



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 the 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.
- 2.2. All Member Clubs 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. The home team must advise SAVCA of the chosen ground for each match as soon as possible (and ideally prior to the start of the season) so that the details can be included in the published fixture-lists.
- 2.5. If a home team needs to alter the venue for a match to another of its home grounds or to a neutral venue, it may do so no later than 10 days prior to that match by notifying the opposition, the SAVCA Secretary and the two relevant Age Division Representatives of



the change. As a last resort, a home team may request the opposition to reverse the fixture, but the opposition team shall be under no obligation to agree to the request. In any case, the original home team remains responsible for all costs associated with the hire and preparation of the ground.

- 2.6. If a home team needs to alter the venue for a match to another of its home grounds or to a nearby neutral venue within 10 days of the date of that match, it may only do so with the permission of the SAVCA committee. Reversal of the fixture so that the match is played at the ground normally used by the away team will not normally be permitted. This rule aims to prevent a team from gaining an unfair advantage by changing a venue or reversing a fixture such that the match will take place on a ground with a significantly better weather forecast.
- 2.7. A team that is unable to provide a ground on which a match can be played, or which is refused permission to relocate a game within 10 days of the scheduled fixture, shall be deemed to have forfeited the match
- 2.8. 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.
- 2.9. Homes team shall provide a defibrillator for each match. Home teams must ensure that the defibrillator:
 - a. is correctly maintained, tagged and tested; and
 - b. is readily accessible in the event of a medical emergency on match days.
- 2.10. The Committee must approve, in writing, the playing uniforms of all Member Clubs. 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, and should preferably include a SAVCA logo. For “external” games, the Committee shall advise players on the kit that must be worn, such as (but not restricted to) a white SAVCA playing shirt and white trousers or coloured “Silverbacks” kit

3. Program and Structure of competitions

- 3.1. The Committee shall be responsible for arranging the fixture-lists for all the Association’s Age Division 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:
1. 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
 2. to ensure that, where practical to do so, such a program allows for National Championships, Interstate, and other Carnivals, in which players from the Association may be involved.
- (b) The Program Sub-Committee shall include the Cricket Coordinator, as defined in clause 2 of the Constitution, whose role it is:
1. 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
 2. 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 Committee may, at its discretion, schedule one or more "catch-up" rounds during the season. These dates will be used if a Round that was scheduled prior to that date is lost in its entirety due to weather or other exceptional circumstances.
- 3.4. 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. However, except where a "catch-up" round is scheduled under the above clause, an individual match that is cancelled or not completed will not normally be re-scheduled and shall be deemed a draw, unless an "exceptional circumstances" exemption is granted at the sole discretion of the Committee.
- 3.5. 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.



- 3.6. The Association is to provide Member Clubs with the name, mobile phone number and email address of all team captains and managers in the relevant Age Division Competition(s) prior to the start of the season.

PART 2 – PLAYER SAFETY

4. Heat Policy

- 4.1. 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.
- 4.2. 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).
- 4.3. 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 70's Age Division).
- 4.4. The match must be cancelled if the maximum temperature or the maximum feels like temperature is predicted to be:
- 38⁰ C or higher (for the Over 50s Age Division)
 - 37⁰ C or higher (for the Over 60s Age Division)
 - 36⁰ C or higher (for the Over 70's Age Division)
- 4.5. 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.

5. Heat Stress

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



- 5.2. 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.
- 5.3. 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.

6. Lightning Policy

- 6.1. 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

7. Age Qualification

- 7.1. To be eligible to play in the Over 50s competition, a player must be a financial member of a Member Club, be registered with PlayHQ and:
 - in the 2023-24 season, a player shall be at least 49 years of age on 31 March 2024.
 - 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.
- 7.2. 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
- 7.3. In the 2023-24 season, an Over 50s 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.
- 7.4. To be eligible to play in the Over 60s competition (also known as the Tanner Shield), a player must be a financial member of a Member Club, be registered with PlayHQ and be at least 60 years of age on 31 March of the calendar year in which the season ends.
- 7.5. A temporary exemption to the above clause has been granted to Woodville South CC:
 - In the 2023-24 season, Woodville South CC may select a team containing up to 4 players who shall be at least 58 years of age on March 31 2024. All other players must be at least 60 years of age on March 31 2024



- In the 2024-25 season, Woodville South CC may select a team containing up to 4 players who shall be at least 59 years of age on March 31 2025. All other players must be at least 60 years of age on March 31 2025
- In the 2025-26 season and all seasons thereafter, Woodville South CC must have all players at least 60 years of age by 31 March of the calendar year in which the season ends.

7.6. A team that plays a player who does not meet either the relevant age restriction for the competition in which they take part or the registration requirement shall be penalised:

1. 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, and will be awarded the same points as for a win along with the highest wickets/run quotient achieved by any team in that same competition for that round.; and
2. the team will be awarded no points for that match.

8. **Points, ladder placings and finals**

8.1. For both the Over 50s and the Over 60s competitions, 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.

8.2. 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.

8.3. A match is completed when a result is achieved. No further play is required.

8.4. If a match (other than a semi-final or final) cannot be completed, it shall be declared a draw.

8.5. The placing of teams on the ladder that are level on points will be decided by identifying the team with the highest “wickets / runs quotient” over the course of the season. Note: a retired batter will not be deemed to have been dismissed for the purpose of calculating wickets lost. The “wickets / runs quotient” for a team is to be calculated as follows:

- Calculate A; the total runs scored by the team during the season, divided by the total number of wickets lost by that team during the season when batting, and
- Calculate B; the total runs scored against the team by the various opposition teams they have played during the season, divided by the total number of wickets lost by those opposition teams when batting, then
- Divide (A) by (B) to get the “wickets / runs quotient”



- 8.6. 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 higher-placed team in each semi-final will host the match and is responsible for booking the ground and arranging for the preparation of a turf wicket. All costs associated with ground hire and the preparation of the pitch are the responsibility of the home team.
- 8.7. The Duckworth-Lewis-Stern ("DLS") method shall be used in the event of a semi-final or grand final being affected by weather
- 8.8. If a definitive result cannot be achieved in a semi-final match, the team that was higher on the ladder at the end of the season will be declared the winner and will go through to play in the grand final.
- 8.9. At season's end, if a semi-final is not scheduled for a SAVCA competition, then the first-placed and second-placed teams will compete in the grand final
- 8.10. The grand final will be played on a neutral ground.
- 8.11. If a definitive result cannot be achieved in a grand-final, the team that was higher on the ladder at the end of the regular season will be declared the winner

9. Player eligibility for regular season matches

- 9.1. A player must be registered with PlayHQ prior to playing in a SAVCA match.
- 9.2. A team that plays an unregistered player will be deemed to have forfeited that match.
- 9.3. During the season, a club that has more than one team in a SAVCA Age Division 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.

10. Player eligibility for finals

- 10.1. 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).

10.2. 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.

11. Promotion & relegation for Age Division Competitions with multiple divisions

11.1. If an Age Division Competition has more than one division, the Committee shall, prior to the first match in that Age Division 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.

12. Match Rules

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

- 12.1. Every player in each team, before playing a match, must be registered with PlayHQ.
- 12.2. Member Clubs must select players from their Club before selecting “fill in” players from other clubs.
- 12.3. By 8.00pm on the day before the match, each side must lodge its selected squad in PlayHQ.
 - 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 PlayHQ before the start of the game.
- 12.4. 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.
- 12.5. Each team may consist of up to 12 players.
- 12.6. Only 11 fielders can be on the field at any one time and only 11 players can bat. At the toss, each captain must nominate the 11 players in their team who will bat



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

12.8. If a club has more than one team in an Age Division Competition and, for any reason, is unable to field all their teams in that Age Division 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.

13. Umpires

13.1. The Committee, at its sole discretion, may appoint an Umpires Supervisor and delegate to them the responsibilities detailed below.

13.2. If requested by the two team captains, the Umpires' Supervisor will endeavour to appoint a qualified, registered umpire ("Official Umpire") to Over 50s and Over 60s home-and-away matches for a fee to be agreed.

13.3. 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.

13.4. For any finals match in the Over 50s and Over 60s competitions, the Committee or the Umpires' Supervisor shall appoint two Official Umpires.

13.5. Each captain is responsible to ensure the Official Umpire is correctly remunerated as advised by the Umpires' Supervisor, including quantum and method of payment.

14. Playing hours, innings and ball

14.1. 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.

14.2. Unless otherwise agreed by the two captains, all matches are to start at 12.30pm.

14.3. Matches are to be played 40 overs per side.



14.4. 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.

14.5. The maximum time between innings shall be 20 minutes.

14.6. 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.

15. Bad weather

15.1. 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.

15.2. 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).

15.3. 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.

15.4. For each five overs lost:

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

15.5. 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.

15.6. With the agreement of both captains (and any Official Umpire), the usual hours of play may be extended due to any interruption.

15.7. 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.



16. Balls

- 16.1. Only balls supplied by SAVCA for a particular season shall be used in a match to be played in that particular season.
- 16.2. 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.
- 16.3. 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.

17. Batting

- 17.1. 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.
- 17.2. An injured batter will be entitled to have a runner if, and only if, the batter was injured during the course of the match.
- 17.3. A batter must retire immediately upon scoring:
(i) 40 runs (in an Over 50s match); or
(ii) 35 runs (in an Over 60s match);
- 17.4. In the Over 50s Age Division matches, a retired batter may return, but only after all of the 11 nominated batsmen have batted and 10 of those have either retired or been dismissed
- 17.5. Batters who are entitled to return must return in order in which they retired.
- 17.6. When calculating wickets lost in an innings, a retired batter will not be deemed dismissed.

18. Bowling

- 18.1. A bowler may bowl a maximum of 8 overs. Any of the named 12 can bowl.
- 18.2. If the number of overs in an innings is to be reduced, the maximum number of overs for each bowler shall be reduced proportionately.



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

19. Fielding

19.1. 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.

19.2. No more than five (5) players shall be fielding on the leg side of the wicket at the moment the ball is delivered. If the fielding side breaches this restriction, either umpire shall call and signal 'No ball' at the instant of delivery.

20. Fielding Restrictions – Over 50s competitions only

20.1. The home team shall mark out the outer edge of an “inner fielding area” using paint or soft flat markers.

20.2. Between the two sets of stumps, the outer edge of the “inner fielding area” shall run parallel to the centreline of the pitch (i.e. a line connecting the two middle stumps) and be at a distance of 30 yards from the centreline. Beyond each set of stumps, the outer edge shall consist of a semi-circle centered on the middle stump at that end of the pitch and with a radius of 30 yards.

20.3. In the unlikely event that edge of the inner fielding area cannot be marked on the ground, the umpires will use their judgment basing the boundary of the inner fielding area as being the estimated halfway point to the boundary.

20.4. As each innings progresses, the number of fielders permitted outside the inner fielding area varies as follows:

- Overs 0 - 10 - no more than 2 fielders outside the inner fielding area
- Overs 11 - 20 - no more than 3 fielders outside the inner fielding area
- Overs 21 - 30 - no more than 4 fielders outside the inner fielding area
- Overs 31 - 40 - no more than 5 fielders outside the inner fielding area

21. Scoring

21.1. Teams may choose to use electronic / online scoring. However, at least one paper scorebook must be maintained by the batting side 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.

21.2. 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

22. Age Qualification

22.1. To be eligible to play in the Over 70s competition, a player must be a financial member of a Member Club and be registered with PlayHQ.

22.2. Member Clubs must select their Over 70s teams in the following order of priority:

- (i) players from the Member Club who are at least 70 years of age by 31 March of the calendar year in which the season ends
- (ii) available Over 70s players from other Member Clubs, including the club(s) with a bye.
- (iii) any Over 60s player from the Member Club who was available to play in, but was not selected for, the preceding Over 60s game.
- (iv) any Over 60s player from other Member Clubs who was available to play in, but was not selected for, the preceding Over 60s game.
- (v) any other Over 60s players from the Member Club.
- (vi) any other Over 60s players from other Member Clubs

22.3. Team Managers must inform the Over 70s Competition Manager of their selected Over 70s players before 5pm on the Friday preceding a game. If they have extra available Over 70s players, they should also list these.

22.4. Over 70s players from the team with a bye in that round and who are available to fill in for other clubs need to inform their Team Manager before 2pm on the Friday preceding a game. Their Team Manager will pass on this information to the Competition Manager before 5pm on the Friday preceding a game.

22.5. The Over 70s Competition Manager will assist the Team Managers in completing team selections.



23. Match Rules- Teams

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

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

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

- 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.

23.3. 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.

23.4. Each team may consist of up to 12 players.

23.5. Only 11 fielders can be on the field at any one time; fielders may rotate at any time, after notifying the nearest umpire.

23.6. All 12 players may bat provided that no more than 10 wickets are to fall in an innings.

24. Playing hours, innings and ball

24.1. Matches are to:

- a. be played on an oval with boundaries at 45 metres from the pitch, clearly marked;
- b. commence at 10.30 a.m. unless otherwise agreed by the two captains.

24.2. Matches are to be played 40 overs per side.

24.3. 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.

24.4. The maximum time between innings shall be 10 minutes.

24.5. Captains and players are to use best efforts to have their respective sides bowl their 40 overs within 2 hours and 15 minutes. To that end:

- Drinks breaks should be held on the field



- Outgoing and ingoing batters should pass on the field of play, as should departing and substitute fielders.

24.6. With the agreement of both captains, the usual hours of play may be extended due to any interruption, including but not limited to bad weather.

25. Bad weather

25.1. 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.

25.2. 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).

25.3. 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.

25.4. For each five overs lost:

- a. There shall be a reduction of one over per bowler for each team; and
- b. The personal score at which a batter must retire shall be reduced by 5 runs.

25.5. 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 16.7 above.

25.6. 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.

26. Balls

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

26.2. 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.

26.3. 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.



27. Batting

27.1. 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.

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

28. Retirements

28.1. In an Over 70s match, a batter must retire immediately upon scoring 30 runs or facing 30 balls; whichever comes first.

28.2. 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.

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

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

29. Bowling

29.1. A bowler may bowl a maximum of 7 overs. (The maximum number of balls in an over is 9 balls). Any of the named 12 can bowl.

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

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

30. Fielding

30.1. 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.



30.2. No more than five (5) players shall be fielding on the leg side of the wicket at the moment the ball is delivered. If the fielding side breaches this restriction, either umpire shall call and signal 'No ball' at the instant of delivery.

PART 5 – MISCELLANEOUS

31. Playing for more than one team

31.1. Unless otherwise prevented by these by-laws, a player may play for more than one Member Club in a season. This is permitted on both a one-off ("fill in") basis for a particular match (e.g. due to player unavailability) and also if a player wishes to transfer permanently to a new Member Club. A player making a permanent transfer to a new Member Club must be fully financial with his old club before he is allowed to play in a SAVCA competition.

32. Ground-specific policies and requirements

32.1. If the venue for a match has any ground-specific policies or requirements (such as, but not limited to, the use of spiked shoes when bowling or that all alcohol must be purchased from the club bar rather than teams bringing their own in an esky), the home captain must inform the opposition captain of those requirements prior to the day of the match. All Players and Member Clubs are asked to respect and to comply with all policies and requirements applicable to the venue at which a game is being played

33. Selection Panels

33.1. The Association shall appoint a selection panel for each age category for National Championships, State teams and wherever else required. The Committee shall apply its Selection Panel Policy when appointing each Selection Panel.

34. State Selection

34.1. To be eligible for selection in a State team, a player must meet the age criteria and either:

- (a) reside in South Australia or
- (b) already be a participant in one or more of SAVCA's Age Division Competitions

34.2. Recognition shall be given to players who have been selected for a South Australian Division One team (or highest-ranked team, if not participating in Division One) on merit



for any age division by way of a player number. The details of players and their player numbers shall be recorded permanently by SAVCA.

35. National Selection

35.1. 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.

36. SAVCA tours, International or National

36.1. 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.

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

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

37. Championships, Carnival, Regional and Other games

37.1. 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.

38. Player Records

38.1. 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.

39. Life Members and Honorary Members

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

(a) In exceptional circumstances, a person with fewer years of service may be nominated for Life Membership 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.

40. Honour Board

40.1. 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.

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

41. Finance

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

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

42. Insurance

42.1. Players' insurance, which is provided 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.



43. Social Media

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