

**GREAT SOUTHERN
CRICKET ASSOCIATION**

2021-22

**SENIOR AND JUNIOR
PLAYING CONDITIONS**

**CODE OF CONDUCT
&
PENALTIES**

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EXECUTIVE

PATRON – MR T CONNOR
PRESIDENT – OLI RHODES – 0433 324 473
VICE PRESIDENT – TODD KELLY – 0431 081 998
SECRETARY/TREASURER – BOB MARTIN 0401 763 273
LUKE HARDING – 0421 780 907
MICHAEL LOWERY – 0498 012 350
JEREMY PARSONS – 0417 891 472
CHRIS RICHARDSON – 0431 330 466

CLUB CONTACTS

ALDINGA	CHRIS RICHARDSON	0431 330 466	chrisricho12@hotmail.com
ENCOUNTER BAY	TODD KELLY	0431 081 998	toddk@internode.on.net
GOOLWA	PAUL THURLOW	0428 601 060	p-thurlow4653@bigpond.com
MCLAREN DISTRICTS	ANDREW FECHNER	0421332673	president@mclarendistricts.org.au
MOUNT COMPASS	BOB MARTIN	0401 763 273	bob.martin48@optusnet.com.au
MYPONGA- SELLICKS	JAMES PATERSON	0410 123 201	jpaterson@sugarfs.com.au
NOARLUNGA	IAN ALDERMAN	0435 837 725	alderman1112@gmail.com
PORT ELLIOT	LUKE ELLIOTT	0418 825 599	lukeelliott1982@gmail.com
RAPID BAY	STEPHEN GARDNER	0424 113 996	scgardner9717@outlook.com
SEAFORD RISE	STEPHEN FRUSS	04112 579 675	sfruss@hotmail.com
VICTOR HARBOR	TONY EDEN	0407 398 982	anthony.eden@y7mail.com
WILLUNGA	DAN HOCKHAM	0448 966 448	willungacc@gmail.com
YANKALILLA	GARY HOGBEN	0410 497 762	gary.imp@bigpond.com

CLUB JUNIOR COORDINATORS

ALDINGA	TARLEE SIMPSON	0403 564 453	tarlz_simpson_123@hotmail.com
ENCOUNTER BAY	JENNY THOMPSON	0418 855 249	jthompson@smpca.com.au
GOOLWA	ANDY EVANS	0421 863 292	andy.evans27@hotmail.com
MCLAREN DIST.	PETER NAIRN	0413 222 736	juniors@mclarendistricts.org.au
MOUNT COMPASS	JOSH ANDERSON	0418 142 565	josh.anderson295@schools.sa.edu.au
NOARLUNGA	ANNE-MAREE RICHARDS	0430 887 433	annemaree@adam.com.au
PORT ELLIOT	EMMA STRINGER	0417 445 699	stringer13@adam.com.au
RAPID BAY	KRIS SPARNON	0438 533 136	krissparnon@hotmail.com
VICTOR HARBOR	KELVIN NORRIS	0425 181 451	kelv307@hotmail.com
WILLUNGA	SIMON ATS	0410 930 663	simonats@adam.com.au
YANKALILLA	JEREMY PARSONS	0417 891 472	yankalillacricketclub@gmail.com

GSCA WEBSITE: **www.gsca.sa.cricket.com.au**

ASSOCIATION GAMES

U13, U15, U21

ROUND 1 – SUNDAY 5 FEB

ROUND 2 – SUNDAY 12 FEB

FINAL – SUNDAY 26 FEB

MEYER SHIELD

(KANGAROO ISLAND CRICKET ASSOCIATION HOST)

ROUND 1 – SATURDAY 22 JAN

ROUND 2 – SUNDAY 23 JAN

FINAL – WEDNESDAY 26 JAN

GSCA PREMIERS 2020-21

A GRADE	<i>WILLUNGA</i>
B GRADE	<i>MYPONGA-SELLICKS</i>
C1 GRADE	<i>GOOLWA</i>
C2 GRADE	<i>ENCOUNTER BAY</i>
SENIOR COLTS	<i>NOARLUNGA</i>
JUNIOR COLTS	<i>PORT ELLIOT</i>

CRICKETER OF THE YEAR

SIMON ROBERTS (Willunga)

JUNIOR CRICKETER OF THE YEAR

Zac Thompson (Encounter Bay)

GSCA LIFE MEMBERS

Mr SA Keen +
Mr NL Wellington (Victor Harbor) +
Mr WJ Dodd (Port Elliot) +
Mr DJ Ritchie (Goolwa) +
Mr HE Welch (Hindmarsh Valley) +
Mr A Brown (Back Valley) +
Mr G Fuller (Encounter Bay) +
Mr R Masters (Encounter Bay) +
Mr V Kirby (Encounter Bay) +
Mr G Bartlett (Yankalilla) +
Mr T Bartlett (Yankalilla) +
Mr B Kelly (Myponga/Yankalilla) +
Mr R Fielke (Yankalilla) +
Mr T Butler (Encounter Bay)
Mr T Connor (Mount Compass)
Mr P Rice (Encounter Bay)
Mr P Thurlow (Goolwa)
Mr G Smith (Port Elliot)
Mr R Martin (Mount Compass)

1. REGISTRATIONS AND CLEARANCES

1. All players - senior and junior - must be registered with the Association and at their primary club using the MyCricket website (herein after referred to as simply MyCricket).
2. Junior players are those eligible for:
 - a. Senior Colts – aged under 16 on 1 April in the year that the season commences.
 - b. Junior Colts – aged under 14 on 1 September in the year that the season commences
 - c. Under 12 – aged under 12 on 1 September in the year that the season commences.
 - d. Under 10 (development grade) – aged under 10 on 1 September in the year that the season commences
 - e. Permits may be granted to allow players to participate in a younger age group.
3. Each club shall register its *senior* players annually on MyCricket prior to the first match of each season.
4. Subsequent *senior* player registrations after the start of the season shall be lodged on MyCricket before the commencement of the game in which the player first plays.
5. *Junior players must individually register on MyCricket and pay the required insurance fee before participating in any GSCA match.*
6. *Junior players may register with a non-primary senior club and senior players may register with a non-primary junior club, provided that they obtain formal approval of their primary club.*
7. A club playing an unregistered player shall be fined \$50.00 and lose all points for all games in which the unregistered player participated.
8. Any player wishing to *change* clubs within the GSCA must gain a clearance from the club with which he is registered.
9. All clearance applications must be lodged through MyCricket. Clubs have seven days to respond before clearances are granted automatically.
10. No clearances between GSCA affiliated clubs will be granted after 1 December in any season, except by permission of the Executive and in circumstances as deemed by the Executive.
11. Players transferring into the GSCA from another association require a clearance through MyCricket and subsequent registration prior to commencement of play in their first match.
12. No MyCricket 'transfers' are permitted without the prior consent of the GSCA secretary.
13. Dual registration may only be permitted to allow players to represent another club in a competition not available within his/her own club, or to allow a player – having moved to a District club – to represent his/her club of origin when not required by the District club. Prior approval must be obtained from the GSCA secretary before any such player may be selected in a senior grade team
14. Any disputes arising in regards to clearances shall be determined by the Disputes Committee within 14 days of the Association Secretary being notified in writing of the dispute.

2. DRESS

1. All players are to be attired in the correct dress during all games under control of the Association. The correct dress is white trousers and white shirt. Club playing shirts must be predominantly white and incorporated colours must not be intrusive or distracting to batsmen.
2. B or C grade players cannot be refused participation in a game for incorrect attire, but are not permitted to bowl.
3. A complaint for incorrect attire may be lodged with the GSCA secretary and will be referred to the Disputes Committee.
4. Club and/or sponsorship logos must be limited to 10cm by 10 cm in size and the number of logos is limited to six on any shirt.
5. All batsmen, wicket keepers standing up to the stumps and fielders within 7m of the bat except for the slips and gully, are strongly recommended to wear a British Standard BS7928:2013 helmet.
6. This is a safety issue arising out of the coronial inquest into the death of Phillip Hughes, in the interests of providing a safe environment for cricket to be played.



3. PLAYER CODE OF ETHICS – ‘THE SPIRIT OF CRICKET’

All players are expected to adhere to the South Australian Spirit of Cricket pledge, whereby:
We commit to creating an enduring legacy for South Australian cricket, by ensuring it is played with honour, dignity and respect, in a fun and safe environment for all.

1. The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. The Spirit of the Game involves respect by each player for his opponents, own captain and team, the role of the umpires and the game’s traditional values.
2. It is against the Spirit of the Game:
3. To dispute an umpire’s decision by word, action or gesture
4. To direct abusive language towards an opponent or umpire
5. To indulge in cheating or any sharp practice, for instance:
 - i. to appeal knowing that the batsman is not out;
 - ii. to advance towards an umpire in an aggressive manner when appealing;
 - iii. to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one’s own side
6. There is no place for any act of violence on the field of play.
7. Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.
8. Clubs and captains are responsible for the conduct of their players and members on and off the field at the venue.
9. Only players named on the team sheet may officiate as umpires except with the specific prior permission of the fielding captain. If the fielding team is unhappy with an umpire from the batting team, the fielding captain shall notify the batting captain that he wants the umpire replaced. The batting captain must oblige before play can resume.
10. If an officially appointed umpire or team captain is unhappy with the conduct of an opposition team or individual player it shall be his responsibility to refer the matter to the Association secretary as:
 - a. An Incident Report, to be lodged in writing with the Association secretary within 1 week of the incident and to be considered by the Executive Committee which may refer it to the Disputes Committee, take the matter up with the relative club(s) or note the incident and take no action at that time; or
 - b. An Official Report, see rule 4. Protests and Disputes.

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4. PROTESTS AND DISPUTES

1. All protests and official reports must be lodged in writing on the prescribed form, with the Association Secretary not later than 8.00 pm on the Sunday immediately following the dispute or infringement taking place.
2. The Disputes Committee shall adjudicate over protests and official reports as well as incident reports referred by the Executive Committee.
3. Persons or clubs found guilty of behaviour or acts to the prejudice of proper conduct and discipline may be reprimanded, fined or suspended.
4. Players found guilty will be ineligible to win an Association trophy.
5. The disputes committee shall consist of past or present players or officials as appointed by the association executive.

5. HOME TEAM RESPONSIBILITIES

1. The home team is responsible for the oval condition, pitch, stumps, bails and boundary markings (where applicable).
2. For matches played on neutral grounds (except finals) the first named team shall contact the secretary of the host club by the preceding Thursday to arrange for matting, keys, etc.
3. The first named team must provide stumps, bails and – where applicable – boundary markers.

6. STARTING TIMES

1. All senior matches start at 1.00 pm, except where otherwise notified. Toss to be effected by 12.50 pm. Late arrival results in automatic loss of the toss.
2. Starting times are to be recorded in the Captain's report on MyCricket when other than the scheduled time.
3. If a team is more than thirty minutes late it will forfeit the match.
4. Play shall not commence on any day of a match unless at least 7 members of both teams are present within 30 minutes of the time scheduled for commencement of play. The team responsible for the non-commencement or cessation of play shall be deemed to have forfeited the match.
5. Any team needing to forfeit shall give notice to the opposing club principal contact and to the GSCA secretary. Failure to do so will incur a fine.
6. Any team that refuses to take the field for any reason other than wet weather or because the opposition was more than 30 minutes late or unless mutually agreed to by both captains or acting captains, shall be deemed to have forfeited the match.

7. LISTS OF PLAYERS

1. Captains must exchange a list of players on the prescribed team sheet prior to the toss. Both captains must ensure that the team sheets are valid. Panel umpires should view the team sheets before the toss.
2. Replacement players must be clearly listed adjacent to the player whom they are to replace.
3. No player may play in more than one senior grade in the same round of matches except under Rule 13.
4. The age of any player who is under 18 when the match starts shall be included on the team sheet exchanged prior to the toss.
5. The penalty for non-compliance and for teams exceeding the over limits is a fine of \$50 and possible loss of points gained in that match.



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8. OVER LIMITS/TIME LIMITS

8A. TWO DAY MATCHES - A GRADE

1. All matches, including finals, consist of 140 overs maximum.
2. 70 overs constitute each day's play, except where rain intervenes.
3. In the event of the team batting first being bowled out or declaring its innings closed before the commencement of the 67th over the team batting second will bat for the remaining overs up to 70 for the day and these overs are added to its total of 70 for its first innings allowance unless bowled out.
In the event of the team batting first being bowled out or declaring its innings closed after the commencement of the 67th over, the team batting second may choose to bat the three remaining overs and thus have 73 overs to get the required runs or forfeit those overs and have 70 overs available on the second day.
4. Should a first innings result be reached before 50 overs have been completed on the second day, play will continue if one captain chooses to do so. Should a first innings result be reached once 50 overs have been bowled on the second day, play will only continue if both captains agree to do so. Once the decision to continue play beyond a first innings has been made, play must continue to the end of the scheduled overs unless both captains agree not to do so, except where weather intervenes.
5. A ten minute drinks break shall be taken after 36 overs. A three minute drinks break shall be taken after 18 overs and after 54 overs. All drinks breaks shall be taken at the fall of a wicket in the designated over(s). Captains of opposing sides may mutually agree to change the frequency and time of drinks breaks should conditions warrant it. Where neutral umpires are appointed, they will control the frequency and length of drinks breaks.
6. For the purpose of enforcing a follow-on, a team must be 100 runs clear on the first innings.
7. A new ball may be taken after the completion of seventy overs in any innings.

8B. TWO DAY MATCHES - B GRADE

8. All matches, including finals, consist of 120 overs maximum.
9. 60 overs constitute each day's play, except where rain intervenes.
10. In the event of the team batting first being bowled out or declaring its innings closed before the commencement of the 57th over the team batting second will bat for the remaining overs up to 60 for the day and these overs are added to its total of 60 for its first innings allowance unless bowled out.
In the event of the team batting first being bowled out or declaring its innings closed after the commencement of the 57th over, the team batting second may choose to bat the three remaining overs and thus have 63 overs to get the required runs or forfeit those overs and have 60 overs available on the second day.
11. Should a first innings result be reached before 45 overs have been completed on the second day, play will continue if one captain chooses to do so. Once the decision to continue play beyond a first innings has been made, play must continue to the end of the scheduled overs unless both captains agree not to do so, except where weather intervenes. Should a first innings result be reached once 45 overs have been bowled on the second day, play will only continue if both captains agree to do so.
12. A ten minute drinks break shall be taken after 30 overs. A three minute drinks break shall be taken after 15 overs and after 45 overs. All drinks breaks shall be taken at the fall of a wicket in the designated over(s). Captains of opposing sides may mutually agree to change the frequency and time of drinks breaks should conditions warrant it. Where neutral umpires are appointed, they will control the frequency and length of drinks breaks.
13. For the purpose of enforcing a follow-on, a team must be 100 runs clear on the first innings.
14. A new ball may be taken after the completion of sixty overs in any innings.

8C. ONE DAY MATCHES – A & B GRADES

1. All matches consist of 80 overs maximum, with a maximum of 40 overs batting for each innings.
2. A three minute drinks break shall be taken after 20 overs in each innings.
3. No bowler may bowl more than 8 overs.
4. All matches end when the side batting second passes its opponent's score or is all out, whichever comes first.

8D. C GRADES

1. All matches consist of 70 overs maximum, with a maximum 35 overs batting for each innings.
2. A three minute drinks break shall be taken after 18 overs in each innings.
3. No bowler may bowl more than 7 overs.
4. All matches end when the side batting second passes its opponent's score or is all out, whichever comes first.

8E. BOWLERS AGED UNDER 18

1. The number of overs able to be bowled in a spell and in a day by young bowlers (except slow bowlers):

Age	Under 12	Under 14	Under 18
Max overs/spell	4	5	6
Min overs between spells	8	10	12
Max overs/innings	8	10	12
Max overs/day	12	15	18

2. A bowler bowling less than the maximum number of overs in a spell must wait until twice that number of overs have been bowled before resuming bowling. Changing ends does not constitute a spell.
3. This ruling applies to players regardless of whether they are playing under-age cricket, senior cricket or a combination of under-age and senior cricket.

9. TIME LOST

9A. TWO DAY MATCHES

1. If weather conditions interrupt play on the first Saturday, the total number of overs is to be divided equally, with the team batting second allowed at least the same number of overs as the team batting first.
2. Play may continue until 6.45 on each day in order to complete the required overs if there has been time lost due to the weather. Overs lost to a maximum of 17 or 18 (whichever gives an even total for the match) are to be made up on the second day, requiring a 12.30 pm start. The drinks break(s) may be dispensed with on either day to maximise the playing time/overs bowled.
3. If all of the first day of play is lost, the second day is to be played as an 80 over match, under Two Day rules, with no bowling restrictions. The team batting first may bat for a maximum of 40 overs.
4. If weather interrupts play on the second day before the team batting first has completed its innings, one over is deducted from each team's allocated overs for each full seven minutes of play lost. In finals matches, a minimum of 40 overs batting per side must be played to constitute a game.
5. If weather interrupts play on the second day after the team batting first has completed its innings and prevents a first innings decision, a draw results.
6. If weather causes play to stop, both captains must be in mutual agreement that conditions are unfit for play and will remain that way before terminating play for the day.
7. Match results are determined by runs scored. For the purpose of this rule, incomplete overs count as full overs.
8. Where neutral umpires are appointed, they shall be the sole arbiters of this rule.

9B. ONE DAY MATCHES – A, B & (C) GRADES

1. If weather interrupts play for in excess of a total of 45 minutes before the completion of the innings of the side batting first, one over will be deducted from each batting side's maximum allowable innings of 40 (35) overs for every 7 minutes of play lost beyond the initial 45 minutes.
2. A minimum of 25 (20) overs batting per side must be played to constitute a game. A progressive total must be recorded at the completion of every over from the 25th (20th) onwards. The side batting second must receive exactly the same number of overs as bowled to the side batting first to effect a result, unless dismissed in fewer overs or the hour of 6.45 is reached. In the event that time expires, the score of the team batting first is adjusted to be the score after the same number of overs that the side batting second received.
3. Bowling limit remains at 8 (7) overs.
4. The highest score wins - there is no provision for results based on run-rate.
5. A weather-affected match cannot be called off until there is insufficient time remaining for the required minimum number of overs to be bowled by 6.45 pm unless mutually agreed by the captains. Where neutral umpires are appointed, they shall be the sole arbiters of this rule.

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10. PREMIERSHIP POINTS - ALL MATCHES

- | | |
|---|----|
| 1. First innings win | 6 |
| 2. First innings loss | 0 |
| 3. Outright win following first innings win | 10 |
| 4. Outright win following first innings loss | 6 |
| 5. Outright loss following first innings win | 6 |
| 6. Outright loss following first innings loss | 0 |
| 7. Draw where both teams have not batted | 3 |
| 8. Tie on first innings | 3 |
| 9. Tie on first innings and subsequent outright win | 9 |
| 10. Tie on first innings and subsequent outright loss | 3 |
| 11. Win on first innings and subsequent outright tie | 9 |
| 12. Loss on first innings and subsequent outright tie | 3 |
13. Forfeit - the team receiving the forfeit shall be awarded the average of the points gained by the winning teams in the same grade, in the same round of matches, with 3 points for any washed-out matches.
14. Teams having one more bye than others in their grade in a season receive the average of their points gained for the season, for the extra bye.
15. Teams in all senior and junior grades which earn equal match points will have their positions determined by percentage - runs scored, divided by wickets lost, multiplied by wickets taken, divided by runs conceded.

11. MYCRICKET, SCORES AND MATCH REPORTS

- Both teams are to enter their selected team onto the MyCricket website by 10 am on the Sunday immediately following the completion of the first day's play in all matches.
- All match scores, full details of individual batting and bowling, captain's report and fielding votes must be entered by 8.00 pm on the Sunday following each day's play.
- A match report for publication in the local press is to be provided for all A grade minor round matches and for all grades for finals matches. The match report is submitted by 9.00 am Monday, by the winning team in all cases except on for the first day of minor round two-day matches, where the home team is responsible for this report.
- Statistics from incomplete matches, including fielding votes will be counted.
- Teams receiving a forfeit must lodge the details in accordance with 1 and 2 above.
- Teams defaulting with these conditions are to be fined \$25 and any points gained may be forfeited. Repeated non-compliance will result in the fine increasing to \$50 for the rest of the season.
- Teams defaulting with match reports are to be fined \$25 and any points gained may be forfeited.



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12. SELECTION RESTRICTIONS

1. Where a club has two teams in the one division of the same grade, the club shall, after round 5 and before round 6, submit to the Association Secretary, the names of seven players for each team, who have played at least 3 match days for that team who shall be tied to that team for the remainder of the season unless they play in a different grade.
2. Where a club has non-consecutive grades, the club shall, after round 5 and before round 6, submit to the Association Secretary, the names of seven players who have played at least one match in the higher of the non-consecutive grades and who shall be ineligible to play in the lower of the non-consecutive grades team for the remainder of that season.
3. When a team has a bye, no player who played in that team in the previous match may play in any lower senior grade during the bye, except for a player named under the replacement player rule who also participated in the lower grade during the previous match or either player or replacement if neither was so named.
4. ***Where a higher grade has no matches programmed on a match day when a lower grade(s) has a match programmed, the higher grade will be considered as having a bye, with the provisions of (3) to be applied.***
5. Where a club has two teams in the same grade and one plays a final and the other does not on the same day, that non-participating team will be considered as having a bye and all bye rules will apply.
6. If a club is unable to field all of its senior teams in any round of matches, the lowest grade(s) must be forfeited first.
7. A player dropped to a lower grade from a higher grade in the previous round of matches must move to the next highest grade of that club.
8. The penalty for any breach of this rule is loss of all points by the team or teams in the grade or grades where the breach occurred. The opponent of any team incurring this penalty shall retain only those points earned by them. They shall not be awarded any penalty points.
9. For the purpose of this rule, A, B, C1 and C2 grades will be considered as separate grades, from highest to lowest.

13. REPLACEMENT OF PLAYERS

1. A player may participate on whichever day of the match that he is available, with a nominated replacement playing on the second day. There shall be a maximum of two replacements per team in A grade, a maximum of three in B grade and a maximum of four in C grade.
2. The captain of any team in a match where his team is using this rule shall, before the toss, inform the opposing captain - and independent umpire(s) - of the names of any player being replaced or replacing another. The team sheet submitted before the toss must clearly specify which individual player is replacing another individual player and the day on which each will play.
3. Replacement player details must be included in the selected team on MyCricket as players not playing day 1 or day 2 – not as substitute players.
4. No change of player named on the team sheet shall be permitted on the grounds of injury or other unexpected unavailability or availability. This means, for example, that if the player who is named to play on the second day of a match is injured or becomes unexpectedly unavailable prior to that day, he cannot be further replaced.
5. The player and his replacement may participate in the match on the day respectively specified, with full rights and obligations as if they were one and the same player. This shall mean, for example, that if the first named player were due to continue his innings at the re-commencement of play on the second day, or were due to complete an over in progress at that time, the second named player shall immediately resume such innings or over.
6. If a player is named to play on one day of a two-day match and is to be replaced on the other day because of unavailability on that day, the replacement player and no other shall take his place on the other day, even if the first named player becomes unexpectedly available or if the replacement player becomes injured or unable to participate.
7. The player who is nominated to be replaced may participate in another match in another grade on the scheduled playing days of the match in which he was replaced.
8. The same replacement rights shall apply to the lower grade teams of a club if these are affected by the necessity to promote a player as a replacement player to a higher grade team under the provisions of this rule.
9. A player named in a higher grade team on the first day of a two day match and then in a lower grade team on the second day of the same match must be named in the next highest team of that club for the second day, except where the player is a junior player – eligible for Senior or Junior Colt teams.

14. FINALS

1. In the event of a drawn, abandoned or tied final, the team finishing higher at the end of the minor round is declared the winner, except in the case of
 - a. A tied grand final, where both sides are declared winners.
 - b. A drawn or abandoned grand final where the two sides have previously met in that finals series – the winner of that previous match being declared the winner.
2. All finals will be played as two day matches (except those in the C grades), subject to the same rules as minor round matches.
3. Matches will be deemed over as soon as a first innings win has been achieved, except where the losing side insists on attempting to force an outright decision.
4. The starting times for all finals matches will be as for the minor round, except for the Sunday of the senior grand finals, when play will commence at 12 noon if daylight saving has ended. The provisions of rule 9A still apply.

14A. A, B & SENIOR COLTS GRADES: (irrespective of the number of teams in the grade.)

1. First plays second on the Saturday/Sunday of the first week.
2. Third plays fourth on the Saturday/Sunday of the first week.
3. The winner from 2 plays the loser from 1 on the Saturday/ Sunday of the second week.
4. The winner from 3 plays the winner from 1 on the Saturday/Sunday of the third week.
5. In the event that there are ten or more teams in these grades, a top six finals series may be scheduled. The top two teams have a bye in week one while 3 plays 6 and 4 plays 5. The winner of 3v6 plays 2 and the winner of 4v5 plays 1 in week two. The winners in week two contest the grand final in week three.

14B. C & JUNIOR COLTS GRADES:

1. These grades have the same format as above where there are more than six teams.
2. Second plays third on the Saturday/Sunday of the first week where there are six or less teams.
3. The winner of 2 then plays first on the Saturday/Sunday of the second week.

15. ELIGIBILITY FOR FINALS

To be eligible for finals, players must play the following minimum minor round match days:

- A. A grade - players must play in 6 club match days that season.
- B. B grade - players must play in 6 B grade, C1 grade, C2 grade or junior match days that season.
- C. C1 grade - player must play in 5 C1 grade, C2 grade or junior match days that season.
- D. C2 grade – player must play in 5 matches in the C2 grade or junior grades
- E. When consecutive grades of the one club are playing on the same day, players are interchangeable, subject to the provisions of Rule 12.
- F. Players of a higher grade in the previous final may not drop more than one grade within their club for the next final.
- G. Having played in B, C1 or C2 grade finals under clause E or F above, players shall be eligible to continue playing in that grade in subsequent finals matches.
- H. A player having played in A, B or C1 grade finals shall be eligible to play in B, C1 or C2 grade finals provided such player has met the conditions of clause B, C or D respectively.
- I. A junior player who has played 6 A and/or B grade match days during the season shall be ineligible for C1 or C2 grade finals except under clauses E or G and B grade finals except under B, E or G.
- J. For the purpose of this rule, A, B, C1 and C2 grades will be considered as separate grades, from highest to lowest.

16. UMPIRES

1. It is the responsibility of the Executive Committee to ensure that only responsible umpires officiate in GSCA controlled matches.
2. In matches where no umpire has been appointed, it is the responsibility of the team captain or acting captain to ensure that only responsible umpires officiate at any club matches in which he is involved.
3. Umpires for finals matches are to be appointed by the Association Secretary in consultation with the Executive Committee. Teams eliminated from finals may be called on to nominate persons for appointment as umpires.
4. Umpires fees are to be set by the Executive Committee.
5. Umpires for inter-association under-age matches shall be appointed by the GSCA secretary in consultation with the Team Manager.
6. In all matches with neutral umpire(s), all rules which call for agreement between the captains shall be adjudicated by the umpire(s).
7. Team captains in any match with official umpires - irrespective of the grade - shall complete and submit via the MyCricket website, an Umpire Report after each match. This is to assist the Executive Committee to discharge its responsibilities as listed above.



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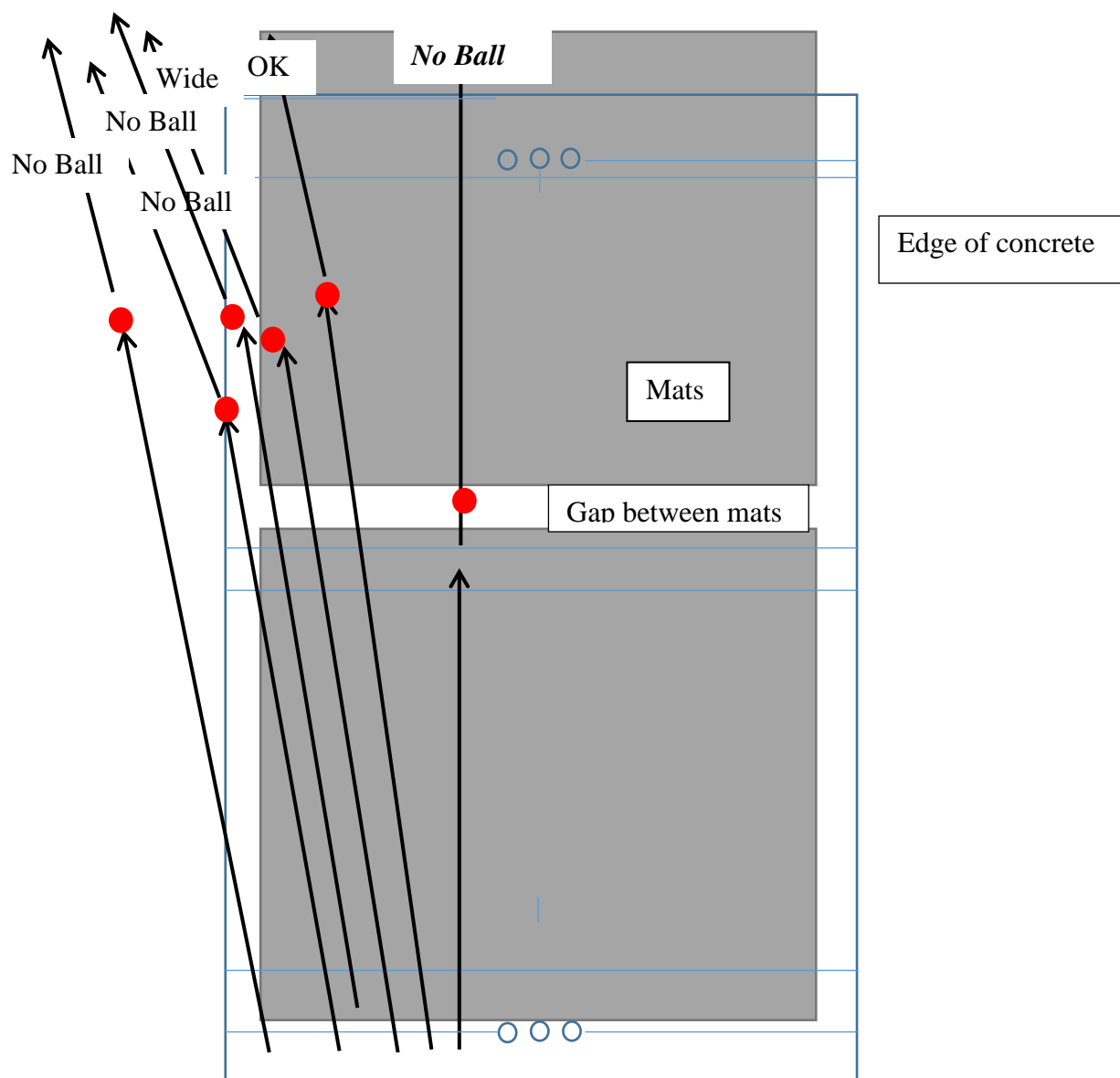
17. FAIR AND UNFAIR PLAY

1. Law 41 (UNFAIR PLAY) and Law 42 (PLAYERS' CONDUCT) of the 'Laws of Cricket' will only be applied in full where independent umpires officiate.
2. Where teams provide their own umpires, the spirit of Laws 41 and 42 is to be applied.
3. 'Dead ball' and 'no ball' are to be called and signalled where applicable, however the awarding of penalty runs and/or removal of bowlers may not be imposed.
4. Issues that arise under Laws 41 and 42 should be resolved by the captains and/or reported as disputes as per Rule 4.

18. APPLICATION OF RULES

1. All matches are played under the Laws of Cricket as published by the Marlebone Cricket Club.
2. Bylaws adopted or recommended by SACA and FDCC are subject to ratification by GSCA.
3. In matches played on all wickets, any ball landing wholly or partly off the pitch shall be called and signalled 'no ball'. Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall be scored as byes or leg byes as appropriate.
4. In matches played on hard wickets, any ball that lands on the pitch but passes the batsman outside the matting at the batting crease on either off or leg side shall be called and signalled 'wide'. Most balls which land on the carpet should not be called 'wide'.
5. In matches played on hard wickets, any ball which lands on the concrete between the mats shall be called and signalled 'no ball'.
6. Clauses 3, 4 and 5 are represented in the diagram on the next page.

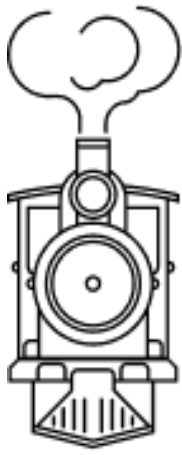
7. Any ball which reaches the batsman on the full, above waist high in his normal standing position shall be called and signalled 'no ball'. This applies regardless of the pace of the ball. Such call is the responsibility of the umpire at the striker's end, who may seek guidance from the square leg umpire.
8. Any ball which bounces over the head of the batsman in his normal standing position shall be called and signalled 'no ball'.
9. In the event of any dispute or doubt arising as to the meaning or application of these rules, the power of interpretation shall be vested in the GSCA Executive Committee and shall be final and binding on all GSCA clubs and their members.



- If the ball lands off pitch or hits the edge of the pitch or the edge of the mats, the ball is called No Ball. If it gets past the fielders and the batsmen take runs these extra runs count as byes. EG if the batsmen run 2 the scorers need count it as 1 no ball and 2 byes and score goes up by 3.
- Bowlers have to bowl another ball for wides and no-balls.
- Balls on the leg-side are treated exactly the same as those on the off-side.

19. APPEALS

1. Any player or club wishing to appeal against a penalty imposed under these rules must lodge an appeal with the Association Secretary within seven days of being notified of the penalty.
2. Such appeal will be heard by the Executive Committee which may refer to the Disputes Committee.
3. Decisions of the Disputes Committee may not be appealed.



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20. TROPHIES

1. Any player must play at least half the match days (including forfeits) to be eligible to win a trophy.
2. A senior player must take at least 15 wickets to compete for a bowling trophy and must score at least 200 runs to compete for a batting trophy.
3. A junior player must take at least 10 wickets to compete for a bowling trophy and must score at least 100 runs to compete for a batting trophy.

21. CRICKETER OF THE YEAR

1. This is based on actual cricket ability displayed; attitude towards the game; demeanor, behaviour and dress
 - 1.1. As a guideline to the above, a point system shall identify the top five A grade cricketers, with one point for each run, fifteen points for each wicket and twenty points for each fielding vote.
2. A panel appointed by the Executive Committee shall select the winner from these five players, with guidance from votes cast by the umpires on a 3-2-1 basis for each match.

22. JUNIOR CRICKETER OF THE YEAR

1. This is based on actual cricket ability displayed; attitude towards the game; demeanor, behaviour and dress
 - 1.1. As a guideline to the above, a point system shall identify the top five Senior Colt and Junior Colt cricketers, with one point for each run, fifteen points for each wicket and twenty points for each fielding vote.
2. A panel appointed by the Executive Committee shall select the winner from these ten players.

23. COMPETITION SIZE

1. The number of teams in each grade is to be determined each year, with the Executive Committee responsible for the final decisions, based on the guidelines listed in the clauses following.
2. It is the desire of the association that all clubs field a team in the A grade competition.
3. Where the A grade competition consists of more than 8 teams, the Executive Committee may, at its discretion, conduct two separate divisions called A1 and A2. The A1 division will consist of the top 6 (or 8) sides from the previous season, whilst the A2 division will consist of the remainder of the clubs plus any additional teams drawn from the B grade competition to make a minimum competition size of 6 teams.
4. Teams drawn from the B grade competition will be selected on the basis of their finishing position from the previous season, with the highest team of those clubs not already represented in the A2 grade chosen first and so on until the grade is filled.
5. The two competitions will be conducted separately, with both having a finals series.
6. A promotion/relegation system will apply, with the two top placed teams in any grade/division considered for promotion to the higher grade/division and the two bottom placed teams considered for relegation. Any club may make an application to the association executive in support of or opposed to any promotion /relegation consideration.
7. ***Any promotion/relegation system would be guided by a range of criteria, including but not limited to: Matches won over the previous 2-3 seasons; capacity to field lower grade teams providing player depth to the senior side; junior teams contributing to maintaining continuity of the senior side; facilities commensurate with the proposed grade.***

8. Where any grade competition consists of more than 10 teams, two separate divisions may be drawn. The two divisions will be conducted as separate grades and competitions. Nominated teams will be allocated to the divisions by the executive.
9. All clubs are to nominate teams in the same grades/competitions as in the previous season except under the promotion/relegation provisions outlined above.
10. Any club wishing to nominate a team or teams in variation to the guidelines detailed above may make a written application to the Executive Committee, who will decide such application in the best interests of the competition.
11. Based on the above guidelines, the Executive Committee will minimise byes in the competition, with any unavoidable byes applied to the lowest possible grade/division for the circumstances causing the bye. Executive will attempt to ensure that a minimum of six sides compete in each grade/division.

24. HOT WEATHER POLICY

1. In minor round matches, due to excessive heat (40C and above) all senior cricket is cancelled for the day.
In minor round matches, due to excessive heat (38C and above) all C grade cricket is cancelled for the day.
2. The Friday afternoon Bureau of Meteorology temperature forecast for Noarlunga or Victor Harbor will be used as the guide.
3. Should the Friday afternoon Bureau of Meteorology temperature forecast for Noarlunga or Victor Harbor be 38C or above, any or all of the options detailed in subclause 4 below may be applied by the executive, including, but not limited to reducing the length of the match.
For games that are yet to commence, the maximum number of overs to be played in a day will be reduced to 60 (35/side for one-day games) to allow for additional/extended drinks breaks.
4. In finals matches, any or all of the following may be adopted in the event of excessive heat:
 - i. Start earlier to avoid the hottest part of the day
 - ii. Schedule additional drinks breaks
 - iii. Rotate players at fine leg so that they may have extra drinks between breaks
 - iv. Allow players to interchange on and off the field without restriction between overs
 - v. Reduce the length of the match
 - vi. Cancel the match
5. The Association secretary shall maintain regular contact with the Bureau of Meteorology in the days leading up to any finals where the weather predictions indicate the possibility of excessive heat. He shall then make decisions regarding the implementation of clause 3 in consultation with the president and vice-president.

25. FINES AND PENALTIES

1. An administration bond of \$200 per club is payable prior to the commencement of each season and from which any fines and penalties incurred are deducted, with the balance to be restored at the start of each subsequent season.
2. Non attendance at meetings – only one delegate present \$20.00
3. Non attendance at meetings – no delegates present \$100.00
4. Non completion of MyCricket details by the designated times \$25.00
5. Teams forfeiting after a match has commenced \$100.00
6. Repeated non compliance will result in the fine increasing to \$50 for the rest of that season.
7. Repeat offenders may have premiership points deducted.
8. Teams withdrawn after the cut-of date are liable for affiliation and insurance fees.

26. CHILDSAFE ENVIRONMENTS COMPLIANCE

The GSCA has endorsed and adopted:

1. Australian Cricket's Policy for Safeguarding Children and Young People, Australian Cricket's 'Looking After Our Kids' Code of Behaviour for Affiliated Associations and Clubs, and Australian Cricket's *Commitment to Safeguarding Children and Young People*.
2. SACA's *Affiliates and Club Protection Policy and Safeguarding Children and Young People Policy*.
3. Details of these policies can be found on the GSCA website at **www.gsca.sa.cricket.com.au**

CODES OF CONDUCT AND PENALTIES – ADAPTED FROM SACA GRADE CRICKET BYLAWS

PREAMBLE

Cricket is a game that owes much of its unique appeal to the fact that it is to be played not only within its Laws, but also within the spirit of the game. Any action seen as abusing this spirit causes injury to the game itself.

Embracing the spirit of the game means participating, either as a player or as an official, fairly and exhibiting respect for other players and officials and the game's traditional values such as graciousness in defeat and humility in victory.

Cricket has a distinct place in Australian society and history. As an element in Australia's national identity, cricket plays a significant role. This status brings with it particular responsibilities for players and officials to conform to high standards of fair play and personal behaviour on and off the field.

This Code of Behaviour is intended to protect and enshrine such important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.

RULES FOR BEHAVIOUR – OFFENCES:

Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

LEVEL 1 OFFENCES:

Players and, where applicable, officials must not:

No.	Rule	Guidelines
1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, or any part of, or contents of, any building or structure at the ground.
1.2	Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket. This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in his/her Captain's Report.
1.3	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture.	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune. The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.
1.4	Engage in excessive appealing	Excessive shall mean repeated appealing when the bowler/fielder knows the batter is not out, with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this Rule.

1.5	Point or gesture towards the pavilion in an aggressive manner, or behave aggressively or derisively towards either batter, upon the dismissal of a batter	Includes charging or running up to the batter and getting "in his/her face".
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LEVEL 2 OFFENCES:

Players and, where applicable, officials must not:

No.	Rule	Guideline
2.1	Show serious dissent at an umpire's decision by action or verbal abuse	Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from umpire, pointing at pad or inside edge, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket. This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision, or the Captain commenting on the umpires' performance in his/her Captain's Report.
2.2	Engage in inappropriate and deliberate physical contact with other players or officials in the course of play	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official.
2.3	Charge or advance towards the umpire in an aggressive manner when appealing	Self-explanatory.
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play	This does not replace Law 42 (4) and (5) of the Laws of Cricket. Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batter while running or attempting to run between wickets.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner	This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator	This is language or gestures which are directed at another person. See comments under Rule 1.3 above in relation to the seriousness of the breach.
2.7	Change the condition of the ball in breach of Law 42.3	Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration and saliva.
2.8	Attempt to manipulate a match in regard to the result or otherwise. The captain of any team guilty of such conduct shall be held responsible.	Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, performance.

LEVEL 3 OFFENCES:*Players and, where applicable, officials must not:*

No.	Rule	Guideline
3.1	Intimidate an umpire whether by language or conduct	Includes appealing in an aggressive or threatening manner.
3.2	Threaten to assault another player, team official or spectator	Self-explanatory.
3.3	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent or national or ethnic origin	Self-explanatory.

LEVEL 4 OFFENCES:*Players and, where applicable, officials must not:*

No.	Rule	Guideline
4.1	Threaten to assault an umpire or referee	Self-explanatory.
4.2	Physically assault another player, umpire, official or spectator	Self-explanatory.
4.3	Engage in any act of violence on the field of play	Self-explanatory.
4.4	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent or national or ethnic origin	Self-explanatory.

LAWS AND SPIRIT OF THE GAME:

No.	Rule	Guideline
5	Players must obey the Laws of Cricket and play within the spirit of the game. The captain and team coach must use their best efforts to ensure that their team and individual members of the team comply with this rule	This is meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1-4 (inclusive) of the Code. Conduct which will be prohibited under the clause includes time wasting and any conduct which is considered "unfair play" under Law 42 of the Laws of Cricket. This Rule is not intended to punish unintentional breaches of the Laws of Cricket. Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket. Nothing in this Rule or the Code alters the onus on the captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.

UNBECOMING BEHAVIOUR:

No.	Rule	Guideline
6	Without limiting any other rule, players and officials must not at any time engage in behaviour unbecoming to a player or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket	This is also meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 – 4 (inclusive) of the Code. It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour and cheating during play.

PENALTIES:

a. In the event the Executive/Tribunal decides that any person has breached any of Rules 1 – 4 (inclusive) of this Code of Behaviour, that body will normally apply a penalty within the range of penalties for each level of offence set out in the table below. However, they may also apply any or all of the penalties set out in Rule 2 of this Section where circumstances require a greater penalty than the guideline (such as in the case of a player having been found guilty of previous offences, whether in this or other competitions, or where the offence is particularly serious).

b. For the purposes of this bylaw, match days shall be defined as days of play scheduled for GSCA grade competition. Any player suspended from GSCA programmed matches shall not participate in any GSCA sanctioned match during the period of suspension.

Level of Offence	Penalty Range
Level 1	Official reprimand and/or a suspended ban of up to 2 match days and/or a suspension of up to 2 match days
Level 2	Suspension of between 2 and 4 match days
Level 3	Suspension of between 4 and 8 match days
Level 4	Suspension of 8 or more match days or a life ban

Any part of a suspension imposed may be suspended for a specified length of time and a fine of up to \$500 may be imposed on the player's club.

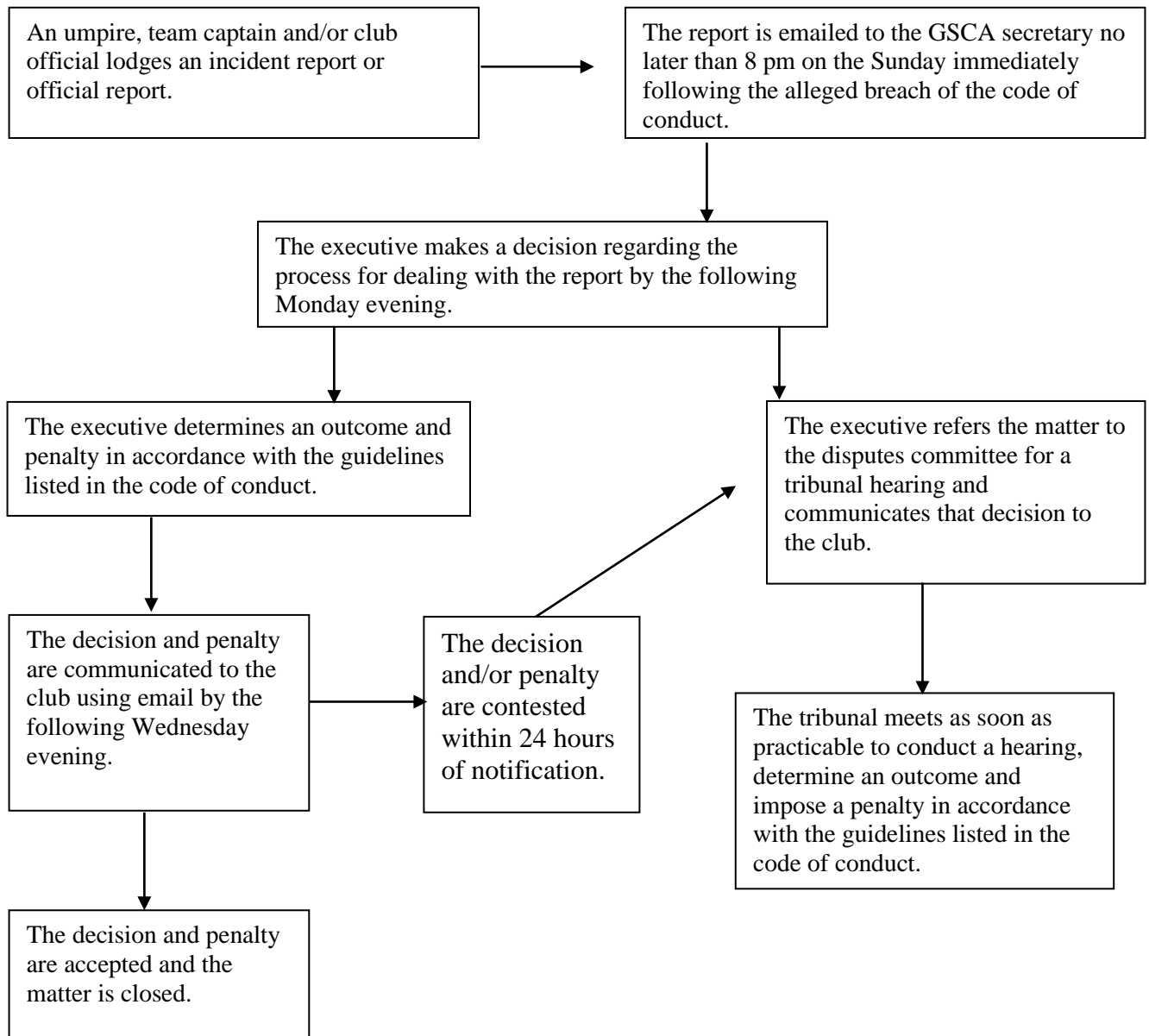
c. Without limiting the penalties in Rule 1 of this Section, in the event the Executive/Tribunal decides that any person has breached any of Rules 5 or 6 of Section 1 of this Code of Behaviour, the following penalties may be applied:

- i. Suspend the person from participating in any match;
- ii. Fine the player's club any amount up to \$500.00 and/or
- iii. Reprimand the person

d. Without limiting Rule 1 of this Section, when imposing any penalty upon a person who has breached this Code of Behaviour, the Executive/Tribunal may take into account any circumstance it considers relevant, including the following:

- i. The seriousness of the breach;
- ii. The harm caused by the breach;
- iii. The person's seniority and standing in the game;
- iv. Remorse shown by the person and the prospect of further breaches
- v. The person's prior record
- vi. The impact of the penalty on the person

EXECUTIVE ENQUIRY PROCESS AND TIMELINES:



JUNIOR CRICKET CODE OF CONDUCT

FOR PLAYERS

- * Be a good sport
- * Play for enjoyment
- * Work hard for your team as well as for yourself
- * Treat all team-mates and opponents as you enjoy being treated yourself
- * Play by the rules
- * Cooperate with team and game officials
- * Control your behaviour on and off the field
- * Learn to value honest effort, skilled performance and improvement

FOR COACHES

- * Set a good example for your players
- * Encourage and create opportunities to develop individual skills
- * Teach a wide range of team skills
- * Ensure that the sport is appropriate for the age-group and the skill development level of the players involved
- * Teach your players to be friendly towards officials and opponents
- * Give all those interested a chance to participate in training and in games
- * Remove from the field of play any of your players whose behaviour is not acceptable
- * Keep your own knowledge of coaching and the developments of the game up to date

FOR PARENTS

- * Encourage participation by your children
- * Provide a model of good sportsmanship for your children to copy
- * Be courteous in your communication with players, team officials, game officials and sport administrators

FOR SPECTATORS

- * Demonstrate appropriate social behaviour
- * Remember that children play for enjoyment. Don't let your behaviour detract from their enjoyment.
- * Let game officials conduct events without interference
- * Support skilled performances and team play with generous applause
- * Demonstrate respect for opposing players and their supporters

FOR ADMINISTRATORS AND OFFICIALS

- * Ensure rules, equipment, training schedules and games are safe and match the skill level of those involved
- * Ensure that equal opportunities for participation are available for all children
- * Involve children in planning, evaluation and decision making
- * Ensure everyone involved understands his/her responsibilities regarding fair play and appropriate behaviour
- * Encourage a positive attitude towards children's sport
 - emphasise fun and enjoyment
 - encourage both teams
 - set a good example
- * Be consistent, courteous and helpful toward all participants
- * Use common sense in decision making to ensure that the spirit of the game for children is maintained
- * Ensure that adequate supervision is provided by qualified, competent coaches and officials capable of developing appropriate sports behaviour and skill technique; and that these officials are given the opportunity to improve their coaching and officiating
- * Remember that children play for enjoyment - downplay the importance of rewards

GENERAL RULES & PLAYING CONDITIONS FOR SENIOR AND JUNIOR COLTS

IT IS THE EXPECTATION OF THE GSCA THAT EVERY PLAYER SHOULD BE GIVEN THE OPPORTUNITY TO BAT AND BOWL IN EACH MATCH.

1. All players must be registered on MyCricket in accordance with the GSCA Playing Conditions.
2. Age group eligibility:
 - a. Senior Colts – aged under 16 on 1 April in the year that the season commences.
 - b. Junior Colts – aged under 14 on 1 September in the year that the season commences
3. Players wishing to learn about umpiring may stand with the official umpire during these matches.
4. First innings win – 6 points; outright win – 8 points; draw – 3 points.

PERMITS:

1. Players may be given permits by the Junior Management Committee to play in a lower age group, who are considered not out of place in the lower age group, based on the previous season's performances. Permits must be requested through MyCricket and are reviewed after round three.
2. Up to 2 permit players are allowed to be named in any given Junior Colts and Senior Colts teams.
3. Permit players are ineligible to represent the association in GSCA teams or to receive a GSCA trophy

PERMIT RESTRICTIONS:

1. Senior Colts – limited to 4 overs and 25 runs in 20 and 40 over games.
2. Junior Colts – limited to 3 overs in 20 over games and 4 overs in 40 over games and 25 runs or balls (whichever comes first) in 20 and 40 over games.
3. Permit players in both grades may return after all other wickets have fallen.

FINALS:

1. Players must play a minimum of seven days of minor round matches to be eligible for finals.
2. Play may be extended on either day of rain affected finals to achieve a result, but no over may commence after 12.30 pm. Play may commence up to an hour early on finals Sundays, where weather has prevented a full day of play on the Saturday.
3. Only one neutral umpire is to officiate – the coach of the fielding side umpires at square leg.
4. The ball may be replaced with one of similar use if it becomes unplayable.
5. Players eligible for Junior Colts competition may count matches played in Senior Colts competition towards qualification for Junior Colts finals.

HEAT POLICY:

All Senior Colts and Junior Colts matches will be cancelled on any day of scheduled play where the forecast temperature for Victor Harbor is 38C or higher on the television news the previous evening. Play may be called off at any time in any match if the conditions become unfit for play. Coaches are reminded of their duty of care and of their responsibility for the welfare of the players in administering this policy.

RISK MANAGEMENT:

Teams and clubs must ensure that the playing field is safe before the commencement of play on any day.

CRICKET BALLS:

1. 2 pce 156 g Kookaburra balls will be used in all matches, including matches on turf pitches.

REPORTING SCORES & MATCH DETAILS FOR U16 & U14 MATCHES:

1. Both teams must enter their selected teams onto the MyCricket website by 10 am on the Sunday immediately following the first day's play in all matches, including teams receiving a forfeit.
2. All match scores must be entered by 8.00 pm on the Sunday following each day's play.
3. Full details of each team's batting and bowling – including Captain's (Coach's) report – must also be entered on the MyCricket website by each relevant participating team, by 8.00 pm on the Sunday immediately following the completion of each day's play. Fielding votes are recorded after the completion of the match.

SENIOR COLTS MATCH CONDITIONS – 40 OVER MATCHES:

1. 8.45 am start, 11.30 am finish, 10 minute drinks break after 20 overs. 40 overs play/day. Each team's innings max of 40 overs. Team batting second receives 1 extra over for each over faced on the first day if innings starts in over 38, 39 or 40 of the day.
2. Max 8 overs/bowler, 50 runs/batsman per innings, but may return after all others have batted.
3. Players who retire before reaching the run limit may return to the crease at any time, but must return before any player who retired after making the run limit.
4. A compulsory close of innings will occur when any batting side reaches 250 runs. Should a team exceed that total by scoring a boundary, the individual player runs will be counted, but the total score must not exceed 250.
5. Teams may declare in 40 over matches after passing the opposition score once all batsmen not dismissed have faced a minimum of 12 balls. Maximum 250 team score still applies.
6. Each batsman's ball count does not include wides and no-balls.
7. A maximum of 6 overs may be bowled per spell by all bowlers except slow bowlers in any game including finals. All bowlers (except slow bowlers) must be rested while at least twice the number of overs in their spell are bowled. All bowlers are eligible to begin a new set of 6 overs from the commencement of play on the second day. Any pace bowling during a spell brings the '6 over rule' into play.
8. Any full toss above waist high or ball that bounces above shoulder high shall be called 'no-ball'. Any ball that lands off the pitch when bowled is to be called and signalled 'no-ball'. The first 2 wides or no-balls in each over shall be re-bowled for a maximum of 8 balls in any over. Any subsequent wides or no-balls in an over incur a penalty of one run (plus any score), but are not re-bowled.
9. Batsmen are not to be crowded by fielders. Except for the wicketkeeper and slips, no fielder shall be placed within 10m (half a pitch length) of the batsman.
10. All batsmen in all junior grades must wear a helmet with visor/grille. Wicket keepers must wear facial protection when keeping up to the stumps.
11. Teams consist of 9 players, but may name up to 11 named players. A maximum of 9 fielders may be on the field at a time, with no restriction on the interchange of fielders provided no time is wasted. There is no requirement for a player to be on the field for a certain time following an absence before bowling. The side will be all out at the fall of the 8th wicket.
12. Teams shall provide up to 2 sub-fielders to opposition teams if required to bring the number of fielders up to a maximum of 9.
13. Boundary to be 50m from the stumps at each end if oval size allows.
14. Where weather interrupts play on the first day, 2 overs are deducted for each 7 minutes play lost. The total number of overs for the match is divided equally between the 2 teams' innings, with a minimum of 20 overs /side needed to constitute a game. If weather interrupts play on the second day, before the team batting first has completed its innings, one over is deducted from each team's entitlement for each full 7 minutes of play lost. If weather interrupts play on the second day after the team batting first has completed its innings and prevents a first innings decision, a draw results. Rain may delay the start of play until up to 10.00 am on any day.
15. If weather prevents any play on the first day, the second day's play becomes a 20 over match.
16. *IN FNALS* – There is no restriction on the total overs/bowler or runs/batsman, except those under the '6 over' rule. Teams dismissing the opposition in less than the allotted overs may add those unused overs to their first innings allowance. Retired batsmen, other than those retired hurt, cannot return to the crease during that innings. The 250 runs innings maximum does not apply.

SENIOR COLTS MATCH CONDITIONS – 20 OVER MATCHES:

1. 8.45 am start, 11.30 am finish, 10 minutes change of innings after 20 overs. Each team's innings max 20 overs.
2. Max 4 overs /bowler, 30 runs/batsman.
3. Players who retire before reaching the run limit may return to the crease at any time, but must return before any player who retired after making the run limit.
4. All balls passing outside the leg stump and outside the batsmen's pads shall be called wides.
5. No more than 5 fielders on the leg side at any time.
6. No more than 3 fielders more than halfway to the boundary in the 1st 6 overs and 5 thereafter.
7. Rules 8 to 13 above apply.

JUNIOR COLTS MATCH CONDITIONS – 40 OVER MATCHES – INCLUDING FINALS:

1. 8.45 am start, 11.30 am finish, 10 minute drinks break after 20 overs. 40 overs play/day. Each team's innings max of 40 overs. Team batting second receives 1 extra over for each over faced on the first day if innings starts in over 38, 39 or 40 of the day.
2. Max 8 overs/bowler for 2 bowlers and 6 overs/bowler for the rest of the team. No bowler may bowl more than 8 overs in a match, including a second innings, if applicable.
3. Batsmen must retire after facing 50 balls but may return at the fall of the last wicket, in the order in which they retired.
4. Players may be retired after facing a minimum of 12 balls and before reaching maximum balls faced limit. He/she may return to the crease at any time, but must return before any player who retired after facing 50 balls.
5. Each batsman's ball count does not include wides and no-balls.
6. A compulsory close of innings will occur when any batting side reaches 250 runs. Should a team exceed that total by scoring a boundary, the individual player runs will be counted, but the total score must not exceed 250.
7. No 1st innings declaration is permitted, but the maximum 250 team runs still applies
8. A maximum of 4 overs may be bowled per spell by all bowlers in any game including finals. All bowlers must be rested while at least twice the number of overs in their spell are bowled. All bowlers are eligible to begin a new set of 4 overs from the commencement of play on the second day.
9. Bowlers who cannot get the ball on a length on a full-sized pitch will be allowed to bowl over a reduced pitch length of 18m. A marker will be used to indicate the bowler's revised crease line. No change is made to the length that batsmen must run. An opposition coach may only veto this option based on the bowler's pace.
10. Any full toss above waist high or ball that bounces above shoulder high shall be called 'no-ball'. Any ball that lands off the pitch when bowled is to be called and signalled 'no-ball'. The first 2 wides or no-balls in each over shall be re-bowled for a maximum of 8 balls in any over. Any subsequent wides or no-balls in an over incur a penalty of one run (plus any score), but are not re-bowled.
11. Batsmen are not to be crowded by fielders. Except for the wicketkeeper and slips, no fielder shall be placed within 10m (half a pitch length) of the batsman.
12. All batsmen in all junior grades must wear a helmet with visor/grille. Wicket keepers must wear facial protection when keeping up to the stumps.
13. Teams consist of 9 players, but may name up to 11 named players. A maximum of 9 fielders may be on the field at a time, with no restriction on the interchange of fielders provided no time is wasted. There is no requirement for a player to be on the field for a certain time following an absence before bowling. The side will be all out at the fall of the 8th wicket.
14. Teams shall provide up to 2 sub-fielders to opposition teams if required to bring the number of fielders up to a maximum of 9.
15. Boundary to be 45m from the stumps at each end if oval size allows.
16. Where weather interrupts play on the first day, 2 overs are deducted for each 7 minutes play lost. The total number of overs for the match is divided equally between the 2 teams' innings, with a minimum of 20 overs /side needed to constitute a game. If weather interrupts play on the second day, before the team batting first has completed its innings, one over is deducted from each team's entitlement for each full 7 minutes of play lost. If weather interrupts play on the second day after the team batting first has completed its innings and prevents a first innings decision, a draw results. Rain may delay the start of play until up to 10.00 am on any day.
17. If weather prevents any play on the first day, the second day's play becomes a 20 over match.

JUNIOR COLTS MATCH CONDITIONS – 20 OVER MATCHES:

1. 8.45 am start, 11.30 am finish, 10 minute change of innings after 20 overs. Max 20 overs/team.
2. Max 4 overs/bowler for 2 bowlers and max 3 overs/bowler all others; max 25 balls faced/batsman.
3. Players who retire before reaching the balls faced limit (minimum 12 balls faced) may return to the crease at any time, but must return before any player who retired after making the run limit.
4. All balls passing outside the leg stump and outside the batsmen's pads shall be called wides.
5. No more than 5 fielders on the leg side at any time, and
6. No more than 3 fielders more than halfway to the boundary in the 1st 6 overs and 5 thereafter.
7. Rules 8 to 13 above apply.

UNDER 12 MATCH CONDITIONS

1. Participation is the major focus of this grade, which is open to boys and girls aged under 12 on September 1.
2. All matches are played on Friday evenings with a 5.00 pm start. Each team's innings is 20 overs.
3. The pitch length is 18m, with the stumps moved to the normal batting crease.
4. Teams consist of 8 players.
5. The players bat in pairs for 5 overs, facing 15 balls each. The non-striker is to face the next ball after a dismissal, except where he/she has faced the maximum quota of balls. Next batters must be ready at the end of each set of overs.
6. After Christmas, once a batsman has been dismissed, they are only able to score a single run from any scoring shot.
7. Teams bowl from one end only. Bowlers bowl one over and then the whole field (except for the wicket keeper) rotates one position to allow the next player in the rotation to bowl.
8. Bowlers who cannot get the ball on a length on an 18m pitch will be allowed to bowl over a reduced pitch length of no less than 16m. A marker will be used to indicate the bowler's revised crease line. No change is made to the length that batsmen must run.
9. 142g Kookaburra balls are used for all matches. A new ball is not required for each game.
10. The outer boundary is set at a maximum of 40 metres from the centre of the pitch.
11. An inner boundary is set at 20 metres from the pitch, with no fielders other than the wicket keeper inside that boundary.
12. Batters may not be dismissed LBW.
13. All batters and wicketkeepers must wear a helmet with visor/grille as well as the normal protective equipment. Wicketkeepers may wear a baseball catcher's mask.
14. Only 6 balls are bowled in each over, irrespective of wides and no-balls. All balls that would normally be called wides are to be called no-balls.
15. Any full toss above waist high or ball that bounces above shoulder high shall be called no-ball.
16. The coach of the fielding side may by-pass younger bowlers after one or two overs, but the remainder of the rotation order is continuously maintained.
17. Extra fielders substitute one at a time after each over, with the bowler leaving the field.
18. Hot Weather Policy – extra clause: When the forecast temperature for Adelaide is above 35 degrees, games only proceed if both coaches agree.
19. Drinks and/or snacks are to be taken at the halfway point of the match. Drinks breaks may be added if it is hot. Players are encouraged to wear wide brimmed hats when fielding.
20. The home team is to field first in all matches to help with matches starting as early as possible.

BLOM SHIELD:

1. To be contested annually on the 3rd Sunday in February, between the best 12 players aged under 12 on September 1 from each of the Northern and Southern groups of clubs. These club groupings are to be determined each year, depending on the teams fielded.
2. A coordinator from each group is nominated each year to organise the teams from club nominations.
3. Under 12 players who participate in any GSCA grades and/or teams are eligible for selection.
4. Clubs will nominate 2-3 players per U12 team, with the coordinator to make a final selection.
5. At least one player must be selected from each nominating club.
6. Teams consist of 12 players, all of whom can bowl, but only 11 can bat.
7. The match will be played using modified Junior Colt playing conditions, with the addition of impact players – five fielders within 4m of the boundary or in the slips cordon – to allow for eleven fielders.
8. The pitch length will be 18m and the boundary will be set 45m from the centre of the pitch.
9. 10.00 am start, 40 overs/side, maximum 6 overs/bowler, 25 runs or 30 balls faced/batter.
10. Retiring batters may return – in order of retirement – to continue their innings after all others have batted.
11. An award is to be presented to the best player in each team, selected by the two coordinators.
12. A certificate is awarded to each player selected.

UNDER 10 MATCH CONDITIONS

1. Participation is the major focus of this grade, which is open to boys and girls aged under 10 on September 1, however the age is considered indicative of ability rather than mandatory.
2. All matches are played on Friday evenings with a 5.00 pm start. Each team's innings is 16 overs.
3. The U10 field is set up outside the boundary of the corresponding U12 match at that venue.
4. The pitch length is 16m, with plastic stump sets used.
5. The boundary is set at a maximum of 30 metres from the centre of the pitch.
6. Teams consist of 8 players, however additional players may participate, provided that there are no more than 8 fielders at any time.
7. No fielder is allowed within 10m of the bat until after the ball is hit. This excludes the wicket keeper and slips. There must be 3 fielders on each side of the pitch for all deliveries.
8. The players bat in pairs for 4 overs, facing 12 balls each. Batters swap ends at the end of each over and when dismissed, except in the event of a run out. Batters should also swap ends after one has failed to hit three consecutive balls.
9. Batters may not be dismissed LBW.
10. Plastic or wooden bats can be used. Batters are not required to wear pads, gloves or helmets.
11. Kookaburra Softaballs or similar are used for all matches. A new ball is not required for each game.
12. Teams bowl from one end only. Bowlers bowl one over and then the whole field rotates one position to allow the next player in the rotation to bowl.
13. Bowlers who cannot get the ball on a length on the 16m pitch will be allowed to bowl over a reduced pitch length. No change is made to the length that batsmen must run.
14. Only 6 balls are bowled in each over, irrespective of wides and no-balls. All balls that would normally be called wides are to be called no-balls.
15. Any full toss above waist high or ball that bounces above shoulder high shall be called no-ball.
16. Extra fielders substitute one at a time after each over, with the bowler leaving the field.
17. Hot Weather Policy – extra clause: When the forecast temperature for Adelaide is above 35 degrees, games only proceed if both coaches agree.
18. Drinks and/or snacks may to be taken at the halfway point of the match. Drinks breaks may be added if it is hot. Players are encouraged to wear wide brimmed hats when fielding.
19. The home team is to field first in all matches to help with matches starting as early as possible.

COVID-19 PLAYING CONDITIONS

1. Social distancing is to be practiced before during and after the game.
2. Players, umpires and scorers must use an individually labelled drink bottle.
3. All players, umpires and scorers must use hand sanitiser before and after play and at the beginning and end of breaks.
4. Sharing of equipment is to be avoided unless the equipment is thoroughly cleaned before reuse.
5. The bowler's cap, sweater, etc is to be placed, by the player, neatly and compactly behind the umpire at the non-striker's end. No penalty is to be applied should the ball come into contact with the clothing in this situation. However, penalties will apply to other equipment on the ground under the Laws of Cricket.
6. Only the umpire is to remake the wicket after it has been broken.
7. Following a wicket, the ball should be placed near the umpire's feet.
8. Umpires, either official or club, are to monitor the handling of the ball.
9. At no stage should any participant place sweat or saliva on the ball, however the ball may be shined using clothing or a cloth.
10. Should sweat or saliva be placed on the ball either intentionally or unintentionally the umpire/coach will speak with the player(s) involved and remind them of the rules regarding COVID-19 management.
11. In senior matches with a GSCA appointed umpire, 5 penalty runs may be awarded against a team committing any further infractions of this condition.
12. Any ***continued*** infraction of these playing conditions is to be reported to the GSCA secretary in accordance with Rule 4: Protests and Disputes.