38).
 - i. The bowlers end umpire or person acting as an umpire at the bowlers end shall only give a batter run out in this fashion if the batter has been given one warning. When this warning is given to the non-striking batter, both the other umpire and the scorers must be informed of the warning.
 - ii. Responsibility is put on the non-striker to stay in his/her ground until the ball is released.
- m) A batter cannot be dismissed bowled by a dislodged helmet or any part of the helmet coming loose and breaking the stumps. The helmet is the only part of the batter's attire or equipment to receive this dispensation (MCC law 29.2).
- n) When a batter is out Caught, the new batter shall take strike at the end the striker was at when dismissed ie. to face the next ball (unless the over has been completed) (stage 2 and 3 only) (MCC law 18.11).
- o) Each team must supply its own ball. At all times the teams must use the same ball for a single match.
- p) Under 11s and above, a new ball shall be used at the start of each innings. Where a new ball is not used the coaches must consult and agree as to the suitability of the ball for use in that innings.
- q) Each team must provide a set of stumps and bails and will be held responsible for the proper condition of the same. Especially the grooves for bails.
- r) In regards U12s and above, Coaches and managers shall not coach or otherwise assist players whilst the players are on the field and can be asked to stop doing so by an umpire, the opposing team captain, coach or manager. This rule should be strictly applied where the coach is fulfilling the role of an umpire.
- s) Games will be played in accordance with these rules including the Playing Conditions

14. TRANSFER OF PLAYERS WITHIN A CLUB

- a) Players within any Pathways Stage 1 IWHCA competition cannot transfer between teams without the approval of the Committee.
- b) Players from the IWHCA Master Blasters Competition can play up to three games in a Pathways Stage 1 team
- c) Players from an IWHCA Pathways Stage 2 competition cannot play in an IWHCA Pathways Stage 1 competition without clearance from the Committee.

15. CLOTHING

Players who are not dressed according to these regulations may be asked to leave the field of play.

- a) Trousers or shorts: must be white or cream.
- b) Shirts: all members of a team must be in club shirt. Shirts should have collars and may be white, cream or coloured.
- c) Shirts may include team, club or sponsor names and logos. The Committee MUST approve shirt colours and any names or logos prior to their use. Sun protection garments with long sleeves may be worn underneath playing shirts.
- d) Hats: Players may wear wide-brimmed hats or a club hat or cap of uniform colour and style. Baseball caps, promotional hats and school hats or caps, are not permitted.
- e) Shoes: appropriate footwear must be worn (cricket shoes or joggers).
- f) Colour and style constraints do not apply to batting helmets.

16. MISCONDUCT

- a) Any player, umpire, parent or official found guilty of misconduct, either on the ground or within the precincts of the playing area, shall be liable to disqualification or other such penalty as the Committee may deem appropriate. For the purposes of this rule, "misconduct" shall include:
 - i. Assault or attempted assault of an umpire, scorer, player, parent or a spectator.
 - ii. Any overt conduct, indicating dispute, as distinct from question, of a ruling given by an umpire or a person officiating as an umpire or scorer.
 - iii. Any unseemly words or gestures used by any person concerning an umpire, scorer, another player, parent or a spectator.
 - iv. Consuming or being under the influence of intoxicating liquor or drugs (excepting medical prescriptions) on the field of play or while acting as a team manager, coach or other official.
 - v. Engaging in any form of conduct or behaviour detrimental to the spirit of the game or likely to bring the game into disrepute.
- b) A report of misconduct should be received in writing by the Association Secretary within one (1) week of the incident. The Secretary must notify the Committee of the report and, depending on its judgment of the seriousness of the complaint, the Committee may choose to convene a Judiciary of three (3) persons, none of whom can be affiliated with the player(s) or club(s) involved, to hear the complaint and to recommend any disciplinary action to the Committee.
- c) If the Committee considers a report of misconduct serious enough to convene a Judiciary then:
 - 1. That Judiciary must convene within one (1) week of the Committee's decision, to consider the complaint at a hearing;

2. The individual/s named in the complaint and the complainant shall be informed of the hearing and be permitted together with their respective witnesses, to present their cases at that hearing;
3. The Judiciary should report its findings in regard to the complaint, together with its recommendation for any penalties, if appropriate, to the Committee within three (3) days of the hearing;
4. If the Judiciary is satisfied that a person has breached the Code then, without limiting the range of penalties it may impose, the Judiciary may:
 - i. reprimand that person; or
 - ii. suspend that person; or
 - iii. suspend the operation of any penalty on any terms it thinks fit.
5. The Committee must consider that report and may accept or alter a recommendation of penalties;
6. The Secretary will then inform the individual(s) named in the complaint, and the complainant, of the outcome verbally, or by posting the notification within 24 hours.

The Judiciary shall adopt the Judiciary Committee procedures specified in the laws and rules of the NSWDCA (Rule 19). Where these rules conflict with the rules of the IWHCA then the IWHCA rules shall apply.

- d) Any player suspended by the Committee shall not be appointed to act as Captain or as Vice-Captain of any team representing the Association in the twelve months following the date of that suspension.

Note: Incidents of child abuse should be immediately reported to the police by phone for them to handle.

17. PROTESTS AND FINES

- a) A Sub-Committee shall be appointed by the Committee consisting of not less than three (3) persons.
- b) It shall be the responsibility of that Sub-Committee to meet and hear any protest, and deal with any judiciary matter relating to Clubs within the Association.
- c) Protests so lodged must include only evidence, which could assist the decisions of the Sub-Committee elected to conduct the hearing and must be accompanied by a protest fee of \$50.00. Any such protest must be lodged with the IWHCA Secretary no later than 8.00pm Monday following the completion of the match or incident. A copy of the protest must be forwarded at the same time by the Secretary of the Club making the protest to the Secretary of the Club(s) affected by the protest. All game related evidence must be lodged by 5.00pm Wednesday of that week to the Association Secretary. The Association Secretary

shall then place the protest before the Committee by 8.00pm Thursday of that week.

- d) Guidelines for Clubs lodging protests:
 - i. Protests must not be of an accusatory nature. Protests (game related) must make reference to a specific Law of Cricket or IWHCA Rule or playing condition.
 - ii. Evidence required to be submitted with a game related protest: a scanned copy of the scorebook and/or a scanned copy of the team sheet. If the scoresheet is not signed by both teams, any protest based upon the contents of the scoresheet shall be dismissed. If a computerized scorebook has been used, the relevant sections should be sent. An eyewitness statement from a Coach or Manager is required to be submitted if relevant to the protest.
- e) The Sub-Committee reserves the right to reject protests that don't meet the above criteria under 'Guidelines for Clubs lodging protests.
- f) A match will not be decided until any protest relating to it has been decided.
- g) The Committee, at its discretion, may caution clubs/teams for breaching a Rule and which did not affect the result of a match; or fine clubs for any breach of the rules with a minimum fine of twenty dollars \$20; and/or cause a loss of competition points for each breach. The Committee, at its absolute discretion, may adjust competition points for both teams involved in a dispute.
- h) Affiliated clubs or players registered with teams in the competition may appeal against Committee decisions to the NSWDCA, according to procedures defined by NSWDCA.
- i) Law 42 of the Laws of Cricket will not apply.

18. BALLS

- a) Approved Balls used in this competition matches shall be of a make and quality approved by the IWHCA committee.
- b) Refer to Playing conditions and/or the 2024-25 IWH Ball Guide document for details.

19. DISABILITY DISCRIMINATION ACT 1992

- a) No member cricket club can exclude a person from participating in a cricket team on the basis of a disability of the person or his or her associates. This includes coaching and administration as well as selection and participation as a player.
- b) There are however exceptions to this, if;

- i. a person is not reasonably capable of performing actions reasonably required in relation to the sporting activity; or
- ii. people who participate in the sporting activity are selected by a method which is reasonable on the basis of relevant skills and abilities; or
- iii. a sporting activity is conducted only for persons who have a particular disability and the person does not have that disability.