

**SOUTH AUSTRALIAN VETERANS CRICKET
ASSOCIATION INCORPORATED**

BYLAWS

“The laws and spirit of the game should always be upheld”

Clause 15 of the Constitution empowers the Committee to make Bylaws. These can be added to, altered, or deleted at the Committee’s discretion, provided that the Bylaws are consistent with the Constitution.

PART 1 - FORMALITIES

1 Affiliation

1.1 The Association (SAVCA) has formal affiliations with Veterans Cricket Australia, (VCA) and South Australian Cricket Association (SACA).

1.2 The Committee may, at its sole discretion, make affiliation agreements, sponsorship agreements or other agreements with other organisations or bodies, providing such agreements are compliant with the Constitution and are for the benefit of SAVCA and its Playing Members.

2 Equipment and facilities

2.1 Matches must be scheduled to be played on turf wickets.

(a) However, if weather conditions, or any other circumstance, makes that impossible, the home team captain may propose to the opposition captain (whose agreement must not be unreasonably withheld) that the match be played on a hard wicket.

(b) If agreement to play on a hard wicket cannot be reached, the match shall be abandoned as a draw, with points awarded accordingly.

(c) Any dispute may be referred to the Committee, whose decision will be final.

2.2 All Members (as defined in the Constitution, which for the avoidance of doubt means the Clubs registered with the Association) are required to provide adequate facilities for all home matches for players and spectators, including showers and both male and female toilets.

2.3 The home team is responsible for booking the ground and arranging for the preparation of a turf wicket for each match. All costs associated with ground hire and the preparation of the pitch are the responsibility of the home team.

2.4 Home teams shall supply basic playing requirements at all games (i.e. cones, stumps and the like). Each team is responsible for providing a SAVCA-approved match ball for use during their batting innings.

2.5 Homes team shall provide a defibrillator for each match. Home teams must ensure the defibrillator:

- (i) is correctly maintained, tagged and tested; and
- (ii) is readily accessible in the event of a medical emergency on match days.

2.6 The Committee must approve, in writing, the playing uniforms of all Member teams. The Association requires all players to wear appropriate cricket clothing, including long trousers, during all matches. All playing clothing must be predominantly white or cream in colour, unless otherwise approved in writing by the Committee. In “external” games the official SAVCA playing shirt, as approved by the Committee, is to be worn.

3 Program and Structure of competitions

3.1 The Committee shall be responsible for arranging the fixture-lists for all the Association’s age-group competitions and regional games. The Committee may appoint a Program Sub-Committee and delegate to them the responsibility to prepare the playing program for approval by the Committee.

- (a) The role of the Committee or Program Sub-Committee in this regard is:
 - i. to arrange matches, ovals and starting times for matches in all age divisions, including Internal, Club and Regional games and for developing a suitable, equitable and appropriate program of matches; and
 - ii. to ensure that such a program allows for National Championships, Interstate, and other Carnivals, in which players from the Association may be involved.

- (b) The Committee shall include a Cricket Coordinator, as defined in clause 2 of the Constitution, whose role it is:
 - i. to provide leadership and assistance to the Committee and its Playing Members to ensure the Association’s fixtures run smoothly across all age divisions; and
 - ii. to liaise with the Committee and the Program Sub-committee, team captains/team managers and the Umpires’ Supervisor as regards fixtures, grounds and the provision of umpires, and to ensure a timely resolution of any issues regarding cricket balls, scorebooks and such like matters.

3.2 The duties of the Cricket Coordinator generally will be limited to local SAVCA fixtures. However, as and when authorised by the Committee, those duties may pertain to Regional games and National Championships.

3.3 The Program Sub-committee, with the approval of the President, may vary matches and dates or reschedule matches at short notice due to the availability of ovals, unusual weather events, regional requirements or other unforeseen situations.

3.4 All decisions of the Program Sub-committee and the Cricket Coordinator shall be in accordance with the Constitution and Bylaws and subject to the direction of the President.

3.5 The Association is to provide Members with the name, mobile phone number and email address of all team captains and managers in the relevant age group competition(s) prior to the start of the season.

4 Over 40s

4.1 In line with the Association’s support of creating opportunities to play Over 40s cricket, the Committee will direct the Program Sub-committee on the development in this area.

PART 2 – PLAYER SAFETY

5 Heat Policy

5.1 The team captain (or manager) is responsible for checking the Bureau of Meteorology (BOM) App for the predicted temperatures at the location of the match at 6pm on the day before a match that is to be played in or near Adelaide.

5.2 However, if the distance between the home grounds of the competing clubs exceeds 150 kilometres, the BOM App is to be checked for the location of the match at 6pm two days before the match is to be played (so travel arrangements can be altered).

5.3 The predicted *maximum temperature* and *maximum feels like temperature* for the location of the match are to be checked for the hours between 12.00 noon and 6.00 pm (but between 10am and 3pm for the over 70s age division).

5.4 The match must be **cancelled** if the *maximum temperature* or the *maximum feels like temperature* is predicted to be:
38^o C or higher (for over 50s age division)
37^o C or higher (for over 60s age division)
36^o C or higher (for over 70s age division)

5.5 In the event the match is to be cancelled:

(a) The Home Captain shall:

- (i) contact the Opposition Captain to confirm the cancellation; and
- (ii) advise the SAVCA Secretary of the cancellation.

(b) Each Captain shall inform their team members of the cancellation.

Heat Stress

5.7 Health is a player's own responsibility in any SAVCA competition; no player is forced to play in any SAVCA match.

5.8 A player has the responsibility to withdraw from participating in a match if their particular circumstances place them at an unacceptable risk of developing heat stress.

5.9 A player believed to be suffering from heat stress must leave the field for treatment and must not take any further part in the match.

Lightning Policy

5.10 The Association applies the 30 second 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 kilometers 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 3 - OVER 50s & OVER 60s

6 Age Qualification

6.1 Over 50s competition

- A.** To be eligible to play, a player must be registered with PlayHQ and:
- a) in the 2022-23 season, a player shall be at least 48 years of age on 31 March 2023.
 - b) in the 2023-24 season, a player shall be at least 49 years of age on 31 March 2024.
 - c) in the 2024-25 season and all seasons thereafter, a player shall be at least 50 years of age by 31 March of the calendar year in which the season ends.
- B.** Brighton CC has two players (dob 5 Jan 1975 and 12 Sept 1976) and Goodwood CC has one player (dob 20 Dec 1975) exempt from the above age restriction but they still must be registered with PlayHQ.
- C.** In the 2022-23 and 2023-24 seasons, a team may contain a maximum of only two players who are under 50 years of age on 31 March of the year in which the season ends.
- D.** A team that plays a player who does not meet that age restriction and registration requirement shall be penalised:
- (i) the team shall be deemed to have forfeited the match in which the ineligible player participated (with the opposition team being deemed the winner of the match, awarded the same points as for a win and receive the wickets/run quotient in Bylaw 7.2); and
 - (ii) the team will be awarded no points for that match.

6.2 Over 60s competition – the Tanner Shield

- A.** To be eligible to play, a player must be registered with PlayHQ and shall be at least 60 years of age on 31 March of the calendar year in which the season ends.
- B.** A team that plays a player who does not meet that age restriction and registration requirement shall be penalised:
- (i) the team shall be deemed to have forfeited the match in which the ineligible player participated (with the opposition team being deemed the winner of the match, awarded the same points as for a win and receive the wickets/run quotient in Bylaw 7.2); and
 - (ii) the team will be awarded no points for that match.

7 Points, ladder placings and finals

Points

- 7.1** A team will be awarded 2 points for a win, 1 point for a tie or a draw, and zero points for a loss or a forfeit.
- 7.2** If a team forfeits a match (or if the team is deemed to have forfeited), the opposing team will be awarded the highest wickets/run quotient achieved by any team in that same competition for that round.
- 7.3** A match is completed when a result is achieved. No further play is required.
- 7.4** The placing of teams on the ladder that are level on points will be decided by identifying the team with the higher **wickets/run quotient**. **Note:** a retired batter will not be deemed dismissed for the purpose of calculating wickets lost.

The wickets/run quotient is to be calculated as follows:

A – runs scored divided by wickets lost,
B – runs scored by opposition team divided by wickets taken, and
C – divide (A) by (B) to determine team quotient.

7.5 At season's end, where a semi-final is to be played, the top team will play the fourth team in one semi-final and the second and third teams will play in the other semi-final. The highest placed teams will host the semi-final.

7.6 Any semi-final match cancelled, not completed or tied shall not be rescheduled and will result in the team that was higher on the ladder at the end of the season going through to the grand final.

7.7 The grand final will be played on a neutral ground.

7.8 The Committee shall endeavour to schedule a reserve day for any grand-final match not completed or tied.

7.9 Where a reserve day cannot be scheduled or if the replayed match cannot be completed or is tied, the team that was higher on the ladder will be declared the winner.

Player eligibility for regular season

7.10 A player must be registered with PlayHQ prior to playing in a SAVCA match.

7.11 A team that plays an unregistered player will be deemed to have forfeited that match.

7.12 During the season, a club that has more than one team in a SAVCA age group competition may select a player to play in any of its teams in a given round, subject to the age restrictions and forfeit rules in these Bylaws.

Player eligibility for finals

7.13 To be eligible to play for a team competing in a semi-final or grand final, a player must have played in a minimum of two (2) matches for that team in that season.

(a) For the purposes of this rule, a player will be deemed to have played in a match if:

- (i) named in the 12-man team list that is exchanged at the toss (even if the game is abandoned before the first delivery); or
- (ii) named in the 12-man electronic team list that is uploaded by 8pm on the day before the match. (For the avoidance of doubt, this sub-rule (ii) takes effect in the event of an abandoned, cancelled or forfeited match for which there was no toss).

(b) If a player qualifies to play for two teams from the one club (even if in different age divisions) and both teams are competing in a finals match, the player is able to play in either team as selected by the club.

Promotion & relegation for age group competitions with multiple divisions

7.14 If an age competition has more than one division, the Committee shall, prior to the first match in that age-group competition, advise all teams in that competition the number of teams that will be promoted and relegated from each division at the end of the season.

8. Match Rules

The Laws of Cricket apply except for variations referred to below:

Teams

- 8.1** Every player in each team, before playing a match, must be registered with PlayHQ.
- 8.2** By 8.00pm on the day before the match, each side must lodge its selected squad in MyCricket.
- (a) If a club is struggling to fill a team, as many players as needed may be listed as “to be confirmed”.
 - (b) The entire team must be entered into MyCricket before the start of the game.
 - (c) Before tossing the coin on match day, each captain will provide the opposing captain with a team list on paper stating the name of each player.
- 8.3** Each team may consist of up to 12 players.
- 8.4** Only 11 fielders can be on the field at any one time and only 11 players can bat.
- 8.5** Fielders may rotate at any time, after notifying the nearest umpire.
- 8.6** If a club has more than one team in an age group competition and, for any reason, is unable to field all their teams in that age group competition on a match day, teams are to be filled from the highest grade down and any non-playing team will be deemed to have forfeited.

Umpires

- 9.1** The Committee, at its sole discretion, may appoint an Umpires Supervisor and delegate to them the responsibilities detailed in Section 9 below.
- 9.2** If requested by the two team captains, the Umpires’ Supervisor will endeavor to appoint a qualified, registered umpire (“**Official Umpire**”) to Over 50s and Over 60s home-and-away matches for a fee to be agreed.

In the absence of an Official Umpire:

- (a) players from the batting team shall umpire their innings and must act impartially while so doing; or
 - (b) if a team provides one or more dedicated persons to umpire impartially, the opposition team may allow - but is under no obligation to - the opponent’s dedicated umpire/s to officiate while their side bats.
- 9.3** For any finals match in the Over 50s and Over 60s, the Umpires’ Supervisor shall appoint two Official Umpires.
- 9.4** Each captain is responsible to ensure the Official Umpire is correctly remunerated as advised by the Umpires’ Supervisor, including quantum and method of payment.

Playing hours, innings and ball

- 10.1** Matches are to be played on an oval with boundaries, clearly marked:
- (a) at 55 metres from the pitch for Over 50s; and
 - (b) at 50 metres from the pitch for Over 60s.
- 10.2** Unless otherwise agreed by the two captains, all matches are to start at 12.30pm.
- 10.3** Matches are to be played 40 overs per side.
- 10.4** Drinks breaks are to be taken at intervals agreed to by the match-day captains (any Official Umpire is to be consulted), bearing in mind the weather conditions.
- 10.5** The maximum time between innings shall be 10 minutes.
- 10.6** Captains and players are to use best endeavours to have their respective sides bowl their 40 overs within 2 hours and 20 minutes and, consequently:
- (a) Drinks breaks should be held on the field; and
 - (b) Outgoing and ingoing batters and substitute fielders should be ready to come on to the field at the appropriate time.

Bad weather

- 10.7** Where the start of a match is delayed due to weather, the match must consist of at least 20 overs per innings for there to be a result.
- (a) The result will be deemed a draw if either team is unable to receive its full quota of at least 20 overs (except in the case of a team being all out).
- 10.8** If the match has not commenced 30 minutes after the official starting time, then the overs shall be reduced by one over for every 4 minutes lost, for each team.
- 10.9** For each five overs lost:
- (i) There shall be a reduction of one over per bowler for each team; and
 - (ii) The retiring score for a batter shall be reduced by 5 runs.
- 10.10** Where play has commenced and there is an interruption (for bad weather or an injury or any other reason) for less than 30 minutes, for there to be a result, each team must receive its full quota of 40 overs (unless either of the teams is all out). If the interruption is more than 30 minutes, each team's number of overs will be reduced as detailed in 10.8 above.
- 10.11** With the agreement of both captains (and any Official Umpire), the usual hours of play may be extended due to any interruption.
- 10.12** A home-and-away match that is cancelled or not completed may only be rescheduled at the sole discretion of the President or Committee. If a rescheduling is not possible, the match shall be deemed a draw.

Balls

- 10.13** Only balls supplied by SAVCA for a particular season shall be used in a match to be played in that particular season.
- 10.14** A new ball shall be used at the start of each innings. The batting team is responsible for providing the new match ball for use during their innings.
- 10.15** If a ball is damaged or lost during an innings, it shall be replaced with a ball that is in similar condition to the ball that was damaged or lost.

Batting

While SAVCA strongly recommends players bat in a helmet, the decision to wear a helmet, and any consequence therefrom, is the responsibility of each batter.

Substitute runners

11.1 An injured batter will be entitled to have a runner if, and only if, the batter was injured during the course of the match.

Retirements

11.2 A batter must retire immediately upon scoring:
40 runs (in an over 50s match); and
35 runs (in an over 60s match);

11.3 In Over 50s matches, a retired batter may return, but only after the rest of the team has batted.

11.4 Batters who are entitled to return must return in order in which they retired.

11.5 To calculate wickets lost in an innings, a retired batter will not be deemed dismissed.

Bowling

Restrictions

12.1 A bowler may bowl a maximum of 8 overs. Any of the named 12 can bowl.

12.2 If the number of overs in an innings is to be reduced, the maximum number of overs for each bowler shall be reduced proportionately.

Unfair delivery

12.3 In addition to the normal front-foot and back-foot no ball rules, an unfair delivery is a “no ball” if delivered as a full-toss (irrespective of speed) that is adjudged to be above waist height of the batter on strike if standing erect.

In addition to the normal front-foot, back-foot and full-toss no ball rules, an unfair delivery is a “no ball” if, after bouncing, it passes above the shoulder of the batter on strike when the batter is standing erect.

Either umpire may call such a deliveries a “no ball”.

Wide delivery

12.4 Judging a Wide

- (a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.
- (b) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the batter to be able to hit it with the bat by means of a normal cricket stroke.
- (c) The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in (b) above, or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
- (d) For the avoidance of doubt, bowlers are NOT permitted one leg-side delivery in an over that is excused from being called Wide.
- (e) The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder or if the delivery is called a no-ball.

12.5 Ball not dead

The ball does not become dead on the call of Wide ball.

12.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. This penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

12.7 Runs resulting from a Wide – how scored

All runs completed by the batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

12.8 Wide not to count

A Wide shall not count as one of the over.

12.9 Out from a Wide

When Wide ball has been called, neither batter shall be out under any of the Laws except Hit wicket, Obstructing the field, Run out or Stumped.

Fielding

While the Association strongly recommends the use of a helmet by a wicket-keeper when standing up to the stumps or a fielder close to the batter, the decision to wear a helmet is the responsibility of each fielder.

Restrictions – Over 50s and Over 60s

13.1 Restriction on the number of Leg Side Fielders

At the instant of delivery, no more than five (5) players shall be fielding on the leg side of the wicket.

13.2 Fielding Infringement

If an infringement of the above leg-side fielder restriction occurs, either umpire shall call and signal 'No ball' at the instant of delivery.

Restrictions – Over 50s only

13.3 Two semi-circles shall be drawn on the field of play to mark out a “fielding area”.

13.4 Each semi-circle is to have as its centre the middle stump at each end of the pitch. The radius of each semi-circle shall be 27.5m (30 yards). The ends of each semi-circle ideally shall be joined to the other by a straight line. If not, then the semi-circle can take the form of a series of dots forming the semi-circle, or soft flat markers.

13.5 In the unlikely event that the semi-circle cannot be drawn, the umpires will use their judgment basing the fielding area on the estimated halfway point to the boundary.

13.6 As each innings progresses, the number of fielders permitted outside the semi-circle fielding area varies as follows:

Overs 0 - 10 - no more than 2 fielders outside the fielding area

Overs 11 - 20 - no more than 3 fielders outside the fielding area

Overs 21 - 30 - no more than 4 fielders outside the fielding area

Overs 31 - 40 - no more than 5 fielders outside the fielding area

Scoring

13.7 Teams may choose to use electronic / online scoring. However, at least one paper scorebook must be maintained throughout the match, so that play is not interrupted in the event of disruptions to the online scoring due to power-loss, software or website crashes etc.

13.8 The scorecards and match result must be entered electronically into PlayHQ (or whichever other similar service is nominated by SAVCA) within 48 hours of the end of the match and approved as necessary by both teams.

PART 4 - OVER 70s COMPETITION

Age Qualification

- A.** To be eligible to play, a player shall be at least 70 years of age by 31 March of the calendar year in which the season ends.
- B.** A player who meets the above age qualification shall have priority selection.
- C.** Then, if required, an Over 60s player available to play on the day of the Over 70s match, who was not selected for the previous Over 60s Tanner Shield game, shall be eligible to play.
- D.** If any further players required shall be selected from Over 60s players.

Match Rules

The Laws of Cricket apply except for variations referred to below:

Teams

14.1 A player must be registered with PlayHQ prior to playing in a SAVCA match.

14.2 By 8.00pm on the day before the match, each side must lodge its selected squad in MyCricket.

- a) If a club is struggling to fill a team, as many players as needed may be listed as “to be confirmed”.
- b) The entire team must be entered into MyCricket before the start of the game.
- c) Before tossing the coin on match day, each captain will provide the opposing captain with a team list on paper stating the name of each player.

14.3 Each team may consist of up to 12 players.

14.4 Only 11 fielders can be on the field at any one time and all 12 players may bat provided that no more than 10 wickets are to fall in an innings.

14.5 Fielders may rotate at any time, after notifying the nearest umpire.

Playing hours, innings and ball

15.1 Matches are to:

- (c) be played on an oval with boundaries at 45 metres from the pitch, clearly marked; and

(b) commence at 10.30 a.m. (subject to change by agreement between the two captains) .

15.2 Matches are to be played 35 overs per side.

15.3 Drinks breaks are to be taken at intervals agreed to by the match-day captains (any Official Umpire is to be consulted), bearing in mind the weather conditions.

15.4 The maximum time between innings shall be 10 minutes.

15.5 Captains and players are to use best endeavours to have their respective sides bowl their 35 overs within 2 hours and, consequently:

- Drinks breaks should be held on the field; and
- Outgoing and ingoing batters and substitute fielders should be ready to come on to the field at the appropriate time.

Bad weather

15.6 Where the start of a match is delayed due to weather, the match must consist of at least 18 overs per innings for there to be a result.

(a) The result will be deemed a draw if either team is unable to receive its full quota of at least 18 overs (except in the case of a team being all out).

15.7 If the match has not commenced 30 minutes after the official starting time, then the overs shall be reduced by one over for every 4 minutes lost for each team.

15.8 For each five overs lost:

- i. There shall be a reduction of one over per bowler for each team; and
- ii. The retiring score for a batter shall be reduced by 5 runs.

15.9 Where play has commenced and there is an interruption (for bad weather or an injury or any other reason) for less than 30 minutes, for there to be a result, each team must receive its full quota of 35 overs (unless either of the teams is all out). If the

interruption is more than 30 minutes, each team's number of overs will be reduced as detailed in 16.7 above.

15.10 With the agreement of both captains, the usual hours of play may be extended due to any interruption.

15.11 A home-and-away match that is cancelled or not completed may only be rescheduled at the sole discretion of the President or Committee. If a rescheduling is not possible, the match shall be deemed a draw.

Balls

15.12 Only balls supplied by SAVCA for a particular season shall be used in a match to be played in that particular season.

15.13 A new ball shall be used at the start of each innings. The batting team is responsible for providing the new match ball for use during their innings.

15.14 If a ball is damaged or lost during an innings, it shall be replaced with a ball that is in similar condition to the ball that was damaged or lost.

Batting

While SAVCA strongly recommends players bat in a helmet, the decision to wear a helmet, and any consequence therefrom, is the responsibility of each batter.

Substitute runners

16.1 An injured batter will be entitled to have a runner if, and only if, the batter was injured during the course of the match.

Retirements

16.2 In an over 70s match, a batter must retire immediately upon scoring 30 runs or facing 30 ball whichever comes first.

16.3 A retired batter may return, but only after the rest of the team has batted.

(a) A retired batter with less than 30 runs may return but only after the rest of the team has batted.

(b) A returning retired batter must retire upon achieving 30 runs and cannot bat again.

16.4 Batters who are entitled to return must return in order in which they retired.

16.5 To calculate wickets lost in an innings, a retired batter will not be deemed dismissed.

Bowling

Restrictions

17.1 A bowler may bowl a maximum of 6 overs. (The maximum number of balls in an over is 9 balls). Any of the named 12 can bowl.

17.2 If the number of overs in an innings is to be reduced, the maximum number of overs for each bowler shall be reduced proportionately.

Unfair delivery

17.3 In addition to the normal front-foot and back-foot no ball rules, an unfair delivery is a “no ball” if delivered as a full-toss (irrespective of speed) that is adjudged to be above waist height of the batter on strike if standing erect.

In addition to the normal front-foot, back-foot and full-toss no ball rules, an unfair delivery is a “no ball” if, after bouncing, it passes above the shoulder of the batter on strike when the batter is standing erect.

Either umpire may call such a delivery a “no ball”.

Wide delivery

17.4 Judging a Wide

(a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

(b) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

(c) The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in (b) above, or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

(d) For the avoidance of doubt, bowlers are NOT permitted one leg-side delivery in an over that is excused from being called Wide.

17.5 Ball not dead

The ball does not become dead on the call of Wide ball.

17.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. This penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

17.7 Runs resulting from a Wide – how scored

All runs completed by the batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

17.8 Wide not to count

A Wide shall not count as one of the over.

17.9 Out from a Wide

When Wide ball has been called, neither batter shall be out under any of the Laws except Hit wicket, Obstructing the field, Run out or Stumped.

Fielding

While SAVCA strongly recommends the use of a helmet by a wicket-keeper up to the stumps or a fielder close to the batter, the decision to wear a helmet is the responsibility of each fielder.

Restrictions

18.1 Restriction of Leg Side Fielder

At the instant of delivery, no more than five (5) players shall be fielding on the leg side of the wicket.

18.2 Fielding Infringement

If an infringement of the above leg-side fielder restriction occurs, either umpire shall call and signal 'No ball' at the instant of delivery.

PART 5 – MISCELLANEOUS

Selection Panels

19. The Association shall have a selection panel for all age categories for National Championships, State teams and where else required.

The following applies to the appointment of selectors (and their role) in all age divisions:

- (a) A SAVCA player or past SAVCA player is eligible to put his name forward as a potential selector for any age group.
- (b) While it may be preferable for a selector not to be a candidate for selection, this should not preclude an eligible person from nominating to be a selector. However, the Committee retains the right to consider this, and any other relevant issue, in appointing a selector. This may be considered less of a contentious issue if the nominee is not a candidate for a Division 1 side. In choosing a selector, the Committee also will consider the nominee's cricket experience and his standing in the SAVCA community.
- (c) A panel of three selectors (including a Chairman) is to be appointed by the Committee for a period of 12 months from 1st April each year. The current captain of the age group's First Division (or highest ranked) team also is to be included in any team selection process. A consensus is the preferred method of selecting players, but in the event there is a tied vote, the Chairman will have the casting vote.
- (d) The selection panel is responsible for the selection of the team, including the selection of the captain.
- (e) While the selectors' recommendations must be approved by the Committee, it must not interfere with the selection process unless in an extreme situation, recognising that such interference has the potential to undermine the selection process and the approved selectors, who should be trusted in their decision-making processes.

State Selection

20. (1) To be eligible for selection in a State team, a player must:

- (a) reside in South Australia; and
- (b) meet the age criteria.

(2) Recognition shall be given to players who have been selected for a South Australian division one (1) team on merit for any age division by way of a player number. The details of players used, and records shall be noted.

National Selection

21. The Association supports Veterans Cricket Australia International tours and visits. Proper

recognition to SAVCA players shall be given only if acceptable to Veterans Cricket Australia, and SAVCA shall recognise its players who have gained on merit a "player Number" if selected and played in a recognised international game.

SAVCA tours, International or National

22. Provided the Committee agrees in writing, SAVCA may organize its own tours, or promote, or support other cricket tours that are local, interstate or overseas.

SAVCA may make available Association equipment or give other support on a case-by-case application to the Committee.

SAVCA recommends an experienced licensed agent be used for international tours.

Championships, Carnival, Regional and Other games

23. SAVCA supports Veterans Cricket Australia National Championships and it will endeavor to select teams to participate in such championships.

- a. Other Carnivals and matches may be supported or encouraged (e.g., players, gear, monies) if considered appropriate by the Committee. Any application shall be on an individual basis to the Committee.
- b. SAVCA encourages interstate matches, regional games and carnivals.
- c. Any player in a SAVCA competition who wishes to play for a non-SAVCA team or State must receive prior written permission from the President of SAVCA. A player in breach of this rule is liable to be penalised by the Committee.

Players Records

24. Where possible, a record of players' games and statistics shall be kept on a seasonal basis and collectively updated over the seasons played.

- a. The records are for any game played at any level conducted or supported by SAVCA.
- b. A player seconded to an opposing team for the sake of player numbers shall have his statistics recorded in his career tally.

Life Members and Honorary Members

25. Pursuant to Section 5 of the Constitution, SAVCA shall normally regard seven (7) years as a minimum service to qualify for Life Membership.

(a) However, in exceptional circumstances, the Life Member with fewer years' service may be nominated by the Life Member sub-committee and endorsed by the Committee.

(b) The Committee may appoint a person an Honorary Member and that person will enjoy the rights and privileges in accordance with Section 5 of the Constitution.

Honour Board

26. The Association shall have an Honour Board, to be updated after each AGM, which shall display: Patrons, Life Members, Presidents, Secretaries, Treasurers, Club Champions, any Australian Selection for Over 50, 60 and 70 with his player number.

The Committee is to decide where the Honour Board is to be displayed which may be electronically on the SAVCA website.

Finance

27. The Committee shall set annual Membership Fees in respect of the various membership types referred to in Clause 7 of the Constitution.

a. Association clothing can be purchased through and paid for to the Treasurer or his delegate.

b. The Committee through the Treasurer may invest monies in an appropriate account and must report to the Association in accordance with the Constitution.

Insurance

28. Players' insurance, which is affected when registering on PlayHQ, covers matches conducted only by SAVCA; it does not cover playing in matches in the national championships. Players are strongly urged to have their own insurance and medical benefits cover.

Social Media

29. Without limiting any other rule, players and officials of the Association must not at any time engage in behavior that could bring the Association or the game of cricket into disrepute or be harmful to the interests of cricket.