

**SOUTH AUSTRALIAN VETERANS
CRICKET
RULES FOR OVER 65s BAROSSA
VALLEY 2024 INVITATIONAL
TOURNAMENT**

**SA – VETERANS CRICKET
ASSOCIATION INC.**



PART 1 AIMS AND GUIDELINES

The Spirit of Cricket is expected to always be observed

“...Cricket owes much of its appeal and enjoyment to the fact it should be played not only according to the Laws but also within the Spirit of the Game. The major responsibility for ensuring fair play rests with captains, but extends to all players, umpires...Respect is Central to the Spirit of Cricket...” (MCC Laws of Cricket 2017 code)

Culture of the Championship

Whilst the structure of the Tournament provides for a competitive approach, the organisers believe this should not result in over-competitiveness or over-shadow what they believe is the championship’s main purpose – to provide an opportunity for cricketers of all standards despite their advancing years, to continue to participate in a sport we all love.

The Laws of cricket shall apply unless otherwise stated in this document.

1) Age Qualification

To play in the Tournament a player must have reached 65 years of age during the year of the competition.

2) Competition Format and Structure

i. Games will be played on Days 1, 2, 4 and 5 with Day 3 a Rest Day

- a) On Days 1, 2 and 4, teams will play each of the other teams in its pool.
- b) Finals will be held on and Day 5 when teams in the equivalent position in each pool.
- c) A trophy will be awarded to the winner of the Tournament.

3) Competition Points/Placings

- a) Points - teams will be awarded 2 points for a win, 1 point for a Tie or a Draw and zero points for a loss.
- b) The match is completed when a result is achieved. No further play is required.
- c) In all cases the placing of teams level on points will be decided by identifying the one with the higher wickets/runs quotient. This also includes finals where no play is possible, or a result cannot be achieved. NOTE: a retired batter will not be deemed dismissed for the purpose of calculating wickets lost in an innings.
 - i. The quotient is to be calculated as follows:
A - Runs scored divided by wickets lost,

- B - Runs scored by opposition teams divided by wickets taken, and
- C - Divide A) by B) to determine team quotient.

4) **Clothing, Grounds and Equipment**

- a) Predominantly white clothing is preferred, but coloured clothing is acceptable.
- b) Only red four-piece balls supplied by the Tournament organiser will be used.
- c) SAVCA will provide equipment such as stumps, bails, and marker cones.
- d) The Oval playing size is to measure 55 metres. A half circle from the stumps at each end to form the ends, and then joined by straight boundaries on the off and on sides is recommended.
- e) When possible, a 30-metre circle is to be spotted/marked as per the boundary line described in d) above.
- f) Pitch covers are to be used when available and as required. Refer to 8 a) below and 10 c)
 - i. During play both teams are responsible for speedy delivery of the covers when rain is imminent, and both teams must assist with the covering.
 - ii. Both teams must assist with removal of the covers and required overnight covering.

5) **Disputes**

All disputes will be dealt with by the SAVCA Committee.

6) **Wet Weather**

It is the responsibility of the Organising Committee to:

- a) Where possible, organise alternative pitches for all matches rostered in the event of wet weather or of grounds being considered unsafe.
- b) Managers are to be advised urgently of any change in ground allocation for any match.

7) **Match Administration**

SAVCA is responsible for the smooth running of the Tournament and may delegate responsibilities as follows:

- a) ensuring that results are input into PlayHQ
- b) A host supplied by SAVCA will be in attendances at all games, but there may be times when the host needs some assistance in matters such as liaising with the local club and groundsman, organising drinks and lunches, checking scoring, assisting the umpires and captains where necessary, ensuring the grounds and equipment are supplied, and ensuring that change rooms are left in an appropriate state.

8) **Health and Safety**

- a) It is a condition of Championship registration that each state ensures that all its players have their own medical and travel insurance.

Heat Policy: Please refer to the SAVCA EXTREME HEAT POLICY at APPENDIX 1

Once play ceases at one oval, play must cease on all adjoining ovals.

Covers should not be placed if umpires are obliged to halt play due to lightning even if rain is expected.

- b) During-play player safety

- (1) It is the responsibility of players, team management and team captains to ensure, as far as possible, that players remain safe while playing matches. This includes the positioning of players in the field and bearing in mind the relative strengths and weaknesses of both their own players and of their opponents.
- (2) If a captain believes it unsafe to continue play for any reason, he/she should immediately advise the Umpire/s of his/her concerns. After consultation with both captains, the Umpire/s shall have the final say as to whether play should continue and, if so, whether match conditions are to be varied.

ii. Helmet Policy:

SAVCA strongly encourages players to wear helmets, but they are not mandatory.

c) Defibrillators and First Aid Kits

- i. The Organising Committee shall ensure that a defibrillator (AED) and First Aid Kit is available at every match.
- ii. If teams are unable to provide their own, the Organising Committee shall:
 - (1) organise teams to share, depending on availability, OR
 - (2) arrange for AEDs to be made available from local sources, OR
 - (3) publicise arrangements for immediate access to an AED.

d) SAVCA applies the 30 second lightning rule. When lightning is sighted, captains and umpires must count the seconds until thunder is heard. If that time is 30 seconds or less, the thunderstorm is within ten kilometres of the ground and is potentially dangerous.

Play will immediately cease, and players and umpires will take appropriate shelter. Play shall resume only when considered safe.

PART 2 MATCH RULES The Laws of Cricket apply except for variations mentioned herein.

9) **Teams**

- a) Each team may consist of **twelve (12) players**.
- b) All 12 players can bowl.
- c) Provided a maximum of 10 wickets have not fallen in the batting innings, and subject to retirements as per rule 12i, 12 players may bat.
- d) Only 11 fielders can be on the field at any one time. Fielders may rotate at any time, after notifying the nearest umpire.
- e) Before the toss, captains will provide the opposing captain with a team list of all players.
- f) Tournament Finals: Player Eligibility.
 - i. to be eligible for a final, a player must have played in a minimum of one previous match at the Tournament.

10) **Umpires**

- a) Two official umpires are to be allocated to each match wherever possible. If only one official umpire is available that umpire is to stand at each bowling end.
 - i. If no official umpire(s) is available both captains shall agree on non-official umpire(s).
- b) After consulting both captains, umpires have the final say on whether play will start, continue, resume, or cease due to rain, unsafe ground conditions or extreme heat.

- c) When umpires decide that play is to cease due to approaching rain, they should use their discretion to determine when covers (if available) are installed.
- d) Umpires must escalate any disputes that cannot be resolved to the SAVCA Committee for a ruling.

11) Playing Hours and Innings

a) Hours of Play: Matches are to commence at 10.00am and be completed by 6.00pm unless there has been a prior arrangement with the SAVCA Committee to start at a different time. In any case, matches must be concluded by 6:00pm.

b) Length of Matches

- i. 40 Overs per side
- ii. Lost time: and Target Scores. Incorporating Rule 15.DLS Calculations for time lost.
The Duckworth Lewis Stern method of target score calculation is to be used. It is the responsibility of Captains to ensure that they or someone in their team has access to and knowledge of a DLS app.

All time deductions will occur as follows:

- (1) Hours of Play 10.00 – 6.00pm Total minutes – $8 \times 60 = 480$ minutes.
- (2) Lunch Break – 40 min.
- (3) Actual playing time available: $480 - 40 = 440$ minutes.
- (4) Time taken for 2 teams to bowl 40 overs
 $40 \times 7.5 = 300$ minutes
- (5) Difference between 3 and 4: $440 - 300 = 140$ minutes.

Scheduled start is 10.00 am. 140 minutes time difference enables a start at 12.10pm without any loss of overs.

Further time losses after 12:10pm:

- (6) Team batting First: Reduce the overs for both teams by one (1) for each 7.5 minutes lost
Example – 90 minutes of lost time divided by 7.5 = 12 overs lost from both team's innings.
- (7) Team Batting Second - Using 6.00pm as the time by which the match must end, umpires reduce the overs by one (1) for each 4 minutes lost.
Example – 90 minutes lost (90 divided by 4 = 22.5) which means 23 over reduction.

NOTE 1: There will come a point in time when it will be mathematically impossible for the team batting second to receive 20 overs. The umpires may announce that the game will be declared abandoned should play not resume by such time.

NOTE 2: There may be an occasion where a change of innings occurs outside the scheduled lunch break. In this event the lunch break will be restricted to 30 minutes. This will allow a normal 10-minute break for change of innings without loss of additional overs.

NOTE 3: For a result to be achieved, each team must have received at least 20 overs.

- c) Drinks breaks are to be taken at agreed intervals, with reference to the current weather. Extra drinks for batter can be supplied between overs if so requested.
- d) The lunch interval should normally start once the first 40 overs have been bowled or on the completion of first innings after an interruption. The duration can vary from 30 to 45 minutes by agreement.

12) Batting

- i. Retirements - batters must retire on the stroke of scoring 40 runs

NOTE: Batters who have retired may return in the order of their retirement until either 10 wickets have been lost or the allotted overs have been received. Retired batters who have not returned will be deemed 'Retired Not Out' for the purpose of calculating wickets lost in an innings.

- a) Substitute Runners- injured batters will be entitled to have a runner if injured during the match in progress.

13) Bowling

- a) Restrictions

- i. maximum of **eight overs** each [**40 over games**]
- iii. If the number of overs to be bowled in an innings is reduced, the maximum number of overs to be bowled by any bowler will be proportionately reduced.

- b) Unfair Deliveries - an Unfair Delivery is:

- i. No Balls (in addition to the normal front and back foot No Ball rules)
 - (1) Any full toss that clearly arrives or would have arrived above waist height from any bowler as judged from the popping crease. Either the umpire at the bowler's end or the square leg umpire is to instantly call and signal No Ball for any such unfair delivery.
 - (2) A ball that lands off the pitch in front of the batter.

- c) Wides

Any off-side or high or leg side delivery which in the opinion of the Umpire does not give the batter a reasonable opportunity to score shall be called a Wide.

14) Fielding Restrictions

- i) At all times there are to be no more than five fielders on the leg side including two behind square leg.
- ii) At all times there are to be no more than five boundary fielders. iii) At all times there are to be at least 4 fielders other than the wicketkeeper placed within a thirty-metre circle.

15) Match Results

Each team is required to enter results into PlayHQ no later than 8pm on the day of the match.

APPENDIX 1:



Weather

BAROSSA VALLEY INVITATIONAL TOURNAMENT Extreme Heat Policy

Contact details of the Team Captains, including mobile numbers and email addresses, must be provided to SAVCA.

The SAVCA Committee will check BOM predicted temperatures on the morning of each match. If games are to be cancelled due to the Extreme Heat Policy, the SAVCA Committee will advise Team Captains by 8am.

Predicted temperature readings are to be noted for the location of the match. If either the *maximum temperature* or the *maximum feels like temperature* is predicted to be 37° C or higher during the hours of play the match must be cancelled.

If the match is cancelled, each Captain shall inform all members of their teams of the cancellation.

Players also have a responsibility to withdraw from participating in a match if their particular circumstances place them at an unacceptable risk of developing Heat Stress.

Health is a player's own responsibility.

HEAT STRESS

If a player is believed to be suffering from heat stress, they must leave the field for treatment.

They must not play any further part in the match.