



**LOGAN DISTRICT CRICKET ASSOCIATION
GENERAL RULES AND PLAYING CONDITIONS
(JUNIORS)**

Version 5.06

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Summary of Amendments (since version 5.02)

Rule changes are highlighted in yellow throughout the document. This summary is not a substitute for reading the full paragraphs as contained in this rules document and cannot be relied upon as a basis for umpiring decisions.

Topic	Section	Page	Summary
Several subtle changes were made to clarify some rules that aren't reflected in this section. Please read thoroughly			
Scoring	Scoring (Use of Electronic Scoring Applications)	6	Scoring Options amended to allow for offline electronic for away teams as long as a pdf/jpeg copy is sent to home team at completion of games
Coaching – Match Summary	Coach Responsibilities	6	Coaches are requested to submit a quick online Match Summary at the conclusion of each day. This will assist LDCA in identifying areas of improvement for player development, grading, facilities and to manage disputes and complaints.
Level Specification summary	Level 1 /2/3	9	RJR balls added as approved balls Clarification on T30 games for Level 2 and 3 within allocated time allowed.
Level 2A – Bowling from both ends	Level 2 Supplementary	12	Bowling may occur from both ends provided – minimum overs met for the day (25 per side), both coaches agree and ground conditions allow.
Level 2A – LBW Interpretation	Level 2 Supplementary	13	Level 2A only to have no LBW 'warning' but any LBW dismissal must be considered 'plumb' (ie hitting middle stump).
Level 3 – Free Hit after a No Ball	Level 3 Supplementary	14	Adopt 'Free Hit' after No Ball for all formats in Level 3 where previously to be used for T20 only.

Membership and Registration

Players must be registered with LDJCA and QCA either through associated clubs or direct with LDJCA.

Clubs payments of association team registration fees are to be paid by 31 October each season or as otherwise determined by the LDCA Executive

Competitions

Normal rules of Cricket and LDCA Junior General Rules cover all matters not specially addressed in these supplementary rules.

Competitions shall be by Levels which match the Australian Cricket Junior Playing Formats

Level	Age Group	Status
3	Under 16 (13,14 and 15years)	Competitive
2	Under 13 (10, 11 and 12 years)	Competitive
1	Under 11 (8, 9 and 10 years)	Non-competitive

Age Guidelines

Age determination is the player's age as of the 31 August on the year of registration.

Girls may play in a level up to 2 years in excess of the maximum age for that level.

Age Exemptions

Clubs should make every effort to have players playing at the correct level by age. Clubs wishing to play any player at a level for which that player does not qualify by age, must submit that player's name, date of birth and reason for playing out of their age group to the Junior Coordinator who will present the list of these players to the LDCA Junior delegates meeting.

Acceptance by the Junior delegates meeting will result in that player being conditionally allowed to play at that level. Their exemption is subject to review at any time and the club will be invited to show cause why the age exemption should not be revoked.

Any exempted player that is older than the designated maximum age for the Level that they are playing is not eligible to receive District player awards.

Fair Play and Spirit of the Game

Coaches and Umpires are to ensure that the conduct of all games and any modification or interpretation of these rules is in accordance with the Principles of Fair Play and Spirit of the Game as contained in the Laws of Cricket.

Any breaches of these laws are to be referred to the LDCA Junior Committee for appropriate action through the club delegate.

Etiquette

In order to foster a professional approach to the game the LDCA requires all players and teams to observe the Etiquette practices set down in Appendix G. Coaches of Levels 1 and 2 are expected to follow the spirit of these practices as much as possible taking into account the age and maturity of players.

Rule Modification

Where these rules are silent on a matter the normal laws of cricket are to be applied.

Coaches are expected, by mutual agreement, to modify the rules regarding game length, breaks, starting and finishing times, boundary lengths and bowling ends and limits (provided the specified minimum and maximum overs and spell periods are not breached) to take into account specific extenuating variables on the day of play such as extreme temperature, storms, field conditions or player numbers.

Other rules may only be suspended or modified temporarily for that match only with the agreement of the junior coordinator who will notify the coaches and junior committee club representatives of both teams prior to the match via email. Any approval under this sub clause will be advised to all Junior Committee members at the next scheduled junior committee meeting.

Requests for rule suspension or modification of rules must be made no later than close of business on the Wednesday prior to the commencement of Saturdays match to allow time to communicate with all parties.

Player Permits between teams

Game Permit of player(s) for one game between teams, either within clubs, or between clubs, to ensure enough players and full participation is permitted subject to the following restrictions:

A player(s) cannot play for another team if:

- That player(s) team does not have a bye and
- The receiving team already has more than the specified maximum number of players required for that Level.
- The player(s) does not meet age requirements for the Level being played in or has an exemption from the LDCA Junior Committee to play in that Level.
- The player is a representative player.

A Game Permit player cannot bat above number 3 in the batting order or bowl higher than number 3 in the bowling order in an innings.

Permanent player(s) transfers between teams/clubs or temporary permits for more than one game need to be approved by the clubs and the LDCA Junior Committee.

This regulation does not apply to players within a squad that can rotate between matches as required.

Dress

Hats: Club Caps, White Sunhat (Logo and advertising allowed)

Shirts: White or Colour team shirts (Logo and advertising restrictions – Front must be pocket sized only – back no restriction but within reason) (Colours and advertising requires approval by LDCA Juniors)

Trousers: White / Cream / as approved by LDCA Juniors

Footwear: Compulsory white sport or cricket shoes. Cricket spikes are to be worn for all matches played on turf. **Helmets:** All players and teams must wear British Standard Helmets (BS7928:2013) for Level 2 cricket and above. Level 1 players may still wear non-conforming helmets at this time.

Batters: In accordance with Australian Cricket Well Played Guidelines players in all Levels will wear Pads, Gloves, and Groin Protector.

Wicketkeepers: In all Levels are always to wear helmets when keeping up at the stumps as well as Groin protectors. Helmets are optional, but strongly recommended, when keeping back from the stumps.

Equipment

Stumps 78.7cm (31”) No metal tips or ferrules (These are banned)

Balls are as per each Level's rules.

No match will commence unless the correct balls are provided and used.

Any team that does not provide correct balls so a game cannot commence will forfeit the match with the corresponding points applied, if applicable.

Scoring (Use of Electronic Scoring Applications)

The use of electronic scoring applications is permitted and to be used by the home team

A backup hard copy scoresheet must be completed by the away team. At no time should the two teams be electronic live scoring.

All away teams are required to score either on Paper or an alternative approved electronic offline scoring method. At the end of the game, the scores from the away team must be photographed/emailed to the opposition team in PDF / Jpeg format.

Approved scoring apps (NX Cricket, PlayHQ secondary scorer)

If you wish to use another app, please seek approval with the executives prior to using.

The scorer is proficient in manual scoring.

The coaches at the end of a match agree that both manual/alternative electronic scores match.

Policies and Procedures

All Clubs are expected to at a minimum abide by the Policies and Procedures outlined in Appendix B to F of this document or equivalent provisions.

Disputes

All disputes are to be dealt with in accordance with APPENDIX C LDJCA Disputes and Discipline Procedures.

Coaches must make a written note of any incident including the names, times and details of those involved and any action taken before leaving the ground if a complaint is to be made.

Any disagreements regarding rules interpretations that cannot be resolved immediately without affecting the flow of the game will not be discussed until an appropriate innings break or after the match.

Under no circumstances are coaches, other adults or players that are not umpiring/playing to enter the field of play or in any other way disrupt a game in progress due to any disagreement on the conduct of the game.

The decision of the person in the central umpire position regarding the passage of play will stand regardless of the disagreement until consensus is reached on a mutually agreeable outcome.

In the case of an umpiring decision that affects a match result, if the party in disagreement with the central umpires ruling is accredited in accordance with 2.14, the junior coordinator may make a determination based on evidence presented to alter the result or impose another form of penalty.

Coach Responsibilities

Except in the case of finals, and where a groundsman advises a match is unable to commence due to ground conditions, Coaches are the responsible authority at the ground during a match.

Coaches may amend playing conditions on the day to suit conditions and player ability. Any changes must be agreed by both coaches and applied equitably for the entire match.

All issues from any player, spectator or parent are to be dealt by the coaches away from parents and players, this includes umpiring disputes which shall also be resolved between the coaches off the field at innings breaks.

Coaches are requested to complete a short online Match Summary ([CLICK HERE](#)) at the conclusion of each day.

Coaches may not reverse previous umpiring decisions but may counsel non-finals umpires that do not hold formal Level 1 Umpiring Qualifications and if necessary, replace or take the place of umpires apart from finals matches.

Coach/Umpire/Scorer Qualifications

All team coaches will hold a minimum of an Australian Cricket Community Coaching Qualification. The coach or another

responsible person with Community Coaching Level Qualifications must be present at each match.

Coaches must undertake a compulsory rule briefing by their club district representative, on the current seasons rules before they are able to umpire or score a match. Other persons who will be assisting the coach with Umpiring/Scoring activities must first receive a rule briefing from the Coach. Umpires must hold a minimum of Level 0 – Introduction to Cricket Qualification.

Clubs are required to register that their coaches have all been briefed and fully understand and agree to abide by the rules and code of conduct for the Levels. This list will be forwarded to the Junior Coordinator prior to the first round of each season.

Coaches from clubs who have not registered that they have been briefed will have no recourse to make any complaints either on the field, to another club or the district on any matter arising from a game.

The Umpire from the batting team will be the central umpire while their team is batting unless agreed otherwise with the opposition team coach (i.e. Central Umpire and Square Leg will not swap at the end of an over). The calling of wides and no-balls will be the most contentious decision and therefore, umpires are asked to ensure they are consistent with the other team's interpretation. Instances have occurred where umpires have been seen to be trying to alter the result of a match by calling excessive wides towards the end of the match in contravention of the spirit of the game and agreements made on wide lines by the coaches at the beginning of the game. This type of activity may result in the umpire being banned from central umpiring a game (or umpiring completely) if the scoresheets show a definite departure from the normal wides for any team or the earlier part of the match.

Publication of Results

All match/player score, results and totals for competitive Levels are to be entered into PlayHQ by coaches/managers within 3 days of the end of a match.

Results for the last round of the season before the finals fixtures are to be entered in PlayHQ no later than 12 hours after the end of the final match.

Any team whose results are not entered in PlayHQ by the time of the final round will be allocated no points for that round with the other team played being given the points for a 'win' if their results have been entered.

Grounds

Grounds are to be nominated by clubs for use at the start of each season.

Markers are to be used to mark boundaries at least 2.74 metres from obstacles such as fences and goal-posts

Fitness of Grounds

Groundsman in attendance always has full control of grounds and if the groundsman determines that no play is possible, then both team officials must accept this as final and play will not be permitted to start or continue.

If no groundsman is in attendance, officials from both teams will assess the fitness of the grounds as described hereafter and make the decisions.

All players are to be present at the normal time for start of play even if it is raining. Except that if the home team official notifies the opposing team official that play will not be possible, only then are the players not required to be present at the normal time for start of play and play is abandoned for the day.

If, at the normal time for the start of play, both team officials agree that play is not possible for the day, then play is abandoned for the day.

If, at the normal time for the start of play, either or both team officials believe that a delayed start of play could occur, then the teams must wait at the ground until one hour after the normal starting time of play to reassess the fitness of the grounds and the playing conditions.

If playing conditions are such that play is possible, reasonable efforts must be made to improve the wicket and ground surfaces using tools such as brooms or squeegees to make it safe for the players.

If after reasonable endeavours to improve the wicket and ground surfaces have been made and if either team official considers either of the wicket surface, the playing surfaces or the playing conditions to be unsafe for play, then play will not be started or continued. Both team officials must agree for play to start or continue.

After waiting for one hour and after reasonable endeavours to improve the wicket and ground surfaces have been made and if both team officials consider that playing conditions may improve later in the day to the extent that play may be possible, then the team officials have the option to reassess the fitness of the ground at a later agreed time. Both team officials must agree to the later reassessment of the ground fitness.

For two-day games if ground conditions are, in the opinion of both coaches not fair for play, excluding issues due to adverse weather conditions or unsafe play, for example grass not mowed to a length suitable for play or excessive heat (below 40 degrees), the coaches should agree to play the game as quarters cricket prior to play commencing to ensure equal playing conditions across the match for both teams. Inform the Junior Coordinator by email if this has been the case or if the opposition coach has refused a request to play in quarters.

The same procedures above apply if play is interrupted by wet weather during the day and the continuation of play is considered unsafe.

Please note safety of players is paramount and must be put before any match results.

Time lost during play due to weather conditions

In the event of time lost after the commencement of play, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes of playing time.

Overs will only be deducted if insufficient time is available prior to the scheduled finish time to complete the full overs for the match.

The venue for games cannot be changed without the permission of the LDCA Junior Coordinator.

In the case of weather shortening the innings of one or both of the teams, at least 15 overs having been faced by both teams will constitute sufficient overs to calculate a result (except for a tri-game where 10 overs is sufficient).

In the case where one side faces fewer overs than the other, straight run rate (runs scored/overs faced) will be used to calculate the winner. The team with the greater run rate will be declared the winner.

Forfeits and Time adjustments

Should any team be unable to commence play within (15) fifteen minutes of the schedule time a forfeit may be claimed by the non-offending side.

The Waiting officials can only suggest an adjustment so the game can go ahead. Any decision made prior to play and agreed upon cannot be changed once game has started with the agreed adjustment.

Extreme Weather (Heat)

All Play will be cancelled if the weather forecast on game-day is for a maximum temperature of 40°C or more. If the forecast temperature exceeds 35°C there must be a minimum of two drinks breaks per session. "Forecast" temperatures will be those issued by the Australian Bureau of Meteorology for the "Closest locality to the area of Play" on relevant game-days prior to 6:00 am (Sat AM/PM Fixtures), and prior to 12:00 noon (Twilight Fixtures).

Non-Application of the Laws of Cricket

Law 42 – Players Conduct will not apply in this competition. The Provisions of Appendix D, G, E of these Rules will cover player, official and umpire conduct.

Dead Balls (Non- Turf Wickets)

Ball bowled properly behaves erratically in the opinion of the umpire shall be called "Dead Ball" by umpire and re-bowled.

Wides

Consistent application of Wide calls is vital as the batting umpire will be calling wides. In general, a ball which cannot be reasonably reached by a batsman shall be called a wide. This should consider the pace of the bowler (for example spin bowlers have more latitude). Balls landing off the pitch are to be called No Ball.

No Balls

Any short-pitched delivery that rises over shoulder height or an unpitched delivery that would have passed on the full above waist height of the striker standing upright at the popping crease shall be immediately called a no ball. This is regardless of whether delivery is a slow paced one, spin or not. (Please note that the waist is to be considered around belly-button height and where the batsman's ribs come down to, not where the pants come up to)

Any bowler that bowls more than two such deliveries in an innings and the deliveries are considered to be dangerous, will not be allowed to bowl for the remainder of that innings except if the umpire considers that said delivery occurred due to factors beyond the bowlers control (unintentional slip, pitch conditions, cracks etc.)

Quarters Cricket

50 Over matches in Level 2 and 3 shall be played in Quarters. Innings are to be paused at the designated time or after 25 overs which-ever comes first. To ensure maximum playing time, should a team be bowled out in their first innings prior to their 25 over session being completed, the opposition shall start their innings, and continue until the designated time. The team batting second shall continue on day 2 until bowled out or their 50 overs is completed at which time the team that batted first will begin their 2nd innings for 25 overs plus the unused overs from the first innings.

No team will bat for more than a total of 50 overs across 1 or both innings.

If both teams bat their allotted overs on the first day, the team batting second shall continue their innings on the second day until they reach their 50 overs or are bowled out, where the team that batted first on the first day will restart their first innings.

In general, the first innings must be completed for both teams before any second innings commences.

Coaches should ensure participation on each day by designating each day for players as a batting day or a bowling day. For example, the top 4-6 batsmen should not bowl on day 1 and those batsmen at the bottom of the order should bowl their overs on day 1 as they will be the batsmen on day 2 and vice-versa. To develop bowlers, they should be encouraged to get through their allotted overs in one set (for example in Level 2A bowlers should bowl 4 overs in a row, in Level 3 bowlers should bowl 5 in a row.

Level Specification Summary

Specification Type	Level 1	Level 2	Level 3																								
Age Group	Under 11 (8, 9 and 10 years)	Under 13 (10, 11 and 12 years)	Under 16 (13, 14 and 15 years)																								
Team Size	7 (Max recommended 9)	9 (Max recommended 11) 8 wickets all out	11 (Max recommended 13) (3C for 2024 is 9 players) 10 wickets all out (3C for 2024 is 8 all out)																								
Competition Status	Non-Competitive	Competitive	Competitive																								
Balls	RJR 130g red soft stitch	RJR 142g red 2-piece leather	RJR 156g red 2-piece leather																								
Pitch length	16m measured from stump to stump	18m measured from stump to stump	20.12m (standard pitch length)																								
Boundary size	Max 40m (measured from Batsman's stumps)	Max 45m (measured from middle of the pitch)	Max 50m (measured from middle of the pitch)																								
Duration of play	8:00 am to 11:10 am	8:00 am to 11:45 am	8:00 am to 11:45 am																								
Overs	20	20 / 30 / 50 (for T30 Games Minimum 25 Overs & Max 30 to be played by each Side within in the allocated time)	20 / 30 / 50 (for T30 Games Minimum 25 Overs & Max 30 to be played by each Side within in the allocated time)																								
Game sessions	Session 1: 8:00 am – 9:30 am Session 2: 9:40am – 11:10 am	Session 1 8:00 am – 9:45 am 15min max Change over Session 2 10:00am – 11:45 am	Session 1 8:00 am – 9:45 am 15min max Change over Session 2 10:00am – 11:45 am																								
Drinks	None (unless coaches agree due to weather conditions)	None for T20 matches otherwise 3 minute break at 15 overs	None for T20 matches otherwise 3 minute break at 15 overs																								
Batsman retirement	17 balls (immediate retirement)	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Format</th> <th style="text-align: center;">Minimum</th> <th style="text-align: center;">Maximum</th> </tr> </thead> <tbody> <tr> <td>T20</td> <td style="text-align: center;">18 balls</td> <td style="text-align: center;">18 balls</td> </tr> <tr> <td>T30</td> <td style="text-align: center;">18 balls</td> <td style="text-align: center;">35 balls</td> </tr> <tr> <td>50 Over</td> <td style="text-align: center;">30 balls</td> <td style="text-align: center;">60 balls/runs</td> </tr> </tbody> </table>	Format	Minimum	Maximum	T20	18 balls	18 balls	T30	18 balls	35 balls	50 Over	30 balls	60 balls/runs	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Format</th> <th style="text-align: center;">Minimum</th> <th style="text-align: center;">Maximum</th> </tr> </thead> <tbody> <tr> <td>T20</td> <td style="text-align: center;">18 balls</td> <td style="text-align: center;">50 balls</td> </tr> <tr> <td>T30</td> <td style="text-align: center;">18 balls</td> <td style="text-align: center;">60 balls</td> </tr> <tr> <td>50 Over</td> <td style="text-align: center;">30 balls</td> <td style="text-align: center;">100 balls/runs</td> </tr> </tbody> </table>	Format	Minimum	Maximum	T20	18 balls	50 balls	T30	18 balls	60 balls	50 Over	30 balls	100 balls/runs
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Fielding distance	15m from batsman's crease, except for wicketkeeper	10 metres except for slips, gully and wicketkeeper	10 metres except for slips, gully and wicketkeeper																								
Wicketkeeper over limits	10 overs	15 overs (in a 50 over 2 day game, may keep for 25 on first day only)	Coach's discretion																								
Bowling restrictions	All players must bowl 2 overs per innings, Maximum 4 overs per innings	T20/30 – all bowlers to bowl 2 overs before any bowler bowls 3 rd 50 over – no bowler bowls 5 th over before all bowlers have bowled 2 overs	Recommended all bowlers bowl at least 2 overs Max 8 overs per match (5 max per set for medium/fast bowlers)																								
Bowling rest period	NA	The minimum rest periods between sets for medium and fast bowlers will be the same number of overs from the same end as the completed set (or twice the number of overs bowled in total). Spin Bowlers from Level 2-4 may bowl maximum overs in one set.																									
Balls per over	6 balls per over regardless of wides and no-balls	Maximum 8 balls per over	Maximum 8 balls per over																								

Level 1 Competition – Supplementary Rules

1.1. General

- 1.1.1. Ideally moveable stumps are to be used at the bowler's end and wooden stumps, both with bails at the striker's end for all games. Movable stumps can be used at both ends if the coaches agree. Batting and bowling creases will then need to be marked prescribed distances as per normal cricket rules.
- 1.1.2. Ten Minute break between innings.
- 1.1.3. No drink breaks unless hot conditions or by mutual arrangement between teams

1.2 Batting

- 1.2.1 All Players are to bat unless injured during game. No batsman is to bat twice unless all other batsmen have batted once. (No exceptions)
- 1.2.2 Batters retire at 17 balls when there is 7 players in the team. The number of balls should be adjusted if more or less than 7 players are playing to ensure equal distribution of balls faced.
- 1.2.3 There are no dismissals recorded although the batsman should be recorded as out if they had been dismissed or not out if they were not dismissed. Next batter comes in when the previous one reaches 17 balls. If only one batter remains to reach 17 balls they will face with a runner at the other end until 17 balls are reached.
- 1.2.4 Batters face the bowling at one end only.
- 1.2.5 Batters are credited with all runs no matter how many times "dismissed"

1.3 Bowling

- 1.3.1 All players are to bowl during a match.
- 1.3.2 Bowling is performed from one end only.
- 1.3.3 All players must bowl 2 overs (including Wicket Keepers), maximum of 4 overs per day. This may only be adjusted if more than 10 players are participating for one team.

- 1.3.4 Maximum 6 ball overs will apply regardless of wides/no-balls being bowled.
- 1.3.5 Balls bouncing twice will not be called a "NO BALL" in this age group. A third bounce will constitute a "NO BALL"
- 1.3.6 Bowlers are credited with every wicket taken by them.
- 1.3.7 Any ball that does not land on the pitch shall be called no-ball. Balls landing on the pitch that are out of reach of the batsman shall be called a wide.

1.4 Fielding

- 1.4.1 Fielders excluding wicket keepers must change position after each over.
- 1.4.2 Coaches must work out a rotational system for fielding enabling the bowling order to set up the fielding positions to ensure each player gets experience at different fielding positions.
- 1.4.3 Coaches should ensure that as much as possible a standard field is set for each match balancing the number of offside and onside fielders.
- 1.4.4 Fielding markers are compulsory and to be placed no closer than 15 meters from the popping crease of the batsman on strike.
- 1.4.5 Fielders must not be in front of a fielding marker until the ball is struck by the striker however, they can start from a position behind the marker and walk toward to the marker as the bowler enters their run-up.
- 1.4.6 Fielders must return to or behind the marker once the current ball in play becomes dead and before the next bowler commences their run-up for the next delivery.
- 1.4.7 The umpire shall issue a warning to the fielding team coach/players for the first two breaches of this rule in a playing session. The third and subsequent breaches will be called a no ball immediately. In the case of a no ball being called the batting team will receive one penalty run plus any additional runs made from the delivery.

1.4.8 Wicket keepers are to be changed at the end of 10 overs of bowling and whilst batting pairs are changing.

1.5 LBW

1.5.1 No LBW in this Level although umpires are to advise players of possible LBW dismissal in preparation for older Levels.

1.6 Results/Scoring

1.6.1 These matches are non-competitive and no result for the match is recorded. The score is kept so that players may know how many runs/wickets/catches/run-outs they achieved.

Level 2 Competition – Supplementary rules

2.1. General

- 2.1.1. All games are first innings only games and the result is decided by this. If sufficient time is available to commence a second innings then the following applies. Both teams must face a total of 30 overs in 1 day games and 50 overs in 2 day games (played as quarters cricket).
- 2.1.2. Once Team A is all out (8 wickets) or they have faced 30 overs their first innings closes. Team B then commences their first innings straight away unless it is within 10 minutes of the match closing time in which case the game will finish. Any remaining overs will be available for a second innings. (For example, Team A bowled out for 20 overs. Team B commences first innings and faces 30 overs. Team A commences 2nd innings of 10 overs. – Team B does not get a 2nd innings as they have already faced 30 overs.
- 2.1.3. If the Team bowling first fails to bowl 30 overs in the allotted time then they ONLY receive that same number of overs when batting. That becomes the maximum total overs to be played for the entirety of the match (i.e. Instead of playing 30 Overs a side a match could be 28 Overs a side). All effort should be made to get the 30 overs in but the final over must start before the nominated cut-off time.
- 2.1.4. For 2 Day rules please refer to Quarters Cricket rules on P8.

2.2. Participation

- 2.2.1. To this end and to further the skill levels considering differing abilities coaches must bat and bowl their more capable players at the top of the order and their developing players at the bottom of the order.
- 2.2.2. The more capable and developing players must be rotated each match within their half of the order to ensure participation. For example, a team with four capable batters must bat at positions 1 to 4 and be rotated within those positions each match so one isn't opening all the time. Similarly, bottom order batters must be rotated within positions 6 to 9. This also applies to more capable and developing bowlers in the bowling order selection.

2.3 Batting

- 2.3.1 Batters who are dismissed must leave the wicket immediately.
- 2.3.2 No batters shall bat again retired or “Dismissed” until all batsmen have batted at least once.
- 2.3.3 Batters must return in strict order of retirement. Only retired batters can return (in order of retirement) within the 1st innings – dismissed batters may not return unless a second innings is commenced. All returning batters will face a further maximum balls for retirement (ie another 35 balls for T30).
- 2.3.4 Waiting batters are to be fully kitted up and be seated (or warming up) near to the boundary line ready to take the field as soon as a wicket falls, or batter retires. If in the opinion of either umpire that the batting team is holding up the game unnecessarily, a warning shall be issued. If in the opinion of both umpires the batting team holds up the game unnecessarily after their first and final warning, the batting team will be penalised 5 runs (awarded to the bowling team) for unfair play.

2.4 Bowling

- 2.4.1 Bowling is performed from one end (Level 2B and 2C). In Level 2A bowling from both ends is optional provided minimum overs are met per day (25 per side), agreed by both coaches and ground conditions allow.
- 2.4.2 Balls bouncing twice shall be called a No Ball.
- 2.4.3 All players must bowl a minimum of 2 overs (Including Wicket Keepers) before any player bowls their third over (T20/30 over game) or their 5th over (50 over game). (Unless a player is injured and unable to bowl)
- 2.4.4 An over shall consist of (6) fair balls to a maximum of 8 balls per over. (No more than 2 wides or No balls to be re-bowled)

2.5 Fielding

- 2.5.1 Fielders excluding wicket keepers should change position after each bowling change (that is, between 2 and 8 overs)
- 2.5.2 Coaches should work out rotational system for fielding enabling the bowling order to set up the fielding positions. The player bowling the next over should be fielding at mid-off.

2.5.3 Wicket keepers are to be changed at the end of each session.

2.6 LBW

2.6.1 The first time a player is given “out” LBW, it is to be treated as a warning (wicket does not count). If the next LBW is appealed and deemed “out”, the batter is dismissed (Level 2B and 2C only).

2.6.2 For Level 2A only no LBW warning will be issued however the player is only to be given “out” if the LBW dismissal is considered “plumb” (ie hitting middle stump).

2.7 Results/Scoring

2.7.1 Matches are competitive. Results including player scores must be entered in PlayHQ no later than 72 hours after the match is completed. The result is to be worked out with the winning team the one with the highest number of runs at the end of the first innings.

2.8 Coaching

2.8.1 It is expected that early in the season some coaching is required to get the games moving and to facilitate learning, however coaches must remember that by finals time there will be no coaching allowed. Coaches are not to directly move fielders, however, may provide subtle instruction to the captain/bowlers on the day to increase their understanding of field setting for different batters. Coaches may instruct players on how to keep the game moving (getting back to their bowling marks and changes required for left and right handers as an example). The key message is to help the players learn. Coaches aren’t playing the game, they are developing players.

2.8.2 Coaching should never hold the game up.

Level 3 Competition – Supplementary rules

3.1 General

- 3.1.1 These matches are competitive.
- 3.1.2 Coaching of players in any respect while they are on the field is not permitted by Coaches or Umpires except for encouraging those players with significant skill insufficiencies that would affect their personal ability to fully participate in and enjoy the game. Coaches may advise players on technique or strategy during official breaks.
- 3.1.3 Drink breaks between 15 and 20 overs for 30 – 50 over games, unless hot conditions or by mutual arrangement between teams.
- 3.1.4 Teams may only have 11 fielders on the field at one time.
- 3.1.5 If the start is delayed deduct 2 overs from the overs to be bowled for every 7 minutes delay. (Each side receives 1 less over per 7 Minutes)

3.2 Batting

- 3.2.1 Retired batters can only return in order of retiring.
- 3.2.2 Batters must be ready to face up when the fielding team is ready and this includes arriving at the crease after the fall of a wicket. If in the opinion of either umpire that the batting team is holding up the game unnecessarily, a warning shall be issued. If in the opinion of both umpires the batting team holds up the game unnecessarily after their first and final warning, the batting team will be penalised 5 runs (awarded to the bowling team) for unfair play.

3.3 Bowling

- 3.3.1 For Level 3, there is to be a maximum of 8 deliveries per over with no more than 2 wides or no balls to be re-bowled. Umpires are required to be consistent with both teams.

3.3.2 Free Hit after a Foot Fault No Ball (all Level 3 match formats).

- 3.3.3 The delivery following a No Ball called for a foot fault shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide ball), then the next

delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball. Field changes are not permitted for free hit deliveries. If a foot fault No Ball is bowled on the last ball of an over, an additional ball shall be bowled by the same bowler.

3.4 Fielding

- 3.4.1 Fielders should be encouraged to field in several positions during the match.
- 3.4.2 Wicket keepers may be changed at the end of the bowling sessions or if necessary whilst batters are changing.

3.5 LBW

- 3.5.1 LBW is to be given out.
- 3.5.2 Umpires are to ensure the batter is given the benefit of the doubt and that all LBW rules are appropriately applied.

3.6 Penalty Rules

- 3.6.1 When a team does not bowl their over requirement in the time allocated, unless time lost due to weather conditions, the team can be penalised as below:
- 3.6.2 The umpire will note the over that is in progress at the scheduled innings close and that will be the number of overs that the bowling team will receive when batting. The first innings must complete their scheduled number of overs (normally 30 unless all wickets fall) and then a 10 min break will occur. If the second team bowling does not bowl the required number of overs before the scheduled end of play the batting team will receive 10 runs for each over that is not bowled. Any over that is started before the scheduled end of play will be counted as bowled.

3.7 One Day Matches

- 3.7.1 These matches are a first innings game only.
- 3.7.2 There is a 10 minute break between innings
- 3.7.3 Minimum overs for a result to be worked out is 15 overs each.

3.8 Two Day Matches

- 3.8.1 This is a first innings game only unless the first innings is closed and sufficient time is available to commence a second innings.
- 3.8.2 For Level 3 the innings will be played in quarters. See P8 for Quarters cricket.
- 3.8.3 Games are not to finish early on day one. If at the completion of the first session, any time remains (after change of innings) play is to continue (even if there is only time for 1 over).
- 3.8.4 The Team batting first bats until all out, 60 overs, or they declare whichever comes first.
- 3.8.5 Any batsman at positions 12 and 13 that do not get a chance to bat because a team is all out are permitted to bat in any second innings should one occur.
- 3.8.6 2 x 3 min drink breaks are permitted (approximately every 17/18 Overs) in extreme heat coach's discretion is to be used.
- 3.8.7 If rained out on the first Saturday, then a One Day game is to be played on the second Saturday as per One day rules.
- 3.8.8 For games scheduled on turf only, if, in the first week of a round, weather does not permit play to be scheduled, play may be transferred to an alternate vacant turf or synthetic pitch. This must be done by 7pm the day prior to play and be ratified by the LDCA Junior Coordinator. Both days play must be completed at the new venue.
- 3.8.9 If use of the alternate venue is needed for two or more "washed out" games a team from the club providing the venue will be given preference. (This rule may only be used if 50% or more of the games for the round can be completed).
- 3.8.10 For games scheduled on turf only, if, in the second week of a game, weather does not permit play to be scheduled, and there has been no play on day one, play may be transferred to an alternate vacant turf or synthetic pitch. This must be done by 7pm the day prior to play and be ratified by the LDCA Junior Coordinator.

3.8.11 If use of the alternate venue is needed for two or more "washed out" games a team from the club providing the venue will be given preference. (This rule may only be used if 50% or more of the games for the round can be completed).

3.8.12 The venue for games scheduled to be played on synthetic pitches cannot be changed without the permission of the LDCA Junior Delegates meeting.

3.9 T20 Matches

3.9.1 Free Hit after a Foot Fault No Ball.

3.9.2 The delivery following a No ball called for a foot fault shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball. Field changes are not permitted for free hit deliveries. If a foot fault No Ball is bowled on the last ball of an over, an additional ball shall be bowled by the same bowler.

3.9.3 Each bowler may bowl no more than 4 overs.

3.9.4 No more than 8 balls per over shall be bowled including wides and no balls.

3.9.5 Each team must have the opportunity to face at least 8 overs to constitute a match.

3.10 Follow on

3.10.1 Deficit required to ask the batting team to follow on is 75 RUNS for Two Day games.

4 SCORING TABLE FOR PLAYHQ

4.1.i Result	4.1.ii Points
Win First Innings	10
Draw/Match Abandoned	5
Bye	10
Tie	5
Won by Forfeit	10
Win Outright regardless of First Innings result	10
Lose Outright after winning First Innings	0
Lose First Innings or Forfeit	0
Batting Bonus Points (Level 3 and 4 only)	0.01 per run
Bowling Bonus Points (Level 3 and 4 only)	0.2 per wicket

5 FINALS

- 5.1** Finals will be played in Level 2 and 3 where the draw permits.
- 5.2** Finals will be played on the designated finals weekend, or in the case of a total washout, be moved to an alternate weekend at the discretion of the Junior Coordinator.
- 5.3** The District Executive will have the final decision on, if, and at what venue a final shall be played unless, in the case of a turf pitch, a venue is pronounced unfit for play by a groundsman.
- 5.4** Should a team not be present at the scheduled start time of a final at the venue specified by the District Executive that team will be regarded as forfeiting the match with the win being given to the remaining team. If both teams forfeit then the team finishing on top of the points table for that division will be the premiers.

- 5.5** It will be the responsibility of the District to provide a venue and alternate venue for the finals match. Clubs will make grounds available for the final at the request of the District
- 5.6** Finals will be played between the first and second placed teams on the point's ladder for Level 2 and 3.
- 5.7** Players are not eligible to play in a final unless they have played a minimum of 5 days (pre-Xmas) or 3 days (post-Xmas) during the season for that team.
- 5.8** Should the play commence on the first day of a match or the second day of a two day game be washed out then the entire match will be considered a wash out. This will apply unless both teams have faced at least 25 overs on the first day of play in which case the winning team will be decided by the best run rate. In this circumstance the finals will not be moved to the alternative finals weekend as the match will be considered a draw.
- 5.9** Should all finals matches be washed out then the winning team will be chosen on points or in the event of equal points best run rate

5.10 FINALS FORMATS

- 5.10.1** Finals formats will be determined by the draw maker and where possible will be the same length as most of the games played in the season.
- 5.10.2** All Coaches must advise the Junior Co-ordinator of their Squad names by the Wednesday before the final.
- 5.10.3** Unless otherwise stipulated below the normal rules will be followed.

Level 3 finals:

Maximum Squad Size 13. 13 can Bat and Bowl. 10 out all out. Unlimited Fielder Substitutes allowed. The 13 players do not have to play both days of

the match. Replacement Players from the Level below are permitted subject to Age restrictions and Junior Coordinator approval.

Level 2 finals: Maximum Squad Size 11. 11 can Bat and Bowl. 8 out all out. Unlimited Fielder Substitutes allowed. Replacement Players from the Level

6 DISTRICT POINTS

6.1 Clubs are to ensure that player points and statistics are ready to be presented to the first District meeting after the finals round is played.

6.2 In order to determine player district and club Awards at the end of each season players will be allocated points as follows:

0.01 points per run* (batsmen)

0.20 points per wicket* (bowler)

0.10 points catch (fielder) 0.10 points run-out* (fielder unassisted) Awards will also be given for:

- best batting aggregate (number of runs) (average will break a tie)
- best bowling aggregate (number of wickets) (average will break a tie)

7 TROPHIES AND AWARDS

7.1 Premiers in each competitive division will be determined by the team that wins the designated final or the team finishing on top of the ladder in PlayHQ (should finals not be played) using total points (including bonus points for Levels 3 and 4). Should there be a tie based on points to determine finalists or winners, Head-2-head results in the regular season will be used to break the tie. The next tie breaker is number of Wins followed by number of wickets, followed by number of runs.

7.2 The Premiers will receive a trophy or shield and Premiership Medals (for each player) from the Logan District Cricket Association.

7.3 Beaudesert will organise and pay for their clubs district medallions and trophies and their half of any umpire fees for finals.

below are permitted subject to Age restrictions and Junior Coordinator approval.

7.4 The Association will organise medallions for the other clubs. The association will pay the costs of no more than 15 medallions. Club contacts will be advised when the trophies/awards are ready for collection.

7.5 District Shields and Cups for all grades/teams will be engraved by Logan – any engraving for Beaudesert Teams will be paid by Beaudesert but arranged by LDCA.

8 APPENDIX A – LAWS OF CRICKET

Unless otherwise stipulated in these playing regulations the normal laws of cricket apply. The rules have been updated and are active from 1 October 2017.

You can find them here <https://www.lords.org/mcc/the-laws-of-cricket>

9 APPENDIX B LDJCA CODES OF CONDUCT

The Logan District Junior Cricket Association (LJCA) fully endorses the following Australian Sports Commission (ASC) Codes of Behaviour.

1. Code of Behaviour – Players

- 1.1. Play by the rules.
- 1.2. Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.
- 1.3. Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport.
- 1.4. Work equally hard for yourself and/or your team. Your team's performance will benefit; so will you.
- 1.5. Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- 1.6. Treat all participants in your sport as you like to be treated. Do not bully or take unfair advantage of another competitor.
- 1.7. Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- 1.8. Participate for your own enjoyment and benefit, not just to please parents and coaches.
- 1.9. Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

2. Code of Behaviour – Parents

- 2.1. Remember that children participate in sport for their enjoyment, not yours.
- 2.2. Encourage children to participate, do not force them.
- 2.3. Focus on the child's efforts and performance rather than winning or losing.
- 2.4. Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
- 2.5. Never ridicule or yell at a child for making a mistake or losing a competition.

- 2.6. Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
- 2.7. Support all efforts to remove verbal and physical abuse from sporting activities.
- 2.8. Respect officials' decisions and teach children to do likewise.
- 2.9. Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- 2.10. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

3. Code of Behaviour – Coaches

- 3.1. Remember that young people participate for pleasure and winning are only part of the fun.
- 3.2. Never ridicule or yell at a young player for making a mistake or not coming first.
- 3.3. Be reasonable in your demands on players' time, energy and enthusiasm.
- 3.4. Operate within the rules and spirit of your sport and teach your players to do the same.
- 3.5. Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- 3.6. Avoid overplaying the talented players; the just average need and deserve equal time.
- 3.7. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- 3.8. Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your players to do the same.
- 3.9. Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- 3.10. Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- 3.11. Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.

3.12. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

4. Code of Behaviour – Administrators

- 4.1. Involve young people in planning, leadership, evaluation and decision making related to the activity.
- 4.2. Give all young people equal opportunities to participate.
- 4.3. Create pathways for young people to participate in sport not just as a player but as a coach, referee, administrator etc.
- 4.4. Ensure that rules, equipment, length of games and training schedules are modified to suit the age, ability and maturity level of young players.
- 4.5. Provide quality supervision and instruction for junior players.
- 4.6. Remember that young people participate for their enjoyment and benefit. Do not overemphasise awards.

10 APPENDIX C LDJCA Disputes and Discipline Procedures

- 1.1. Primarily, disputes and the subsequent discipline process arise when a player, official or parent witnesses behaviour that, in their opinion, breaches either the laws of the game, the spirit of the game, one or more LDJCA policies, or common law.
- 1.2. Disputes and Discipline procedure is used when a matter cannot be resolved, in a timely manner, to the satisfaction of player, team or club.
- 1.3. Please note that disputes between spectators or parents at a game or at training must be resolved by the clubs concerned as LDJCA has no jurisdiction over people who are not players, coaches or officials.
- 1.4. Protests will not be entertained by the LJCA unless the requirements of clause 2.14 of the General Rules have been met.
- 1.5. The District Junior Coordinator will be the final arbiter on rule clarifications and disputes and shall issue any such clarification to all clubs as may be required throughout the season.
- 1.6. Coaches and umpires that do not abide by the association rules or clarifications issued by the Junior Coordinator may be open to penalties under these Procedures.

- 4.7. Help coaches and officials highlight appropriate behaviour and skill development, and help improve the standards of coaching and officiating.
- 4.8. Ensure that everyone involved in junior sport emphasises fair play, and not winning at all costs.
- 4.9. Give a code of behaviour sheet to spectators, officials, parents, coaches, players and the media, and encourage them to follow it.
- 4.10. Remember, you set an example. Your behaviour and comments should be positive and supportive.
- 4.11. Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.
- 4.12. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

1.7. This policy covers how the dispute and discipline process is to be conducted. In making these determinations, the LDJCA does not need to abide by any specific legal requirement or process.

1.8. However, there are three basic principles of natural justice that are followed by the tribunal to ensure a fair and equitable process is achieved:

- Notification of the charge - the person accused should receive notice of, and know the nature of the allegations made against them.
- Opportunity to respond - the person accused should be given the opportunity to respond to the allegations.
- Decision-makers to be unbiased - there should not be any preconceived opinions, vested interests or personal involvement of the tribunal members.

1.9. A tribunal is not expected to act as a court of law, but should conduct the hearing as quickly, informally and comprehensively as practicable. There is no right to legal representation at a Tribunal hearing.

1.10. Should an incident arise that cannot be resolved by rational discussion between officials at the ground, the person wishing to make the

complaint must do so in writing to their own Club President within 2 days.

The letter\email must be clearly stated, providing a detailed description of the incident(s) and what policy or law is said to be in breach, with specific reference to the rule(s) alleged to have been broken. This detail is required in order to enable the other club concerned to prepare their response and they should be able to examine the evidence upon which the allegations against them are made.

The complaint must also contain what you, the team and/or club would like to happen, in order to have this issue resolved to your satisfaction.

The Club President is then responsible for forwarding a copy of this complaint letter, within 7 days, to the Club President of the other club involved, and to the LDJCA Junior Coordinator.

Presidents of the clubs concerned are then required to communicate with each other to discuss and resolve the matter.

1.11. Clubs are advised that if the matter involves a person under the age of 18 years, it is strongly recommended that a parent or guardian is allowed to accompany and assist them when you examine the allegations against the person.

1.12. If neither Club President is not satisfied with the outcome or no resolution can be found within 21 days of the matter being referred to the other club, the dissenting Club President shall, within 7 days, refer the matter to the LDCA Junior Coordinator, preferably via email, and request a Tribunal hearing.

The referring club must detail reasons for the referral, including why no resolution has been possible. It must also provide a detailed description of the incident(s) and what policy or law is said to be in breach, with specific reference to the rule(s) alleged to have been broken and supply all documentation it has received from all parties involved.

1.13. The LDCA Junior Coordinator will convene a Tribunal hearing within 30 days of the matter being referred by the dissenting Club President. The LDJCA Tribunal will consist of three (3) current Committee members and one LDCA Management Committee member, including the Junior Coordinator as Chairperson.

The other club(s) involved will be requested, to make a written submission to the Tribunal; such submission to be received by the LDCA Junior Coordinator within 14 days of the request being made. This written submission is in addition to the documentation previously submitted by the referring Club President.

This submission must address the specific incident(s) involved and if it is a dispute, detail why no resolution can be achieved. If no documentation is forwarded by the other party to the dispute, the Tribunal will only review what is before it.

It is worthwhile considering at this stage, whether a case is suitable for mediation and if so the Tribunal should offer this to all parties before they announce a decision and sanction. Many complaints arise out of misunderstandings between individuals which could be more effectively resolved outside the dispute process.

The Tribunal may make whatever further enquiries it deems appropriate to clarify the basis of the complaint, including contacting witnesses. Hearsay evidence can be considered by a Tribunal if it is considered reliable, applicable and appropriate.

There is no legal obligation however for witnesses to disclose relevant information, or even answer certain questions during a hearing.

There is no requirement for the Tribunal to physically meet to resolve the dispute.

The Tribunal has first to consider the facts presented to it. After reviewing the case for both sides the members must decide whose evidence they accept and to what extent. Decisions should also be arrived at on the reasonable satisfaction of the Tribunal members or on the 'balance of probabilities' (that is, more probable than not). However in most disciplinary cases there is a "sliding scale" under which the more serious the charge, the higher the degree of satisfaction required.

Once the investigation has been completed and the evidence evaluated, the Tribunal must make a decision and there is one vote per Tribunal member and a majority decision is acceptable.

Once a decision is reached as to whether a complaint is upheld or an allegation is substantiated, an appropriate sanction/penalty may be imposed.

At the time a dispute is referred to the LDCA Junior Coordinator, the referring Club includes in the documentation a statement of what they would like to happen to have the issue resolved to their satisfaction. The Tribunal must take this request into account before determining the appropriate sanction/penalty.

The decision of the Tribunal shall be made within 45 days of the dispute being referred to the LDCA Junior Coordinator.

The Tribunal decision and sanction/penalty will be advised in writing, which may include email, within 7 days, to the relevant Club Presidents. It is considered good practice for Tribunals to outline the reasons for any decisions that are made but it is up to each Tribunal to determine if it will do this.

Any penalty imposed by a Tribunal must be reasonable under the circumstances of the case or issue (that is, the 'punishment' fits the 'crime').

Sanctions/penalties which may be imposed by a LDJCA Tribunal may include, but are not restricted to, any of the following:

- Non-attendance at club games for a time period or number of games.

- Not being permitted to be a Coach or Official for a time period or number of games.
- Player suspension for a time period or number of games.
- Game result may be altered.
- Team to lose points in the relevant competition.
- Club to lose points in the Club Premiership.

The decision and sanction/penalty imposed by the Tribunal shall be final and binding on all concerned and no further appeal process is available.

11 APPENDIX D LDJCA Alcohol Policy

This policy is designed to meet the following objectives:

- To ensure the safe and professional conduct of all (LDJCA) cricket events.
- To ensure the Code of Conduct Policy is adhered to.
- To minimise alcohol related incidents and harm to the individual participants.
- To minimise alcohol related incidents and harm to spectators and general community.
- To minimise alcohol related damage to property.
- To improve and preserve the reputation of LDJCA to people in the general community.

Introduction

To assist in the achievement of the above objectives, LDJCA Management Committee has established a number of specific guidelines relating to the use or consumption of alcohol by any member involved in LDJCA events.

It is vital that strict guidelines are put in place to ensure that any Cricket events or fixtures are not marred by impaired and/or unsafe performances, or negatively affected from unruly behaviour related to the consumption of liquor.

The following guidelines outline procedures for the consumption of alcohol and outline punishments for any breach of these guidelines.

Guidelines on the Use of Alcohol

11.1 Participant involvement

11.1.1 No participants, including coach, manager, scorer, umpire or player, will be permitted to compete in any LDJCA event if he/she is consuming alcohol or suffering the obvious effects of alcohol.

11.1.2 Any such person/s will be asked to leave the sporting arena by the affiliated club appointed grounds official.

11.1.3 Refusal to cooperate by the participant will result in immediate expulsion of that team from the game and possible disciplinary action against the individual.

Should such an incident occur, an official written complaint from the affiliated club appointed grounds official for that event must be forwarded, through their Club President, to the LDJCA Secretary.

The submissions and complaint will then be reviewed by the LDJCA Discipline Committee for possible further disciplinary action.

This may include but is not limited to:

- Banning of that participant attending LDJCA organised games for a defined time or banning attendance from the remainder of that teams competition.
- Expulsion of the team from that competition.
- Deduction of points from the team for that particular game.
- Deduction of points from the team from the overall standings of the competition.

When the LDJCA Discipline Committee hands down their decision, that particular decision is final.

11.2 Spectator involvement

11.2.1 Alcohol is not to be visible in any manner at a LDJCA cricket event except at times and places specified by the LDJCA affiliated club*.

11.2.2 Once notified the owner of any visible alcohol whether opened or unopened is to immediately take steps to hide it from view. Should the owner refuse to do this they will be asked to leave the sporting arena by the LDJCA affiliated club ground official.

11.2.3 No spectators within the immediate “playing arena”** will be permitted to consume alcohol while a LDJCA cricket event is in progress, except at times and places specified by the LDJCA affiliated club*.

11.2.4 Should a spectator be suspected of consuming alcohol or suffering the obvious effects of alcohol in this area, the person/s will be asked to leave the sporting arena by the LDJCA affiliated club ground official.

11.2.5 Refusal to cooperate by the spectator will result in immediate expulsion of that team from the game and possible disciplinary action against the individual.

11.2.6 It is a responsibility of each LDJCA Affiliated Club Delegate to ensure that their Club is made aware of the standard of behaviour expected at LDJCA cricket events.

11.2.7 Further disciplinary action may be taken, if so desired by the LDJCA, upon receipt of an official written complaint from either the Club official, opposition Club official or umpires appointed by LDJCA for that event.

The submissions and complaints will then be reviewed by the LDJCA for further disciplinary action. This may include but is not limited to:

- Banning of that spectator from other LDJCA events.
- Expulsion of the team from that competition.
- Deduction of points from the team for that particular game.
- Deduction of points from the team from the overall standings of the competition.

11.3 Provision for Consumption at LDJCA Events*

11.3.1 In particular cases where the LDJCA sees fit, permission may be given for spectators to consume alcohol at LDJCA events, namely, but not limited to, where affiliated clubs hold a Liquor licence and are required to abide by its terms and conditions.

11.3.2 A written submission from the Affiliated Club must be put to the LDJCA to allow for the consumption of alcohol at a LDJCA event, this includes affiliated clubs which hold a Liquor licence and are required to abide by its terms and conditions. First and foremost, any plans for serving alcohol MUST comply with the LDJCA Code of Conduct guidelines.

The written submission to LDJCA must include:

- Brief overview of the purpose of the event e.g. Friday night Super Six games
- Permits gained for the event i.e. licensing requirements
- Specified area to be used for consumption

The submissions will be passed or rejected. A representative of the applicants may need to attend the LDJCA Junior meeting to have the submission passed. Should a submission be passed, all aspects of the submission MUST be followed through or the below penalties may be applied.

11.3.3 If organized consumption of alcohol by spectators occurs and there has been a failure to forward a submission for approval, the matter will be forwarded to the LDJCA for disciplinary action.

This action may include but is not limited to: Banning of that Club to serve alcohol at LDJCA events

- Expulsion of the team from that competition
- Deduction of points from the team for that particular game
- Deduction of points from the team from the overall standings of the competition

It is vital that a submission is passed before any organized consumption of liquor occurs. Penalties will be enforced by the LDJCA and their decision will be final. Again, it is a responsibility of LDJCA Affiliated Club Delegates to inform their Clubs of these guidelines.

11.3.4 Any LDJCA Affiliated Club failing to comply with the LDJCA Alcohol Policy will be investigated and disciplined by the LDJCA as it sees fit. These decisions will be determined by the LDJCA Discipline Committee and are Final.

Please note: **

The playing arena is the area including the actual playing surface and any areas in which spectators could view the event, unless within a pre-approved licensed area. For instance, the “playing arena” for a cricket match on an oval would require no consumption or effects of consumption to be visible anywhere on that particular Oval or adjacent areas (i.e. adjoining oval/s, grassed hill, under cover area etc.).

12 APPENDIX E Anti-Bullying Policy

The appeal of the game of cricket in Australia is not just limited to its strong history, tradition and culture. It is also about the way the game is played. For this reason, Cricket Australia places a strong emphasis on players and officials adhering to the 'Spirit of Cricket', and the 'Codes of Behaviour'.

There is also growing awareness in schools and junior sporting clubs about the need to recognise 'bullying'. This can impact on the attitude of young people towards their sport. It can result in children wanting to leave their team or their sport; in parents not getting involved, and in a poor image for a team or club.

Along with the 'Spirit of Cricket' and the 'Codes of Behaviour', the LDJCA advocates that affiliated clubs institute an awareness campaign amongst their committees, parents and players.

What is Bullying?

Bullying is unacceptable behaviour and should not be tolerated. It can include name calling, constant criticism, racist remarks, threats, and unwelcome physical contact.

It can also take the form of spreading rumours and excluding someone from activities.

On the sporting field, it can take the form of 'put downs' because of a players' capability (can't bat, can't catch, can't throw etc.), or forming small team cliques which exclude the player.

The LDJCA believes it is the responsibility of club administrators, volunteer coaches and managers and parents to be aware of possible bullying. Many young children are reluctant to tell adults that they are being bullied. Older children are even more reluctant. This underlines the need for constant vigilance and encouragement to report bullying.

Bullying can occur:

Child to child - includes physical aggression, verbal bullying (picking on another child), intimidation, damage to property, and isolation.

Adult to child - includes repeated gestures or expressions of a threatening or intimidatory nature, or any comment intended to degrade the child (including those about performance).

Child to adult - includes repeated gestures or expressions of a threatening or intimidatory nature by an individual child or a group of children.

Combating Bullying

The LDJCA recommends all affiliated clubs develop an antibullying policy, which at least includes the following measures: ☐ Awareness of bullying as an unacceptable form of behaviour.

- A club ethos which encourages children to report bullying.
- A complaints mechanism to address this problem.
- Good supervision policies at junior cricket venues. ☐ A supportive environment for victims of bullying.
- The co-operation of parents/guardians to counter bullying.

The LDJCA expects players and officials to respect the 'Spirit of Cricket' and the Laws of Cricket, and to adhere to the Australian Sports Commission Codes of Behaviour for players, parents, coaches and administrators.

The Association does not condone physical or verbal abuse of any form in the junior cricket environment.

The LDJCA recommends affiliated clubs initiate an awareness program within their committee and amongst all volunteer coaches, managers and scorers.

Clubs should also institute a complaints process to deal effectively with any bullying behaviours.

A recommended complaints framework would:

- Encourage bullying to be reported to the team manager or the club secretary.
- Record the complaint. Get both sides of the story from the victim and alleged bully. Talk to witnesses and inform parents.
- Decide on any sanction (this could range from mediation, verbal warning, written warning, temporary or permanent ban from club)
- Make sure there is right of appeal.

The LDJCA anticipates any 'bullying' matters would be dealt with in the club environment. It is not envisaged the Association would become involved unless it involves an inter-club dispute.

12.1 Bullying (Non-Physical) During Play

12.1.1 Should non-physical bullying occur the umpire will provide one warnings to the team captain and player(s), official(s) involved. Any further incidents and the player(s) concerned will be asked to leave the field for 15 minutes with no substitutes allowed.

12.1.2 Subsequent incidents will result in the player being sat out for the remainder of that day and a report made that players club by the umpire and forwarded to the Junior Coordinator.

12.1.3 Any more than 3 incidents in a season will result in the Disciplinary Procedures as per Appendix C being instituted.

12.2 Bullying (Physical) During Play

12.2.1 Physical Bullying or and Violence towards or by a player or official will result in the immediate suspension of that person for the remainder of the match.

12.2.2 A report will be made to the Junior Co-ordinator who will instigate Disciplinary Procedures as per Appendix C

13 APPENDIX F Child Protection Strategy and Procedures

The LDJCA and associated clubs are to apply the following procedures for protecting children in its care when organising and conducting representative cricket teams.

All children who participate in LDJCA organised activities have a right to feel and be safe. LDJCA is committed to ensuring that the safety, welfare and wellbeing of children participating in our activities is maintained at all times. The LDJCA is committed to ensuring the continued emotional and skills development through the provision of coaching programs and training for District clubs. In order to support this commitment, we are dedicated to our child and youth risk management procedures to effectively address the safety and wellbeing of children and young people accessing our programmes.

- All volunteers (coaches, managers and scorers) involved with junior players must hold a Suitability Card before they take any role, unless exempt under the Commission for Children and Young People Guardian Act 2000. (A parent involved with a team who has a child in that team is exempt).
- Each Club\Association will maintain a register of all suitability card holders in a secure place.
- All volunteers involved with the management and development of young cricketers must follow the code of conduct appropriate to the position held (e.g., coach)
- All volunteers are made aware of the appropriate policies and position descriptions.
- All volunteers of the LDJCA must ensure that the following areas are handled in an appropriate manner –
 - o Collect and register players' medical and indemnity details according to the Privacy Act 1998.
 - o Use of language
 - o Physical contact
 - o Relationships o discipline
 - o Bullying, and o general behaviour
- Where volunteers are given responsibility for representative teams, wherever possible, there will be more than one person with each group of children.
- If there are girls in the group, every effort will be made to ensure that a female supervisor is available.
- Volunteer team officials are to insist that all children are picked up by their parents or guardians.
- Volunteer team officials will be advised to never leave a child alone.
- In training situations, ensure that after dark there is adequate lighting.
- Ensure that toilets and change room facilities are safe.
- Do not take a child into a vehicle unless you have express permission from the child's parent or guardian. This permission should be on file for reference.
- When training or playing competitively undertake all precautions to ensure the safety of the child.
- Should any abnormal occurrence be observed, an incident report must be completed and provided to the Club President (or his representative), within twenty four hours of the incident occurring.
- LDJCA should satisfy itself that affiliated clubs are aware of their responsibilities under the Commission for Children and Young People Guardian Act 2000.

14 APPENDIX G Etiquette

14.1 Attire

- 14.1.1 Keep up a smart appearance on the field, with shirts tucked in and hands out of pockets.
- 14.1.2 Players will wear official Club Uniforms or at a minimum white cricket trousers and shirt and a white cricket hat.
- 14.1.3 Players will tuck shirts in.

14.2 Toss of the coin

- 14.2.1 The home team captain should always have a coin for the toss
- 14.2.2 The home team captain tosses the coin, the opposition captain calls.
- 14.2.3 The toss of the coin should be out on the pitch to be played upon.
- 14.2.4 Captains should always shake hands prior and after the toss.

14.3 Entering the playing field for commencement of play

- 14.3.1 Umpires are always the first to enter the playing field.
- 14.3.2 The fielding side then takes the field, led by their captain.
- 14.3.3 The two batters enter after the fielding team.

14.4 Fielding

- 14.4.1 Always clap opposing batters on to the field.
- 14.4.2 Always clap the last pair of batters off the field at the end of their innings, walking off behind them
- 14.4.3 Do not waste time between each ball of an over – throw the ball back to the bowler underarm via the fielders quickly and accurately.
- 14.4.4 Change quickly between overs, not wasting time deciding who should bowl and who should be fielding where.
- 14.4.5 When chasing a ball to the boundary always signal four runs by raising your arm as soon as the ball has crossed the line.
- 14.4.6 Acknowledge a 50 or 100 runs scored by a batter.

14.5 Bowling

- 14.5.1 Do not practice on the pitch before starting your over.
- 14.5.2 Always tell the umpire your bowling action (e.g. right arm over the wicket) before you start bowling.
- 14.5.3 Always make sure that the batter, wicket keeper, umpire and fielders are ready before you start your run-up
- 14.5.4 Always warn the non-facing batter if he is out of his crease before you enter your delivery stride. You are perfectly entitled to stump his wicket if you have warned him once
- 14.5.5 Do not run in front of the umpire after you have delivered the ball. Not only will you damage the pitch, but it will also prevent him seeing whether the batter is out LBW, and when in doubt umpires will always favour the batter.
- 14.5.6 Always use a bowling mark or ask for one if there is not one there. Digging a trench to mark your runup is unacceptable.
- 14.5.7 Always accept the umpire's decision
- 14.5.8 If questioning the umpire on a point, do it calmly and politely – accept their response

14.6 Batting

- 14.6.1 Always support your team-mates when they are batting and clap them in when they have finished their innings. Do not shout advice from the boundary, it will distract, not help, them.
- 14.6.2 Do not wander off, play football or other games. Watch the play when you are waiting to bat as you will learn a lot from observing e.g. what the bowling is like, who are the best and worst fielders, etc.
- 14.6.3 Help to keep the scoreboard ticking over - updating it at the end of each over will help your batters keep tabs on the current run rate.
- 14.6.4 Do not pester the scorers. It is difficult enough for them to concentrate without the distraction of being asked the score
- 14.6.5 Always clap the opposing side back in at the end of the game before helping to clear up the ground. If you have been batting yourself, walk off first together with your partner then clap the opposition with your team mates
- 14.6.6 Always accept the umpire's decision
- 14.6.7 If questioning the umpire on a point, do it calmly and politely – accept their response

14.7 Turf Wickets and Covers

In general with turf wickets remember that our clubs do not have teams of professional groundsmen to prepare and repair wickets and fields so do your best not to damage or mark the wicket if you can to help our groundsmen provide the best possible playing surface each week.

14.7.1 All players must wear spikes when batting or bowling on all turf wickets.

14.7.2 When batting and taking your centre, if there is a mark there already then take note and use that otherwise make the smallest mark you can still refer to. Continual digging at a wicket and ending up with a trench is unacceptable.

14.7.3 When batting and taking a run, run off to the side of the pitch as quickly as you can and avoid the centre of the wicket if at all possible.

14.7.4 When Bowling avoid scratching at the popping crease and creating holes. As stated above use a bowling mark rather than digging a trench to mark your runup.

14.7.5 When bowling avoid the danger area of the wicket in your follow through by following through off to the side of the wicket.

14.7.6 When fielding run around the ends of the wicket when changing overs and try to jump over the wicket when retrieving a ball. When covers are left off the edge of the boundary and a ball runs onto the covers DO NOT walk or run on the covers with spikes as this will put holes in the covers and render them useless, potentially costing the club thousands of dollars.

14.8 During play

14.8.1 The batting team should sit together on the sidelines, where shade is available (except where individuals may be warming up in preparation for batting)

14.8.2 Under no circumstances is a player or any other person to leave or re-enter the field of play without notifying the umpire apart from rotational fielding changes with teams of more than 11 players.

14.9 Leaving the field

14.9.1 The batters are always first to leave the playing field

14.9.2 The fielding team follows the batters.

14.10 Sledging

14.10.1 The LDCA does not tolerate sledging of any kind.

14.10.2 Any attempt by the fielding team to verbally put a batter off his/her game needs to be within the spirit of cricket and enforced by the captain of the team

14.10.3 The umpire will provide a minimum of two warnings to the team captain and player(s) involved should sledging occur. On third warning the player(s) concerned will be asked to leave the field for 15 minutes with no substitutes allowed.

14.10.4 Any further incidents will result in the player being sat out for the remainder of that day and a report made that players club by the umpire.

14.10.5 Any more than 3 incidents in a season will result in the Disciplinary Procedures as per Appendix C being instituted.

14.11 General

14.11.1 Always follow your team manager's and captain's instruction without argument.

Examples of bad behaviour:

- Challenging the batting order;
- Congregating around the captain and asking to bowl the next over;
- Refusing to bowl uphill and/or into the wind;
- Showing disinterest/not concentrating while fielding;

14.11.2 Arrive in plenty of time before a home game i.e. 30 minutes before the start, to help with match preparations and also stay behind to help put away kit/equipment and boundary markers/flags.

14.11.3 Bad language will not be tolerated on or off the cricket pitch.

14.11.4 The captains should always shake hands with the opposing skipper and with the umpires, thanking them for the game.

14.11.5 Take care of all cricket equipment and facilities.