

VETERANS CRICKET AUSTRALIA
RULES FOR OVER 60s
NATIONAL CHAMPIONSHIPS
Originally Adopted November 2019



[Updated October 2024 for Over 60s National Championships Brisbane November 2024]

PART 1: AIMS AND GUIDELINES

The Spirit of Cricket is expected to be always observed

"... Cricket owes much of its appeal and enjoyment to the fact it should be played not only according to the Laws but also within the Spirit of the Game. The major responsibility for ensuring fair play rests with captains, but extends to all players, umpires...Respect is Central to the Spirit of Cricket..." (MCC Laws of Cricket 2017 code, Edition 2022)

Culture of the Championship

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

1) Age Qualification

To play in the Championships a player must have reached **60** years of age during the year of the competition.

2) Competition Format and Structure

- a) Games will be played on Days 1, 2, 4 and 5 with Day 3 a Rest Day
- b) Wherever possible Divisions will consist of 8 teams
- c) Teams will be seeded based on previous year's results as follows: Pool A – teams finishing 1st, 4th, 5th, 8th. Pool B – teams finishing 2nd, 3rd, 6th & 7th. The Host State President or his nominee must be consulted on requests to vary this formula. Where a State has two teams nominated in that Division, the teams will be placed in different Pools
- d) On Days 1, 2 and 4, teams will play each of the other teams in its pool (weather permitting).
- e) Finals will be held on and Day 5 when teams in the equivalent position in each pool in each Division will play each other.
- f) Trophies will be awarded to the winners of all Divisions.
- g) Trophies will not be awarded in the event of social round matches being played in any age division.

3) Competition Points / Placings

- a) Points - teams will be awarded 2 points for a win, 1 point for a Tie or a Draw and zero points for a loss.
- b) The match is completed when a result is achieved. No further play is required.
- c) In all divisions, placing for teams level on points at the conclusion of fixtures will be decided by identifying the team with the higher Net Run Rate (**NRR**). The **NRR**, which is automatically calculated on Play HQ, is as follows: The average runs per over scored by a team in the competition minus the average runs per over scored against that team in the competition. In the event of a team being all out in less than its full quota of overs in a match, the calculation of its **NRR** shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it was dismissed.

4) Clothing, Grounds and Equipment

- a) Coloured or white team shirts and trousers are permitted
- b) Only red four-piece balls supplied by the Championship organiser will be used
- c) The host state must provide equipment such as stumps, bails, and marker cones
- d) The Oval playing size is to measure **55 metres** for all Divisions of Over 60s.
- e) When possible, a **30 yard or 27.4 metres** "inner circle" is to be spotted/marked as per the boundary line described in d) above
- f) Pitch Covers are to be used when available and as required Refer to **8 b) iii) (2)** below and **10 c)**
 - a. During play both teams are responsible for speedy delivery of the covers when rain is imminent, and both teams must assist with the covering.
 - b. Both teams must assist with removal of the covers and required overnight covering.

5) Disputes

- a) Disputes are to be treated as per **Section 16** of the VCA Championship Manual [**Attached as Appendix 3**]

6) Wet Weather

- a) It is the responsibility of the Organising Committee to, where possible, organise synthetic pitches as an alternative for all matches rostered to be played on turf pitches in the event of wet weather or of grounds being considered unsafe. If there are insufficient back-up synthetic grounds available to cater for all games, priority shall be given to Division 1 then other Divisions in descending order.
- b) Managers are to be advised urgently of any change in ground allocation for any match.

7) Match Administration

- a) The Organising Committee is responsible for the smooth running of the Championships and is empowered to delegate responsibilities as follows:
 - i. ensuring that results are communicated directly to the **Championship PlayHQ Co-ordinator**, or the Divisional Nominated Representatives. [In the manner as specified at the foot of the **Match Result Summary Report Form**]
 - ii. liaising with the local club and groundsman, organising drinks and lunches, check scoring, assisting the umpires and captains where necessary, ensuring the grounds, equipment and change rooms are left in a proper state.

8) Health and Safety

- a) It is a condition of Championship registration that each state ensures that all its players have their own medical and travel insurance.
- b) Playing conditions:
 - i. Heat Policy: Each State Organising Committee is responsible for implementing a Heat Policy relevant to prevailing conditions in that State/Territory. (**Refer to Appendix 1 for guidelines.**)
 - ii. In the event of matches proceeding but, in the opinion of either captain conditions become too extreme, attention is drawn to **iv) 2** of this rule below.
 - iii. Lightning Rule: When lightning is sighted, count the seconds until thunder is heard. If that time is less than 30 seconds, the storm is within a 10km radius and is potentially dangerous. Play is to be suspended immediately and appropriate shelter taken. Play must not resume until the storm has passed and thunder is not heard within 30 seconds or 30 minutes has elapsed after the storm has passed.
(1) Once play ceases at one oval, play must cease on all adjoining ovals.

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

iv. During-play player safety

(1) It is the responsibility of players themselves and through them, of team management and team captains to ensure, as far as possible, that players remain safe while playing matches. This includes the positioning of players in the field and the wearing of helmets by batters and fielders (including wicket keepers) bearing in mind the relative strengths and weaknesses of both their own players and of their opponents. **(Refer Playing Condition 15)**

(2) If a captain believes it unsafe to continue play for any reason, he should immediately advise the Umpire/s of his concerns. After consultation with both captains, the Umpire/s shall have the final say as to whether play should continue and, if so, whether match conditions are to be varied.

v. Helmet Policy:

(1) Helmets must be worn when batting or fielding as required by Playing Conditions 13 and 15.

(2) The ICC, Cricket Australia and affiliated state cricket authorities recommend batters always wear a British Standard 7928.2013 compliant helmet. VCA intends to comply with this recommendation for the Over 60s Nationals.

(3) The Umpires are responsible for ensuring that a helmet is worn when required by **clause (1)** above but are not responsible for ensuring that the Helmet is a compliant British Standard helmet.

c) Defibrillators and First Aid Kits

i. The Organising Committee shall ensure that a defibrillator (AED) and First Aid Kit is available at every match.

ii. If teams are unable to provide their own, the Organising Committee shall:

(1) organise teams to share, depending on availability, OR

(2) arrange for AEDs to be made available from local sources, OR

(3) publicise arrangements for immediate access to an AED.

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

9) Teams

a) Each team may consist of **twelve (12) players**.

b) All 12 players can bowl.

c) Provided a maximum of 10 wickets have not fallen in the batting innings, and subject to retirements as per **rule 13a**, 12 players can bat.

d) In all Divisions, each Captain can decide whether his team bats 11 or 12, irrespective of whether the other team chooses to bat 11 or 12. This decision must be nominated before the toss.

e) Only eleven fielders can be on the field at any one time. Fielders may rotate at any time, after notifying the nearest umpire.

f) Before the toss, captains will provide the opposing captain with a team list of all players.

10) Championship Finals: Player Eligibility

a) To be eligible for a final, a player must have played in a minimum of one previous match at that Championship.

b) A player who has played in a lower Division team is eligible to play in a higher Division final.

c) A player cannot be relegated from a higher Division to play in a lower Division final unless that player has played an earlier match for the team at that Championship.

d) Any request to vary Player Eligibility for finals must be approved by the Referee, prior to the commencement of play on that day.

11) Umpires

- a) It is expected that all umpires will be familiar with the **Championships Manual Section 16** [as per Appendix 3 attached] as well as all Match Rules.
- b) Two official umpires are to be allocated to each match wherever possible. If only one official umpire is available that umpire is to stand at each bowling end.
 - i. If no official umpire(s) is available both captains shall agree on non-official umpire(s).
- c) After consulting both captains, umpires have the final say on whether play will start, continue, resume, or cease due to rain, unsafe ground conditions or extreme heat.
- d) When umpires decide that play is to cease due to approaching rain, they should use their discretion to determine when covers (if available) are installed on turf pitches.
- e) Umpires are to comply with **Section 16 of the Championship Manual** [as per Appendix 3] regarding disputes.

12) Playing Hours and Innings

- a) Hours of Play: Matches are to commence at 9:30 am and be completed by 5:00 pm unless there has been a prior arrangement with the Championship Administrator. E.g. Early start at 9:00 am, match concludes at 4:30pm.
- b) Length of Matches
 - i. All Divisions: 45 Overs
 - ii. Whenever play on a turf pitch is unlikely to commence before 11.00 am or if rain or unsafe ground conditions prevent any match which commenced on turf from being fully played out, it may be completely restarted on the alternate synthetic pitch, provided less than twenty (20) overs of the first team's innings have been bowled
 - (1) The restarted game will be reduced to twenty (20) overs for each team's innings.
 - (2) If more than twenty (20) overs have been bowled, the match shall not be restarted and will be called a draw.
 - (3) If the game cannot be restarted, and if the captains agree, with the approval of the umpire(s) teams may play a reduced over non-Championship game.
- c) Lunch

The expected lunch break will be near 12:30 pm, after the team batting first has received 45 overs.

If the team batting first is dismissed before midday (30 minutes before the expected lunch break), the second team will bat until 12:30 pm (after a 10 minute break).
- d) Lost time: and Target Scores.
 - i. The Duckworth Lewis Stern method of target score calculation is to be used in all Divisions. It is the responsibility of Captains to ensure that they or someone in their team has access to and knowledge of a DLS app.
 - ii. All time deductions will occur as follows:
 - (1) Hours of Play 9:30 am – 5:00 pm Total minutes – 7.5 hours x 60 = **450** minutes
 - (2) Lunch Break – **30 min.**
 - (3) Actual playing time available: **450 – 30= 420** minutes.
 - (4) Time taken for 2 teams to bowl 45 overs -- 45 x 8 = 360 minutes.
 - (5) Difference between 3 and 4: **420 – 360 = 60** minutes.
 - iii. Scheduled start is 9:30 am. 60 minutes time difference enables a start at 10:30 am without loss of overs.
 - iv. Further time losses after **10:30 am**:
 - (1) Team batting First: Reduce the overs for both teams by one (1) for each 8 minutes lost in all Divisions. Example – 80 minutes of lost time divided by 8 = 10 overs lost from both teams' innings.
 - (2) Team Batting Second - Using 5:00pm as the time by which the match must end, umpires reduce the overs by one (1) for each 4 minutes lost in all Divisions. Example –90 minutes lost (90 divided by 4 = 22.5 which means 23 over reduction).

NOTE:

- i. There will come a point in time when it will be mathematically impossible for the team batting second to receive 20 overs. The umpires may announce that the game will be declared abandoned should play not resume by such time. This time will be 2:10 pm.
- ii. Drinks breaks are to be taken at agreed intervals, with reference to the current weather. Extra drinks for batsman can be supplied between overs if so requested. **(Refer Appendix 1)**
- iii. The lunch interval should normally start once the first 45 overs have been bowled or on the completion of first innings after an interruption. The duration can vary from **20 to 30** minutes by agreement. The expected lunch break will be near 12:30 pm, after the team batting first has received 45 overs. If the team batting first is dismissed before midday (30 minutes before the expected lunch break), the second team will bat until 12:30 pm (after a 10 minute break).

13) Batting

a) Retirements –

- i. In Division 1, batters do not need to retire.
- ii. In all other Divisions, batters must retire on the stroke of facing 50 balls.
NOTE: Batters who have retired are to return in the order of their retirement until either 10 wickets have been lost or the allotted overs have been received. Retired batters who have not returned will be deemed 'Retired Not Out' for the purpose of calculating wickets lost in an innings.

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

c) Wearing of Helmets

- i. A batter must wear a helmet at all times when batting except against slow bowlers.
- ii. At all times, the umpires will determine whether a bowler is fast, medium or slow and batters will be advised accordingly to wear a helmet.
- iii. A batter may approach the umpire to request permission to remove the helmet if he considers the bowling to be slow. The umpires are the sole judges as to whether the bowling is "slow" within the context of the match.
- iv. The positioning of the wicketkeeper, either standing up to or back from the stumps, must not be a deciding factor in this decision.
- v. A batter who ignores an umpire's instruction to wear a helmet shall be given out under Timed Out Law 40 as amended by these Playing Conditions for refusing to play. The ruling will apply in terms of Law 40.1.1.
- vi. Should the captain of the batting team refuse to remove the batter from the field the umpires shall invoke Law 16.3.2 – Umpires Awarding the Match.

14) Bowling

a) Restrictions

- i. maximum of **nine overs** each in all Divisions **[45 over Games]**.
- ii. If the number of overs to be bowled in an innings is reduced, the maximum number of overs to be bowled by any bowler will be proportionately reduced in all Divisions.

b) Unfair Deliveries - an Unfair Delivery is:

No Balls (in addition to the normal front and back foot No Ball rules)

- (1)** Any full toss that clearly arrives or would have arrived above waist height from any bowler as judged from where the batter takes his stance as if he had been standing erect. Either the umpire at the bowler's end or the square leg umpire is to instantly call and signal No Ball for any such unfair delivery.
- (2)** A ball that lands or bounces off a synthetic pitch in front of the batter.
- (3)** No "free hit" applies for any No Balls bowled.

c) Wides

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

15) Fielding Restrictions

- a) At all times there are to be no more than five fielders on the leg side including two behind square leg.
- b) At all times there are to be no more than five boundary fielders.
- c) At all times there are to be at least 4 fielders other than the wicketkeeper placed within a **thirty yard** circle
- d) Fielders within 7 metres of the batter's position, except for any fielding position between the accepted position, gully, and the accepted position, leg gully, must wear a British Standard 7928:2013 compliant helmet.
- e) At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928-2013 compliant helmet.
- f) Should the umpire determine that fielders or the wicketkeeper are fielding within the Danger Area, and they are not wearing a helmet, the Umpire will call 'No Ball'. Subsequently should the Fielding Captain refuse to remove a non-compliant fielder/wicketkeeper from the danger area, the umpires shall invoke Law 16.3.2 – Umpires Awarding the Match.

16) Match Results

- a) A **Match Result Summary Report Form** [as per Appendix2, page 8 of this document] must be completed after each game and the result signed by both captains and at least one umpire.
- b) NOTE: Once a captain has signed the **Match Result Summary Report Form**, the result shall not be disputed. If a captain is uncertain about the accuracy of the Match Result sheet, he should not sign it but must instead write a report detailing the reasons for his uncertainty.
- c) In such cases, Refer to **Rule 5** re the process regarding notification of the disputed result.
- d) Submission of the correctly completed **Match Result Summary Report Form** to the nominated Divisional **PlayHQ** Results Recorders [in the manner as prescribed at the foot of the form].

APPENDIX 1: VCA HEAT POLICY

In principle, no games are to be played if either the forecast air temperature exceeds **38 degrees** or feels like Temperature exceeds **40 degrees** using the Bureau of Meteorology App.

Games abandoned under this clause are to be declared draws.

- a) However, due to the variation in conditions under which the Championships are played from year to year, the Organising Committee may apply to the Board for the above figures to be varied either up or down. In doing so, applications must bear in mind the right of those who are older and/or less fit than others to participate in the Championships without putting themselves at risk. Such applications must be made to the full Board at least 6 months prior to the Championship dates.
- b) The Organising Committee is to set temperatures and feels like Temperatures less than those agreed to, beyond which games will proceed but under altered conditions to minimise the risk involved in playing. These conditions might include but are not restricted to the following: split innings, blocks of overs to be bowled alternately from each end, more frequent drinks breaks, lower retirement figures for batsmen and maximum bowling spells, shorter matches.
- c) The Tournament Organisers will put in place notification arrangements if agreed-upon temperatures and feels like Temperatures are expected to be reached.



VCA NATIONAL CHAMPIONSHIPS—BRISBANE QUEENSLAND NOVEMBER 2024

APPENDIX 2: Match Result Summary Report Form

Match Teams		v	
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Date		Round No.		Division	
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Match Result	<i>Options – Winning Team, or Draw, or Tie, or No Result</i>	
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Toss won by:

Team Batting First:

Runs Scored		Wickets Lost		Overs Bowled				
Innings Closure	<i>Options – Compulsory close, or All Out, or End of Match</i>							
Sundries	Byes		Leg Byes		Wides		No Balls	

Team Batting Second:

Runs Scored		Wickets Lost		Overs Bowled				
Innings Closure	<i>Options – Compulsory close, or All Out, or End of Match</i>							
Sundries	Byes		Leg Byes		Wides		No Balls	

Team Captain [First Named Team]	Team Captain [Second Named Team]	Match Umpire
Name:	Name:	Name:
Signature:	Signature:	Signature:
Captains Mobile Number:	Captains Mobile Number:	Umpires Mobile Number:

Appendix 3: Excerpt of Section 16 of the VCA Championships Manual:

16. DISPUTES and DISCIPLINARY COMMITTEE

16.1 The Disputes and Disciplinary Committee consists of the **Championship Referee (CR)** and 2 other persons being the National President or his nominee and the **Championship Chairman** or his nominee neither being from the State involved in the dispute.

16.2 The Championship Referee

The organising Committee will appoint a **Championship Referee** who will be responsible for the resolution of all disputes. In the context of this clause, the **CR** duties will include

- i) Receiving all reports both written, verbal or electronic
- ii) Advising other members of the Disciplinary Committee and the Championship Chairman of the report
- iii) Convening and chairing a prompt meeting of the Disciplinary Committee at a suitable venue if necessary
- iv) Consulting other members of the Disciplinary Committee where appropriate on:
 - (1) Any issues relating to the dispute
 - (2) Previous practice and interpretation of VCA rules and guidelines

In the context of this clause, the **CR** duties will include

- i) Receiving all reports both written, verbal or electronic
- ii) Advising other members of the Disciplinary Committee and the Championship Chairman of the report
- iii) Convening and chairing a prompt meeting of the Disciplinary Committee at a suitable venue if necessary
- iv) Consulting other members of the Disciplinary Committee where appropriate on
 - a. Any issues relating to the dispute
 - b. Previous practice and interpretation of VCA rules and guidelines
 - c. VCA Board expectations regarding standards and behaviour
 - d. Determining penalties as seen fit for any indiscretions

16.3 Reports

Either umpire or either Captain can make a report by notifying both:

- i) The captain or team manager of the team to which the report relates, and
- ii) The Championship Referee The report must be made initially verbally to the Championship Referee within one hour of the conclusion of the match. A written report is to be provided to the Championship Referee and both teams management by 7 o'clock on the day of the match. The report shall be in the format of the attached Report Form or in a format containing all essential details required in the Report Form.