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VMCU WRIGHT SHIELD (Under 21) RULES

Entries

1. Any Association affiliated with the Victorian Metropolitan Cricket Union may, in writing, enter a team. Entries close with the Administrator of the Union on the date set by the board.
2. An odd number of entries will not be accepted for the competition. The last entry received shall be deleted, except that the Board may seek additional entries to prevent a bye.
3. Insurance and Public Liability for players and umpires etc shall be the responsibility of the competing Associations.

Players, Eligibility and Conduct

4. All players and any substitute fieldsmen must be under the age of 21 years on the 1st day of September in the current season and must be a bona-fide, registered player of the competing Association. Players must be allocated, through the associations Admin Section of MyCricket, to the Victorian Metropolitan Cricket Union (Teams/Player/Player Registration/Player Registration List)
5. Any team, within this competition, can only play one overseas players per game. An overseas player shall be defined as any player entering Australia on any visa as defined by the relevant Australian Government responsible for the issue and administration of visas.

Any overseas player must obtain a permit to play, in each season. The association shall use the MyCricket portal to seek and be granted the permit before the player participates in any game. (see instructions)

Failure to comply with this requirement shall mean the team where the players participated will lose the match or matches and the team's governing body shall be dealt with as the Board shall decide.

Any player found to be playing in contravention of this rule will be dealt with by the Board where a ban from playing may result.

6. Teams will consist of 12 players. A non-batsman and non-bowler shall be nominated no later than 5 minutes before the toss of the coin.
7. To participate in any match a player shall appear in the proper cricket attire. The definition of proper cricket attire shall be predominantly white boots or shoes, white trousers, white shirt, white sweater, white hat or cricket cap and white socks.
8. To be eligible to play in the qualifying rounds of this competition, players shall have been named to play in at least one match of the competing Association, in the current season.
9. To be eligible for any quarter final, semi final and final matches, players must have been named on at least two match report forms of the competing Association in the current season and must have been named on one match report in the current Inter-Association competition.



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10. The Associations taking part in semi-final and final matches shall, within 7 days of the last qualifying match, submit to the relevant VMCU official a list of players eligible to participate in such finals.
11. No player shall be allowed to take part in any Inter-Association matches whilst under suspension. This incorporates any VMCU matches prior to resuming in their own competition.
12. No player can represent more than one Association during the current competition.
13. On appeal by any delegate or official of the union, or an official of an Association concerned, any Association playing an ineligible player shall lose the match in which the player has taken part.

Competition

14. The competition shall be decided in a manner as shall be agreed upon by the Board.
15. The dates of matches shall be fixed by the Board.
16. The results of matches shall be recorded on the following points system:

a win by result or forfeit	4 points
a tie or no result	2 points each
a loss by result or forfeit	0 points

A match won on appeal under Rule 13 shall be the maximum number of points scored by any team in the same round.
17. If two or more Associations are equal on points their relative positions shall be determined by averages. For the purpose of ascertaining averages the following system shall be adopted:

the batting average for an Association shall be obtained by dividing the total number of runs scored by the total number of wickets lost.
the batting average against an Association shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.
the former shall be divided by the latter.

The Association having the higher quotient shall be considered to have the better performance.

If teams are equal on points without percentages, then there shall be a ballot conducted to determine who progresses.

18. For the purpose of ascertaining averages the number of wickets fallen in any innings will be counted as ten if a team is all out (whether the association has the required number of players or not) or as the number actually fallen if the innings is declared, compulsorily closed or unfinished.
19. The grounds on which matches shall be played shall be arranged by the Board which may if necessary, alter the programme in respect of dates or grounds on which any of these matches shall be played.
20. Any match abandoned for any cause shall stand as abandoned, except that the Board may re-arrange the draw to accommodate the circumstances of that time.



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21. A new four-piece ball, supplied by each team, will be used for qualifying rounds and any quarter final until declared by the umpires as 'unfit for play'. Each team will also provide a suitable additional ball to be used by its team as directed by the umpires.
22. All balls for any semi-final and final matches shall be provided by the VMCU.
23. The Board may arrange an alternative date and venue for the final if play does not take place on the original day.
24. In any finals match where no result is achieved the team finishing higher on the ladder shall be declared the winner.
25. Except as herein provided the current Laws of Cricket, with any amendments endorsed for VMCU competitions, shall apply to all matches. Only one short pitched ball above the shoulder per over.
26. No rule shall be repealed or altered, nor shall any new rule be added without the authority of the Board.
27. The Board shall have the power to enquire into all questions and disputes arising out of or in connection with Inter-Association matches. Where no penalty is provided for in these rules the Board shall have the power to inflict such penalty as it may deem fit and its decision shall be final. Any Association failing to meet any engagement shall be required to present their explanations to the Board.

Playing Conditions

28. The Association nominated as the match manager shall contact the host club at least three (3) days prior to the match to formalise match arrangements.
29. Play shall start at 10:00am, as an 80 over One Day Game. The team batting first is entitled to bat for 40 overs or until dismissed or declared, whichever comes first. If the team batting first is dismissed or declared before the 40th over, then the team batting second is only entitled to bat for 40 overs or until it passes the score of the team batting first, whichever comes earlier. Once a result has been achieved, the game ceases.
30. The pitch may be rolled, mown or beaten prior to each day's play and may also be rolled and swept for seven (7) minutes before the commencement of each innings.
31. If for any reason other than weather or the state of the ground a team is not prepared to commence within 30 minutes of the time appointed the umpires shall, on appeal, declare the match lost by the team unable or refusing to proceed with the match.
32. Where play starts on time, then a tea interval of 30 minutes shall be taken between innings unless altered by the Board. For weather interrupted games where there is a reduction in overs, then the tea interval shall be 15 minutes.



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33. In the event of a match starting late owing to weather or the state of the ground the number of overs to be bowled shall be reduced by agreement between the umpires on the basis of two overs lost for each eight (8) minutes or part thereof lost. Play shall not commence later than 1:40pm. However, should play commence at 1:40pm then the compulsory closure point shall be after the bowling of 20 overs (Refer to Table 1) and should more interruptions occur the match shall be halted and deemed a draw.

34. Weather interruption when matches have commenced and subject to Rule 33, the following shall apply:

First Batting Side Overs Entitlement

Compulsory Closure: Loss of 60 Minutes or Less

If delay or interruptions to the first side's innings do not exceed 60 minutes in aggregate after allowing for a tea interval taken early, the overs for compulsory closure shall be reduced by the number as calculated under Table 1 in respect of one-half of the time lost.

Compulsory Closure: Loss of More Than 60 Minutes

When the number of overs bowled is 20 or more and the aggregate of lost time exceeds 60 minutes compulsory closure shall apply immediately. If the players are off the field when the 60 minutes is exceeded and compulsory closure applied, an over in progress at the time of interruption shall not be completed.

Second Batting Side: Overs Entitlement

No Delay or Interruption to an Innings

The overs for the second batting side's innings, if not terminated earlier, shall be half the number of overs remaining as defined in Table 1.

Loss of 30 Minutes or Less During Innings

If the second batting side's innings is delayed or interrupted, its entitlement shall not be reduced if the aggregate of time lost does not exceed 30 minutes.

Loss of More Than 30 Minutes During Innings

If the aggregate of time lost exceeds 30 minutes, the minimum overs to be received before play may cease shall be the overs as defined by Table 1 less the number determined by which the lost time exceeds 30 minutes. Under these circumstances the team batting second need to make the necessary runs to win or be dismissed to achieve a result otherwise the match will end in a draw.

35. If, after the commencement of play, the match is interrupted by weather conditions for less than 30 minutes then no over/time reduction applies.
36. In each innings where an allotment of overs takes place the scorers shall notify the umpires by clear signal when 10 overs of play remain in that innings. The umpires in turn shall inform the captain of the fielding side and the batsmen.
37. No bowler may bowl more than eight (8) overs in any innings and the scorers shall notify the umpires when a bowler has completed his allocated number of overs. The maximum number of overs allocated to a bowler will be reduced, should the total number of overs be reduced under rule 32, as shown in table 1.



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38. Should a bowler be unable to finish an over that over shall be completed in accordance with the Laws of Cricket. The parts of such an over shall count as a full over so far as each bowler's limit is concerned.
39. Drinks may be taken on the field on one or two occasions during each session of play, but not within the last 10 overs of an innings.
- 40 All games will operate under the Laws of Cricket unless amended by these rules. The following is to apply:
- i) Players who are off the field for more than 15 minutes are not permitted to bowl until they have been on the field for at least the same time as they were off.
 - ii) Bowlers are restricted to one short-pitched ball per over
 - iii) Off side Wides are to be judged normally and not to any other restrictions. Leg Side wides will be defined as any ball which passes outside the batsman's legs when the batsman is taking a normal stance shall be called a wide. That ball will then be re-bowled by that bowler.

Interpretation of Leg Side Wides:

No matter what movement or other attempt by the batsman to manipulate the line of the bowling, the judgement of the Umpire as to whether it is a wide or a fair delivery shall be based on the normal stance of the batsman.

Should the batsman move to the off side or take guard on off-stump, the Umpire shall disregard the batsman's movement and shall not call a wide if the ball passes over the stumps or passes immediately adjacent to the stumps.
 - iv) The requirements of Law 42 Fair & Unfair Play remain active with the bowling of high full pitch balls, other than slow paced ones, above waist high are to be called a no ball and the appropriate warnings issued.

- 41 Coloured clothing, as approved by the board, may be worn in this competition. All players must be in the same type of clothing during any match. Should this not occur, the matter is to be reported to the board who shall take whatever action they deem fit.

The use of Advertising logos may be worn on players' shirts/pullovers as hereinafter prescribed:

- (a) an Association logo may be worn on the left breast of either or both of shirts/pullovers;
- (b) the Associations' sponsor logo may be worn on one location, being either the upper sleeve, collar, or right breast of players' shirts/pullovers.

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.



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Umpires

42. Umpires for all qualifying rounds and any quarter final shall be provided by the competing Associations who may be reimbursed a fee decided by the Board. Umpires for semi-final and final matches shall be appointed by the Board. Umpire Names for all qualifying rounds/ quarter finals must be submitted to the VMCU Administrator by Friday before the commencement of the game, so MyCricket can be updated successfully. Failure in this respect will incur a fine of \$20 for the offending association.

43. The umpires, with the co-operation of the curators, shall decide as to the fitness of the pitch or ground for play.

44. Each Team Manager should ascertain the name of both attending Umpires so that after each match, an online assessment of each umpire can be completed by each using the MyCricket System. Failure in this respect will incur a fine of \$20 for the offending association.

To do the assessment, the Team Manager must enter the Admin page of MyCricket using the username and password supplied by the association and from matches enter "Enter Captain's Report"

The screenshot shows the MyCricket web application interface. At the top is a navigation bar with links: Home, Matches, Teams, People, Players, Communications, Settings, Help. A dropdown menu is open under 'Matches', showing options like 'Select Team', 'Team Lists', 'Enter Match Results', 'Enter Player Scores', 'Confirm Match Results', 'Enter Votes', 'Data Entry Task Summary', 'Enter Match Review', 'Enter Captain's Report' (highlighted in orange), 'Past Seasons Data Entry', 'Maintenance', and 'Download Match Data'. The main content area displays match details for 'Victorian Metropolitan Cricket Union - Neil Wright U21 Shield Round 4 - Sun 9 Dec 2012 (11:00AM)'. It shows the match is between 'Cricket Association' and 'Eastern Cricket Association' at 'Balwyn Park (Mel: 43 D8)'. Umpires listed are 'Lester Clarke' and 'Garry Shipp'. Below this is a 'MATCH INFORMATION' section with dropdowns for 'Toss won by:', 'Batted first:', and 'Follow on enforced:'. There are also fields for 'Umpire1:', 'Umpire2:', and 'Other Details:'. The bottom section shows '1ST INNINGS' for 'RINGWOOD & DISTRICT CRICKET ASSOCIATION' and 'EASTERN CRICKET ASSOCIATION' with various statistics like Wickets, Runs, Overs, and Extras.

The assessment page will then open and assessments can be made for both Umpires. (If you have not nominated the Umpires before the Friday the Umpire assessments will not appear

The screenshot shows the 'Umpire Assessment' page. It displays the same match details as the previous screenshot. Below the match information, there is a section titled 'For Information:' with a note: 'Please enter the required information and click the Submit button'. There is a checkbox for 'View print ready version'. A red message states: 'This report has been locked and cannot be modified'. The 'Umpire Assessment' section includes a note: 'Each team manager is to provide a brief assessment of the umpire's performance. This is about consistency and communication skills, not good or bad LBW decisions and the like.' Below this, there is a section for 'Umpire - Lester Clarke' with a checkbox for 'Absent/Not Applicable'. There are five rating questions, each with a scale from 1 to 10: 'How Do you rate the Umpire's Standard of Attire? (1-10)', 'How do you rate the Umpire's Punctuality? (1-10)', 'How do you rate the Umpire's Concentration during the game? (1-10)', 'How do you rate the Umpire's Interpretation of the Laws & Rules of the Competition? (1-10)', and 'How do you rate the Umpire's Rapport with the players during the game? (1-10)'. Each question has a corresponding input field for the rating.



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Results and Player Performances Entry into MyCricket

45. Results entry will be online via the MyCricket system. Each association will be responsible for providing the necessary information and access to their MyCricket site to allow data entry in a timely manner. The VMCU will offer advice throughout the carnival to assist with any problems that might arise with data entry.
46. Timely entry of data into MyCricket is very important as it generates ladders, to enter data
- Use the link on your own web site to MyCricket and its log in page (<https://mycricketadmin.cricket.com.au>)
 - Then Login using Login ID and Password supplied by your Association
 - Once logged in, on LHS side choose the Teams tab, and then under the Matches drop-down menu complete Select Teams, Enter Match Results, Enter Player Score, and finally Enter Captains report (for Umpires' Assessments) tasks for the relevant match
47. The designated home team will be responsible for entering the match result for each home game. This must be done by no later than 7pm on the day of the match.
The designated away team will be required to access the MyCricket website and check and confirm the results entered by the home team. This must be done by no later than 8pm on the day of the match. Failure in either of these requirements will incur a fine of \$20 for the offending association.
48. Both associations are required to enter their own player performances by 8:00pm on Tuesday following the day of the match. Failure in this respect will incur a fine of \$20 for the offending association.
49. In the event of a qualifying round not taking place each Association is to submit a match report listing the selected players within the required time frames mentioned above. This is to establish eligibility under Rule 9.
50. Where a match is forfeited, only the Association receiving the forfeit needs to submit a match report within the required time frames mentioned above.

Disputes

51. Any Association referring a protest or dispute to the Board shall, immediately at the conclusion of the match in which the cause of disagreement has occurred, make an entry of same in the opposing side's scorebook and both scorebooks shall then be handed to the umpires who shall advise the Union Administrator within 24 hours of the completion of the match.
52. Umpires and representatives of each team may be required to attend at any subsequent hearing of the protest or dispute.

Heat

53. If the "MELBOURNE CITY" temperature exceeds 38 degrees, play shall not commence nor continue.



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54. Play can start/recommence when the temperature is 38 or below.
55. Any delay or interruption will be treated in the normal way according to the applicable rules, particularly regarding over reduction.
56. If the temperature exceeds 38 degrees and play is delayed for 1 hour, all matches are abandoned forthwith.
57. The Board reserves the right to abandon play at any time prior to commencement, due to extreme weather.

TABLE 1

DEDUCTION OF OVERS DUE TO DELAYED START (Rule 32)

Minutes shown in Italics,
Overs shown as Bold

Where overs have been reduced

<i>Time lost</i>	Overs lost	Total Overs Remaining
<i>0.0 - 8.0</i>	2	78
<i>8.0 - 16.0</i>	4	76
<i>16.0 - 24.0</i>	6	74
<i>24.0 - 32.0</i>	8	72
<i>32.0 - 40.0</i>	10	70
<i>40.0 - 48.0</i>	12	68
<i>48.0 - 56.0</i>	14	66
<i>56.0 - 64.0</i>	16	64
<i>64.0 - 72.0</i>	18	62
<i>72.0 - 80.0</i>	20	60
<i>80.0 - 88.0</i>	22	58
<i>88.0 - 96.0</i>	24	56
<i>96.0 - 104.0</i>	26	54
<i>104.0 - 112.0</i>	28	52
<i>112.0 - 120.0</i>	30	50
<i>120.0 - 128.0</i>	32	48
<i>128.0 - 136.0</i>	34	46
<i>136.0 - 144.0</i>	36	44
<i>144.0 - 152.0</i>	38	42
<i>152.0 - 160.0</i>	40	40

Overs Remaining	Bowler No. 1	Bowler No. 2	Bowler No. 3	Bowler No. 4	Bowler No. 5
39	8	8	8	8	7
38	8	8	8	7	7
37	8	8	7	7	7
36	8	7	7	7	7
35	7	7	7	7	7
34	7	7	7	7	6
33	7	7	7	6	6
32	7	7	6	6	6
31	7	6	6	6	6
30	6	6	6	6	6
29	6	6	6	6	5
28	6	6	6	5	5
27	6	6	5	5	5
26	6	5		5	5
25	5	5	5	5	5
24	5	5	5	5	4
23	5	5	5	4	4
22	5	5	4	4	4
21	5	4	4	4	4
20	4	4	4	4	4