



VMCU Shield Competition Rules – 2020/21

CONTENTS

Rule 1	Purpose
Rule 2	Cricket Victoria Regional Pathway
Rule 3	Participating Associations
Rule 4	Code of Conduct
Rule 5	Competition Rules
Rule 6	Registration Fees
Rule 7	Playing Facilities and Conditions
Rule 8	Safety Regulations
Rule 9	Insurance
Rule 10	Qualifications to Play
Rule 11	Team Sheets & Scoring Electronically
Rule 12	Compulsory Closure and End of Match
Rule 13	Interruptions due to adverse weather / unforeseen circumstances
Rule 14	Extreme Weather or Temperature
Rule 15	Short-pitched Deliveries, No Balls and Wides
Rule 16.	Limitations
Rule 17	Lunch & Drinks Breaks
Rule 18	Competition Points
Rule 19	Finals Series
Rule 20	Umpires
Rule 21	Match Results and Reports
Rule 22	Disputes / Protests, and Reports of Players, Officials or Spectators
Rule 23	Under 16 & Under 18 Male Special Rules
Rule 24	Under 14 Male, Under 16 and Under 18 Female Special Rules
Rule 25	Under 12 Male Special Rules
Rule 26	Under 12 & Under 14 Female Special Rules

Rule 1 Purpose

- 1.1 To provide an improved cricket competition throughout January for as many of Victoria's Metropolitan Under age keenest and most skilful cricketers as possible.
- 1.2 To promote sportsmanship and goodwill under competition conditions, between young cricketers, Associations and administrators.

Rule 2 Cricket Victoria State Championships (Regional Pathway)

- 2.1 The VMCU and Associations recognize the pre-eminence of CV *Youth Premier League* competitions.
- 2.2 Players selected for CV *Youth Premier League* competitions or VSDCA Under 15 Craig competition, in the current season, are ineligible to play in any VMCU competitions, in the current season.
However for female grades, exceptions can be made at the request of associations and approved by the VMCU committee. Such dispensations will lean towards those players who had little opportunity within the YPL.
- 2.3 The VMCU Shield Competitions will be known as the:

Under 18 Male	Phil Arnold Shield	
Under 16 Male	Jim Beitzel Shield	and Keith Mackay Cup
Under 14 Male	Russell Allen Shield	and Des Nolan Cup
Under 12 Male	Keith Mitchell Shield	and Josh Browne Plate
Under 12 Female	Claudia Fatone Shield	
Under 14 Female	Julie Savage Shield	
Under 16 Female	Mel Jones Shield	

Any other grade as needed.

Rule 3 Participating Associations

- 3.1 Participation shall be open to all VMCU-affiliated Associations and other Associations as approved by the VMCU Board.
- 3.2 Nomination forms must be forwarded to the Administrator by a date to be determined by the Board each year and must be accompanied by a cheque covering the registration fee if required.
- 3.3 **Should any association pull sides out of the competition after nominating, may be fined at the discretion of the organising committee.**

Rule 4 Code of Conduct

- 4.1 All matches shall be played in accordance with the VMCU Policies and Guidelines regarding behaviour of match officials, players and spectators. (See rule 22 for dealing with breaches)
- 4.2 **Smoking and consumption of alcohol is prohibited whilst VMCU Junior matches are in progress**
- 4.3 Excessive "coaching" from the boundary by team officials is not permitted. Should it occur and the Umpires are in agreement, a first warning shall be given by the Umpires to the officials.
- 4.4 If the offence is repeated and both Umpires are in agreement, a second warning shall be given by the Umpires to the officials and a penalty may, at the discretion of the Umpires, be imposed against the offending team. Such penalty shall be 1 match point. However in any finals match 10 penalty runs will be added to the non-offending club.
- 4.5 Any subsequent offences may also be penalized, at the discretion of the Umpires.

Rule 5 Competition Rules

- 5.1 The competitions arranged and conducted by the VMCU Match Sub-committee shall be played under the Laws of Cricket, except where otherwise provided for in these VMCU Rules.
- 5.2 Umpires will enforce the LBW Rule in all age groups where dismissals are allowed. Team Managers must ensure all squad members are aware of and understand the LBW rule before the competition commences.
- 5.3 Any breach of these rules detected while a match is in progress will incur a 5-run penalty sundry to the opposition team for each offence, subject to agreement by the umpire(s).
Any breach of these rules detected after the match is completed can be referred to the VMCU Match sub-

committee for consideration under Rule 22.2, provided the protest is received prior to 6 pm on the day of the match

- 5.4 There shall be no more than 11 players on the field of play at any one time. Associations must ensure that players interchange off the field. Once the Umpires are aware of any breach of this rule they will award a 5 run penalty sundry to the batting side for each offence.
- 5.5 Unless otherwise advised, these rules pertain to both male and female grades.
- 5.6 The VMCU can adopt any Cricket Victoria policy needed to ensure the smooth running of the carnival and the organising committee can amend the carnival rules at any time to meet the policies requirements and impose any penalty for breaches, as it sees fit.

Rule 6 Registration Fees

- 6.1 The VMCU Board shall determine the registration fee for participating teams for the current season.

Rule 7 Playing Facilities and Conditions

- 7.1 Associations are required to provide the best possible pavilion facilities and ground conditions within their own area for home games. **Associations should review their ground selections a week before the commencement of the carnival to ensure they continue to be suitable**
- 7.2 The pitch surface shall be in accordance with requirements of the VMCU Board. For synthetic wickets, conventional VMCU-approved surfaces may be used, however the use of "All Seasons" synthetic surfaces is not to be use during this carnival. FLICX or other portable modular plastic pitches are not to be used.
- 7.3 A minimum of thirty (30) markers must identify the boundary.
- 7.4 **The dimensions of grounds to be used will be advised in the special rules and any boundary must at least 3.5m inside any fence, sightscreen or other fixed object**
- 7.5 Grounds of similar size should be used in all matches to ensure equality within the competitions. Umpires are to record and approve variations and any encroachments on the playing arena, such as goal posts etc.
- 7.6 **Facilities must include** the following:
 - (a) Toilets – both male and female
 - (b) Drinking water – accessible to anyone
 - (c) Shelter in case of extreme heat, rain, or hazardous weather (lightning / hail)
 - (d) A scoreboard, which must be workable, and can be clearly seen by players and Umpires.
 - (e) Have access to change rooms
- 7.7 Home grounds are to be notified to the Administrator by the date advised annually.
For turf competitions, each association shall nominate prior to commencement of the competition
 - (a) An alternative ground with a synthetic wicket. In the event of play not being able to commence on a nominated turf ground, the match should be moved to the alternative synthetic ground.
 - (b) The alternative ground is to be located as near as practicable to the nominated turf ground to ensure minimal loss of time. Rule 13 applies to any loss of time resulting from relocation under this rule.
 - (c) For turf wickets, the host club and its Curator shall be the sole arbiters of ground conditions for any scheduled day of play. Any decision to delay the start of a match or to abandon play on that ground shall be made by the club and notified to the Umpires and team managers at the earliest possible opportunity.
- 7.8 **Balls**
Umpires are required to inspect the balls supplied for home and away matches to ensure compliance with VMCU requirements. VMCU-approved leather balls are to be used.
 - (a) Two (2) piece for synthetic grades. 156 gm for U16 synthetic, 142 gm for U12 & U14 and for the U12, U14 & U16 females the use of 142g Pink or Red ball.
 - (b) Four (4) piece for turf or U18 grades (whether played on turf or an alternative synthetic wicket).Each team shall provide VMCU-approved balls for all matches. Subject to availability of CV subsidy, each Association may receive an allocation of balls from the VMCU. Also the VMCU will endeavour to supply balls to the competing Associations for both semi-finals and grand finals.

7.9 Lunch and Drinks

- (a) Each home team is to make facilities available for cooling drinks, and making up extra drinks if required.
- (b) Each team is to provide their own drinks for the drinks breaks.
- (c) The VMCU recommend the home team provide lunches for both teams plus visiting officials and Umpires.
Lunches should be healthy and nutritional and as a minimum, sandwiches, cakes and fruit are recommended.

7.10 Clothing

It is recommended players wear broad brim hats during this carnival.

Playing outfits can be the traditional white/cream or any color except for predominately red. All players must be in the same type of clothing (hats excepted and provided they are either white or association colors) during any match. Should this not occur, the matter is to be reported to the Match Sub-Committee who shall take whatever action they deem fit. Colored outfit designs must be submitted to the VMCU Administrator for approval.

The use of advertising logos may be worn on players' shirts as hereinafter prescribed:

- (a) An Association logo may be worn on the either breast;
- (b) Up to four (4) Association sponsors logo may be worn on the upper sleeves (maximum 2 per sleeve);
- (c) Only one (1) Association sponsor logo may be worn on the opposite breast of any association logo.

All logos must be submitted to the VMCU Administrator for approval and are to be applied in accordance with the following dimensions:

Each commercial logo shall measure a maximum of 48.4 square centimeters either:

- a rectangle (not to exceed 48.4 square centimeters with no single dimension smaller than 3.8cm);
- a square (7 cm x 7 cm); or
- a circle of 7.6 cm diameter

Player names and number may be utilized on the rear of any shirt.

7.11 Hours of play vary depending on age-group, [see the special rules](#)

Rule 8 Safety Regulations

- 8.1 The wearing of helmets and the use of batting protectors is compulsory for all players whilst batting. In matches where close-in fielders, within 7 meters of the wicket, are permitted (U16 & U18s only), such fielders must wear helmets, however the Slip and Gully positions can be exempt. Wicket-keepers, keeping within 3 meters of the wicket must wear a helmet and/or mouthguard, particularly when standing up to the stumps to slower bowlers.
- 8.2 The onus remains upon Team Managers to ensure all bowlers are protected from risk of injury.
- 8.3 Each team must have available a suitable First Aid Kit, of a type similar to that supplied by St. Johns' Ambulance or RACE Sports Kits.
- 8.4 Each competing associations should follow the guidelines of "Sunsmart Victoria" which has been adopted by Cricket Victoria.

Rule 9 Insurance

- 9.1 Each Association is responsible for arranging adequate Public Liability, Player, Umpire and Manager's insurance cover, in accordance with Local Government requirements, for any and all grounds nominated for use during these matches.
- 9.2 Each association shall agree to indemnify and save harmless, the VMCU from any and all claims, in respect of the nominated grounds, howsoever caused, during these Shield matches.
- 9.3 At each game, any Insurance ground assessment requirements which each association operates under, must be completed before the start of the game. Should the insurer require that boundaries be indented from fixed objects then this requirement must be met.

Rule 10 Qualifications to Play

- 10.1 Players must have played or deemed to have played:
at least three (3) games for Male participants
at least one (1) game for Female participants
in that association in the current season, whether that be in, a junior club registered in that association or a senior club whose junior teams are affiliated in that association.
- 10.2 For the current season or the season just concluded:
male players who has participated in any Premier Cricket first or second XI games are not eligible to participate in this carnival.
female players who have participated in Premier first (P1) 50 overs One Day games
(1) are not eligible to participate in this carnival subject to the following part 2 below:
(2) can become eligible if they only participate in an age group above their current age . eg An U16 or U17 player can only play in U18 games, U14 or U15 players can play in U16 or U18.
(3) All other Premier players (P2, P3 or P1 T20) can play in their relevant age group.
- 10.3 In semi-finals and grand-finals games a player must have represented their Association in the current competition.
- 10.4 All players must meet the age eligibility as at 1st of September in the current season.
- 10.5 Girls may be selected to play up to two (2) years out of their age group only where they are to participate outside designated girls competitions. Age eligibility is at 1st of September, in the current season.
- 10.6 If an association has 2 or more teams entered in an age group, the squads are to be separate and interchange of players is not permitted without the written approval of the VMCU Match Sub-committee.
- 10.7 The maximum number of players in a squad on any given match day is 15. The VMCU Match Sub-committee recommends either 13 or 14 players be selected.
- 10.8 The VMCU Match Sub-committee may relax any rules at their discretion, subject to an association application express the reasons/circumstances why any change should be made.

Rule 11 Team Sheets and Scoring

- 11.1 Unless otherwise stipulated in these rules, each side shall nominate 13 players maximum on a team sheet. Any 11 players may bat, any 11 may bowl but only 11 are permitted to field at any one time. Players can be interchanged throughout. Team Sheets are to be handed to the Umpires before the game. Umpires should pass the team sheets to the respective opposing scorer.
- 11.2 Substitute fielders (14th or 15th player) are permitted, but shall not bowl, bat or keep wicket.
- 11.3 In lower age groups, Team Managers are encouraged to rotate fielding positions for all players.
- 11.4 All teams are encouraged to electronically score games during the carnival and the designated home team should make available a suitable device . The MyCricket App is the recommended platform. To assist with this, every team should enter their teams into the system before the game commences.
- 11.5 Unless otherwise agreed to, it will be the home team who is responsible to ensure the device is continually used through the match. The away team side shall utilise a manual scorebook but can also electronically score as well.
- 11.6 It is **compulsory** that in Finals electronic scoring will be utilized for every finals game

Rule 12 Compulsory Closure and End of Match

Compulsory Closure

- 12.1 If at the fall of the last wicket in the first innings, the over in progress has not been completed, it shall be deemed to have been completed.
- 12.2 The team batting first, if not previously dismissed, shall have its innings compulsorily closed at the end of the scheduled overs. The team batting second shall be entitled to receive at least the same number of completed overs but not more than the scheduled overs per innings.
- 12.3 Where the first innings is completed prior to the scheduled lunch break, if it concludes 30 minutes or more prior to the lunch break, the second innings shall commence immediately. If it concludes 29 minutes or less prior to the lunch break, lunch shall be taken immediately.
The details are included in Rules 23, 24, 25, 26 and 27 "Hours of Play" for each age-group / competition.

End of Match

- 12.4 The match is to conclude as per the standard playing conditions. However the game may conclude earlier provided a first innings decision has been reached and by mutual agreement of both team managers.
- 12.5 **Once the match has concluded:**
- i) **both scorers must crosscheck the scorebooks and come to an agreed result.**
 - ii) **the umpire(s) shall be satisfied of the result and sign both scorebooks to that effect.**

Rule 13 Interruptions due to **adverse weather or unforeseen circumstances**

- 13.1 Inclement weather includes rain, lightning, extreme heat [36.0 °C+, see Rule 14] and extreme wind conditions. Should thunderstorms activity, including lightning, be in the immediate vicinity of the playing area, play is to be suspended immediately. Players and officials should move to a safe shelter (e.g. cars, buildings, etc.) without delay. Play should not resume until 30 minutes after the last lightning strike, or the passing of the thunderstorm (at the discretion of the umpires)
- In the event of inclement weather or other unforeseen circumstances, every effort should be made for the match to commence as soon as possible.
- Note:** While every effort should be made to commence or continue play, under the Laws of Cricket the Umpires are the sole arbiters of the suitability of playing conditions.
- Should play not commence by 12:30pm for any Turf grade or 12pm for all other grades, the match will be declared abandoned.
- 13.2 Where between 30 minutes and 60 minutes is lost, prior to the commencement of the game, or in the first innings of a match, then the number of overs to be bowled **for the match** shall be reduced by one (1) over for every four (4) minutes, or part thereof, lost. **The final number shall then be divided by 2 and that half shall be subtracted from each innings' over allocation**
- (Example: 45 minutes lost = 45 divided by 4 = 11.25, therefore 12 overs are deducted from the total scheduled overs i.e. each team loses 6 overs.) [taken to nearest even number]
- Should play commence after 60 minutes of time lost but before the time allocated for abandonment then any lunch break shall be only 15 minutes in duration.
- 13.3 If less than 30 minutes is lost due to inclement weather during the first innings, then no deduction of overs will occur
- 13.4 Under these rules, with a maximum time lost, (60 minutes) the minimum number of overs which can be bowled in the first innings to constitute a match, is 30 overs for Under 14, 16 & U18, 25 overs for Under 12 and any female games will be reduced to 20 overs, if the team batting first has not been dismissed. Under such circumstances the lunch break will be taken at the completion of the first batting team's innings.
- 13.5 If play is abandoned before the completion of the first innings, then the match may be re-scheduled for an allotted spare day if available (any re-scheduling will be at the discretion of the VMCU Match Sub-committee). Should any scheduled match reach a result on the scheduled day, and the Sub-committee has determined to reschedule that round, then the results of that match will stand and not be replayed on the allotted spare day
- If play is abandoned in more **than 50% of matches** in any given round in a particular grade, all matches for that round in that grade shall be drawn and each team shall be awarded 2 points and any match details will not be taken into consideration for percentage calculations.
- This rule is not applicable to any finals games.
- 13.6 If the first innings is completed, either by dismissal or compulsory closure, and 30 minutes or more is lost because of bad weather at the commencement of, or during the team batting second innings, then play shall conclude at 4.15pm (5.15pm for U16 Beitzel Shield & U18 Arnold Shield) unless the team batting second has been dismissed or has scored the required runs to achieve a result. One over shall be deducted from the required number of overs to be bowled in the second innings for each four (4) minutes or part thereof lost.
- The match will be a draw unless the team batting second has received the same number of overs as the team batting first, or has passed the team batting first's score or the team batting first has dismissed the team batting second.

- 13.7 If less than 30 minutes is lost, the match may be extended beyond 4.15pm to make up lost time, however play must not continue beyond 4:45pm for all synthetic competitions, and 5:15pm for the U16 Beitzel Shield turf competition or any Under 18 competition.
- 13.8 If the team bowling in the second innings fails to bowl the allotted number of overs within the time allowed and the Team Managers are unable to agree on an honorable draw, then the aggrieved Team Manager may advise the official umpire of intent to lodge a protest, in accordance with these rules.
- 13.9 In the event the side batting first, has been dismissed in fewer than the allotted overs, the side batting second shall be entitled to receive only the maximum scheduled overs for that innings
- 13.10 No more than the scheduled number of overs may be bowled in any innings.

Rule 14 Extreme Weather/Temperature

- 14.1 **In case of extreme temperatures**, the VMCU Sub-committee will assess the forecast for each day of play using the following criteria.
 - i If the forecast temperature on any given day for the Central Business District (CBD) is 40.0°C or higher, all matches shall be cancelled. Matches may be re-scheduled to a spare day if available.
 - ii If the temperature forecast for any given day for the CBD is between 36.0 and 39.9°C, matches may commence at 9.30 am and be reduced in line with the appropriate rule. There will be a 20 minutes break between innings. Lunch should be taken after the match. The Umpires will ensure the appropriate drinks breaks are taken. In the U16 Turf & U18 competitions, matches will commence at 10.00 am.
 - iii If the temperature forecast for any given day for the CBD is 35.9°C or below, matches may proceed under the standard conditions outlined in the Rules.
- 14.2 **In the event of any other Extreme weather conditions the VMCU committee shall decide on a course of action.**
- 14.3 If by 9pm on the preceding day, a decision is made to cancel or start early a notice of such change will be communicated through email and the VMCU Web site.
- 14.4 Once the game has commenced and conditions become oppressive then the Umpires together shall decide on the continuation of play.
 - i If there is any disagreement regarding temperature, the forecast is to be confirmed by umpires and team managers by accessing the Bureau of Meteorology forecast by the BOM App or through the website www.bom.gov.au (Victoria, Melbourne CBD).

Rule 15 Short-pitched Deliveries, No-Balls and Wides

- 15.1 Short-pitched delivery: is defined for the purpose of these Rules as a delivery which, after bouncing, rises above shoulder height to a batter standing upright at the crease. The bowling of excessive short-pitched deliveries is to be discouraged by all Team Managers and Captains.
 In U18, U16 and U14 competitions only one (1) short-pitched delivery is permitted in an over, any subsequent short-pitched deliveries in that over shall be called “no ball” by the Umpire.
 In U12 competitions short-pitched bowling is not permitted and the umpire shall call “no ball”.
- 15.2 The bowling of high full-tosses is deemed unfair. Any such ball, which passes or would have passed above waist height on the full for the batter standing upright at the crease, shall be called “no ball”. This shall apply to all bowlers regardless of speed.
- 15.3 Any ball bowled by a bowler which passes over the batter’s head giving them no opportunity to score, shall be called “no ball”.
- 15.4 If a delivery bounces off the batting surface, or bounces on the edge of a concrete base, it shall be called “no ball”.
- 15.5 To assist umpires with consistent adjudication of LEG SIDE wide deliveries, lines are to be marked at 90 degrees to the batting crease, 75 centimeters on either side of the stumps. Umpires should note that balls passing outside these marks on the off side are not necessarily wides.
- 15.6 For male grades only, No Balls and Wides shall be re-bowled, and one (1) run shall be added to the score, plus any additional runs scored from those deliveries. Except where this has been modified by any special rules.

Rule 16 Limitations

- 16.1 No more than five (5) players are to field on the leg side, and not more than two (2) players are to field behind square leg on the legside.
- 16.2 To encourage player rotation and involvement, a bowler may leave the field and return without any time-delay constraints on their resumption of bowling
- 16.3 Interchange of players in the field is to be conducted in an orderly fashion and at the completion of an over.
- 16.4 In the event of extreme temperatures (see Rule 14), interchanging the field may occur at 5 over intervals for all age groups. Injured, ill or inconvenienced players may be replaced in the field at any time. The team captain shall notify the Umpires of an intention to interchange players in the field.
- 16.5 Limitations on maximum permitted overs and bowling spells in different age groups are shown on the next page, and covered in Rules 23, 24, 25, 26 and 27. These restrictions are designed to protect bowlers from injuries that may result from excessive workloads. Bowlers must rest for the overs calculated as follows:
- (a) A bowling spell is completed when the bowler is replaced by another bowler at the same end.
 - (b) The bowler so replaced cannot return to any bowling crease until at least the same number of overs as their completed spell has been bowled from the same end.
- 16.6 In the event a bowler commences an over beyond the maximum number of overs to be bowled in an innings, the scorers shall alert the Umpires and the captain of the fielding side and these deliveries shall be void and struck from the scorebook. The over shall then be bowled by an eligible bowler.
- 16.7 The following batting retirement restrictions will apply unless amended by these rules. The batter must retire immediately following the shot which takes the player to the retirement figure and the ball has become dead. Compulsory retirement criteria will be specified within the special rules.
- 16.8 Retired batters may return to the crease, in order of retirement, after the fall of the wicket of one of the last two listed batters.
- 16.9 Batters who retire at the compulsory retirement score and who do not return to the crease under this Rule shall be recorded as "Retired Not Out". Batters who retire hurt or inconvenienced may return to the crease at the fall of any subsequent wicket. Batters who retire hurt and do not return to the crease shall be recorded as "Retired Not Out". Batters who retire before reaching the compulsory retirement score, and who are not injured or inconvenienced, shall be recorded as "Retired Out".
- 16.10 Fielding restrictions will be in place for all matches, utilising a restriction ring employing a minimum of 20 flat marker discs to be placed in a circle and from the centre of the wicket:
- The distance of such restriction ring is to be:
- U12 - 20 meters, U14 - 25 meters, U16 & U18 - 30 meters.
- However should any oval be less than the required boundary distance any restriction ring is to be no more than 50% of said boundary distance.
- Matches must not commence until the restriction ring is in place.
- Unless amended by any other rule the following fielding restrictions apply:
- i. For overs 1-10, no more than 2 fielders may field outside the restriction ring, and there must be a minimum of two catchers behind the stumps.
 - ii. For overs 11-20, no more than 3 fielders may field outside the restriction ring, and there must be a minimum of two catchers behind the stumps. **Where the U12 & U14 Girl's games have reduced overs, this section will not be used.**
 - iii. For overs 21 onwards, no more than 5 fielders may field outside the restriction ring and there must be a minimum of one catcher behind the stumps. **Where the U12 & U14 Girl's games have reduced overs, this section will be for overs 11 onwards.**

Rule 17 Lunch and Drinks Breaks

- 17.1 A lunch break of 30 minutes will be taken between innings unless these rules advise otherwise. In Grand finals the participating teams will be responsible for supply of their own lunches and drinks.
- 17.2 Drinks breaks, of no more than 3 minutes duration, shall be taken at the completion of overs numbers 15 & 30 in each innings, in all age groups, during normal matches. In matches shortened due to extreme temperature, drinks breaks shall be taken after overs number 10 & 20, in each innings, in all age groups

- 19.4 In competitions where Quarter finals have been allocated the top eight (8) teams will progress and games will be played as:
 1st v 8th 2nd v 7th 3rd v 6th 4th v 5th
 The winning teams for each of the quarter finals will then be ranked in the order they were on the ladder at the end of the home-and-away games and play Semi finals as indicated below
 Highest-ranked v Lowest-ranked
 Second highest-ranked v Third highest-ranked
- 19.5 Quarter finals (if fixtured) and Semi finals shall be played on the home ground of the team finishing higher on the ladder at the end of the home-and-away series games.
- 19.6 The VMCU Match Sub-committee may program reserve dates for quarter finals and semi final should the scheduled playing days be abandoned as per these rules. However in the event of a tie or no result in any Quarter final or any Semi final matches, the team finishing higher on the ladder shall advance to the Semi final or Grand final.
- 19.7 Unless otherwise determined by the VMCU Match Sub-committee, for Grand finals
 Winners of the two Semi finals matches shall play off in the Grand final. Depending on availability, a reserve date for the grand Final may be fixtured by the VMCU Match Sub-committee. In the event of a tie, or a washout preventing completion of the Grand final, the Premiership shall be shared.
- 19.8 The VMCU Match Sub-committee shall allocate a suitable ground for the Grand final.

Rule 20 Umpires

- 20.1 Each Association shall provide suitably qualified and experienced Umpires for all series games and for any quarter finals in which the Association is participating. **Any Umpires should be older than 20 years of age with preferably umpiring experience. Senior Umpires must have Level 1 accreditation**
 An Umpire may officiate at no more than two (2) consecutive matches for any one team, to ensure Umpires control the match but do not participate in it. Where only one qualified Umpire is in attendance, the batting side shall provide a suitably qualified and experienced person to officiate at square leg only.
- 20.2 Umpires shall not coach or otherwise instruct players whilst officiating on the ground during a match, and shall ensure there is no time wasting by either side.
- 20.3 Umpires appointed by Associations, for series matches, shall be deemed to be officiating on behalf of the VMCU and shall remain impartial at all times.
- 20.4 The VMCU shall subsidise VMCU affiliate Associations for Umpires fees.
- 20.5 Failure to observe Rule 20.2 and 20.3 may be subject to protest by an opposing team. If a protest is upheld, a penalty may be imposed by the VMCU Match Sub-committee/Tribunal as they deem fit.
- 20.6 The VMCU Match Sub-committee shall appoint Umpires for the semi-finals and grand-finals
- 20.7 **The names, addresses and contact phone numbers of the Umpires to be appointed by each association shall be notified to the VMCU Carnival Umpires' Coordinator prior to the first match of the carnival.** Each Association's administrator shall forward a copy of the match rules to each of their Umpires.
- 20.8 Team Managers / Officials of any team shall not be appointed by their Association as Official Umpire for any match in which the team is engaged.

Rule 21 Match Reports

- 21.1 Both teams are to submit match results and scores in accordance with the instructions issued by the VMCU Match Sub-committee.

Rule 22 Disputes / Protests, and Reports of Players, Officials or Spectators

- 22.1 The officiating Umpire(s) is / are to be notified by Team Managers of any disputes / protests by the completion of play on the day of the match.
- 22.2 The Umpire must immediately inform the opposing Team Manager / Coach of the nature of the dispute / protest and if it cannot be resolved at the time, then a formal report on the matter shall be conveyed verbally to the Umpires' Coordinator no later than 6pm on that day.

- 22.3 The VMCU Match Sub-committee must, by phone, interview the respective Team Managers / Coaches to obtain all relevant information relating to the matter in dispute.
- 22.4 The VMCU Match Sub-committee must obtain all details pertaining to the dispute to enable an informed decision to be made. The Sub-committee must immediately inform both Associations of its decision.
- 22.5 Where matters are not covered in the VMCU rules then the Laws of Cricket shall apply.
- 22.6 A written report must be submitted within 24 hours after the match, except in a final series match where it must be submitted by 8pm on that day.
- 22.7 Any team or team official found to be in breach of the competition rules, may after due consideration by the VMCU Match Sub-committee in accordance with VMCU rules be subject to penalty. Such penalty may be:
 - (a) loss of points
 - (b) loss of points and awarding of points to the opposing side.
 - (c) penalty as deemed fit by the VMCU Match Sub-committee.
- 22.8 The Umpire/s or Team Managers may report any player, official or spectator who may be in breach of the VMCU Policies and Guidelines regarding behaviour. The procedure to be followed in dealing with such reports is as per [this rule](#).
- 22.9 The VMCU Match Sub-committee, after due and careful consideration, may impose such penalty / suspension as they deem appropriate on reported individuals.
- 22.10 The decision/s of the VMCU Match Sub-committee shall be final and binding. There shall be no avenue of appeal because of the time constraints inherent in the competition schedule.

Rule 23 Under 16 [Male](#) and Under 18 Male Special Rules

- 23.1 Boundary markers shall be posted at a radius of 60 metres distance from the batting crease.
- 23.2 No bowler shall bowl more than nine (9) overs in an innings, but may bowl up to five (5) overs in a spell.
- 23.3 Players may wear spiked footwear when playing on turf provided approval is first obtained from the host club. However, all players must have alternative rubber-soled footwear available in case a match has to be moved to a synthetic ground.
- 23.4 In U16 & U18 competitions, close-in fieldsmen are permitted on the on-side or the off-side in front of the batter's wicket. Such fielders must wear a helmet and protector.
- 23.5 [Compulsory Retirement criteria is 100 runs](#)**
- 23.6 Hours of Play: U18 Arnold & U16 Bietzel
 - 23.6.1 10:30am to 1:15pm, or after the completion of 45 overs, whichever comes earlier.
A lunch break of is to be taken.
1:45pm to 4:30pm, or after completion of 45 overs, whichever comes later.
 - 23.6.2 If the team batting first has its innings concluded before 12:45pm, but not by compulsory closure, a 10 minute break shall be taken and the second innings shall commence, continuing until 1:15pm, and then resuming after the lunch break.
If the first innings is concluded at or after 12:45pm but before 1:15pm, the lunch break shall be taken immediately. The team batting second shall be entitled to bat until 4:30pm, or at least until they have received the maximum scheduled number of overs per innings (subject to any agreement to end the match under Rule 12.4 or time lost due to weather under Rule 13.5.2)
If the first innings is not completed by 1:15pm, the innings is to be completed and the lunch break shortened so play resumes at 1:45pm
- 23.7 Hours of Play: U16 Synthetic
 - 23.7.1 10:00am to 12:45pm, or after the completion of 45 overs whichever comes earlier.
A lunch break is to be taken.
1:15pm to 4:00pm or after the completion of 45 overs whichever comes later.
 - 23.7.2 If the team batting first has its innings concluded before 12:15pm, but not by compulsory closure, a 10 minute break shall be taken and the second innings shall commence, continuing until 12:45pm, and then resuming after the lunch break.
If the first innings is concluded after 12:15pm but before 12:45pm, the lunch break shall be taken immediately. The team batting second shall be entitled to bat until 4:00pm, or at least until they have

received the maximum scheduled number of overs per innings (subject to any agreement to end the match under Rule 12.4 or time lost due to weather under Rule 13)

If the first innings is not completed by 12:45pm, the innings is to be completed and the lunch break shortened so play resumes at 1:15pm

Rule 24 Under 14 Male, Under 16 Female and any Under 18 Female Grades - Special Rules

24.1 Boundary markers shall be posted at a radius of 50 metres distance from the batting crease.

24.2 No bowler shall bowl more than eight (8) overs in an innings, but may bowl up to four (4) overs in a spell.

24.3 Overs will be limited to 9 deliveries except for the final over of each innings when 6 legitimate deliveries must be bowled. **Should the 'ninth' ball of an over (except the last over of an innings) be a no-ball or wide, it SHALL NOT be re-bowled, nor shall any Free-Hit apply to the next ball.**

24.4 Compulsory Retirement criteria is 60 runs

24.5 Hours of Play:

24.5.1 10:00am to 12:45pm, or after the completion of 40 overs whichever comes earlier.

A lunch break is to be taken

1:15pm to 4:00pm or after the completion of 40 overs whichever comes later.

24.5.2 If the team batting first has its innings concluded before 12:15pm, but not by compulsory closure, a 10 minute break shall be taken and the second innings shall commence, continuing until 12:45pm, and then resuming after the lunch break.

If the first innings is concluded after 12:15pm but before 12:45pm, the lunch break shall be taken immediately. The team batting second shall be entitled to bat until 4:00pm, or at least until they have received the maximum scheduled number of overs per innings (subject to any agreement to end the match under Rule 12.4 or time lost due to weather under Rule 13)

If the first innings is not completed by 12:45pm, the innings is to be completed and the lunch break shortened so play resumes at 1:15pm

Rule 25 Under 12 Male Special Rules

25.1 Boundary markers shall be posted at a radius of 45 metres, measured from the center of the pitch.

25.2 A ten (10) metre **safety ring** must be marked at both ends of the wicket, from which the fieldsmen are excluded, excepting the positions of point to wicket-keeper inclusive. Matches must not commence until the **ring is** in place.

25.3 The batters and wicket-keepers must wear a helmet and protector. Additional safety equipment can be worn based on match conditions and/or personal preference.

25.4 No bowler shall bowl more than six (6) overs in an innings and four (4) in a spell., unless the hot weather rule (14) applies (see table Summary of Start Times and Batting/Bowling Limitations). Overs will be six (6) legitimate balls or up to eight (8) balls which include no balls and wides, except the last over where 6 legal deliveries must be bowled. One (1) run sundry will be added for any no balls or wides bowled.

25.5 Under 12 batters may return to the crease, in order of retirement, after the fall of the wicket of one of the last two listed batters.

25.6 Batters who retire at the compulsory retirement of 60 balls (or 50 balls for a shortened match), and who do not return to the crease under this Rule shall be recorded as "Retired Not Out". Batters who retire hurt or inconvenienced may return to the crease at the fall of any subsequent wicket. Batters who retire hurt and do not return to the crease shall be recorded as "Retired Not Out". Batters who retire before reaching the compulsory retirement score, and who are not injured or inconvenienced, shall be recorded as "Retired Out".

25.7 The home team providing two sets of wooden spring-loaded portable stumps and bails, and these shall be positioned on the normal batting creases (17.7 **meters** between stumps).

New bowling creases shall then be marked with chalk 1.2meters in front of the stumps.

Paint-markings on the grass at each side of the pitch are also required to ensure the umpires can determine the new batting creases.

Both teams should have available chalk to mark and remark creases as the Umpires deem necessary.

25.8 Bowling will occur from each end for five (5) over increments.

It is suggested that when the hot weather rule applies the game can be played from one end for half the match overs, then change ends of the remaining overs, but this must be decided before the match commences.

25.9 All modes of dismissal count.

25.10 Hours of Play:

25.10.1 10:00am to 12:45pm, or after the completion of 40 overs whichever comes earlier.

A lunch break is to be taken.

1:15pm to 4:00pm or after the completion of 40 overs whichever comes later.

25.10.2 If the team batting first has its innings concluded before 12:15pm, but not by compulsory closure, a 10 minute break shall be taken and the second innings shall commence, continuing until 12:45pm, and then resuming after the lunch break.

If the first innings is concluded after 12:15pm but before 12:45pm, the lunch break shall be taken immediately. The team batting second shall be entitled to bat until 4:00pm, or at least until they have received the maximum scheduled number of overs per innings (subject to any agreement to end the match under Rule 12.4 or time lost due to weather under Rule 13)

If the first innings is not completed by 12:45pm, the innings is to be completed and the lunch break shortened so play resumes at 1:15pm

Rule 26 Under 12 & Under 14 Girls Special Rules (30/30 over matches) Stage 2 – CA Junior Formats Representative Cricket Rep Modified – Full Dismissals

26.1 Boundary markers shall be posted at a radius of 45 metres from the middle of the wicket.

26.2 The wicket will be 18 meters in length (stump to stump) and teams need to supply stumps to suit this requirement. The updated creases should be marked with chalk, removable paint or tape.

26.3 A ten (10) metre **safety ring** must be marked at both ends of the wicket, from which the fieldsmen are excluded, excepting the positions of point to wicket-keeper inclusive. Matches must not commence until the **ring is** in place.

26.4 The wicket-keeper must wear a helmet and other protection needed when keeping at all times.

26.5 A minimum of two (2) wicket keepers will be used per innings (to allow rotation of bowling) who will keep for a maximum of fifteen (15) overs.

26.6 Teams will consist of up to eleven (11) players, any nine (9) may bat or bowl (maximum of nine (9) players on field).

26.7 Players must bowl up to a maximum of four (4) overs.

26.8 Overs will be six (6) legitimate balls or up to eight (8) balls which include no balls and wides, except the last over where 6 legal deliveries must be bowled. One (1) run sundry will be added for any no balls or wides bowled.

26.9 Should a ball bounce more than twice (2) before batter receives a ball, will be considered a no ball.

26.10 Overs to be bowled from one end of the pitch.

26.11 Batters will need the normal protective gear, pads, gloves, helmet etc

26.12 The nine (9) batters will receive 20 balls for U12 or 35 balls for Under 14, before they must retire.

26.13 All balls (regardless of whether wides/no balls) will be included in the batter's ball count.

26.14 Batters who retire can return when all other batters have batted and in order they retired.

26.15 The minimum number of players needed for a game to proceed is seven (7) where the following changes are needed:

7 Player team – Players bowl 5 overs (maximum), batting retirement 35 balls.

8 Player team – Players bowl 4 overs (maximum), batting retirement 35 balls.

26.16 Hours of Play:

26.16.1 10:00am to 12:00pm, or after the completion of 40 overs which ever comes earlier.

A lunch break is to be taken.

12:30pm to 2:30pm or after the completion of 40 overs which ever comes later.

26.16.2 If the team batting first has its innings concluded before 11:30am, but not by compulsory closure, a 10 minute break shall be taken and the second innings shall commence, continuing until 12:00pm, and then resuming after the lunch break.

If the first innings is concluded after 11:30am but before 12:00pm, the lunch break shall be taken

immediately. The team batting second shall be entitled to bat until 2:30pm, or at least until they have received the maximum scheduled number of overs per innings (subject to any agreement to end the match under Rule 12.4 or time lost due to weather under Rule 13)

If the first innings is not completed by 12:00pm, the innings is to be completed and the lunch break shortened so play resumes at 12:30pm

26.17 Additional drinks breaks may be taken during extreme weather.

26.18 The following amendments are to be made to this rule when the game is reduced to a 20/20 game.

Rule Amended	Amendment
26.5	A wicketkeeper can only keep for ten (10) overs
26.7	The maximum overs per bowler will be 3
26.12	Maximum balls to be faced is 20 for U14 and 13 balls for U12
26.14	The extra balls to be faced by the batter with less than 13 balls
26.15	7 players can bowl a maximum of 4 overs and batters will retire after 20/13 balls
	8 players can bowl a maximum of 3 overs and batters will retire after 20/13 ball
26.16	Hours of play will be 9:30am to 10:30am, then 10:45 to 11:45am and the overs will be 20.

26.19 All modes of dismissal count.