



## **SOUTH AUSTRALIAN VETERANS CRICKET ASSOCIATION INCORPORATED**

### **BYLAWS**

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

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

### **PART 1 - FORMALITIES**

#### **1. Affiliation**

- 1.1. The Association (SAVCA) has formal affiliations with Veterans Cricket Australia (VCA) and the South Australian Cricket Association (SACA).
- 1.2. The Committee may, at its sole discretion, make affiliation agreements, sponsorship agreements or other agreements with other organisations or bodies, providing such agreements are compliant with the Constitution and are for the benefit of SAVCA and its Playing Members.

#### **2. Application of the By-Laws**

- 2.1. The President may on his or her own initiative make any alteration to these By-laws that s/he considers appropriate in the interests of justice between any parties affected by the said Bylaw within the spirit of these By-laws and the Spirit of Cricket. For example, the President may decide that a provision within these By-laws not apply or apply in a modified way or dispense with compliance (whether before or after compliance is or was required); fix or vary the time fixed by or under a provision of these By-laws; or direct the Secretary to do or not do a thing.
- 2.2. Without affecting the generality of the above Clause, the President may give directions about the procedure to be followed:
  - (a) when these By-laws do not address or address fully a procedural matter that arises in a matter brought to the President’s attention;
  - (b) to resolve uncertainty about the correct procedure to be adopted; or
  - (c) in any other case, when the President thinks fit.



### **3. Equipment and facilities**

- 3.1. Matches must be scheduled to be played on turf wickets.
- 3.2. All Member Clubs are required to provide adequate facilities for all home matches for players and spectators, including showers and both male and female toilets.
- 3.3. The home team is responsible for booking the ground and arranging for the preparation of a turf wicket for each match. All costs associated with ground hire and the preparation of the pitch are the responsibility of the home team.
- 3.4. The home team must advise SAVCA of the chosen ground for each match as soon as possible (and ideally prior to the start of the season) so that the details can be included in the published fixture-lists.
- 3.5. If a home team needs to alter the venue for a match to another of its home grounds or to a neutral venue, it may do so no later than 10 days prior to that match by notifying the opposition, the SAVCA Secretary and the two relevant Age Division Representatives of the change. As a last resort, a home team may request the opposition to reverse the fixture, but the opposition team shall be under no obligation to agree to the request. In any case, the original home team remains responsible for all costs associated with the hire and preparation of the ground.
- 3.6. If a home team needs to alter the venue for a match to another of its home grounds or to a nearby neutral venue within 10 days of the date of that match, it may only do so with the permission of the SAVCA Secretary or SAVCA President. Reversal of the fixture so that the match is played at the ground normally used by the away team will not normally be permitted. This rule aims to prevent a team from gaining an unfair advantage by changing a venue or reversing a fixture such that the match will take place on a ground with a significantly better weather forecast.
- 3.7. If a match is played at a neutral venue, the team listed as the home team on the fixture-list shall use the home team's dressing room (if any) at the ground. If a fixture is reversed, the team that normally plays at the ground where the match is being held shall use the home team's dressing room (if any) at the ground.
- 3.8. A team that is unable to provide a ground on which a match can be played, or which is refused permission to relocate a game within 10 days of the scheduled fixture, shall be deemed to have forfeited the match.



- 3.9. Home teams shall supply basic playing requirements at all games (i.e. cones, stumps and the like). Each team is responsible for providing a SAVCA-approved match ball for use during their bowling innings.
- 3.10. Home team shall provide a defibrillator for each match. Home teams must ensure that the defibrillator:
- is correctly maintained, tagged and tested; and
  - is readily accessible in the event of a medical emergency on match days.
- 3.11. The Committee must approve, in writing, the playing uniforms of all Member Clubs. The Association requires all players to wear appropriate cricket clothing, including long trousers, during all matches. All playing clothing must be predominantly white or cream in colour, unless otherwise approved in writing by the Committee, and should preferably include a SAVCA logo. For “external” games, the Committee shall advise players on the kit that must be worn, such as (but not restricted to) a white SAVCA playing shirt and white trousers or coloured “Silverbacks” kit

#### **4. Program and Structure of competitions**

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

(d) The role of the Committee or Program Sub-Committee in this regard is:

- to arrange matches, ovals and starting times for matches in all Age Divisions, including Internal, Club and Regional games and for developing a suitable, equitable and appropriate program of matches; and
- to ensure that, where practical to do so, such a program allows for National Championships, Interstate, and other Carnivals, in which players from the Association may be involved.

(e) The Program Sub-Committee shall include the Cricket Coordinator, as defined in clause 2 of the Constitution, whose role it is:

- to provide leadership and assistance to the Committee and its Playing Members to ensure the Association’s fixtures run smoothly across all Age Divisions; and
- to liaise with the Committee and the Program Sub-committee, team captains/team managers and the Umpires’ Supervisor as regards fixtures, grounds and the provision of umpires, and to ensure a timely resolution of any issues regarding cricket balls, scorebooks and such like matters.



- 4.2. The duties of the Cricket Coordinator generally will be limited to local SAVCA fixtures. However, as and when authorised by the Committee, those duties may pertain to regional games and National Championships.
- 4.3. The Program Sub-committee, with the approval of the President, may vary matches and dates or reschedule matches at short notice due to the availability of ovals, unusual weather events, regional requirements or other unforeseen situations. However, an individual match that is cancelled or not completed will not normally be re-scheduled and shall be deemed a draw, unless an “exceptional circumstances” exemption is granted at the sole discretion of the Committee.
- 4.4. All decisions of the Program Sub-committee and the Cricket Coordinator shall be in accordance with the Constitution and Bylaws and subject to the direction of the President.
- 4.5. The Association is to provide Member Clubs with the name, mobile phone number and email address of all team captains and managers in the relevant Age Division Competition(s) prior to the start of the season.



## **PART 2 – PLAYER SAFETY**

### **5. Heat Policy**

- 5.1. The team captain (or manager) is responsible for checking the Bureau of Meteorology (BOM) App for the predicted temperatures at the location of the match at 6pm on the day before a match that is to be played in or near Adelaide.
- 5.2. However, if the distance between the home grounds of the competing clubs exceeds 150 kilometres, the BOM App is to be checked for the location of the match at 6pm two days before the match is to be played (so travel arrangements can be altered).
- 5.3. The predicted maximum temperature and maximum “feels like” temperature for the location of the match are to be checked for the hours between 12.00 noon and 6.00 pm (but between 10am and 3pm for the Over 70’s Age Division).
- 5.4. The match must be cancelled if the maximum temperature or the maximum “feels like” temperature at any of the times checked is predicted to be:
  - 38<sup>0</sup> C or higher (for the Over 50s Age Division)
  - 37<sup>0</sup> C or higher (for the Over 60s Age Division)
  - 36<sup>0</sup> C or higher (for the Over 70’s Age Division)
- 5.5. In the event the match is to be cancelled:
  - a. The Home Captain or Team Manager shall:
    - i. contact the Opposition Captain to confirm the cancellation; and
    - ii. advise the SAVCA Secretary of the cancellation.
  - b. Each Captain shall inform their team members of the cancellation.
- 5.6. If a match has started and the temperature reaches the relevant temperature threshold noted above, then the match shall be abandoned as a draw and both teams will be awarded one point.

### **6. Heat Stress**

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



- 6.2. A player has the responsibility to withdraw from participating in a match if their particular circumstances place them at an unacceptable risk of developing heat stress.
- 6.3. A player believed to be suffering from heat stress must leave the field for treatment and must not take any further part in the match.
- 6.4. Captains should organise games to minimise the risk of heat stress, such as (but not limited to) organising extra drinks breaks and having an extended break during innings to allow players to sit in the shade

## **7. Lightning Policy**

- 7.1. The Association applies the 30 second rule. When lightning is sighted, captains and umpires must count the seconds until thunder is heard. If that time is 30 seconds or less, the thunderstorm is within ten kilometres of the ground and is potentially dangerous. Play will immediately cease, and players and umpires will take appropriate shelter. Play shall resume only when considered safe.

## **8. Players suspended or disqualified by any other Association**

- 8.1. Any player suspended or disqualified by any other Cricket Association must notify SAVCA about the suspension or disqualification and will be ineligible to play in any SAVCA Competition or for any SAVCA representative team for the duration of that suspension or disqualification.
- 8.2. If the SAVCA Committee becomes aware of a breach of the above clause, the Committee has the power to impose a penalty on the player. Any penalty may only comprise a ban from playing in any SAVCA competition and / or from representing SAVCA in representative games for a specific period or a specified number of games.



## **PART 3 - Over 50s & Over 60s**

### **1. Laws of Cricket**

1.1. The Laws of Cricket apply except for variations referred to below

### **2. Age Qualification**

2.1. A player may play for the Member Club(s) of their choice, irrespective of the club for which they play in competitions organised by other Associations, and may play for different Member Clubs in different Age Division Competitions if they so wish

2.2. To be eligible to play in the Over 50s competition, a player must be a financial member of a Member Club, be registered with PlayHQ and:

- in the 2024-25 season and all seasons thereafter, a player shall be at least 50 years of age by 31 March of the calendar year in which the season ends.

2.3. Brighton CC has two players (dob 5 Jan 1975 and 12 Sept 1976) and Goodwood CC has one player (dob 20 Dec 1975) exempt from the above age restriction, but they still must be registered with PlayHQ

2.4. A temporary exemption to the above clause has been granted to Eastern Reds Salties VCC:

- In the 2024-25 season, Eastern Reds Salties VCC may select a team containing two players who shall be at least 49 years of age on March 31 2025. All other players must be at least 50 years of age on March 31 2025

2.5. To be eligible to play in the Over 60s competition (also known as the Tanner Shield), a player must be a financial member of a Member Club, be registered with PlayHQ and be at least 60 years of age on 31 March of the calendar year in which the season ends.

2.6. A temporary exemption to the above clause has been granted to Woodville South CC and Hills Fleurieu Hoods:

- In the 2024-25 season, Woodville South CC may select a team containing up to 4 players who shall be at least 59 years of age on March 31 2025. All other players must be at least 60 years of age on March 31 2025



- In the 2025-26 season and all seasons thereafter, Woodville South CC must have all players at least 60 years of age by 31 March of the calendar year in which the season ends.
  - In the 2024-25 season, Hills Fleurieu Hoods may select a team containing a player who shall be at least 59 years of age on March 31 2025. All other players must be at least 60 years of age on March 31 2025
- 2.7. A team that plays a player who does not meet either the relevant age restriction for the competition in which they take part or the registration requirement shall be penalised:
1. the team shall be deemed to have forfeited the match in which the ineligible player participated, with the opposition team being deemed the winner of the match, and will be awarded the same points as for a win along with the match score that gives the highest wickets/run quotient achieved by any team in that same competition for that round; and
  2. the team will be awarded no points for that match.

### **3. Points, ladder placings and finals**

- 3.1. For both the Over 50s and the Over 60s competitions, a team will be awarded 2 points for a win, 1 point for a tie or a draw, and zero points for a loss or a forfeit.
- 3.2. If a team forfeits a match (or if the team is deemed to have forfeited), the opposing team will be awarded the match score that gives the highest wickets/run quotient achieved by any team in that same competition for that round.
- 3.3. A match is completed when a result is achieved. No further play is required.
- 3.4. If a match (other than a semi-final or final) cannot be completed, it shall be declared a draw.
- 3.5. The placing of teams on the ladder that are level on points will be decided by identifying the team with the highest “wickets / runs quotient” over the course of the season. Note: a retired batter will not be deemed to have been dismissed for the purpose of calculating wickets lost. The “wickets / runs quotient” for a team is to be calculated as follows:
  - Calculate A; the total runs scored by the team during the season, divided by the total number of wickets lost by that team during the season when batting, and
  - Calculate B; the total runs scored against the team by the various opposition teams they have played during the season, divided by the total number of wickets lost by those opposition teams when batting, then
  - Divide (A) by (B) to get the “wickets / runs quotient”





- 3.6. At season's end, where a semi-final is to be played, the top team will play the fourth team in one semi-final and the second and third teams will play in the other semi-final.
- 3.7. For each semi-final, the competing team that finished higher on the ladder at the end of the minor rounds will host the match and is responsible for booking the ground and arranging for the preparation of a turf wicket. All costs associated with ground hire and the preparation of the pitch for a semi-final are the responsibility of the home team.
- 3.8. The Duckworth-Lewis-Stern ("DLS") method shall be used only in a semi-final or grand final that is affected by weather
- 3.9. If a definitive result cannot be achieved in a semi-final match, the team that was higher on the ladder at the end of the season will be declared the winner and will go through to play in the grand final.
- 3.10. At season's end, if a semi-final is not scheduled for a SAVCA competition, then the first-placed and second-placed teams will compete in the grand final
- 3.11. For each grand final, the competing team that finished higher on the ladder at the end of the minor rounds will host the match and is responsible for booking the ground and arranging for the preparation of a turf wicket. On request, SAVCA will reimburse the home team's reasonable ground hire and pitch preparation costs for the grand final, up to a maximum of \$250
- 3.12. If a definitive result cannot be achieved in a grand-final, the team that was higher on the ladder at the end of the minor rounds will be declared the winner

#### **4. Player eligibility for regular season matches**

- 4.1. Member Clubs must make reasonable efforts to ensure that all players have completed their season registration in PlayHQ prior to playing in a SAVCA competition. Completion of the registration process ensures that the player is covered by the insurance provided through PlayHQ.
- 4.2. If a player has completed their season registration in PlayHQ but has registered for a club other than the SAVCA Member Club for which they will be playing, the player must make reasonable efforts to have started the transfer or season permit process (as appropriate) to their SAVCA Member Club prior to playing in a SAVCA competition.
- 4.3. SAVCA recognises that completion of the registration / transfer process in PlayHQ is not always possible prior to a match (e.g. due to last-minute call-ups or the timeframes



taken for the granting of transfers and season permits in PlayHQ). Players may temporarily be listed in PlayHQ as “Fill-In Players” while the registration, season permit or transfer process is completed (as appropriate)

- 4.4. Players who have not registered for the current season in PlayHQ prior to the start of a game are not covered by the insurance provided through PlayHQ. Unless required by law, SAVCA shall not be liable for any costs incurred by a player who is not insured.
- 4.5. During the season, a club that has more than one team in a SAVCA Age Division Competition may select a player to play in any of its teams in a given minor round, subject to the age restrictions and forfeit rules in these Bylaws.

## **5. Player eligibility for finals**

- i) To be eligible to play for a team competing in a semi-final or grand final, a player must have played in a minimum of two (2) matches for that team in that season. For the purposes of this rule, a player will be deemed to have played in a match if named in the 12-player team list in Play HQ prior to the game (even if the game is abandoned before the first delivery).
  - ii) If a Club is unable to select a team of 11 eligible players for a semi-final or grand final, the Club may apply to SAVCA for permission to play up to two named players who are ineligible to play under the previous clause. The granting or refusal of permission for each named player to take part in the semi-final or grand final shall be considered separately and shall be at the sole discretion of the SAVCA Committee.
- 5.1. If a player qualifies to play for two teams from the one club (even if in different Age Divisions) and both teams are competing in a finals match on the same day, the player is able to play in either team as selected by the club.
  - 5.2. If a player qualifies to play for more than one team in finals matches that will take place on the same day, and those teams are from different Member Clubs, then the player must advise which Club he prefers to represent (if selected). If not selected for his preferred Club, the player may then be selected by the other Club.

## **6. Promotion & relegation for Age Division Competitions with multiple divisions**

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



the season. There are no restrictions on a Member Club having more than one team in a division (e.g. due to the promotion and / or relegation of one or more of its teams, or due to the Member Club entering an additional team into the competition)

## 7. **Match Rules**

- 7.1. Every player in each team, before playing a match, must be registered with PlayHQ.
- 7.2. Member Clubs must select players from their Club before selecting “fill in” players from other clubs.
- 7.3. By 8.00pm on the day before the match, each side must lodge its selected squad in PlayHQ. If a club is struggling to fill a team, as many players as needed may be left blank (i.e. listed as “to be confirmed”).
- 7.4. The names of as many players as reasonably possible must be entered into PlayHQ before the start of the game. If necessary, player names may be left blank or players may be listed as a “Fill-In Player” (e.g. if their PlayHQ season permit or transfer has not been completed). PlayHQ should be updated as soon as reasonably possible with the player’s name once their registration / transfer process has been completed.
- 7.5. Before tossing the coin on match day, each captain will provide the opposing captain with a team list on paper stating the name of each player.
- 7.6. Each team may consist of up to 12 players.
- 7.7. Only 11 fielders can be on the field at any one time. Fielders may rotate at any time, after notifying the nearest umpire.
- 7.8. In Over 50s matches, only 11 players may bat. At the toss, each captain should nominate the 11 players in their team who will bat. However, in the event of subsequent injury or enforced absence, the player initially nominated as not batting may do so, providing that the player they are replacing has not batted.
- 7.9. In Over 60s matches, all 12 players may bat provided that no more than 10 wickets are to fall in an innings.
- 7.10. All players may bowl.
- 7.11. If a club has more than one team in an Age Division Competition and, for any reason, is unable to field all their teams in that Age Division Competition on a match day, teams are to be filled from the highest grade down and, if a club has two or more teams in the



same grade, then those teams are to be filled from the highest-placed team down. Any non-playing team will be deemed to have forfeited their match.

## **8. Umpires**

- 8.1. The Committee, at its sole discretion, may appoint an Umpires Supervisor and delegate to them the responsibilities detailed below.
- 8.2. If requested by one or both of the team captains, the Umpires' Supervisor will endeavour to appoint at least one qualified, registered umpire ("Official Umpire") to Over 50s and Over 60s minor round matches for a fee to be agreed. If only one Official Umpire is available, they shall act as the bowling-end umpire throughout the match, with the batting team providing a square-leg umpire. The cost for the Official Umpire shall be borne by the team(s) that requested an Official Umpire, and the captain(s) is/are responsible for ensuring that the Official Umpire(s) is/are correctly remunerated as advised by the Umpires' Supervisor
- 8.3. In the absence of Official Umpires, or while acting as square-leg umpire if only one Official Umpire is available:
  - a) players from the batting team shall umpire their innings and must act impartially while so doing; or
  - b) if a team provides one or more dedicated persons to umpire impartially, the opposition team may allow - but is under no obligation to - the opponent's dedicated umpire/s to officiate while their side bats.
- 8.4. For any finals match, the Committee or the Umpires' Supervisor shall appoint two Official Umpires, with their fees paid by SAVCA

## **9. Playing hours, innings and ball**

- 9.1. Matches are to be played on an oval with clearly-marked boundaries positioned at, or as close as reasonably possible to:
  - a) 55 metres from the pitch for Over 50s; and
  - b) 50 metres from the pitch for Over 60s.
- 9.2. Unless otherwise agreed by the two captains, all matches are to start at 12.30pm.
- 9.3. Matches are to be played 40 overs per side.



- 9.4. Drinks breaks are to be taken at intervals agreed to by the match-day captains (any Official Umpire is to be consulted), bearing in mind the weather conditions.
- 9.5. Following conclusion of the first batting innings (i.e. after 40 overs or after the batting team is dismissed; whichever occurs first), a break shall be taken for a maximum period of 20 minutes.
- 9.6. Captains and players are to use best endeavours to have their respective sides bowl their 40 overs within 2 hours and 20 minutes and, consequently:
  - a) Drinks breaks should be held on the field; and
  - b) Outgoing and ingoing batters and substitute fielders should be ready to come on to the field at the appropriate time.

## **10. Bad weather**

- 10.1. Where the start of a match is delayed due to weather, the match must consist of at least 20 overs per innings for there to be a result.
- 10.2. The result will be deemed a draw if either team is unable to receive its full quota of at least 20 overs (except in the case of a team being all out).
- 10.3. If the match has not commenced 30 minutes after the official starting time, then the overs shall be reduced by one over for every 4 minutes lost, for each team.
- 10.4. For each five overs lost:
  - a) There shall be a reduction of one over per bowler for each team; and
  - b) The retiring score for a batter shall be reduced by 5 runs.
- 10.5. Where play has commenced and there is one or more interruptions (for bad weather or an injury or any other reason) for a total of less than 30 minutes, the number of overs shall not be reduced. If the interruption(s) total more than 30 minutes, each team's number of overs shall be reduced by one over for every 4 minutes lost, for each team. By-Law 16.4 shall also apply from the point at which the match restarts.
- 10.6. With the agreement of both captains (and any Official Umpire), the usual hours of play may be extended due to any interruption.
- 10.7. A home-and-away match that is cancelled or not completed may only be rescheduled at the sole discretion of the Committee. If rescheduling is not permitted, the match shall be deemed a draw.



## **11. Balls**

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

## **12. Batting**

- 12.1. While SAVCA strongly recommends players bat in a helmet, the decision to wear a helmet, and any consequence therefrom, is the responsibility of each batter.
- 12.2. An injured batter will be entitled to have a runner if, and only if, the batter was injured during the course of the match.
- 12.3. In the Over 50's Age Division matches, a batter must retire immediately upon scoring 40 runs:
- 12.4. In the Over 50's Age Division matches, a retired batter may return, but only after all of the 11 nominated batters have batted and only as long as 10 wickets haven't fallen. Batters who are entitled to return must return in the order in which they retired
- 12.5. In the Over 60's Age Division matches, a batter must retire immediately upon having scored 50 runs or having faced 30 deliveries; whichever occurs first.
- 12.6. For the purposes of calculating deliveries faced, no-balls and wides do not count as deliveries faced.
- 12.7. In the Over 60's Age Division matches, if a retired batter did not reach 50 runs in the first instance, he may return to the crease after all other batters have either been dismissed or retired, providing 10 wickets have not fallen. There are no restrictions on balls faced by a returning batter, but they must retire permanently on reaching 50 runs scored in the match as a whole.
- 12.8. When calculating wickets lost in an innings, a retired batter will not be deemed dismissed.



### **13. Bowling**

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

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

13.3. The Laws of Cricket regarding wides shall apply except:

- For O50's matches only, and to ensure consistency of the calling of wides within a game, SAVCA suggests that, prior to the start of the game, the two captains may go out to the wicket and agree what would constitute a leg-side wide and an off-side wide. The agreed interpretation should then be communicated to all players in both sides, in case they are required to umpire at any point.

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

### **14. Fielding**

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

### **15. Fielding Restrictions – Over 50s competitions only**

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

15.2. Between the two sets of stumps, the outer edge of the “inner fielding area” shall run parallel to the centreline of the pitch (i.e. a line connecting the two middle stumps) and be at a distance of 27.5 metres from the centreline. Beyond each set of stumps, the outer edge shall consist of a semi-circle centred on the middle stump at that end of the pitch and with a radius of 27.5 metres.

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

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



- Overs 1 – 10 inclusive - no more than 2 fielders outside the inner fielding area
- Overs 11 - 20 inclusive - no more than 3 fielders outside the inner fielding area
- Overs 21 - 30 inclusive - no more than 4 fielders outside the inner fielding area
- Overs 31 - 40 inclusive - no more than 5 fielders outside the inner fielding area

## **16. Fielding Restrictions – Over 60s competitions only**

16.1. Subject to the Laws of cricket, no more than 5 fielders may be placed on the boundary. All other fielders must be within 25 metres of the batter on strike.

## **17. Scoring**

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

17.2. The scorecards and match result must be entered electronically into PlayHQ (or whichever other similar service is nominated by SAVCA) by the home team within 48 hours of the end of the match and approved as necessary by the opposition team within 72 hours of the end of the match. If the scorecard has not been entered into PlayHQ with 48 hours, one point will be deducted from the home team's total. If the scorecard has been entered into PlayHQ but has not been approved by the opposition team within 72 hours, one point will be deducted from the opposition team's total.





## **PART 4 - OVER 70s competition**

### **18. Laws of Cricket**

18.1. The Laws of Cricket apply except for variations referred to below

### **19. Age Qualification**

19.1. A player may play for the Member Club of their choice, irrespective of the club for which they play in competitions organised by other Associations.

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

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

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

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

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

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

### **20. Match Rules- Teams**



- 20.1. Member Clubs must make reasonable efforts to ensure that all players have completed their season registration in PlayHQ prior to playing in a SAVCA competition. Completion of the registration process ensures that the player is covered by the insurance provided through PlayHQ.
- 20.2. If a player has completed their season registration in PlayHQ but has registered for a club other than the SAVCA Member Club for which they will be playing, the player must make reasonable efforts to have started the transfer or season permit process to their SAVCA Member Club (as appropriate) prior to playing in a SAVCA competition.
- 20.3. SAVCA recognises that completion of the registration / transfer process in PlayHQ is not always possible prior to a match (e.g. due to last-minute call-ups or the timeframes taken for the granting of transfers and season permits in PlayHQ). Players may temporarily be listed in PlayHQ as “Fill-In Players” while the registration, season permit or transfer process is completed (as appropriate).
- 20.4. Players who have not registered for the current season in PlayHQ prior to the start of a game are not covered by the insurance provided through PlayHQ. Unless required by law, SAVCA shall not be liable for any costs incurred by a player who is not insured.
- 20.5. By 8.00pm on the day before the match, each side must lodge its selected squad in PlayHQ. If a club is struggling to fill a team, as many players as needed may be left blank (i.e. listed as “to be confirmed”).
- 20.6. The names of as many players as reasonably possible must be entered into PlayHQ before the start of the game. If necessary, player names may be left blank or players may be listed as a “Fill-In Player” (e.g. if their PlayHQ season permit or transfer has not been completed). PlayHQ should be updated as soon as reasonably possible with the player’s name once their registration / transfer process has been completed.
- 20.7. Before tossing the coin on match day, each captain will provide the opposing captain with a team list on paper stating the name of each player.
- 20.8. Each team may consist of up to 12 players.
- 20.9. Only 11 fielders can be on the field at any one time; fielders may rotate at any time, after notifying the nearest umpire.
- 20.10. All 12 players may bowl
- 20.11. All 12 players may bat provided that no more than 10 wickets are to fall in an innings.



## **21. Playing hours, innings and ball**

21.1. Matches are to:

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

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

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

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

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

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

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

## **22. Bad weather**

22.1. Where the start of a match is delayed due to weather, the match must consist of at least 20 overs per innings for there to be a result.

22.2. The result will be deemed a draw if either team is unable to receive its full quota of at least 20 overs (except in the case of a team being all out).

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

22.4. For each five overs lost:

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

22.5. Where play has commenced and there is one or more interruptions (for bad weather or an injury or any other reason) for a total of less than 30 minutes, the number of overs shall not be reduced. If the interruption(s) total more than 30 minutes, each team's



number of overs shall be reduced by one over for every 4 minutes lost, for each team. By-Law 27.4 shall also apply from the point at which the match restarts.

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

### **23. Balls**

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

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

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

### **24. Batting**

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

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

24.3. All twelve players may bat as long as 10 wickets haven't fallen

### **25. Retirements**

25.1. In an Over 70s match, a batter must retire immediately upon scoring 30 runs or facing 30 balls; whichever comes first. For the purposes of calculating deliveries faced, no-balls and wides do not count as deliveries faced.

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

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

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

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

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



## **26. Bowling**

- 26.1. A bowler may bowl a maximum of 7 overs. (The maximum number of balls in an over is 9 balls). Any of the named 12 can bowl.
- 26.2. If the number of overs in an innings is to be reduced, the maximum number of overs for each bowler shall be reduced proportionately.
- 26.3. For the avoidance of doubt, bowlers are NOT permitted one leg-side delivery in an over that is excused from being called Wide.

## **27. Fielding**

- 27.1. While SAVCA strongly recommends the use of a helmet by a wicketkeeper up to the stumps or a fielder close to the batter, the decision to wear a helmet is the responsibility of each fielder.
- 27.2. No more than five (5) players shall be fielding on the leg side of the wicket at the moment the ball is delivered. If the fielding side breaches this restriction, either umpire shall call and signal 'No ball' at the instant of delivery.



## **PART 5 – MISCELLANEOUS**

### **28. Playing for more than one team**

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

### **29. Ground-specific policies and requirements**

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

### **30. Selection Panels**

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

### **31. State Selection**

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

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

31.2. Recognition shall be given to players who have been selected for a South Australian Division One team to compete in any age-division of a Nationals competition (or highest-ranked team, if not participating in Division One) by way of a player number. At the Committee’s discretion, recognition may also be given for other matches at an equivalent level (such as, but not necessarily limited to, the annual State matches against Victoria). All such matches shall be deemed as “capped matches”. The details of players and their player numbers shall be recorded permanently by SAVCA.



31.3. When a player takes part in their first ever “capped match” for a South Australian team, irrespective of age-group level, they shall be awarded a “Baggy Red” cap. A player shall only receive one “Baggy Red” cap, even if subsequently selected for South Australia at other age-group levels.

### **32. National Selection**

32.1. The Association supports Veterans Cricket Australia International tours and visits. Proper recognition to SAVCA players shall be given only if acceptable to Veterans Cricket Australia, and SAVCA shall recognise its players who have gained on merit a “Player Number” if selected and played in a recognised international game.

### **33. SAVCA tours, International or National**

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

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

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

### **34. Championships, Carnival, Regional and Other games**

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

(a) Other Carnivals and matches may be supported or encouraged (e.g., players, gear, monies) if considered appropriate by the Committee. Any application shall be on an individual basis to the Committee.

(b) SAVCA encourages interstate matches, regional games and carnivals.

### **35. Player Records**

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

(a) The records are for any game played at any level conducted or supported by SAVCA.

(b) A player seconded to an opposing team for the sake of player numbers shall have their statistics recorded in their career tally.



### **36. Life Members and Honorary Members**

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

(a) In exceptional circumstances, a person with fewer years of service may be nominated for Life Membership by the Life Member sub-committee and endorsed by the Committee.

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

### **37. Honour Board**

37.1. The Association shall have an Honour Board, to be updated after each AGM, which shall display the names of SAVCA's Patrons, Life Members, Presidents, Vice-Presidents, Secretaries, Treasurers, Club Champions and Teams of the Year. The Board shall also display the names of any players from a SAVCA competition who have been selected to represent Australia along with their Australian player number.

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

### **38. Finance**

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

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

### **39. Insurance**

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

### **40. Social Media**

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





#### **41. SAVCA Representatives**

41.1. The Committee may appoint SAVCA Representatives as needed to represent the Association on external panels and committees, including but not limited to the age-group sub-committees of Veterans Cricket Australia (VCA). Such appointments shall normally be for a period of one year, renewable by mutual agreement.

#### **42. Separate Policy / Procedures documents**

42.1. SAVCA may, at its sole discretion, create and publish Policies and / or Procedures as separate documents. Unless explicitly stated otherwise, those Policies and / or Procedures shall be considered to be additional By-Laws, as if they had been included in this document. These policies currently include, but shall not be limited to:

- Financial Arrears Policy
- Disputes and Misconduct Policy

#### **43. Selection of the SAVCA “Team of the Year”**

43.1. SAVCA may, at its sole discretion, announce a “Team of the Year” at the Presentation Dinner or other appropriate time.

43.2. The team shall be selected based on player performance in the minor rounds of each player’s primary competition (defined as the competition or division in which they have played the most matches).

43.3. The team shall consist of:

- The batter with the highest aggregate runs scored in each of O50 Division One, O50 Division Two, O60’s and O70’s (4 players in total)
- The bowlers with the highest aggregate wickets taken in each of O50 Division One, O50 Division Two, O60’s and O70’s (4 players in total)
- The batter with the best batting average in the O60’s competition (minimum 7 matches)
- The bowler with the best bowling average in the O60’s competition (minimum 7 matches)
- The wicketkeeper with the highest average number of dismissals per game (calculated as total number of dismissals divided by number of matches played)

43.4. In the event of a tied result for the selection of the wicketkeeper, the SAVCA Executive will vote on the winner.



43.5. In the event of a tied result for the highest aggregate runs scored or highest aggregate wickets taken, the player with the better batting or bowling average (as appropriate) shall be selected

43.6. A player may only be selected in the Team of the Year in one of the categories listed above. If a player qualifies for selection in the Team of the Year in more than one of the above categories, the performances of the second-placed players in those categories shall be used to determine selection, based on:

- a. Where qualification is based on aggregate runs scored, the total number of runs scored by the second-placed player as a percentage of the runs scored by the first-placed player
- b. Where qualification is based on aggregate wickets taken, the aggregate wickets taken by the second-placed player, as a percentage of the wickets taken by the first-placed player
- c. For selection based on batting or bowling averages, the batting or bowling average of the first-placed player as a percentage of the batting or bowling average of the second-placed player

43.7. The second-placed player(s) whose percentage(s) are highest shall be selected in the category in which they placed second, with the first-placed player being selected in the other category. For example:

- Player A scores the most runs (200 runs) in the O70's competition. Player A also takes the most wickets (10 wickets) and has the best bowling average in the O60's (10 runs per wicket). Player A is therefore eligible for selection in 3 categories.
- The relative performances of the second-placed players in each of the categories are:
  - Player B scores 150 runs at O70s (75% of Player A's total)
  - Player C takes 9 wickets at O60s (90% of Player A's total)
  - Player D has a bowling average in the O60's of 20 runs per wicket (Player A's average is 50% of Player D's average)
- The two best performers relative to Player A are Player C (90% of Player A's wickets) and Player B (75% of Player A's runs). Player C is therefore selected in the Team of the Year as the best-performing O60's bowler, Player B as the best-performing O70's batter and Player A as the player with the best bowling average in the O60's.