



HORSHAM CRICKET ASSOCIATION

Incorporated A59914

BY-LAWS

Amended September 2025

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SECTION 1: General By-Laws

1.1 The Laws of Cricket

The Laws of Cricket and match rules as adopted by the Victorian Cricket Association (VCA) shall apply except as provided hereinafter by those Rules and aforementioned By-Laws.

1.2 Competitions

No competition matches shall be arranged in the name of the Association unless approved by the Board.

1.3 Horsham Cricket Association Annual General Meeting

The Horsham Cricket Association (HCA) Annual General Meeting (AGM) shall be held on the first Monday of June at a time and venue determined by the Board.

1.4 Grounds

- (a) The grounds of affiliated Clubs shall be made available to the HCA for the conducting of premiership matches and representative matches.
- (b) Ground expenses for home and away games shall be covered by the Club.
- (c) Ground expenses for finals and representative matches shall be covered by the HCA.

1.5 Registration

- (a) Registration must be processed through the Play Cricket system.
- (b) All players must be registered.
- (c) Players may be registered at any time.
- (d) No player of an affiliated Club shall be allowed to play with any other affiliated Club without first obtaining a clearance from his Club, unless he has not represented his Club in the preceding two (2) seasons.
- (e) Any player who being registered as a player of a HCA affiliated club who plays for another club in another Association during the season will be considered to be deregistered as a player of the HCA affiliated Club and will need to seek a clearance through the Play Cricket system to be able to play for the HCA affiliated Club. This is regardless of the By-Laws of the other Association or whether the other Association utilises the Play Cricket system. This provision does not apply to any player that plays Premier Cricket.

1.6 Permit

- (a) Permits are to be applied for through the Play Cricket system.
- (b) Players shall be able to play on permit for a total of four (4) matches. Players requesting permits must play all games on permit with the same Club during the home and away season.
- (c) Senior player permits are only allowed for home and away matches.
- (d) Junior player permits are allowed for junior registered players (U/16) to play senior cricket for another club or vice versa. Junior player permits extend to finals participation.
- (e) No senior player permit will be issued to a player who has played two (2) or more games in the grade or higher as that shown on the permit requested.
- (f) Players shall be able to interchange between Clubs when there is a formal alliance agreement between two Clubs and that alliance has been approved by the HCA Board. Alliances will only be approved when each club to the alliance does not have a team in each senior grade. Players will not be able to play in the same grade at both Clubs party to the approved alliance. The ability to interchange between Clubs party to an approved alliance applies to the finals, see 3.3(e) Qualifications for Finals.

1.7 Clearance Application

- (a) Clearances are to be applied for through the PlayHQ system.
- (b) No clearance will be dealt with before September 1st of each season.
- (c) The last date the Association shall grant inter Club clearances shall be December 31st. Applications received after this date will be removed from the system.
- (d) All clearance applications must be responded to by the receiving Club within 7 days of the PlayHQ clearance email being generated. If no response is received within the 7 days the HCA Secretary shall approve the clearance on the 8th or subsequent day.
- (e) A reason for denying a clearance must be provided. Any clearance denied without stating a reason will be approved by the HCA Secretary on the 8th or subsequent day of the PlayHQ clearance email being generated.
- (f) Any player refused a clearance has the right of appeal to the Tribunal after three (3) clearance applications have been rejected.

1.8 Grading of Teams

The Board shall have the power to grade teams as they see fit and shall consider the following; □ Grading of teams to avoid byes.

- Premiers of lower grades may be promoted.
- Bottom team in each grade may be relegated.
- Any other factors for the betterment of cricket.

1.9 Umpires

- (a) All Umpires appointments for home and away games and the highest and middle grade One Day Grand finals will be made by the Board and no appointment may be disputed. See 3.9(c) for the appointment of umpires for finals.
- (b) All Association Umpires are to wear the official Association Umpires Uniform.
- (c) All non-association Umpires must wear a non-white shirt and full cover shoes. Thongs and singlets are NOT appropriate attire for Umpires.
- (d) Each month during the season, the Association will;
 - Invoice Clubs for the costs of Umpires officiating matches.
 - Pay Umpires their match payments by electronic direct bank transfer.
 - Clubs will be charged and Umpires paid according to the Umpires match fee schedule which is set annually by the Board, BEFORE season start.
- (e) Each team is required to submit an Association Umpires report for all matches where an Association Umpire officiates.
- (f) In the absence of an appointed umpire the team captains must agree to the conditions of play and enact on decisions described by these by-laws.

1.10 Schedule of Play

- (a) The Board shall set the schedule for all games and may change the schedule if required. (b) All senior matches will begin the days play at 1.00 pm unless otherwise scheduled.

SECTION 2: Normal Conditions

2.1 Application

All home and away matches shall be played under the conditions outlined in this section.

2.2 Start of Play

- (a) In the event of a team failing to be ready to start 30 minutes after the scheduled time the offending team shall forfeit the match.
- (b) A minimum of eight (8) players are required to form a team before the days play may commence.
- (c) Up to sixteen (16) players may be named by each side in all grades and the playing eleven changed between days play. No more than eleven (11) players may take full part in the match on any one (1) day. Provisions of 2.18 (a) and (b) Clubs with Two Teams in a Grade applies.

2.3 Home Team

The team described as the home team in the fixture shall provide ensure the ground is ready for play at the appointed time. This includes but is not limited to; (a) Ensuring the oval has been mowed. (b) Turf wickets are rolled and marked.

- (c) Generally, ensure the wicket is safe for play.
- (d) Defining proper boundaries.
- (e) Providing stumps and bails.
- (f) Availability of toilets facilities.
- (g) Providing appropriate catering for tea and after play.
- (h) Any other duties needed for the successful conducting of play.

2.4 New Ball

- (a) In all grades a new ball shall be supplied by each team and taken into use at the commencement of each team's first (1st) innings. At the expiration of 80 overs or at the commencement of each team's second (2nd) innings a new ball may be used.
- (b) In the highest grade a four (4) piece HCA stamped Regulation ball shall be used for all innings on turf wickets, except in T20 matches where a four (4) piece HCA stamped Club Match ball will be used.
- (c) In the highest grade a two (2) piece HCA stamped Tuf Pitch ball shall be used for all innings on hard wickets.
- (d) In the middle grade a four (4) piece HCA stamped Club Match ball shall be used for all innings on turf wickets.
- (e) In the middle grade a two (2) piece HCA stamped Tuf Pitch ball shall be used for all innings on hard wickets, except in T20 matches where a two (2) piece HCA stamped Red King ball shall be used.
- (f) In the lowest grade a two (2) piece HCA stamped Red King ball shall be used regardless of the wicket.

2.5 Attire

Any player who is not attired properly in approved cricket clothing shall not take the field in any match. Players participating in all grades must be dressed as follows; □ White or Cream Trousers.

- White socks and predominantly white footwear.
- White or Cream collared shirt and jumper (optional).
- Club cricket cap or white hat.
- HCA approved Club colour uniforms.

2.6 Boundaries and Inner Field Restriction

- (a) Where the boundaries of a playing area are marked by a fixed structure, the boundary shall be marked at least two (2) meters inside the fixed structure.
- (b) When the boundary of a playing area is not defined, the boundary is to be marked out clearly with non-fixed markers.
- (c) Where goal posts are a part the field of play (along the boundary line), the post must be appropriately padded.
- (d) Where grounds have goal and behind (point) posts still erected a four (4) shall be scored if the ball passes between the point posts at either end of the ground.
- (e) Inner field restriction markings for One Day Matches and T20 matches in the highest and middle grades shall be marked as follows;
 - Two semicircles shall be marked on the field of play.
 - The semicircles shall have as their centre the middle stump at either end of the pitch.
 - The radius of each of the semicircles shall be 27.5 metres.
 - The semicircles shall be linked by two parallel straight lines marked on the field.
 - The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals.

2.7 Two (2) Day Games

- (a) All two (2) day games in the highest grade shall play for a duration of (75) seventy-five overs per day with a 20-minute tea break observed after 2 hours 10 minutes of play. In the middle grade the number of overs shall be (65) sixty-five overs per day with a 20-minute tea break observed after 2 hours 10 minutes of play.
- (b) If change of innings takes place after 2 hours of play, tea shall be taken immediately.
- (c) The team batting first (1st) if not previously dismissed shall compulsorily close its innings at the end of the first (1st) days play being 75 overs bowled in the highest grade and 65 overs bowled in the middle grade. In the instance that the innings of the team batting first is ended by dismissal or declaration before the end of its scheduled overs the team batting second will only receive 75 overs in the highest grade and 65 overs in the middle grade.
- (d) Three (3) overs and 10 minutes time is deducted for each change of innings, concurrent with any other scheduled break of play.
- (e) In the second (2nd) day of a two (2) day match, play may finish after 2 hours 10 minutes (after the observed tea break) if both Captains agree to do so. If no agreement is reached play shall continue until scheduled finish time.
- (f) The team batting second (2nd) if not previously dismissed shall be entitled to receive the same number of overs bowled as has been bowled to the team batting first (1st).
- (g) If an outright decision is possible on either day of a two (2) day game, 20 overs are to be bowled from the commencement of the last hour of scheduled play. Umpires and opposing Captain to be notified PRIOR to the commencement of the last hour.
- (h) A lead must be 100 runs or more to enforce a follow on.

2.8 One (1) Day Games

- (a) One (1) day games shall be 40 overs per side.
- (b) A tea break of 20 minutes shall be taken after the completion of the team batting first (1st), except where the team batting first (1st) is dismissed prior to 30 overs being bowled. In this case the team batting second (2nd) is required to bat until 40 overs in the highest grade and 40 overs in the lower grades have been completed in the days play.
- (c) If the team batting first (1st) is dismissed within their allocated overs, then the team batting second (2nd) is entitled to their full allocation of overs (as per 2.8.a).
- (d) In the highest grade no bowler shall bowl more than eight (8) overs per innings in the highest grade, eight (8) overs per innings in the middle grade and in the lowest grade no bowler shall bowl more than six (6) overs per innings, with the exception of any junior players playing C grade Under 17.5 years of age can bowl eight (8) overs per innings.
- (e) In the highest grade leg side wides shall be adjudicated according to VCA rule 18.10(c). "As a guide, a delivery passing the striker on the leg side of a line 1 ft (30.48 cm) from the middle stump without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps."
- (f) The home team will be responsible for marking the wide delivery guide on the pitch as a line that is 1ft (30.48cm) from the middle stump on both sides and that connects from the bowling crease and the popping crease.
- (g) In the lowest grade batters will retire immediately upon reaching 50 runs with the option to return to the crease at the fall of the last wicket. Any player under the age of 17.5 shall be required to retire after making 100 runs. In the circumstance of two or more batters retiring they will return to the crease in the same order as they retired. Batters who retire and do not return to the crease will be regarded as Retired Not Out.
- (h) In the lowest grade overs will be bowled in stints of five (5) overs from one (1) end and then alternate to the other end for five (5) overs or at alternate ends on agreeance with the Captains. The striker and the non- striker are to change ends at the end of each over except at the end of each five (5) over stint where the bowling reverts to the other end.
- (i) In the highest and middle grades the delivery following a front foot no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide) then the next delivery will become a free hit for whichever batsman is facing. For any free hit the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire will signal a free hit (after the normal no ball signal) by extending one arm upwards and moving it in a circular motion.
- (j) In the highest and middle grades no more than two fielders will be allowed outside the fielding restriction circle during the first 30% of allocated overs (13 overs in a 45 over game, 12 overs in a 40 over game) and no more than (5) five fielders will be allowed outside the fielding restriction circle for the remainder of the innings. No more than (5) five fielders will be allowed on the legside at anytime.
- (k) One day games will cease as soon as a result is achieved.

2.9 Twenty20 (T20) Games

- (a) Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- (b) When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- (c) The delivery following a front foot no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batsman is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.
- (d) Each bowler may bowl a maximum of 4 overs.
- (e) In all grades wides shall be umpired as per Section 2.8 (e) and only one short pitched delivery may be bowled per over.
- (f) A wide delivery guide will be marked by the home team as per 2.8(f).
- (g) No more than five fielders can be on the leg side at any time.
- (h) For the first six overs (1-6) of each innings, only two fieldsmen, for the next 14 overs (7-20), only five fieldsmen are permitted to be outside the field restriction circles as defined in Section 2.6 (e).

2.10 Adverse Conditions

- (a) A person from the home Club shall be responsible for inspecting the grounds and if the ground is unfit for play they shall notify the Association Umpires Coordinator and opposing Club by 12:00 pm.
- (b) If at 8:00 am on the day of before play, The Bureau of Meteorology forecast temperature is 42 degrees Celsius or higher at the Horsham Airport (<http://www.bom.gov.au/vic/forecasts/horsham.shtml>) for the day of play, then all games on the day of play shall be declared abandoned.
- (c) In a two (2) day game, teams unable to play on the first (1st) day due to adverse conditions (Rain, Fire, Death, Flood) shall play a one (1) day game on the scheduled second (2nd) day. In the highest and middle grades the result of these games shall not be included in the one-day ladder.
- (d) Should adverse conditions interrupt play in a two (2) day game for more than 30 minutes on any day of a match, up to 2 hours with a maximum of 1 hour on each day may be played. As much lost time as possible must be played on the day the time was lost. Any remaining lost time from the first (1st) day can be played on the second (2nd) day.
- (e) Playing time of a two (2) day match must not exceed 8 hours and 20 minutes in total.
- (f) The revoking of the claim of extra time can only occur with the consent of the Umpire. When games are played under these circumstances the team batting first (1st) shall have no limit on the number of overs it shall receive on the second (2nd) day.
- (g) Should adverse conditions interrupt play in a one (1) day game for more than 30 minutes either Captain has the right to claim any lost time up to 1 hour and play must not exceed 4 hours and 40 minutes in duration.
- (h) For one day matches only if adverse conditions delay the start of a match beyond the scheduled tea break the match shall be declared abandoned.

2.11 No Ball

- (a) A ball pitched on or off the edge of an artificial wicket shall be called a NO BALL.
- (b) When an artificial pitch has a gap in the centre, a ball striking this gap (or any associated pitch bindings) shall be called a NO BALL.

2.12 Signing Score Books

At the completion of each days play the Umpire must sign the score books to signify correctness of scores and at the completion of the match the Umpire shall sign to indicate result of match.

2.13 Forfeit

- (a) Where a Club is forced to forfeit a match, the forfeit must be by the lowest graded team of that Club.
- (b) The decision to forfeit must be advised to the HCA Secretary as soon as the decision is made.
- (c) In the case that a team forfeits on a third occasion for the season they may be withdrawn from their grade and all other senior cricket teams at the Club will have 6 (six) points deducted from their ladder points. Six points shall be continued to deducted for subsequent forfeits.

2.14 Match Results and Points

- (a) Matches in all grades, unless completed outright, shall be decided by the number of runs scored in each first (1st) innings irrespective of the number of wickets lost.
- (b) The results of matches shall be recorded on the points system;

Result	Two Day	One Day	T20
Won First Innings	6	6	3
Tie First Innings	3	3	1.5
Match Drawn	3	3	1.5
Match Abandoned	3	3	1.5
Won On Forfeit	10	6	3
Won On Washout	3	3	1.5
Lost On Washout	3	3	1.5
Won Outright & On First Innings	10	N/A	N/A
Won Outright, Lost First Innings	6	N/A	N/A
Lost Outright, Won First Innings	4	N/A	N/A
Won Outright, Tie First Innings	8	N/A	N/A
Loss Outright, Tie First Innings	2	N/A	N/A
Tie Outright, Won First Innings	5	N/A	N/A
Tie Outright, Lost First Innings	5	N/A	N/A
Tie Outright, Tie First Innings	5	N/A	N/A
Tie	3	N/A	N/A
Bye	0	0	0
all games abandoned for the round	3	3	1.5

- (c) In the event of uneven teams the "Ladder Points Average System" will be used. As per PlayHQ, where total points earned by each team is divided by the number of games played (excluding byes).
- (d) Percentage shall be calculated as follows;
(Runs For / Wickets Lost) / (Runs Against / Wickets Taken)

2.15 Safety of Fielders

- (a) Please refer to Special Addendum By Laws Applicable to Mandatory Use of British Standards Helmets.

2.16 Junior Bowling Workload

In all HCA matches players under seventeen (17) years of age must observe the following workloads;

	Under 13	Under 15	Under 17.5
Match overs per day	8	10	16
Overs per spell	4	5	8

2.17 Matches On Same Weekend

No player may play in two different senior matches on any same weekend or long weekend. No player may play in one match having played in another two day match where either match has not concluded.

2.18 Clubs With Two Teams in One Grade

(a) In the circumstances where a Club has two teams in the highest grade or middle grade players will be able to alternate between each team in that Grade until December 31st. After December 31st the player will only be able to participate in one team in the Grade for the remainder of the season, including finals.

(b) In the circumstances where a Club has two teams in the lowest Grade players will be able alternate between each team in that Grade until December 31st. After December 31st the player will only be able to participate in one team in the Grade for the remainder of the season, including finals. This by law only applies to players who are ineligible, due to their age, to participate in junior cricket.

SECTION 3: Finals & Premiership

3.1 Application

All finals are to be played as per Section 2: Normal Conditions unless stated in this section.

3.2 Final Four (4)

The first (1st) and fourth (4th) teams and the second (2nd) and third (3rd) teams shall play off in the Semi Finals. The winners of each Semi Final shall play off in the Grand Final.

3.3 Qualifications for Finals

- (a) No player may play finals unless they have played four (4) or more games for his Club of any grade during the current season.
- (b) A T20 match will be considered the equivalent of 0.5 of a game for final qualifications reason.
- (c) No player who has played in more than six (6) higher grade matches in total shall be able to play in lower grade finals matches unless his club is playing in a finals game in the higher grade on the same day.
- (d) No player may play in two different finals on any same weekend.
- (e) A player who has participated in an interchange between Clubs to an approved alliance must have played four (4) or more games at the Club the player is being selected to play with in the finals. 3.3 (c) will not apply in this instance.

3.4 Named Players

Rule 2.2 (c) does not apply for all finals matches. Only the named eleven (11) shall participate (outside of sub fielding) in a finals match.

3.5 Semi Finals

- (a) In the highest grade, play shall be of normal conditions. Adverse conditions will apply. In the case of the first day being abandoned without any play the scheduled second day of play will not be played as per One Day conditions.
- (b) In the middle grade, play shall be of normal conditions. Adverse conditions will apply. In the case of the first day being abandoned without any play the scheduled second day of play will not be played as per One Day conditions.
- (c) In the lowest grade, play shall be of normal conditions.
- (d) If the result in any grade is a tie, draw or abandoned then the team that finished highest on the ladder at the completion of the home and away matches shall be declared the winner.

3.6 Grand Final

- (a) In the highest grade, play shall be of normal conditions. Adverse conditions will apply. In the case of the first day being abandoned without any play the scheduled second day of play will not be played as per One Day conditions.
- (b) In the middle grade, play shall be of normal conditions. Adverse conditions will apply. In the case of the first day being abandoned without any play the scheduled second day of play will not be played as per One Day conditions.
- (c) In the lowest grade, play shall be of normal conditions.
- (d) If the result in any grade is a tie, draw or abandoned then the team that finished highest on the ladder at the completion of the home and away matches shall be declared the winner.

3.7 Schwedes-Cornell Cup One-Day Final

- (a) The Schwedes-Cornell Cup is a one-day final contested between the sides finishing the one-day rounds in first (1st) and second (2nd) position in the highest grade (the one-day ladder).
- (b) The match would normally be scheduled as a day/night match otherwise played under normal one-day match conditions.
- (c) If the result is a tie, draw or abandoned then the team that finished highest on the ladder at the completion of the home and away matches shall be declared the winner.

3.8 Middle Grade One Day Grand Final

- (a) The Middle Grade one day final is contested between the sides finishing the one day rounds in first (1st) and second (2nd) position in the middle grade (the one day ladder).
- (b) The match will be played under normal middle grade one day matches.
- (c) If the result is a tie, draw or abandoned then the team that finished highest on the ladder at the completion of the home and away matches shall be declared the winner.

3.9 Provisions of the HCA

- (a) The HCA shall supply Umpires and balls for all grand final matches and will cover these costs. The balls provided will be as described in 2.4 (b), (c), (d), (e) and (f) as applicable.
- (b) The HCA will provide tea on both days of the grand final in the highest grade.
- (c) The appointment of umpires for the two day finals series in the highest, middle and lowest grades will be made by the Board based on the response to the secret ballot from A Grade captains as to who they believe to be the best qualified to umpire the A Grade Grand Final.

3.10 Covers for Wickets

Covers must be used in all finals games played on turf.

Management of covers will be as directed by the HCA Secretary prior to the commencement of the game.

SECTION 4: Representative Matches

4.1 Selection of Representative Matches

- (a) Selected representative players must notify the Chairman of Selectors or the Association Secretary of their unavailability 48 hours prior to the match unless extreme circumstances prevail thereafter.
- (b) Any player failing to notify of their unavailability by the due time and date shall be suspended for one (1)

Association match. A selected player who withdraws from a representative match will not be able to play any other cricket on the day of the representative match.

4.2 Representative Matches

Teams will be allowed to adjust their playing personnel on any day of a match if selection or non-selection of a team member affects them.

4.3 Attire for Representatives

Any player selected to represent the Association shall provide his own appropriate cricket clothing and equipment.

5: Match Day Administration

5.1 Play Cricket

- (a) The HCA uses the Play Cricket site for all tasks of competition administration. As a result, all Clubs are also required to do so.
- (b) Play Cricket website is ca.playhq.com

5.2 Club Responsibility

- (a) It is expected by the Association that all Clubs, teams and competitions of the HCA utilise the Play Cricket system in its full capacity to manage their player lists, results, player statistics and media reports.
- (b) All teams are expected to meet their minimum requirements of use regarding their Club and game administration using the Play Cricket system.

5.3 Procedure

- (a) All teams are expected to meet the requirements outlined in Section 5.4.
- (b) Clubs not meeting these requirements will be issued with a penalty as outlined in Section 5.6.
- (c) Clubs will be notified via email to the Club Secretary of any instance.
- (d) Clubs will have seven (7) days to appeal the decision of the Board. Appeals should be made as outlined in Section 5.7.

5.4 Match Day Requirements of Clubs

- (a) Final time requirements are based on games played on Friday evening or Saturday.
- (b) For Sunday play an extra 24 hours will be allowed.

Task	Description
Player Registration	All players who play any game must have their details recorded on the Play Cricket system. Minimum details to be included on Play Cricket is the players name, date of birth and registered Club. No later than one (1) hour prior to the start of play.
Team Lists	The full team list must be entered into the Play Cricket system No later than one (1) hour prior to the start of play.
Match Results and Player Scores	The results of the days play including match results and all player scores (batting, bowling and fielding) must be entered by the <u>home team</u> . No later than 10:00 am on the Sunday of that weekends play.
Match Confirmation	The results of the days play must be confirmed or appealed <u>by the away team</u> . No later than 11:59 pm on the Sunday of the weekend of the final days play.
Captains Reports	<u>Each team Captain</u> must complete a Captains Report on the completion of each match. Captains reports should be entered into the Play Cricket System. No later than 11:59 pm on the Sunday of the weekend of the final days play.
Player Votes	The player votes for <i>each match</i> must be entered into the Play Cricket System (also as part of the Captains Report) by the <u>home team</u> . No later than 11:59 pm on the Sunday of the weekend of the final days play.

5.5 Audit Process

Club performance against these requirements will be audited using the exception reports of the Play Cricket system. Exception reports will be examined and Clubs notified of any disciplinary action by 11.59 pm the following Wednesday of the weekends play.

5.6 Disciplinary Action

- (a) The board shall be authorised to allocate penalties by resolution.
- (b) Results of audits including penalty recommendation are to be presented on an as needs basis.
- (c) Clubs will be notified of all penalties within 72 hours of resolution.
- (d) Failure to comply with these requirements will result in a strike against the offending team.
- (e) Each team is allowed two strikes without a deduction of points.

SECTION

- (f) Only one strike will be given with respect to a single days play.
- (g) Strikes are cumulative for the entire season.
- (h) On the third strike and every strike thereafter, a fine of two (2) competition points will be applied to the offending team's cumulative season total.
- (i) On team registration at the beginning of the season each team have zero penalty points.

5.7 Appeals Process

- (a) Clubs are able to appeal the decision of the Board by writing (email acceptable) to the Secretary within seven (7) days of penalty notice.
- (b) The Board will negotiate in good faith with the Clubs to resolve the appeal. (c) The Board's decision is final.

6: Association Awards

6.1 Bowling and Batting Qualifications

- (a) Qualification for batting average award is 200 runs.
- (b) Qualification for bowling average award is 20 wickets.
- (c) If no qualifiers for an award then no award shall be awarded.

6.2 Cricketer of the Year Award

- (a) The Cricketer of the Year Award shall be determined by points system and shall be tabulated per innings as follows; □ Batting: 1 point for every run.
 - Bowling: 15 points for every unassisted wicket.
 - Bowling: 10 points for every assisted wicket.
 - Caught and Bowled: 20 points.
 - Catch: 10 points for each catch.
 - Stumping: 15 points for each dismissal.
- (b) The awards shall be named;
 - A Grade is the CEC Hopper Medal. □ B Grade is the Alan McRae Medal.
 - C Grade is the Ivan Morrison Medal.

6.3 Premiership Trophies

The Association shall purchase a trophy for each premiership team unless otherwise donated.

6.4 Premiership Perpetual Shield

Premiers will be awarded the Association premiership shield for each grade. Premier clubs are responsible for the shield which must be returned to the Association prior to the 1st March of the following year.

6.5 HCA Ellie Flack Memorial for Outstanding Service to Cricket Award

The achievement award is presented annually at the Ellie Flack Memorial Legends Club Luncheon to a volunteer who has made an outstanding contribution to cricket, including; □ Development of senior or junior Clubs.

- Administrative role or responsibility contributing to the promotion and development of cricket.
- Support for the development of cricket within the Association.
- Promotion of cricket in Horsham and surrounding district.
- Persons shall be nominated with relevant supporting evidence and shall be confirmed by the Board.

SECTION

7: Association Recognition

7.1 Horsham Cricket Association Hall of Fame

Hall of Fame inductees shall be inducted according to the following criteria; ☐ Made a significant contribution to cricket at Club and/or Association level.

- A maximum of 5 persons may be inducted annually.
- Players, administrators and umpires shall be eligible.
- All Clubs who are and have been member Clubs of the HCA shall have the right to nominate prospective inductees.

7.2 Horsham Cricket Association Ellie Flack Memorial Legends Club Previously known as the Ellie Flack Memorial 200 Club.

Purpose

To celebrate players, members and volunteers past and present who have had long term or outstanding involvement and/or participation within the Horsham Cricket Association (Established 2004).

Criteria

- All life members of the Association or any affiliated Club.
- All members of the HCA Hall of Fame.
- All recipients of the Ellie Flack Memorial for Outstanding Service to Cricket Award.
- All winners of Cricketer of the Year Award.
- Any player who is recorded of two hundred (200) games or more for any affiliated Club or Clubs (evidence required).
- Any player who has represented the HCA in a senior representative competition on five (5) or more occasions.
- Any Umpire with five (5) or more years of official service to the Association.
- Any committee official (i.e. President, Secretary, Treasurer, Junior Coordinator) with five (5) or more years of combined service to the Association or any affiliated Club.

Nomination

- Written nominations for membership to the Ellie Flack Memorial Club will be forwarded to the Association Secretary at any time.
- Nomination letters are to outline in brief the contribution of the nominee with respect to the Criteria for entry.

Induction

- Upon receipt of a nominations, the board will endorse induction at the next appropriate board meeting.
- Up to ten (10) members may be inducted each year at the annual luncheon.
- All inductees are presented with an pin to recognise their membership. ☐ A profile on each inductee should be made available.

Register of Members

☐ The Secretary shall keep a register of membership. ☐ The register shall be updated at the luncheon.

Annual Luncheon

- On the first (1st) day of the A Grade Grand Final the Association will host a luncheon for members of the Ellie Flack Memorial Legends Club.
- The Association President or nominated representative will speak at the luncheon to; ☐ Welcome all in attendance.
- Congratulate grand finalists.
- Induct new attendees.
- Present the Ellie Flack Memorial for Outstanding Service to Cricket Award. ☐ Give an address pertaining to the 'state of cricket in our region'.

SECTION

8: Rules of Play for Under 16.5 Sides

8.1 Application

All Under 16.5 matches are to be played as per Section 2: Normal Conditions unless stated in this section.

8.2 Age of Players

Players must be under sixteen and a half (16.5) as of September 1st, being the September immediately preceding the start of the season.

8.3 Hours of Play

All games are to commence at 5:00 pm and conclude at 7:00-7:30 pm, unless otherwise agreed by both team coaches so long as the relevant conditions of play are met.

8.4 Attire

Players participating must be dressed as follows;

□ White or Cream Trousers.

- White socks and predominantly white footwear.
- White or Cream collared shirt and jumper (optional).
- Club cricket cap or white hat must be worn by all fielders. □ HCA approved Club colour uniforms.

8.5 Special Conditions of Play for Two (2) Day Games

- (a) In normal conditions, two (2) innings of 40 overs are played.
- (b) The first batting team will bat on the first week of the match and bat until 40 overs are bowled or they are dismissed or declare, in which the second batting team will begin their innings as such time as 40 overs have been played for the day.
 - (i) Three (3) overs and 10 minutes time is deducted for each change of innings, concurrent with any other scheduled break of play.
 - (ii) Each team can only face a maximum of 40 overs, ie dismissing a team in 30 overs on week one following a 3 over change over would leave 12 overs to be faced on week one and 33 to be faced on week two.

8.6 Special Conditions of Play for One (1) Day Games

- (a) A game consists of each team receiving 22 overs each.
- (b) If the team batting first (1st) is dismissed prior to the completion of its 22 overs the other team will commence batting and will receive 22 overs.
- (c) If the team batting second (2nd) is dismissed prior to completion of its overs the game has concluded.

8.7 Interruptions to Play

- (a) In two (2) day games;
 - (i) If the start of the play is delayed on the first (1st) day, one (1) over is to be reduced from each teams over allowance for that day for every six minutes lost.
 - (ii) If play is interrupted by more than 30 minutes on the first (1st) day once it has started the team batting first (1st) will be entitled to bat until it receives 45 overs or 7:30pm whichever comes first. The team batting second (2nd) will be entitled to receive the same amount of overs as the team batting first (1st).
 - (iii) If the start of the play is delayed on the second (2nd) day, one (1) over is to be reduced from each teams over allowance for that day for every six minutes lost.
 - (iv) If play is interrupted by more than 30 minutes on the second (2nd) day the game is to continue as per Conditions of Play for Two (2) Day Games and will cease at 7:30 pm.
 - (v) If no play is possible on the first (1st) day, the second (2nd) day is to be played as per One (1) Day conditions.
- (b) In one (1) day games;
 - (i) If the start of the game is delayed by up to an hour over reductions as per Section 8.7 (a) (i) apply.
 - (ii) If more than an hour is lost then a game may only commence if both coaches can come to agreement for play.

8.8 Unfinished Match

- (i) As per section 2 rules for rain or heat affected matches

8.9 Restrictions on Players

- (a) In two (2) day games;
 - (i) No bowler shall bowl more than six (6) overs in a two (2) day game.
 - (ii) At least nine (9) bowlers shall bowl a minimum of three (3) overs each in a two (2) day game.
 - (iii) Batters will retire immediately upon reaching 50 runs with the option to return to the crease at the fall of the last wicket.
- (b) In one (1) day games;
 - (i) No bowler shall bowl more than five (5) overs in a one (1) day game.
 - (ii) At least nine (9) bowlers shall bowl a minimum of one (1) over each in a one (1) day game.
 - (iii) Batters will retire immediately upon reaching 50 runs with the option to return to the crease at the fall of the last wicket.

8.10 Safety

All players must wear a British Standards 7928:2013 compliant helmet and protector whilst batting and wicket keeping regardless of the type of bowling. No fielder will field within 10 metres of the batsmen in any position apart from gully and slip and leg slip.

8.11 Bowling of Overs

- (a) Overs will be bowled in stints of six (6) overs from one (1) end and then alternate to the other end for six (6) overs and so on until the completion of each phase. The bowling team will select the end at which bowling will commence.
- (b) Umpires will change ends at the end of each over unless agreed to by both coaches to change at the end of each six (6) over stint.
- (c) The striker and the non- striker are to change ends at the end of each over, except at the end of the six (6) over stint where the bowling reverts to the other end.

8.12 Balls

Each team shall provide their own HCA stamped Kooka Colt ball for all matches excluding the Grand Final.

8.13 Finals

- (a) The team placed first (1st) on the ladder shall play the team placed fourth (4th) on the ladder.
- (b) The team placed second (2nd) on the ladder shall play the team placed third (3rd) on the ladder.
- (c) The Semi Final shall be played on dates as listed in the fixture.
- (d) The winners of the Semi Final shall play in the Grand Final.
- (e) All finals will be played under the same conditions as two (2) day games.
- (f) Only in the Grand Final is a batter NOT required to retire at the score of 50.
- (g) The HCA shall supply the ball for the Grand Final.
- (h) To be eligible to participate in the finals players must have played four (4) games for their club in any junior grade during the current season. This can include Under 12 games where the teams have been loaded onto Play Cricket.

SECTION

9: Rules of Play for Under 14 Sides

9.1 Application

All Under 14 matches are to be played as per Section 2: Normal Conditions unless stated in this section.

9.2 Hours of Play

- (a) Two (2) day games shall commence at 5:00 pm to 7:15 pm or two (2) hours of play from time of start.
- (b) Each team shall receive a similar amount of time for their innings.
- (c) Each team will receive one (1) hour to bowl its allotted twenty (20) overs.
- (d) A fifteen (15) minute break will take place between innings on each day.

9.3 Age of Players

- (a) Players must be under fourteen (14) as of September 1st.

9.4 Team Sizes

- (a) Coaches are to agree on team sizes before the game begins and the number of fielders - up to a maximum of 11 (eleven) on the ground at one time.
- (b) A maximum of fifteen (15) players can be used by each team.
- (c) Each team's innings will be declared finished at the loss of ten (10) wickets.

9.5 Attire

- (a) Players are required to wear a white shirt and a hat. Fielders are to wear hats at all times
- (b) Or HCA approved Club colour uniforms.

9.6 Special Conditions of Play for Two (2) Day Games.

- (a) In normal conditions, two (2) innings of 40 overs are played.
- (b) The first batting team will bat on the first week of the match and bat until 40 overs are bowled or they are dismissed or declare, in which the second batting team will begin their innings as such time as 40 overs have been played for the day.
- (iii) Three (3) overs and 10 minutes time is deducted for each change of innings, concurrent with any other scheduled break of play.
- (iv) Each team can only face a maximum of 40 overs, ie dismissing a team in 30 overs on week one following a 3 over changeover would leave 12 overs to be faced on week one and 33 to be faced on week two.
- (i) Points will only be accrued for first (1st) innings results.
- (d) Overs will be bowled in stints of ten (10) overs from one (1) end and then alternate to the other end for ten (10) overs. This will continue until 20 overs have been bowled. The bowling team will select the end at which bowling will commence.
- (e) The striker and the non-striker are to change ends at the end of each over, except at the end of the ten (10) over stint where the bowling reverts to the other end.
- (f) It is the responsibility of the coaches to ensure that the day's play is completed in a timely manner.
- (g) There will be a one (1) run penalty for Wides and No Balls, such balls to be re bowled.
- (h) Any ball which passes the batsman above waist high without bouncing shall be deemed a No Ball.
- (i) A wide will be judged as a ball outside the reach of the batter.
- (i) There will be a maximum of 8 deliveries in any over.
- (j) Six (6) legal deliveries must be bowled in the final over of each innings.
- (k) The LBW rule maybe enforced at the discretion of both coaches.
- (l) No boundary shall be more than 50 metres from the wicket.

9.7 Special Conditions of Play for One (1) Day Games (a)

A game consists of each team receiving 20 overs each.

- (b) Each team will consist of a maximum of 11 players.
- (c) If the team batting first (1st) is dismissed prior to the completion of its 20 overs the other team will commence batting and will receive 20 overs.
- (d) If the team batting second (2nd) is dismissed prior to completion of its overs the game has concluded.
- (e) The remaining overs can be played out at the discretion of both coaches, but do not count towards the final result.
- (f) Overs will be bowled in stints of five (5) overs from one end and then alternate to the other end. The striker and non-striker will change ends at the end of each over, except at the end of each five (5) over stint.
- (g) There will be one (1) run penalty for wides and no balls, such balls to be re bowled subject to a maximum of eight (8) deliveries per over.
- (h) The last over of a full innings must consist of six (6) legal deliveries.
- (i) The LBW rule maybe enforced at the discretion of both coaches.
- (j) No boundary shall be more than fifty (50) metres from the wicket.

9.8 Interruptions to Play

- (a) In two (2) day games;
 - (i) If the start of the play is delayed on the first (1st) day, one (1) over is to be reduced from each teams over allowance for that day for every six minutes lost.
 - (ii) If the start of the play is delayed on the second (2nd) day, one (1) over is to be reduced from each teams over allowance for that day for every six minutes lost.
- (b) In one (1) day games;
 - (i) If the start of the game is delayed by up to an hour over reductions as per Section 9.8 (a) (i) apply.
 - (ii) If more than an hour is lost then a game may only commence if both coaches can come to agreement for play.

9.9 Unfinished Match

- (a) In the case that First (1st) and Second (2nd) Quarter are completed but no play is possible to allow the full completion of Third (3rd) and Fourth (4th) Quarter the game will be a draw.

9.10 Restrictions on Players

- (a) Players who bat in the top three cannot bat in the top three in the following match.
- (b) Players who bat in the bottom three cannot bat in the bottom four in the following match.
- (c) Failure to rotate batting orders will result in a loss of points.
- (d) Rotations do not apply to any second innings.
- (e) These restrictions do not apply to one day games.

9.11 Restrictions on Batters and Bowlers

- (a) in two day games;
 - (i) All players must have the opportunity to bat for at least eight (8) overs.
 - (ii) Batters shall retire upon reaching 30 runs.
 - (iii) Batters will return in the order they have retired, until the fall of 10 wickets or the completion of 20 overs whichever happens first.
 - (iv) All fielders are to bowl at least two (2) overs before any bowler bowls a third (3rd) or subsequent over.
 - (v) Bowlers can bowl a maximum of four (4) overs per day and six (6) overs in total per innings.
 - (vi) Batting order in the second (2nd) innings of any match will be at the coach's discretion.

- (b) in one day games;
 - (i) No bowler shall bowl more than two (2) overs in a one (1) day games.
 - (ii) In the case that there are less than eleven (11) players in a side bowlers are permitted to bowl a third over once all of the team have bowled two overs.
 - (iii) All players must have the opportunity to bat for at a maximum of twenty (20) balls or twenty (20) runs whichever occurs first before retiring.
 - (iv) Batters will return in the order they have retired, until the fall of 10 wickets or the completion of 22 overs, whichever happens first.

9.12 Safety

- (a) Batters must wear a British Standards 7928:2013 compliant helmet and protector while batting.
- (b) No fielder must stand closer than 10 metres from the batter in any position other than slip or gully. The umpire will be the sole judge of safe position of a fielder at slip or gully can stand.
- (c) The wicketkeeper must wear a British Standards 7928:2013 compliant helmet and protector regardless of the type of bowling.
- (d) Any full toss or short length delivery over the batters shoulder height, in normal batting stance will be called a No Ball.

9.13 Balls

- (a) Each team shall provide a new or used two (2) piece ball for all matches. In the case of a used ball being used it must be of satisfactory condition.

9.14 Finals

- (a) All finals will be played under the same conditions as one (1) day games.
- (b) The team placed first (1st) shall play the team placed second (2nd) in a grand final
- (c) The team placed third (3rd) shall play the team placed fourth (4th) and so forth down the ladder.

9.15 Heat Policy

- (a) Further to Section 2.10 (b), the forecast temperature shall be 38 degrees Celsius.
- (b) If the game is rescheduled to a one (1) day game then each team will bowl twenty overs. Player restrictions will apply as per Section 9.11 (b).

- RULES OF PLAY FOR UNDER 12

- All rules will be taken from Cricket Australia Junior Cricket Application

SECTION 10: Match Day Reporting Procedures

10.1 Application

Where a Player or Club official has committed a breach of conduct as listed in Section 10.4 they should be reported using the form in Appendix A.

10.2 Reporting

The following can lodge a report;

- (a) Official Umpire/s (Team Umpire/s where there are no Official Umpires).
- (b) Either Captain where no Official umpires are in attendance.
- (c) Junior Manager and/or Coaches in junior matches where no Official Umpire is in attendance.
- (d) Independent Investigations Officer appointed by the Board.
- (e) Any Member of the Board of Management of the Association.

10.3 Automatic Suspension

Players or Officials reported for any of the following offences may choose;

- (a) To take the automatic suspension or proceed to the Independent Tribunal.
- (b) In order to apply for the automatic suspension, the reported person and/or his Club must lodge a written application to the Secretary within 48 hours of completion of the match.
- (c) The Umpires Coordinator shall assess the application on the basis of the reported person's past record and/or the seriousness of the report.
- (d) Umpires will **NOT DECIDE** whether an automatic suspension should apply.
- (e) Where an automatic suspension is declined, the report shall proceed to the tribunal.

10.4 Breaches of Conduct

- (a) Any physical contact or threatened (including verbal) physical contact involving another player, umpire or spectator. **Automatic Report and Tribunal Attendance.**
- (b) Captains who do not take the responsibility at all times for ensuring that play is conducted within the Spirit of the Game as well as the Laws of the Game. **Automatic Report and Tribunal Attendance.**
- (c) Bringing the game into disrepute. **Automatic Report and Tribunal Attendance.**
- (d) Comments or actions, directed at a spectator which may be either personal, provocative or likely to cause embarrassment or bring the game into disrepute. **Automatic Report and Tribunal Attendance.**
- (e) Swearing at an umpire. **Early plea 1 match or Tribunal Attendance.**
- (f) Verbally abusing an umpire. **Early plea 2 matches or Tribunal Attendance.**
- (g) Throwing the bat or other piece/s of equipment or attire (on or off the ground). **Early plea 2 matches or Tribunal Attendance.**
- (h) Hitting the wicket with bat/kicking down wicket. **Early plea 2 matches or Tribunal Attendance.**
- (i) Verbally abusing another player. **Early plea 1 match or Tribunal Attendance.**
- (j) Urinating on the playing arena. **Early plea 4 matches or Tribunal Attendance.**
- (k) Player refusing to leave the ground when directed by an umpire. **Early plea 2 matches or Tribunal Attendance.**
- (l) Failure to follow umpire's instructions. **Early plea 1 match or Tribunal Attendance.**
- (m) Sledging (after a prior warning). **Early plea 1 match or Tribunal Attendance.**
- (n) Disputing or questioning an Umpire's decision. **Early plea 1 match or Tribunal Attendance.**
- (o) Comments directed at another player or umpire, which may be either personal, provocative, or likely to cause embarrassment (after a prior warning). **Early plea 1 match, or Tribunal Attendance.**
- (p) Use of any obscene word or phrase which is clearly audible to spectators. **Early plea 1 match or Tribunal Attendance.**
- (q) Any unfair tactic employed by the fielding team to break a batsman's concentration. **Early plea 1 match or Tribunal Attendance.**
- (r) Any breach of the HCA Social Media Policy. **Early plea 4 matches or Tribunal Attendance.**
- (s) Any breach of non- compliance to Special Addendum: By Laws Applicable to Mandatory Use of British Standards Helmets. **Early plea 4 matches or Tribunal Attendance.**

10.5 The Umpires Coordinator

- (a) The Umpires Coordinator may refer any matter reported to Him to the Association's Investigations Officer if it thinks it is necessary.
- (b) The Umpires Coordinator shall have the power to charge a Player, Club or Official with an offence reported to Him, with or without a report from the Investigations Officer.
- (c) For less serious breaches where an Umpire has occasion to warn a player regarding the behaviour, but does not believe a report is necessary, the incident will be recorded on the Umpires match report or in the case of a team Umpire, be reported in writing directly to the Umpires Coordinator.

10.6 Reporting Procedure

- (a) Where an authorised official as listed in Section 10.2 has cause to lodge a report to the HCA Umpires Coordinator or HCA Secretary, it must be within 48 hours of the cessation of play from the day on which the offence(s) occurred.
- (b) Within 24 hours upon receipt of the report, the HCA Umpires Coordinator or HCA Secretary shall;
 - (i) Lay a charge against the reported person for breach of conduct.
 - (ii) Notify the Club of the reported person that a charge has been laid against the reported person.
 - (iii) Supply a copy of the report to Club of the charged player.
 - (iv) It is the responsibility of the Club to notify the reported person.
 - (v) Nominate the date and time of the hearing of the charge. This is to be no sooner than 48 hours from time of notification.
 - (vi) The Club has 24 hours from time of notification to respond if an early plea is accepted by the reported player.
 - (vii) If no response is received, the matter will be sent to the tribunal for hearing.
- (c) The HCA Secretary shall deliver a copy of the report to the Tribunal Chairman if the report results in a tribunal appearance.

SECTION 11: Tribunal Procedures

1. **CHAIRMAN:** *"This Session of the Horsham Cricket Association Independent Tribunal is now open. Tribunal Secretary, would you make the introductions."*
2. **SECRETARY:** The Chairman for this Hearing is _____
The Panel Members are _____ and _____
The Reported Player is _____
His Advocate is _____
The Offended Player is _____
His Advocate is _____
The Reporting Umpire is _____
His Advocate is _____
3. **CHAIRMAN:** Are you player _____ of the _____ Cricket Club, the reported player?
(player name) (club name)
Are you umpire _____ the officiating and reporting umpire?
4. **CHAIRMAN:** Would the offended player and all witnesses please vacate the room until called. (offending player, umpire and advocates to remain)
5. **CHAIRMAN:** Reads umpires report sheet.
Asks player's advocate – do you object to any member of the Tribunal hearing this matter or the report?
Do you have any objections or submissions to this report?
6. **CHAIRMAN:** Player _____ you have heard the charge. How do you plead, guilty or not guilty?
7. **PLAYER:** Responds
8. **CHAIRMAN:** Umpire _____ would you please enlarge on your written report.
9. **UMPIRE:** Responds.
10. **CHAIRMAN:** Asks questions of the umpire, and then asks the other panel members if they have any questions of the umpire. The charged player's advocate is then asked if they have any questions of the umpire. The charged player may also ask questions at the time.
(Order of questions): Chairman and Panel. Umpire's Advocate. Charged Player. Charged Player's Advocate
11. **CHAIRMAN:** Asks Secretary to admit the offended player.
12. **CHAIRMAN:** Player _____ of _____ would you give the tribunal your version of why you think the umpire reported player _____ of _____
13. **OFFENDED PLAYER:** Responds.
14. **CHAIRMAN:** Any Questions of the offended player.
Chairman, Panel, Offended Players Advocate, The Umpire, Umpires Advocate, Charged Player, Charged Players Advocate.

15. **CHAIRMAN:** Asks the offending player: Are you player number _____ of _____,
would you give your version of the reported incident.
16. **PLAYER:** Responds
17. **CHAIRMAN:** Any questions of the charged player.
Chairman, Panel, Charged Players Advocate. Umpire, Umpires Advocate.
18. **CHAIRMAN:** Asks for any witnesses to be called and may be questioned by all parties.
Charged player's witnesses to be called before any witness for the offended player.
The Independent Tribunal should carefully consider the status and independence of witnesses
giving evidence when assessing the weighting of the credibility of the evidence.
19. **CHAIRMAN:** Asks all parties if they have any more questions of anyone.
20. **CHAIRMAN:** Asks if all parties are satisfied that all the available evidence has been presented to the
tribunal.
21. **CHAIRMAN** Asks for summing up by:
- Umpire (or advocate),
 - Advocate for the offended player, □ Advocate for charged
player.
22. **CHAIRMAN:** Asks all parties, including tribunal secretary to vacate the room.

23. PANEL CONSIDERS EVIDENCE AND HAVING REACHED A VERDICT ASKS ALL PARTIES TO RESUME.

24. **CHAIRMAN:** Player _____ of _____ would you stand.
25. We have carefully considered the evidence as presented and find
you _____ as charged. (Guilty or Not Guilty)
26. **CHAIRMAN:** If found guilty: Advocate for the charged player do you wish to enter a plea on behalf of your
player?
27. **ADVOCATE:** Responds
28. **CHAIRMAN:** Asks the Tribunal Secretary for the guilty player's tribunal record.
29. **CHAIRMAN:** Asks all parties, including the tribunal secretary, to vacate the room:

30. PANEL TO CONSIDER PLEA AND DETERMINE PENALTY.

31. **CHAIRMAN:** Recall all parties:
The penalty decided on is.....(matches in which your club plays for premiership
points and/or participates in finals matches).
32. **CHAIRMAN:** *This case is now closed and I thank you for your attendance.*

APPENDIX A**Match Day Report Form**

Home Team Home Team Captain Print Name N/A

Away Team Away Team Captain Print Name N/A

Grade: Date of Offence:

NAME OF PLAYER OR OFFICIAL CHARGED

CLUB

Club Notified: Yes/No Time: Date:/...../.....

Indicate the nature of ALL breaches as per Section 10.4

- ☐ (a) Physical contact or threatened (including verbal) physical contact involving another player, umpire or spectator.
- ☐ (b) Captains who do not take the responsibility at all times for ensuring that play is conducted within the spirit of the game as well as the laws of the game.
- ☐ (c) Bringing the game into disrepute.
- ☐ (d) Comments or actions, directed at a spectator which may be either personal, provocative or likely to cause embarrassment or bring the game into disrepute.
- ☐ (e) Swearing at an umpire.
- ☐ (f) Verbally abusing an umpire.
- ☐ (g) Throwing the bat or other piece/s of equipment or attire (on or off the ground).
- ☐ (h) Hitting the wicket with bat/kicking down wicket.
- ☐ (i) Verbally abusing another player.
- ☐ (j) Urinating on the playing arena.
- ☐ (k) Player refusing to leave the ground when directed by an umpire.
- ☐ (l) Failure to follow umpire's instructions.
- ☐ (m) Sledging (after a prior warning).
- ☐ (n) Disputing or questioning an umpire's decision.
- ☐ (o) Comments directed at another player or umpire which may be either personal, provocative or likely to cause embarrassment (after a prior warning).
- ☐ (p) Use of any obscene word or phrase which is clearly audible to spectators.
- ☐ (q) Any unfair tactic employed by the fielding team to break a batsman's concentration.
- ☐ (r) Breach of the HCA Social Media Policy.
- ☐ (s) Breach of the Special Addendum By Laws Applicable to British Standards Helmets.

Additional

Comments:

Authorised Reporting Officials Name:

Signature: _____ Date:/...../.....