



COMPETITION PLAYING RULES



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Rule Changes 2017/18

- 2.4.1 – The current rule states the game will be 30 overs or 2 hours. The new rule explains this in more detail.
- 2.14.3 – A man of the match will be awarded in the grand final
- 2.17 – New rule regarding finals qualifications



COMPETITION PLAYING RULES

1.0 General

Disability Definition To be eligible to play in MAACA player must have a disability.

1.1 Disability means a disability as defined by the Disability Act 2006 that a person requires ongoing support by the Department of Human Services or other disability provider or there is other medical evidence that supports that the person has a disability that would qualify them for ongoing support from the Department of Human Services.

1.2 Heat Rule:

1.2.1 All games must stop immediately if the local air temperature reaches above 35 deg C ie 35.1C. Games can re-commence if the temperature drops to 35 deg or below. If both teams agree the game can be called off at any time.

1.2.2 No game will commence if the local forecasted temperature is 37 degrees Celsius or above at 9.00 am on the day.

1.3 Procedure to alter and amend MAACA playing rules

1.3.1 Any submissions maybe submitted to the Committee by any officer bearer or affiliated club and must include:

- Full text of amended rule
- Precis of proposed change and reason for same
- Full name/contact details of proposer

1.3.2 The Committee will review the proposed amendment and will decide if the proposal is to proceed. Should the Committee decide against proceeding, reasons for such decision are to be advised in writing to the proposer.

1.3.3 Upon deciding that a proposal should proceed, details as described in Rule 1.3.1 will be forwarded to all affiliated clubs 14 days prior to the Annual General Meeting. For a proposal to be approved, requires a two thirds majority of members present at the Annual General Meeting to vote in favour of the change.

1.4 Special Amendments

1.4.1 The Committee can amend any competition playing rules at any time that clearly demonstrates that failure to



take immediate action will adversely influence games or players safety.

1.5 Unacceptable Behaviour

1.5.1

Umpires, official or volunteer, have the authority to enforce a code of discipline should a player's behaviour be unacceptable. The system is to work as follows:

- A player is warned of any unacceptable behaviour.
- Should the player reoffend and is a member of the fielding team, this will result in the player being sent from the field for a period of 5 completed overs. A substitute or replacement may not be used during the period of suspension. A batter reoffending will be sent from the field and may not return to bat until the remainder of the team has batted.
- Should the behaviour be of a serious nature, and both umpires agree, the player may not participate for the remainder of the match and is to be reported to MAACA Committee in accordance with MAACA Rule 19. This action need not be preceded by a warning. A substitute or replacement fielder may not be used for the period of suspension. A batter will be deemed as "Retired-Out" if they have not been dismissed or batter at that time.

2.0 Division 1

All games are to be played in accordance with the "Laws of Cricket" as recognised by Cricket Australia, except for the following:

2.2 Player Numbers:

2.2.1

A team can comprise of minimum of 7 to a maximum of 13 players

2.3 Ground size:

2.3.1

50 metres in circumference from playing wicket (if possible)



2.4 Overs:

- 2.4.1 2 hours per innings with a maximum of 30 overs. In the first innings if 30 overs are not bowled within the allocated time the innings will be compulsory closed and the team batting second will receive the same amount of overs.

2.5 Set Up Equipment:

- 2.5.1 Stumps & bails, cones etc to be supplied by home team

2.6 Umpires:

- 2.6.1 Each team must supply an umpire for all home and away games.
- 2.6.2 The umpire can be a team official or coordinator but must know the rules of cricket.
- 2.6.3 When batting the batting team should also supply a square leg umpire where possible.

2.7 Playing Equipment:

- 2.7.1 Coloured team uniforms and rubber soled runners (no spikes-unless playing on turf) to be worn if possible.
- 2.7.2 Each team to provide their own playing equipment.
- 2.7.3 Full cricket protection to be worn when batting e.g. pads, batting gloves, protectors, helmets etc.
- 2.7.4 Wicket keeper must wear helmet if keeping at the stumps, as well as pads & keepers gloves etc

2.8 Ball Type:

- 2.8.1 156gm, 2 piece red or white leather cricket ball as agreed by the competing teams on the day..
- 2.8.2 Option – The Umpires have the option to introduce an 'Incrediball' at any time if deemed a safety issue.

2.9 Supply of Ball:

- 2.9.1 Each team to supply own cricket ball/s



2.10 Batting Restrictions:

2.10.1 Batter must retire after scoring 40 runs and their innings shall be recorded as Retired Not Out.

When all available batsman have batted, Retired Not Out batsman may not return..

2.10.2 Coaches can retire batters at any time.

2.11 Bowling Restrictions:

2.11.1 Minimum 8 bowlers per innings.

2.11.2 Maximum overs per bowler – 5 overs.

2.11.3 Each bowler must bowl a minimum of 2 overs.

2.11.4 Maximum overs a bowler can bowl in one spell is 3 overs. Remaining overs can be bowled when the other 7 bowlers have bowled their minimum overs.

2.11.5 Maximum balls per over (inc's wides, no balls etc) – 8 balls.

2.11.6 Bowling Notes:

2.11.6.1 Any intimidating bowling or intentional full tosses bowled at the batter above waist height will be deemed a No Ball & a warning may also be applied.

2.11.6.2 Any short pitch bowling above shoulder will be deemed a 'No Ball'.

2.11.6.3 Any ball when bowled bounces more than twice before reaching the batter will be deemed a 'No Ball'.

2.12 Fielding Restrictions:

2.12.1 A fielder must be a minimum of 10 metres from the bat when fielding in front of the wicket.

2.12.2 It is suggested the host club marks the ground at a 10 metre radius from each wicket



2.13 Drink Breaks/afternoon tea:

- 2.13.1 Every 15 overs or as agreed to by both teams.
- 2.13.2 It will be the responsibility of the home team to provide the afternoon tea and drinks.

2.14 Trophies

- 2.14.1 Batting trophy will awarded to the player with the best batting average during the home and away season. To be eligible a minimum 50 runs in the season must be scored.
- 2.14.2 Bowling trophy will be awarded to the player with the best bowling average during the home and away season. To be eligible a minimum of 10 overs must be bowled
- 2.14.3 A man of the match will be awarded in the grand final selected by the umpires.

2.15 Scoring/Scorebooks:

- 2.15.1 Standard scorebooks will be used for all matches with each team responsible for completing their own scorebook unless by agreement.

2.16 MyCricket & Scores:

- 2.16.1 All players must be registered via MyCricket.
- 2.16.2 Home team must enter match results within 24 hrs of game being finished.
- 2.16.3 Both teams must complete player scores within 48 hours of game being finished.

2.17 Finals Qualifications

- 2.17.1 To qualify to play in finals a player must have played in at less 40% of the games played throughout the season. Games not played due to adverse weather or a forfeit will count towards the qualification as long as the player was listed in MyCricket.

2.18 General Notes:

- 2.18.1 Coaches can mutually agree to any rule change on the day of competition.



COMPETITION PLAYING RULES

3.0 Division 2

All games are to be played in accordance with the “Laws of Cricket” as recognised by Cricket Australia, except for the following:

3.1 The Game:

3.1.1 Ground and Pitch dimensions can be adjusted to suit:

- 3.1.1.1 The ability of the batters to hit the ball a certain distance to reach the boundary to score four or six runs.
- 3.1.1.2 The ability of fielders to cover the ground when fielding.
- 3.1.1.3 The number of players in the fielding team.
- 3.1.1.4 A boundary distance of 35 - 45 metres from the batter provides an initial guideline.
- 3.1.1.5 Regular cricket pitch dimensions are used with umpires using their discretion on the bowlers’ ability to reach the batter with a playable delivery. The bowler may be allowed to release the ball further up the pitch if required.

3.2 Teams/Player Numbers:

- 3.2.1 Each game is played between two teams of a minimum of 8 and a maximum of 14 players. Even number preferred.
- 3.2.2 The umpires have the ability to allow substitute players at any time during the games for fielding purposes.

3.3 Length of innings:

- 3.3.1 Preliminary Games: an innings consists of each fielding player bowling one (1) x six (6) ball over, all overs are to be bowled from one end of the pitch.



3.4 Equipment:

- 3.4.1 If using a 'hard ball' it is compulsory for all players to wear pads and glove.
- 3.4.2 If using a 'soft ball', wearing protective equipment is at the batter's discretion.
- 3.4.3 The wearing of helmets is recommended.

3.5 Bowling:

- 3.5.1 Bowlers are limited to a maximum 8 pace run up.
- 3.5.2 Underarm bowling is permitted as long as it does not disadvantage the batter. However all players should be encouraged to bowl overarm.
- 3.5.3 There will be a maximum of 6 deliveries in 1 over in the event of 'no balls' no extra ball is to be bowled.
- 3.5.4 No balls and wides will be at the discretion of the umpire and will depend solely on the ability of the batter to play the ball rather than the width of the ball in relation to the stumps.

3.6 Batting:

- 3.6.1 Players bat in pairs with each pair facing a set number of overs.
- 3.6.2 Preliminary Game: 2 x 6 ball overs.
- 3.6.3 Batters can be dismissed in accordance with the "Laws of Cricket" ie bowled, caught, stumped, runout.
- 3.6.4 Batters change ends upon being dismissed.
- 3.6.5 Pairs remain batting irrespective of the number of times they are dismissed, until their allocated overs are finished.



3.6.6 If a particular batter has had the majority of the strike (faced the majority of balls) the umpire has the discretion to swap the batters in order to allow both batters a chance to bat.

3.6.7 The next batting pair must be ready to bat immediately following the previous pair's innings.

3.6.8 Wooden bats will be used where possible. Tennis racquets may be used by those who have difficulty using cricket bats, eg players in a wheelchair and those without the strength to hold or hit the ball with a normal cricket bat.

3.7 Fielding:

3.7.1 No player is permitted to field within 10 metres of the bat except for the wicketkeeper and slip fielders. *(It is suggested the host club marks the ground at a 10 metre radius from each wicket)*

3.8 Scoring:

3.8.1 A typical scoresheet is provided as part of these rules of competition. (Refer Appendix A)

3.8.2 Two runs are scored for no balls and wides. Any additional runs made off a no ball are added to the total, ie a score of four hit off a no ball would result in six runs.

3.8.3 Each wicket lost results in five runs added to the bowling side.

3.9 Result:

3.9.1 At the completion of both innings, the team with the highest combined score (runs made while batting plus bonus runs for dismissals – 5 runs per dismissal while bowling) is declared the winning team.

3.10 MyCricket

3.10.1 It is recommended that all "Division 2" players be registered via MyCricket.



- 3.10.2 Match result only to be added to MyCricket within 48 hours of the game being completed.

3.11 General Notes:

- 3.11.1 Coaches can mutually agree to any rule change on the day.
- 3.11.2 Refer [Appendix A](#) for the typical Cricket Victoria Scoresheet as used at the annual All Abilities Cricket Carnival.