

South Metropolitan Cricket Association

BY-LAWS –November 2025

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South Metropolitan Cricket Association By-Laws (June 2023)

1. Code of conduct

The Code of Conduct of the South Metropolitan Cricket Association is written and designed with the express intention to provide clear guidelines under which the SMCA Executive, member clubs and officials wish to see the game of cricket played in all matches involving SMCA registered players, teams or clubs.

The Code of Conduct is enshrined in the By-Laws of the association with the express intention of all participants to be bound to play, administer and watch the game of cricket within the SMCA with goodwill and sportsmanship and within the boundaries of normal and acceptable community standards.

The Code of Conduct applies to all registered players, officials, office bearers, club members or supporters, member clubs including SMCA Umpires association.

Additionally, the Code of Conduct will apply to any functions sanctioned by the SMCA such as Annual General Meeting's, Special General Meeting's, President and Executive meetings, Association windups, Inter-association matches and functions where SMCA members, officials, umpires or spectators are involved.

Breaches of the code of conduct may be referred to the SMCA Protests and Disputes Committee under By-Law 63a. and must be referred in any of the following manner:

1. Report by an SMCA appointed (official umpire) or a team captain in the event that the match does not have an SMCA appointed official umpire. A report from a club captain must be counter signed by a club official as confirmation that the club supports the captain's decision to make the report. All reports must be lodged within the specified time frame and by the method as outlined in By-Law 63a (i).
2. Any report received by the SMCA Secretary will be referred for investigation and hearing by the P&D provided it meets the criteria as outlined above. If a report falls outside of the criteria, it can be referred as a matter to the P&D only if it is referred directly by the executive after discussion and review at an executive meeting or by a review of the information by another medium, most notably being email or phone between all available executive members.
3. Member clubs that breach the code of conduct will be subject to fines and penalties including penalties towards the Champion Club award if found guilty of any offence.
4. Should a player be reported and a P&D convened, the player's captain is required to attend the P&D along with the player/s involved.

If a player, official, spectator or club is found guilty of a breach or breaches of the code, penalties as outlined in By-Law 65b will be applied by the P&D. The guideline for offences and penalties shall act as an indicator for the P&D but the P&D have the autonomy to apply penalties, as it deems appropriate.

Breaches of the code will include but not be limited to:

- Verbal abuse of another player, spectator, official or umpire
- Assault or attempted assault of another player, spectator, official or umpire

- Threatening or intimidating behaviour towards another player, spectator, official or umpire
- Dissent
- Equipment abuse/property damage
- Excessive appealing
- Failure to control spectator behaviour inclusive of club members
- Misconduct
- Vilification
- Harassment

Web participation by members of the South Metropolitan Cricket Association to vilify, defame or criticise other members of the South Metropolitan Cricket Association whether they be players or official's acting in any capacity where it is deemed to be bringing the game into disrepute. Any player or official found to be engaging in this sort of activity may be brought before the P&D to answer a charge or charges of bringing the game into disrepute and be dealt with in accordance with this code of conduct.

Web participation is currently defined as all forms of public web-based communication and expression, such as blogs, microblogs, link blogs, social network sites, wikis, bookmark sites, photo sharing sites, video sharing sites, forums, mailing lists, podcasts, discussion groups and chat rooms.

Breach of Code of Conduct Offences:

All breaches of the code of conduct will be graded in severity and the below chart is to be used as a guide only for reporting purposes. A further recommendation from the P&D to upgrade the severity of any charge brought before it will be allowable at the time of the P&D hearing or before. Any upgrade in a charge against a reported player or club will be taken into consideration in the determining any penalty handed down by the P&D.

Level 1 Offences

Equipment abuse.

Excessive appealing and dissent towards an umpire's decision.

Sending a batsman off by pointing or gestures when a wicket has fallen.

Changing the condition of the ball.

Refusing to give their name to an umpire.

A minimum penalty for individuals of two (2) playing dates ban and a maximum of four (4) playing dates ban. See Annexure B for guidelines.

Level 2 Offences:

Threatening or intimidating behaviour towards an umpire, official or player including verbal abuse, running aggressively towards a batsman or non-striker when a wicket has been taken.

Vilification of a minor type.

Attempted assault or light contact with another player.

Disrespecting a SMCA official

A minimum penalty for individuals of six (6) playing dates and a maximum penalty of twelve (12) playing dates. The offending player/official's club to be fined \$100 per offence a player/official is found guilty of and be penalised towards club champion award. See Annexure C for guidelines.

Failure of Clubs to control spectator behaviour, inclusive of club members whilst club members are spectators will carry a minimum penalty \$100 fine with maximum penalty to be \$500 plus possible suspensions depending on severity of each case.

Players or officials from a club acting as spectators at another club may also be covered under this rule and subject to penalties such as fines and suspensions as deemed appropriate by the P&D.

Level 3 Offences:

Bringing the game into disrepute, which may include failure to control player, official or spectator behaviour resulting in loutish or anti-social behaviour, and which may cause the SMCA or the game of cricket's reputation to be tarnished in the eyes of member clubs, the general public or the WACA as the governing body of cricket in Western Australia.

Vilification of a major nature including but not limited to, racial, religious, colour, ethnic origin, cultural, severe personal nature or sexual by words or gesture.

Physical assault of a player, spectator, official or umpire.

Serious threatening or intimidating behaviour towards an umpire, including a fieldsman leaving his position in the field to approach an umpire for any reason.

Web participation by members of the SMCA as defined in this Code of Conduct.

Harassment or bullying of members of the SMCA Executive by phone, email or other communication. This generally involves, but is not limited to, obscenities, derogatory and defamatory comments to Executive members for decisions that member may have made.

A minimum penalty for individuals of twelve (12) playing dates to apply and a further penalty over and above twelve (12) playing dates to be deemed appropriate by the P&D for the offence depending on the charge brought before it. See Annexure D for guidelines.

A minimum penalty for a club is a \$500 fine and the maximum of \$2,000 may be levied by the P&D. A further penalty of disqualification from the champion club award for the participating season and a forfeiture of the match in which the team is competing may also be applied by the P&D.

The P&D will also have the authority to submit a declaration, if deemed necessary, to de-register a player, to the Executive for their attention, and action.

Players or officials from a club acting as spectators at another club will also be covered under this rule and subject to penalties such as fines and suspensions as handed down by the P&D.

SMCA MATCH DAY BY-LAWS

2. Matches (Including Extreme Weather Policy)

- a. All matches shall be played in accordance with the laws of cricket except where they are negated or modified by these rules and, for the purpose of such rules, a match extending over two Saturday or Sunday afternoons shall be deemed a two-day match. A match played on a single Saturday or Sunday shall be deemed a one-day match.
- b. Association Rules of Play and Wet Weather Rules are included as By-Laws (19.a through to 19.o), (20.a through to and including 20.g), 26.b, 26.c, 26.d, 30.c, 32.a, 35.a, and 35.b.

SMCA rules for its Competitions in extreme heat situations are as follows:

- i. In exceptionally hot weather, Law 56a may be modified so that drinks breaks may be scheduled as frequently as required subject to the overall minimum period of play between two drinks breaks, or between a drinks break and the start or conclusion of an off-the-field interval, being 35 minutes.
- ii. On days where the temperature is extremely hot or forecast to be extremely hot at midday the SMCA will consider abandoning play and will notify Clubs through the SMCA Secretary.
- c. Extreme Weather Policy

These general considerations apply to the SMCA Competition:

- i. The welfare of players and umpires is paramount.
- ii. The primary responsibility for ensuring the safety of individual participants are the individual players and Clubs.
- iii. Individuals have a responsibility to withdraw from participating if their particular circumstances place them at an unacceptable level of risk. Clubs also have a responsibility in this regard.
- iv. On days of extreme heat players, umpires and officials should be aware of the possible risks and carefully monitor all players and umpires. If any show signs of distress from the heat, swift and appropriate action should be taken.
- v. Special attention should be given to junior players, as they are more susceptible to heat injury and may have played in junior matches on the same day.
- vi. Ensure there are sufficient shaded areas at the grounds for both players and spectators where possible.

3. Delayed start to match

- a. Any club not ready to start playing within ten (10) minutes of the scheduled time will forfeit the match to the opposing team (see By-Law 4a) and be fined. If the Captain or a Deputy is not available to toss fifteen (15) minutes before the scheduled start time, then that team loses the toss
- b. In the event of late starting, it is optional on the part of the club not at fault to say whether it will continue to play after the time set down for close of play, in order to make up the time lost in starting. Such an option must be exercised before start of play on which the default has taken place and in this event no protest may be entered. Beyond 15 minutes (and less than 30) the team at fault shall lose the toss and be penalised 1 over for every three and a half minutes of late start time in their first batting innings.

4. Minimum number of players

- a. No team may start a match with less than seven (7) players. (But By-Law 3.a does apply)
- b. If at any time during a match the number of players available to participate falls below seven (7) the match shall be declared a forfeit. In this event By Law 12b shall apply.

5. Declaration

- a. At any time during a two-day match either side may declare its innings closed and in the event of the Captain of the batting side advising the opposing Captain after the close of play on day one, or the commencement of any interval that he/she intends closing the innings, the time ordinarily allowed shall not apply and play must commence at the time fixed for the commencement or resumption of play.

The captains are responsible for ensuring that play is conducted within The Spirit of Cricket and action by the SMCA Executive may be taken if it is deemed that a declaration brings the game into disrepute.

- b. In one-day matches a team cannot declare its innings closed. A match may be called off if a result has been achieved and both captains agree.

6. Close of Play

- a. In all matches neither side shall continue its first innings beyond the time set down for close of play in two-day matches nor beyond half the scheduled playing time in one-day matches except:
- b. When a minimum number of overs has been decided under By-Laws (19.a to 19.o) and (20.a to 20.g) the first innings shall be continued until the required overs have been completed.
- c. In the event of late starting by the batting side, close of play shall be at the scheduled time and the minimum number of overs need not be bowled.
- d. If an innings terminates within ten (10) minutes of a scheduled interval, the interval shall commence at the time of the termination of innings.

7. Match results and Team Lists

- a. Both teams shall be responsible for submitting a team list, using Play HQ, before the commencement of the match. It is expected that this list be accurate and must include the naming of the Captain of the team, however changes that match the team list provided to the umpire and/or opposition captain prior to the toss can be made up until the match is made official by the SMCA Administrator. (Refer to By-Laws 69.18 and 69.23 for penalties)

The following criteria applies:

- i. Captains must nominate the final team on a hard copy team list before the toss for choice of innings. Names on the team list must contain the player's their full first name and full surname i.e. John Smith. Captains must provide the umpire with a copy and/or swap team lists with the opposition captain prior to the toss. Should the split player be used then 11A and 11B must be nominated. All Captains are required to advise both the Umpire and the Opposition Captain of who the 11A and 11B players are prior to the toss.

If a team list is not provided the Match Day Referee must be contacted prior to the commencement of play. The Match Day Referee will advise on how to proceed, and his decision is final.

- ii. The 11 players must be listed in the scoresheet for the match; this includes 11A and 11B players.
- iii. Failure to meet these requirements will result in the match being forfeited and incur a fine of \$50.00 per offending team for a first offence doubling to \$100 for subsequent offences.
- iv. Clubs may submit a dispute to the Association Secretary with supporting evidence no later than 10.00pm on the day of play.
- b. The home team is responsible for submitting an in-progress score on day one of a two-day match and the full score and result at the completion of all matches, using PlayHQ, by 10am on the day after each day's play. For all finals matches, progress scores must be submitted by 10pm on the day of the match. Failure to meet this deadline will incur a fine of \$50.00 per offending team for a first offence, doubling to \$100 for subsequent offences.
- c. Other match details, player scores and confirmation (or otherwise) of the result should be submitted by both teams, using PlayHQ, as soon as possible after the completion of each day's play and no later than 8pm on the Sunday after the days play. If play was on a Sunday by 10am on the day after the match. Failure to meet this deadline will incur a fine of \$50.00 per offending team for a first offence, doubling to \$100 for subsequent offences.
- i. For the final day of a qualifying match prior to either the mid-season or end of season final the home team is responsible for submitting the full team scores and match result, using PlayHQ, by 10pm on the day of play. Failure to meet these deadlines will incur a fine of \$100.00 per offending.

- ii. For the final day of the qualifying match prior to the end of season final both teams are responsible for submitting all player scores, using PlayHQ, by 10am on the day after play. Failure to meet these deadlines will incur a fine of \$100.00 per offending team.
- iii. For all finals matches progress scores must be submitted by 10pm on the day of the match. Failure to meet these deadlines will incur a fine of \$100 per offending team.
- d. If any portion of a match report remains incomplete five (5) days after the completion of the match, the team at fault shall forfeit the match and the points gained in the match. In the case of a semi-final or grand final, a fine of \$500 will apply to teams who do not enter or complete player scores in PlayHQ.
- e. Where an official umpire/s is provided both teams are required to submit a “Captains Report on Umpires”. This report shall be submitted, using PlayHQ, by 8pm on the Monday after the completion of each match. Failure to meet this deadline will incur a fine of \$20.00 per offending team with a further \$10 fine per offending team for each week the report remains outstanding. (Refer to By-Law 69.11 for penalties)
- f. No change shall be made to the listed team members once the match has been deemed “Official”. Penalty will be forfeiture of the match in which the list was changed.
- g. Where there is an issue with player ID (including transfers and permits), Clubs may submit a dispute to the Association Secretary. There is no time limit on this. The Association Executive will then investigate the matter(s) and if a breach is found to have occurred, appropriate penalties will be applied in accordance with the relevant By Laws.

8. Substitutes

Substitutes must be registered members of the Association. Being named as Twelfth Man/Substitute for a match does not count for finals qualifications.

- a. Substitutes can be used at any time as deemed necessary by the fielding team. The Umpire must be informed prior to the use of a substitute at all times.
- b. The use of substitutes on the field are subject to the “Laws of Cricket” except where negated or modified by these rules (Bylaw 2a).
- c. The minimum age for a substitute is 14 years old (By Law 46b).

Note: The Laws of Cricket 2019 edition, Law 24 – Fielders Absence, Substitutes is the primary authority.

9. Rescheduled match

Where a match is re-scheduled or transferred to a later date for any official reason, only players who have not played in another grade on the original set date will be eligible to play in the re-scheduled match.

10. Playing conditions during byes

- a. If a club has a lower grade match on a date that a higher grade in that club does not have a match fixtured (i.e. a bye) then, notwithstanding By-Law 41.c only a maximum of two

(2) players can drop from the team that played in the last fixtured game from the higher grade observing the bye to the lower grade for that fixture.

b. No players are to be named on the PlayHQ team list should the team be subject to a bye.

11. Order of grades and dropping players to lower grades

a) The order of grading's

First Grade Two-Day Grade
Second Grade Two-Day Grade
Third Grade Two-Day Grade
Fourth Grade Two-Day Grade
One Day Grade A
One Day Grade B
One Day Grade C
Remaining Two Day Grades
Remaining One Day Grades.

b) In all qualifying games

- i. A player playing in a two-day grade First to Fourth may drop to the highest of the clubs One-Day grades in One Day A to One Day C as per By Law 11a. at any time. Alternatively, a player can drop to the next Two-Day grade within their club structure. Should a club playing in a Two-Day grade First to Fourth only have one two-day team then the player must drop to their highest One-Day grade.
- ii. A player in a two-day grade Fifth or below may drop players to the next one-day only grade teams within their club structure. Alternatively, a player can drop to the next Two-Day grade within their club structure (see 11a).
- iii. A player playing in a one-day only grade may only drop to the next one day only grade within their club structure. Alternatively, a player can drop to the next two-day grade within their club structure (see 11a).
- iv. A player promoted to a higher grade can return to their original grade provided it is in the next fixture that the player plays in.
- v. For the purposes of qualification for end of season finals, one day only grades shall be graded highest to lowest, with 'A' being the highest.
- vi. For the purposes of qualification for end of season finals, a player playing in a Two-Day grade may drop down to their next Two-Day grade within their club structure.
- vii. Lower grade players can be promoted at any time.
- viii. The penalty for playing an ineligible player, the team shall forfeit the points gained in that match.

Split player option:

Preamble: The split player option rule is intended to allow players playing in two-day fixtures to play only one day of a two-day fixture. The intention is not for a player who is playing in the two-day competition to play on the other day in a one-day grade only fixture.

c. **Split player option:** Teams may name, prior to the coin toss; two players (11A and 11B) to split the duties of a regular player in two-day qualifying matches, provided:

- i. That neither player plays in any other grade on either of the two fixtured playing days; except a player who last played in a one day only grade who can play in a one day only grade on the other day. By Law 11b applies to this rule.
- ii. Only player 11A can participate on day one, with player 11B only participating on day two;
- iii. Only one of the split players can bat in each innings.
- iv. This rule shall apply to all two-day matches, including finals.

12. Procedure for notice of forfeit and Team Withdrawal

a) If any club shall not be able to play in any match arranged by the Association or field a team, such club shall forfeit the match and give notice thereof in the ~~manner prescribed at the commencement of each season~~ following manner.

Any club wishing to forfeit a team must have a committee member advise the SMCA via the following email address forfeits@smcacricket.com.au by 9.00pm Thursday with the following details:

- Team forfeiting
- Grade
- Opposition team

The forfeiting club is welcome to notify the opposition directly if they wish, but the opposition club should not act on the forfeit until they receive an official e-mail from the SMCA via forfeits@smcacricket.com.au.

- a. A club forfeiting a match shall be fined \$50 for a first offence, this amount doubling with any subsequent offence to a maximum of \$100.
- b. Failing to meet the 9pm deadline will incur a fine of \$100.00 and the club shall pay any umpires costs, this amount doubling with any subsequent offence to a maximum of \$200.
- c. A failure to notify of a forfeiture shall incur a fine of \$200 and the club shall pay any umpires costs, this amount doubling with any subsequent offence to a maximum of \$400

b) If a club is unable to field a team in a grade for a match under By-Laws 12.a then the club will forfeit its lowest grade team. Where a club has Two-Day and One-Day teams they will forfeit their lowest One-Day team. In the event of a club forfeiting a side other than the lowest grade team in the club structure, all teams below the forfeiting side in the

club structure shall also forfeit and lose points. The club shall be responsible for all match costs and associated fines. For these purposes, it is deemed that all grades playing one-day cricket only shall be ranked in graded order. I.e. A to Z

- c) To claim the forfeit the winning team must name a team of qualified players in PlayHQ; enter the result as a forfeit with the score as 0/0 to the winning side. This must be completed by 8.00pm on the day after the days play. The losing side cannot name any players.
- d) Where a team forfeits two matches consecutively or three matches in any one season in any one grade, the Association may order the withdrawal of the team from the competition, the Club will be fined two hundred dollars (\$200.00).
- e) Where a club withdraws a team after the team nomination period has expired the team withdrawn must be the lowest team within their club structure, the club will be fined two hundred dollars (\$200.00) as per By Law 69.4

13. Scoring

- a. Both teams are required to provide a scorer. In the event of the fielding team not having a scorer available, the batting team shall provide both scorers. The scorers must sit together and check that scores match constantly. The scorebooks must be checked and signed by both Captains and Umpire/s, at the completion of each innings and each day's play. Team captains are to ensure that the scorebook details are completed prior to the umpires signing.
- b. In the event of a discrepancy in the scorebooks then the method used to determine the actual score or scores shall be the mean average between the bowling aggregate and the sundries and the batting aggregate and sundries of both books. In dispute, the listed bowling and batting figures are to stand for all Association and club averages. If a discrepancy occurs and an official umpire is in attendance, both scorebooks are to be handed to the umpire and presented to the Association Administrator for review. The decision of the Administrator is final.
- c. Online scoring is permitted. Only one user can score online for each match. The team not providing the scoring device must score using a scorebook as a backup in case of technology failure. Both teams must continue to score online using only the device with which scoring commenced.
- d. Online scoring for First and Second Grade teams is required. The home team is responsible for the implementation of online scoring.

14. Hours of play

- a. Hours of play in qualifying rounds shall be from 1.00pm to 3.00pm and 3.20pm to 5.30pm on consecutive Saturday and/or Sunday afternoons, unless other times are specified. In matches which have been deemed as 65 over matches by the Executive, the hours of play shall be from 1.00pm to 3.00pm and 3.20pm to 5pm.
- b. Hours of play in two-day senior finals shall be from 12.30pm to 2.30pm and 2.50pm to 5.00pm. In finals matches which have been deemed as 65 over matches by the Executive, the hours of play shall be from 12.30pm to 2.30pm and 2.50pm to 4.30pm.

- c. Laws of Cricket 11 (7) – Tea Interval – 9 wickets down does not apply in the SMCA. However, in the instance that a result is imminent on the first day of a finals game at the scheduled time for stumps the umpire can (weather and light permitting) allow up to 30 minutes additional play to try and achieve a result.
- d. Hours of play in Two-Day Day/Night matches for seventy-five (75) over fixtures shall be from 5.00pm to 7.00pm and 7.30pm to 9.40pm on the dates fixtured. In Sixty-five (65) Over fixtures the hours of play shall be 5.00pm to 7.00pm and 7.30pm to 9.10pm.

15. Overs

- a. Each batting side, unless dismissed for less, shall receive seventy-five (75) overs in the first innings. If seventy-five (75) overs have been bowled prior to the scheduled close of play, play shall cease. If seventy-five (75) overs have not been bowled prior to the scheduled close of play, play will continue until the stipulated overs have been bowled. On completion of seventy-five (75) overs the innings shall be closed. On the first day, if the team batting first is all out, or declares before the completion of seventy-five (75) overs, and there is time remaining for the opposition to go in to bat, then stumps will be drawn at the scheduled close of play, irrespective of whether seventy-five (75) overs have been bowled or not. On the second day, the team batting second is entitled to a further seventy-five (75) overs. If the side fielding first in a two-day match dismisses the batting side within 30 minutes of the scheduled close of play, it will have the option of deciding if it will bat until the close of play. The 75 over format applies to Grades 1 to 4.
- b. 65 over Matches - Each batting side, unless dismissed for less, shall receive sixty-five (65) overs in the first innings. If sixty-five (65) overs have been bowled prior to the scheduled close of play, play shall cease. If sixty-five (65) overs have not been bowled prior to the scheduled close of play, play will continue until the stipulated overs have been bowled. On completion of sixty-five (65) overs the innings shall be closed. On the first day, if the team batting first is all out, or declares before the completion of sixty-five (65) overs, and there is time remaining for the opposition to go into bat, then stumps will be drawn at the scheduled close of play, irrespective of whether sixty-five (65) overs have been bowled or not. On the second day, the team batting second is entitled to a further sixty-five (65) overs. If the side fielding first in a two-day match dismisses the batting side within 30 minutes of the scheduled close of play, it will have the option of deciding if it will bat until the close of play. The 65 over format applies to Grades 5 and below.
- c. A minimum of seventeen (17) overs or part thereof must be bowled in the last hour on the second day provided that both teams have completed an innings.
- d. If the number of balls required to be bowled (i.e. 75 overs) have not been bowled within fifteen (15) minutes of the time due for the cessation of play on either day of a match, the bowling team to incur a penalty of .10 point for every over, or part thereof, remaining unb bowled at the scheduled close of play. Furthermore, the Captain of the batting side may request play to continue until the required number of overs has been bowled. This rule shall only be enforced if an official Umpire is in attendance, and he/she shall check the number of overs remaining at the time scheduled for the close of play and mark the penalty to be imposed in both scorebooks at the drawing of stumps. Club Registrars are to record the penalty on match reports and the official Umpire/s shall advise the Umpires Advisor by 8pm on the Monday after the match. The Umpires Advisor shall pass such information onto the Association Administrator.

e. Any player arriving late for a match may bowl immediately on each day's play.

f. Fielder Leaving the Field of Play

If a fielder leaves the field of play during a session of play,

- i. the umpire shall be informed of the reason for the absence.
- ii. the fielder shall not thereafter resume on the field during a session of play, without the consent of the umpire. The umpire shall give such consent as soon as practicable.
- iii. the fielder shall not be permitted to bowl until they have resumed on the field for at least the same length of playing time for which they were absent.

16. Follow on

The follow-on in all matches in all grades is a minimum of one hundred (100) runs.

17. Points system two day matches

- (a) Each wicket taken in both innings 0.20
- (b) Each run scored in both innings 0.01
- (c) Outright win after leading on 1st innings 15
- (d) Outright win after a tie on 1st innings 12
- (e) Outright win after trailing on the 1st innings 10
- (f) Outright tie after tie on 1st innings 7.5
- (g) Outright tie after trailing on the 1st innings 6
- (h) Win on 1st innings 10
- (i) Tie on 1st innings 5
- (j) Outright loss after leading on 1st innings 5
- (k) Outright loss after a tie on 1st innings 3
- (l) Match drawn if no result on 1st Innings 5 points each

18. No ball rules for two-day matches "dangerous and unfair bowling"

Bowling of fast short pitched balls

- a. The bowling of fast short pitched balls will be considered dangerous and unfair, if the umpire at the bowler's end considers that by repetition and taking into account that their length, height and direction they are likely to inflict physical injury on the striker irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.

- b. A bowler shall be limited to two fast short pitched balls per over. A fast short-pitched ball is defined as a ball, which passes, or would have passed clearly above the shoulder of the striker standing upright at the crease. In the event of a bowler bowling more than two short fast pitched balls in an over the Association Approved umpire at the bowlers end shall call and signal "no ball" on each occasion.

- c. **Bowling of Dangerous and Unfair Non-pitching Deliveries**

Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

On each occasion, the umpire at the bowler's end will call and signal "no ball".

After two such deliveries, only Association Approved official umpires can suspend a bowler from bowling again in that innings in accordance with the Laws of Cricket 41.7

- d. On artificial wickets, if the ball bowled hits the edge or wider than the edge of the prepared playing surface, the umpire at the bowler's end shall call and signal "no ball".

- e. **Bowler Breaks the Non-Strikers Wicket**

The umpire shall call "No Ball" whenever a bowler breaks the non-striker's wicket during the act of delivery.

19. Weather and other effected two- day matches

First Day

- a. Where play has been suspended or delayed through no fault of either team, for a period/s greater than fifteen (15) minutes on the first day of play, the Captains shall confer to agree on a compulsory declaration allowing equal batting time for both teams. (Equal batting time may extend into the second day's play). Weather and light permitting, Captains may agree to extend the scheduled time for stumps, to make up for lost time. Where no agreement can be reached, the official umpire/s shall make the decision. The official umpire/s decision will be final.
- b. Teams are not required to provide a team list or toss the coin on day one until there is a possibility of play. In the event no play is possible this toss and team list shall become null and void and on day two another team list shall be submitted and a new coin toss. Players who played in any other grade on day one of the match are not eligible to play on day two, except that one player who played in a one day only grade can play as 11B as per By Law 11c.
- c. Where no agreement can be reached by the captains and there are no official umpires/s the Match Day Referee shall be contacted, by phone, on match days only, to resolve disputes, to make a decision and this decision will be conveyed to both captains and the decision shall be final.

Second Day

- d. Where play has been suspended or delayed through no fault of either team, for a period/s

greater than fifteen (15) minutes on the second day of play, the captains shall confer to agree on extending play up to a maximum of one hour after the scheduled time for stumps to allow equal overs for both teams. Where no agreement can be reached, the official umpire/s shall make the decision. The official umpire/s decision will be final.

- e. Where no agreement can be reached by the captains and there are no official umpires/s the Match Day Referee shall be contacted, by phone, on match days only, to make a decision and this decision will be conveyed to both captains and the decision shall be final.
- f. In matches where no play is possible on the second day the following will apply.
 - g. If a result has not been achieved, the match will be declared a draw.
 - h. If a result has been achieved, the result will stand.
 - i. Bonus points earned will be retained by each team.

Both Days

- j. Where no play is possible on either day, average overall points for the round (if any matches were played) in that grade will be granted. To claim the points, a match report with a named team must be submitted to the Association Administrator.
- k. Where all matches in a round are not played by any club, no points will be awarded.
- l. Where By-Laws 19.a, 19.b, 19.f, 19.g, 19.h, 19i become inoperative, the match will be declared a draw.
- m. If a team is proven guilty of gross misconduct by breaching any or all of By-Laws (19.a through to and including 19.i) the Protests, Disputes and Appeals Board may, in the case of a drawn match, award the match to either team.
- n. Any reduction to the number of overs shall be calculated using 3 1/2 minutes per over.
- o. Official umpires are to use discretion if penalties for slow over rates are applied.

20. Fitness of ground weather and light

- a. In accordance with the SMCA Insurer Marsh Advantage Insurance Pty Ltd (ABN 31 081 358 303) and their Risk Management and Cricket Australia's National Risk Protection Program the two opposing captains shall complete the Match Day Checklist together prior to commencement of each day's play. In accordance with the Risk Management Policy a copy of this Checklist should be kept for a period of seven (7) years by the Home Club/ Team.
- b. In accordance with this policy should a risk be identified as such, the captains are firstly to follow the Checklist Information and Guidelines in order to rectify, control, avoid, transfer or accept the risk. Should no agreement be made between the two captains the decision shall then become that of the official umpire(s). Should no umpire/s be appointed to the match a decision shall then be sought from the Match Day Referee, by phone, on match days only, and shall convey verbally their decision to both captains and the decision is, therefore, final.

- c. The SMCA Executive reserves the right to abandon 'weather affected' rounds of matches if necessary or reduce a 'weather affected' round of matches to a one-day match if deemed necessary. The Laws of Cricket 3 (8) remain applicable in any weather-affected match.
- d. In all weather and other affected matches covered in By-Laws (19.a through to and including 19.o), (i through to v), 26.b, 26.c, 26.d, 30.c, 32.a, 35.a, and 35.b. if the Captains agree, their wishes shall be met. Where no agreement can be reached or prevailing conditions could jeopardise the safety of any player/s, the official umpire/s shall make the decision to continue, suspend or call off play. The decision to continue, suspend or call off play can be made at any stage during the scheduled hours of play. The official umpire/s decision will be final.
- e. Where no agreement can be reached by the captains and there are no official umpires/s the Match Day Referee shall be contacted, by phone, on match days only, to make a decision and this decision will be conveyed to both captains and the decision shall be final.
- f. No covering of pitches is allowed.
- g. No artificial lighting is permitted unless used in an approved Day/Night fixture.

21. Finals

Dependent upon the composition of each senior grade the Executive shall determine the format for the finals from one of the following:

a. Final Four

Finals matches shall be played between the top four (4) teams as follows:

Semi-Finals:

1st vs. 4th Match 1
2nd vs. 3rd Match 2

Grand Final: Winner 1st Semi Final vs. Winner 2nd Semi Final

b. Final Six

Finals matches shall be played between the top six (6) teams as follows: Elimination Finals. 1st vs. 6th, 2nd vs 5th, 3rd vs. 4th

The two lowest ranked losing sides are eliminated. The three winning sides are ranked in order of their finishing position on the home and away ladder and the losing side is ranked fourth giving up any opportunity of a home final for the remainder of the final series.

Semi-Finals:

1st vs 4th
2nd vs 3rd

The exception to this is that if 6th beats 1st they will be fixtured against the side ranked second.

If 6th beats 1st

3rd vs 1st

2nd vs 4th

If weather or any other cause interrupts a semi-final, and a result cannot be achieved the positions as declared at the start of the semi-final match take precedence over ladder position at the end of the home and away season for declaring the result. Grand Final: Winner 1st Semi Final vs. Winner 2nd Semi Final

- c. Finals shall be played on two (2) consecutive days, or as otherwise fixtured. The hours of play shall be as specified in By-Law 14.a.
- d. Any team in a two-day final that does not bowl the required number of overs within thirty minutes of the scheduled time for stumps, shall be declared the loser of that final. The result can only be amended if the aggrieved team can furnish a satisfactory explanation to the Protests, Disputes and Appeals Board as to the extenuating circumstances for excessive time lost. The above does not apply if a result has been achieved.
- e. In the event of a tied or drawn Two-Day or One-Day Semi or Elimination Final the higher ranked side at the end of the qualifying matches shall be declared the winner.
- f. For two-day final rounds the conditions of play as set out in By-Laws 15.a shall apply.

22. Grand Final only

In the event of a tied match both teams shall be declared as "Joint Premiers". In the event of a drawn Grand Final the higher ranked side at the end of the qualifying matches shall be declared the winner.

23. Premiership points / Final placing

- a. If two or more teams are equal on points, their relative positions shall be determined by averages, for which purpose the following system shall be employed:
- b. **Overall Ladder:** The batting average of a team shall be ascertained by dividing the total number of runs scored for by the total number of wickets lost by that team. The batting average against shall be obtained by dividing the total number of runs scored against by the total number of wickets taken. The former shall be divided by the latter and that team having the higher quotient shall be considered to have the best performance. In any innings which has been declared closed only the number of wickets actually fallen shall be considered lost.
- c. **One Day Ladder:** If two or more teams are equal on points their relative positions shall be determined by Net Run Rate which is calculated by subtracting a team's average runs conceded per over from its average runs scored per over throughout the qualifying One-Day games.

24. Incomplete Season

- a. Should an event, or series of events, cause a season to be prematurely ended by way of SMCA Executive determination, or advice from a statutory or governing body, the highest placed team in each grade shall be declared Premier.
- b. Should the season end after the commencement of a qualifying match the following will apply.
 - i. If a result has not been achieved, the match will be declared a draw.
 - ii. If a result has been achieved, the result will stand.
 - iii. Bonus points earned will be retained by each team.
- c. Should the season end after all qualifying rounds, but before the start of finals, the highest placed team in each grade will be declared Premier.
- d. Should the season end after the commencement of a Final the following will apply.
 - i. If a result has not been achieved, the match will be declared a draw.
 - ii. If a result has been achieved, the result will stand.
- e. Should the season end prior to the Grand Final the highest placed winner of the Semi Finals shall be declared Premiers. Should the season end after the commencement of a Grand Final the following will apply.
 - i. If a result has not been achieved, the match will be declared a draw.
 - ii. If a result has been achieved, the result will stand.

SMCA ONE-DAY MATCH DAY BY LAWS

25. Hours of Play

- a. Hours of play in one day qualifying rounds for forty (40) over fixtures shall be from 1.00pm to 3.30pm and 3.50pm to 6.20pm on a Saturday or Sunday afternoon, unless other times specified. In the event of the innings of the team batting first being completed prior to 3.30pm, a twenty (20) minute tea break between innings will be taken immediately. The scheduled time for stumps shall be adjusted to allow the team batting second an innings of two hours and thirty minutes. In thirty-five (35) over fixtures the hours of play shall be 1.00pm to 3.20pm and 3.40pm to 6.00pm
- b. Hours of play in all end of season for forty (40) over One Day finals shall be from 12.30pm to 3.00pm and 3.20pm to 5.50pm on the dates fixtured. Hours of play in all end of season for thirty-five (35) over One Day finals shall be from 12.30pm to 2.50pm and 3.10pm to 5.30pm on the dates fixtured.
- c. Hours of play in One-Day Day/Night matches for forty (40) over fixtures shall be from 3.30pm to 6.00pm and 6.30pm to 9.00pm on the dates fixtured. In thirty-five (35) Over fixtures the hours of play shall be 3.30pm to 5.50pm and 6.20pm to 8.40pm.

26. Match rules and condition of play

- a. One innings per team, being limited to forty (40) six (6) ball overs for all the two-day competition grades and one-day only grades A to D and thirty five (35) six (6) ball overs for the one-day competition grades E and below, provided however that if the team batting first has not been dismissed and has not received forty (40) (six) ball overs by 3.30pm or thirty five (35) (six) ball overs by 3.20pm, the innings will continue until the 40 or 35 overs have been bowled or the side is bowled out. After a 20-minute tea break, the team about to bat will receive only the number of overs it bowled by 3.30pm for 40 over game and 3.20pm for a 35 over game. In all 35 over and 40 over games the match finishes when a result has been achieved.
- b. In the event of a match starting late or where play has been suspended or delayed through weather or other circumstances beyond the control of either team, the captains shall confer to agree on a compulsory declaration allowing equal batting time or reduced overs for both teams subject to a minimum of twenty (20) overs be bowled to each team.
- c. Reduced overs to be calculated using one over for each 3 ½ minutes of lost time. Weather and light permitting, Captains may agree to extend the scheduled time for stumps, to make up for lost time. Where no agreement can be reached, the official umpire/s shall make the decision. The official umpire/s decision will be final. Where no agreement can be reached by the captains and there are no official umpires/s the Match Day Referee shall be contacted, by phone, on match days only, to make a decision and this decision will be conveyed to both captains and the decision shall be final.
- d. In all weather and other affected matches covered in By-Laws (26.b & c), if the captains agree, their wishes shall be met. Where no agreement can be reached or prevailing conditions could jeopardise the safety of any player/s, the official umpire/s shall make the decision to continue, suspend or call off play. The decision to continue, suspend or call off play can be made at any stage during the scheduled hours of play. The official umpire/s decision will be final.
- e. Where no agreement can be reached by the captains and there are no official umpires/s the match day referee shall be contacted to make a decision and this decision will be conveyed to both captains and the decision shall be final.
- f. If a team bowling second is proven guilty of breaching the equal overs rule, the Protests, Disputes and Appeals Board may award the match to the team batting second.
- g. If the number of overs required to be bowled have not been bowled in the specified time allowed, the bowling team shall incur a penalty of a loss of .10 incentive points for every over or part thereof remaining unbowled as at the scheduled close of innings. Loss of penalty points shall only be enforced if an official umpire is in attendance.
- h. In all One-Day only grades up to 12 players can be selected. There is no requirement to specify any player as the actual 12th man. Only 11 players are allowed on the field at any one time. Only 11 players are allowed to bat. All the 12 nominated players may bowl. **All 12 players must be physically present on match day. All anomalies and breaches must be reported to the SMCA Secretary immediately.**

27. Bowling limitations

- a. Each bowler is limited to eight (8) overs in an innings of forty (40) overs and seven (7) in an innings of thirty-five (35) overs. In the event of a bowler being injured during the course of his/her over and is unable to finish the over at that time, the over shall be completed by another bowler. One (1) of the limitation of eight (8) overs shall be recorded against each of the injured bowler and the replacement bowler. However, only one (1) over shall be added to the aggregate overs of the bowling team.
- b. In reduced over matches due to weather or other circumstances beyond the control of either team, no reduction for individual bowlers is required and the eight (8) overs maximum for a 40 over match and the seven (7) overs maximum for a 35 over match will still apply.
- c. **Fielder Leaving the Field of Play**

If a fielder leaves the field of play during a session of play,
 - (i) the umpire shall be informed of the reason for the absence.
 - (ii) the fielder shall not thereafter resume on the field during a session of play, without the consent of the umpire. The umpire shall give such consent as soon as practicable.
 - (iii) the fielder shall not be permitted to bowl until they have resumed on the field for at least the same length of playing time for which they were absent.
- d. Any player arriving late for a fixtured match may bowl immediately.

28. Wide ball

- a. Umpires are instructed to apply a very strict and consistent interpretation in regard to wide deliveries in order to prevent negative bowling wide of the wicket or over the batsman's head.
- b. As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Annexure A shall be marked in white at each end of the pitch. The inner-edge of each line: 17 inches (43.2 cm) inside each Return crease i.e. 35 inches (88.8 cm) on each side of the imaginary Centre-line if a ball passes outside the Off-side Wide-line without touching the striker, the Bowlers end umpire must call & signal wide.
- c. Any delivery that passes outside the leg stump and behind the striker shall be called a "wide".

29. No ball

- a. **Bowling of Short Pitched Balls**
 - i. A bowler shall be limited to one fast short- pitched delivery per over.
 - ii. A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
 - iii. The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

- iv. In addition, for the purpose of this clause and subject to clause (v) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- v. For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- vi. In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause (ii) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

b. Dangerous and Unfair Non-pitching Deliveries

Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

On each occasion, the umpire at the bowlers end will call and signal "no ball".

After two such deliveries, only Association Approved official umpires can suspend a bowler from bowling again in that innings in accordance with the Laws of Cricket 41.7

- c. On artificial wickets, if the ball bowled hits the edge or wider than the edge of the prepared playing surface, the umpire at the bowler's end shall call and signal "no ball".
- d. Bowler Breaks the Non-Strikers Wicket

The umpire shall call "No Ball" whenever a bowler breaks the non-striker's wicket during the act of delivery.

e. Fielding Restrictions (All Grades)

At the instant of delivery there may be no more than five fieldsmen outside the Fielding Restriction Area and no more than five fieldsmen on the leg (on) side

The ground shall be marked with a single Fielding Restriction Area as follows:

- (i) Two semi-circles are drawn on the field of play, with their semi-circles centered on the middle stump of each end of the pitch;
- (ii) The radius of each of the semi-circles is 27.43 metres (30 yards);
- (iii) The ends of each semi-circle are joined to the other end on the same side of the pitch by a straight line drawn on the field.

30. Result (qualifying rounds)

- a. One day matches not played under ordinary conditions or otherwise decided, shall be won by the team scoring the greater number of runs, irrespective of the number of wickets lost by either team, provided that the required number of overs have been bowled to the

team batting second.

- b. If both teams have completed their innings and the scores are equal, then the result shall be a tie.
- c. If due to the weather, or circumstances beyond the control of either team, the number of overs required to be bowled to the team batting second has not been bowled and a result has not been achieved, the result of the match shall be a draw. ~~Bonus points earned will be retained by each team.~~
- d. Where no play is possible, ~~average overall points for the round (if any matches were played) in that grade will be granted~~ ~~the match shall be a draw.~~ In the case of a team(s) winning on a forfeit prior to the scheduled start time, they will receive the points for a ~~first innings points~~ win.

To claim the points, a team list must be entered onto PlayHQ in accordance with ~~by law~~ **By-Law 12c**

31. Points system for one day matches

Win 8, Tie 4, Match Drawn 4.

32. One Day Finals – Incomplete Match

- a. To constitute a match in both the One Day Competition and the Mid-Season One Day Competition finals, a minimum of twenty (20) overs must be bowled to each team. If the match due to weather or other circumstances beyond the control of either team is incomplete, (i.e. to one or both teams not receiving the minimum twenty (20) overs) the team finishing higher on the Ladder at the end of the regular season will be deemed the winner of the match.
- b. If each team has received the minimum of twenty (20) overs the winner shall be the team with the best run rate to 2 decimal points (i.e.: 3.25) at the corresponding completed over for each innings (see example below)

Example: Team A: 8 for 220 after 40 Overs (3 for 100 after 24 Overs) Run Rate at 24 overs 4.16

Team B: 4 for 125 after 24.3 overs (4 for 120 after 24 Overs) Run Rate at 24 Overs 5.00

Winner of Match is Team B

- c. Should the run rate be exactly the same for both teams as set out in the example above, the team with the least wickets lost at the corresponding completed over shall then be declared the winner. Using the example above should the Run rate both be the same at the corresponding completed over the winner of the match would be Team A as they had only lost 3 wickets to Team B's 4 wickets.
- d. Should neither team be able to be separated by either By-Laws (32.b or c) then the match shall be deemed a tie except where deemed under rule By-Law 32.g.
- e. If any team bowling second in a one-day final that does not bowl the required number of overs within fifteen minutes of the scheduled time for stumps, the team bowling second

shall be declared the loser of that final. The result can only be amended if the aggrieved team can furnish a satisfactory explanation to the Protests, Disputes and Appeals Board as to the extenuating circumstances for excessive time lost.

- f. By-Law 32.e does not apply if a result has been achieved (i.e.) Team Batting second innings has been concluded prior to completing the required overs.
- g. In the event of a tied Semi Final or Grand Final match both teams shall play a super over to determine the winner. Each team selects three batsmen, with their Super Over innings ending if two of their batsmen get out. The team who batted second in the match bats first in the Super Over, while the bowling team chooses the end to bowl from. If the Super Overs of both teams also end in a tie, another over is played with the teams reversing the order of batting.

33. Qualification for Mid-Season One Day Final

Preamble: This rule is intended to apply to matches played in one-day fixtures only, including fixtures played in one-day only grades.

- a. A player must take part in at least four (4) days of fixtured one-day matches, including one-day only grades with his club to be eligible for mid-season one-day finals. Should the season be shortened due to unforeseen circumstances the Executive may restate the number of qualifying days.
- b. Qualification for finals: Qualification for the one-day mid-season final shall only apply to matches played in a one-day fixture, including one-day only grades. No days played in any two-day fixture shall be considered. No player shall play in a lower grade final unless he has played the majority of days in that grade or lower. For the purpose of this rule the term "majority" means more than half.
- c. Any one-day matches played after the last fixtured one-day game in a two-day grade will not be added to a player's qualification days played for that grade. On some occasions a two-day grade will have different date due to extra one-day fixtures for that grade. For any uncertainty Bylaw 33.f should be followed.
- d. Only in the event that a club has teams in consecutive grades within that club's structure, in a finals match on a particular day: If a player has qualified with the club in the higher grade but is not selected to play in that team, he may be considered for selection in the next grade regardless of the number of qualifying matches he has played in that grade.
- e. Players may come up from lower grades, providing By-Law 33.a is met.
- f. Clubs are encouraged to submit any players whose qualification may not be certain to the Association Administrator by emailing the Association Secretary for a ruling as to eligibility. A ruling made by the Administrator under this rule shall be binding and final on all parties.

SMCA FINALS BY-LAWS (ONE AND TWO DAY MATCHES)

34. Grounds for finals

- a. Every year, ALL clubs are to book their grounds for the season on the presumption that their team/s will be playing off in the finals.
- b. Qualifying Finals - Matches will be played on the ground/s of the team/s finishing 1st, 2nd and 3rd, after the conclusion of the home and away fixtures, in all grades (subject to By-Law 34.e).
- c. Semi-finals – Matches will be played on the ground/s of the team/s finishing 1st & 2nd, after the conclusion of the home and away fixtures, in all grades except where the highest ranked loser from the qualifying finals forfeits such right to host the semi-final (subject to By-Law 34.e).
- d. Grand finals – All Grand Finals will be played on the ground/s of the team/s finishing highest after the conclusion of the home and away fixtures (subject to By-Law 34.e).
- e. If a club, playing off in a final round, has more teams than grounds available, then, starting with their lowest grade, the match/s will be played on a ground designated by the Executive.
- f. If a ground, designated for a final becomes unavailable or is not considered by the Umpires Advisor to be of an acceptable standard, the Association Secretary and Umpires Advisor may recommend to the Executive that the match be reallocated to another suitable ground.

35. Finals affected by rain

- a. In a rain affected Qualifying Final, Semi-Final or Grand Final where no result is achieved, the side holding the highest position at the end of the qualifying round will be awarded the match.
- b. Refer to By-Laws 19.a, 19.b, 20.d, 21.e, (32.a through to an including 32.g)

36. Club responsibilities and duties during the finals

Semi-Final and Grand Final Responsibilities

a. HOST CLUB:

- i. Provide change rooms for each team.
- ii. Mark pitch and boundaries and see that popping crease is extended 2 metres each side.
- iii. Place markers on boundaries.
- iv. Provide facilities for the making of afternoon tea, i.e. hot water, cups.
- v. If contacted by clubs possibly supply tea, coffee, milk etc. at charge.

PARTICIPATING CLUBS:**b. TEAM MENTIONED FIRST:**

- i. Provide stumps and bails on each day.
- ii. See that spare stump & bails are available.
- iii. Provide afternoon tea on both days of the match.

c. BOTH TEAMS:

- i. Provide Umpires with Team list prior to the toss.
- ii. See that teams are entered in scorebook prior to the start of play.
- iii. Provide balls to be used.
- iv. All match details shall be submitted as per By-Laws 7.a, 7.b, & 7.c.

37. All finals

The umpires shall be paid by the Association.

38. Playing times: Two-day finals

See By-Law 14b

39. Playing times: One day finals end of season (March)

See By-Law 25b

40. Playing times: One day finals mid-season

Forty (40) over final session one 1.00pm - 3.30pm, TEA 3.30pm - 3.50pm, session two 3.50pm - 6.20pm. Thirty-Five (35) over final session one 1.00pm - 3.20pm, TEA 3.20pm - 3.40pm, session two 3.40pm - 6.00pm

41. Qualifying for end of season finals

- a. A player must be named in the team 11 in at least six (6) days of fixtured matches with his club to be eligible for finals. Should a season be shortened due to unforeseen circumstances the Executive may restate the number of qualifying days. Being named as 12th man or as a substitute for a match does not count for finals qualifications.
- b. Should a Club have three or more teams then the qualifying period for the Clubs lowest one-day grade shall be between three (3) and five (5) days in that grade provided that player has played no days in any other grade. Should a club withdraw a team once the season commences, the club forfeits their right to this by-law, and qualification for finals reverts to six (6) days for all teams within that club.
- c. Qualification for finals: No player shall play in a lower grade final unless he has played the majority of days in that grade or lower. For the purpose of this rule the term "majority" means more than half.

- d. Only in the event that a club has teams in consecutive grades within that clubs structure, in a finals match on a particular day: If a player has qualified with the club in the higher grade but is not selected to play in that team, he may be considered for selection in the next grade regardless of the number of qualifying matches he has played in that grade. A player playing in a Two-Day grade may drop down to their next Two-Day grade within their club structure or the next One-Day grade as outlined in By-Law 11a. Alternatively, a player playing in a One-Day only grade may drop down to their next One-Day only grade or the next Two-Day grade as outlined in By-Law 11a. Such a player may continue to play in the lower team for the duration of the final matches. Players may only drop down one grade when these special conditions apply. Once a team is eliminated in a final no player from that grade may be relegated to a lower grade unless covered by By-Law 41.a and 41.b.
- e. Players may come up from lower grades, providing By-Law 41.a is met.
- f. Clubs are encouraged to submit any players whose qualification may not be certain to the Association Administrator for a ruling as to eligibility. A ruling made by the Administrator under this rule shall be binding and final on all parties.

INTER-ASSOCIATION MATCH BY-LAWS

42. Laws

- a. The Association may be represented in the Inter-Association Competition conducted by Cricket West.
- b. To qualify for Colts matches, a player must be Under 23 years of age on the 30th September, prior to the season in which the player competes.
- c. To qualify for Veterans matches, a player must be over 35 years of age on the 30th September, prior to the season in which the player competes.
- d. Any player who is injured during an SMCA association match, which is taking place during a SMCA match, may be replaced by a player within the club (without penalty) for the second day of the match. Such replacement must be brought to the attention of both the opposition captain and the Association Secretary prior to the commencement of play on the second day.

43. Selection panel

The Selection Panel shall be appointed at the Executive Meeting held in September, prior to each season, from nominations received.

44. Player nominations

All clubs are requested to nominate players for Seniors, Colts and Veterans, with contact details to the Association Secretary, prior to the commencement of each season.

45. Player obligations

Players selected for Inter-Association matches are required to contact the Selection Panel, at least 24 hours prior to the match, if they become unavailable. Players are requested to arrive at the ground at least 45 minutes prior to the commencement of each match.

SMCA REGISTRATION, CLEARANCES AND PERMITS BY-LAWS

46. Registration

- a. All clubs must ensure that their players are registered regardless of age, on PlayHQ prior to such players playing for that club in any match organised by the SMCA. No late registrations or Fill-In players will be accepted.
- b. The minimum age for a player to qualify for registration to the SMCA is 14 years old.
- c. When two (2) clubs within the Association merge to form one club the players registered with both those clubs will be bound to the new club formed by such a merger and will require a transfer to move from that new club.
- d. In the event of any club playing an unregistered player, the match where the offence is first reported shall count as a forfeit against the club playing the unregistered player. See By-Law 69 for penalties. The side not at fault is awarded forfeit points or points earned in the match, whichever is the greater. All match statistics for non-offending players will stand for Association trophies.
- e. In the event of a club playing a player under a false name, then all matches participated in by that club in that round shall be considered to be forfeited with the penalties as outlined in By-Law 46.d to apply. The captain of the offending team in which the player participated is to be suspended for six playing dates for filling in a false team sheet. The player who has offended may be dealt with by the Protests, Disputes and Appeals Board.

47. Transfers

Clarification: It is the joint responsibility of the player and his new Club to get the transfer issue correct. The player's details must be correct whether or not previous details were correct or not. Where possible player identification documents should be used. Players are required to inform the club they are requesting a transfer to, which club they last played for and when.

All due diligence must be adhered to, and any irregularities should be directed to the SMCA Secretary.

Players who last played for a club affiliated with Cricket West – other than the SMCA.

- a) Notwithstanding By-Law 47a, a player transferring from any Association affiliated with Cricket West must complete a transfer request from the club in which they last played (Permits are not to be used for this purpose). The transfer must be finalised, using PlayHQ, prior to the commencement of a match in which the player participates. Failure to do so will deem the player not transferred and a forfeit will be the result and penalties applied.

Players who last played for a club not affiliated with Cricket West

- b) Notwithstanding By-Law 47a, A player joining a club affiliated with the SMCA directly from an Association not affiliated with Cricket West must complete a transfer request to their new club. Where a player is going to be temporarily playing in the SMCA Competition a permit can be used for this purpose.

Players who last played for a club affiliated with SMCA

c) Notwithstanding By-Law 47a, a player transferring between clubs within the SMCA must complete a transfer request on PlayHQ prior to the commencement of a match in which the player participates (Permits are not to be used for this purpose). Failure to do so will deem the player not transferred and a forfeit will be the result and penalties applied. No player transferred to an SMCA Club during the season can be transferred to another SMCA Club for a period of 28 days.

Players who last played for a club affiliated with WA Premier Cricket

d) Players playing with a WA Premier Cricket Club who do not get selected for a fixtured WA Premier Cricket match may be selected to play with their immediate former SMCA club. A transfer is not required when this selection criteria is applied. The Club and/or Player must complete a permit request in PlayHQ and the player permit approved by the SMCA. A player in this category may play in any grade for their former SMCA club subject to By Law 11 where that player has already played for the SMCA club during that same season.

The closing date for a transfer of a player shall be prior to the commencement of the last two-day qualifying fixture.

e) In the event of any club playing a player that has not been transferred, the match where the offence is first reported shall be forfeited by the club playing an un-transferred player. See Bylaw 69 for penalties. The un-transferred player will be suspended for four (4) playing days.

f) The only grounds on which a player can be refused a transfer by a club are as follows,

- i. the financial (owes registration and ball fees), status of the player;
- ii. has club property,
- iii. has club intellectual property.

Any dispute over a player's financial status, has club property or intellectual property, should be forwarded by email to the Association Secretary for consideration by the Association P&D, who shall forward their decision back to the Association Secretary by email. The decision of the P&D shall be final.

g) Any member of an un-financial club on the books of the Association requiring to register with any other Associated Club will be accepted together with a fee of twenty dollars (\$20.00) except in the case where the club has been disbanded for more than three (3) years, such player will be permitted to play without the lodgement of any fee.

48. Permits - Players who are currently registered to a Junior Club, District Junior Club or WA Premier Cricket Club.

For the purpose of this By-Law PlayHQ only allows a player to be registered to one club. To be able to also play for other clubs an approved season permit must be obtained before the commencement of the match in which the player participates.

A player playing under a season permit for a SMCA club cannot obtain another permit to play for another SMCA club unless written approval is granted by the former SMCA club.

- a. In the event of any club playing a player that has not been granted approval by their former SMCA club, the match where the offence is first reported shall be forfeited by the club playing an unapproved player. See Bylaw 69 for penalties. The unapproved player will be suspended for four (4) playing days.
- b. The only grounds on which a player can be refused a transfer by a club are as follows,
 - i. the financial (owes registration and ball fees), status of the player;
 - ii. has club property,
 - iii. has club intellectual property.

Any dispute over a player's financial status, has club property or intellectual property, should be forwarded by email to the Association Secretary for consideration by the Association P&D, who shall forward their decision back to the Association Secretary by email. The decision of the P&D shall be final.

49. Eligibility of players for colt's competition

To be eligible to play in the Colts competition registered players must be under 21 years of age on 30th September, prior to the commencement of each season. Any player taking part in these competitions must submit proof of age to the Association Secretary.

SMCA FIXTURES AND GRADING BY-LAWS

50. Fixtures and Grading's Committee

- a. The Fixtures and Grading Committee shall be made up by members of the Executive and any other nominated person.
- b. Each season Clubs are required to submit a properly completed Team and Ground nomination by using PlayHQ prior to a date set by the Executive. Any amendments after the set date refer to By Law 12e.
- c. Following receipt of nominations, the sub-committee is to arrange grading and fixtures under guidelines set by the Executive.
- d. Where divisions occur within a grade (e.g. 2nd grade div 1 and div 2), each division shall constitute a separate grade.
- e. Prior to the commencement of each season the SMCA Committee will determine the criterion for promotion and relegation criterion between the grades.

51. Composition of grades

- a. In the event that a club has a team(s) liable to promotion or relegation to any grade, such promotion or relegation shall be subject to that club not already having a team in that grade. Except where relegation of the bottom side in any grade affects the number of sides a club may field; the Committee may elect to place more than one team from that club in either of the bottom two grades of the competition.

- b. Any club wishing to have a team or teams to play one-day matches only must apply to do so in writing. Clubs with three or more teams must nominate at least one team in a two-day grade.
- c. No team can be forced to play all one-day fixtures.
- d. When an established club, from another Association or Organisation, or a new club is formed and admitted to the Association, they must have and maintain a minimum of three teams of which at least one must be a Two-Day side. The elected sub-committee is to endeavour to place the teams from the new club into appropriate grades. Such a placement shall be subject to the provision that no existing team shall be unfairly relegated to make room for a new team joining the Association.
- e. Where a situation arises where gradings are deemed impossible under these rules, the Executive may, under exceptional circumstances, act in the best interests of the competition.
- f. Where a club has more than one (1) team in a particular grade, players from that club can only play for one (1) of those teams in the final's series. Player finals qualifications – by law 41 apply. Breach of this bylaw will result in a forfeit of the final.

LOCAL RULES

52. The playing field facilities and equipment

- a. The home team shall be bound to see that the playing wicket is in good order, the boundary and inner circle lines (One-Day fixtures) and bowling, popping and return creases to be clearly and permanently defined (See Annexure A) and to provide stumps and bails. The popping crease lines to be extended and permanently marked two metres wider than the pitch on both sides, where possible. Boundaries are to be set at sixty (60) metres, where possible. Failure to do so may incur a penalty as per By-Law 69.16

The grass outfield and the artificial pitch surface must be maintained in such a way that they meet flush along all edges, including the bowler's run-ups. The grass may need to be bevelled or shaped.

- b. Clubs with boundaries of less than 60 metres, are to notify the Association in writing, seeking approval of that ground for matches.
- c. Should two or more grounds have boundary's that overlap each other, the home club may with approval of the Association mark a direct line between the two points where the boundaries meet. Should this occur, the boundary shall be marked both with marked line and boundary markers. Should this occur it is the responsibility of the home team captain to notify the visiting team captain and appointed umpire/s prior to commencement of the match.
- d. Should the grounds boundaries remain overlapping these boundaries must be line marked however the boundaries should in this case not be marked with boundary markers that may be in the field of play in either or both grounds. Should this occur it is the responsibility of the home team captain to notify the visiting team captain and appointed umpire/s prior to commencement of the match.

- e. In the case of a two-day match should only one of the days of play allow for a full-sized boundary, the boundary shall be marked on both days as if there were two or more matches therefore ensuring that the ground is the same for both sides. Should this occur it is the responsibility of the home team captain to notify the visiting team captain and appointed umpire/s prior to commencement of the match.
- f. Any team not satisfied with the preparation of the wicket or condition of the playing field on the day of the match shall be at liberty to report the matter to the Executive, who shall inspect the same and provided any discrepancies were directly attributed to the Home Club, have full power to fine, disqualify or deal with the offending club as they deem necessary under the circumstances.
- g. All ferrules, top and bottom, plastic, or otherwise, must be removed from all stumps prior to their use.
- h. Clubs are to ensure that prior to the nomination of grounds at the AGM (By-Laws 50.a, 50.b, 50.c, 50.d, 50.e) the minimum ground standards are as follows:
 - i. Toilets and or opened change rooms for the duration of the match.
 - ii. Afternoon tea facilities.
 - iii. Tables and chairs for scorers.
 - iv. The nomination of grounds without these minimum requirements referred to in (By-Laws 52.b, 52.c, 52.d, 52.e, 52.h.i, 52.h.ii, 52.h.iii) may not be accepted.

53. Helmets

Approved helmets are compulsory in the following circumstances.

Batting: A batter must wear a helmet with a fixed grill when batting.

Wicketkeeping: A wicketkeeper must wear a helmet with a fixed grill when keeping up to the stumps.

Fielding: A fielder must wear a helmet with a fixed grill at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, except for any fielding position behind square of the wicket on the off side.

Responsibility: The match umpires shall be responsible for ensuring that a helmet with a fixed grill is worn when required. In a match with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet. In a match without association appointed umpires, the captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet. Helmets should be replaced immediately following a significant impact.

54. Cricket attire

All players who take the field of play shall wear the approved dress code i.e.

a. HATS – White hat or cap, approved club hat or cricket cap, with which the player is registered, (approved means - approved by the Association). SMCA caps are not permitted for club fixtures.

b. SHIRTS – Two-day matches: White or cream, long or short sleeved shirts with collar attached.

One-day matches: White or cream, long or short sleeved shirts with collar attached or any one-day shirt that has been approved by the association to be worn in One Day Matches.

c. TROUSERS – Two-day matches: Long white or cream trousers

One-day Matches: Long white or cream trousers or any one-day trousers that have been approved by the association to be worn in one-day matches.

d. FOOTWEAR – Appropriate sports shoes.

e. JUMPERS – Two-day matches: Plain white, plain cream or club pullover with either short or long sleeves.

One Day Matches Plain white, plain cream or club pullover with either short or long sleeves or sleeveless or any one-day jumpers that has been approved by the association to be worn in One Day Matches

f. Should any association approved gear be worn it must be worn by all members of that team. Where player/s are incorrectly attired in any way, the Umpire will inform the captain of the offending team, of the attire and note same in both score books. Should more than one player be breaching this rule it will be deemed that the playing attire worn by the majority of the players on that team is the correct attire and the other offending players shall be noted and reported by the umpire/s

g. SPONSORSHIP LOGOS – Any club sponsor/s that will be displayed on any or all playing attire must meet the approval of the Executive. A design of the attire showing the layout of the clothing including sponsor/s logos must be approved by the Executive.

h. In all grades below third grade, white shorts and white T-shirts are permitted.

i. Clothing manufacturers logos are permitted on shirts and trousers.

j. Any player reported for infringing this rule shall draw a fine upon their club.

k. Where a player is incorrectly attired in any way, the Umpire will inform the captain of the offending team, of the attire and note same in both score books.

55. The ball

In all grades a new ball, being a two-piece Red Kookaburra Tuff-Pitch 156g or two-piece Red Kookaburra Platinum 156g (provided product coding is the same), must be provided by the fielding side at the commencement of each innings. If captains agree, an old good quality Kookaburra Tuff Pitch ball, Kookaburra Crown or a Kookaburra Practice Ball may be used in the third or fourth innings of the match. A new ball may be taken after seventy-five (75) overs

in any innings.

In one-day matches where coloured clothing is being worn the ball used will be two-piece White Kookaburra Tuff-Pitch 156g or Kookaburra Special Test 156g.

In 35 over matches the fielding team has the option of using a two-piece Red Kookaburra Crown 156g ball or

A pink Kookaburra Crown (or what is the highest equivalent ball) is to be used for Day/Night fixtures. In a two-day game two balls are used one from each end and two new balls are may be taken after seventy-five (75) overs in any innings.

56. Drinks

- a. Drinks shall not be taken on the field more than once in each session of play except by mutual consent of the captains. Should on days of extreme heat extra drinks breaks cannot reasonably be denied by either the umpire/s or opposing captain in the absence of an official umpire. See also By-Law 2c.
- b. Drinks may only be held by the Square Leg Umpire/s with prior approval of the opposing captain.
- c. No team drinks shall be taken on the field within 30 minutes of the scheduled time for stumps.

57. Blood rule and use of runner

- a. Any player who bleeds for any reason shall leave the field of play immediately and shall not return until the bleeding has stopped to the satisfaction of the umpire/s or opposition captain. Normal rules for leaving the field of play shall apply. If this rule applies to the last two batsmen of the innings, one period to a maximum of 10 minutes injury time is added, to stop the bleeding, before the injured player is declared retired hurt.
- b. The SMCA allows for the use of a runner. A runner can only be used if the batsman becomes injured or ill during the match.
 - The runner must be a member of the batting side, but not the twelfth man.
 - He must also already have batted in the innings, if possible.
 - The runner must wear all the external protective equipment worn by the batsman and must carry a bat.
 - If *either* the injured batsman or his runner is out of his ground, the batsman is liable to be run out or stumped.

SMCA UMPIRES BY-LAWS

58. Applications

All applications by persons to become umpires shall be considered by the Umpires shall comply with the Laws of Cricket and of the Association.

59. Training

All umpires shall attend training courses conducted by the association and are recommended to attend umpire courses conducted by WA Cricket.

60. Payment for umpires

Preamble. With the diminishing amount of available cash and access to cash in society, Umpire payments will be made by Electronic Funds Transfer (EFT) by the Association Treasurer.

Payment to the Umpires will be affected after each days play in which the umpires have officiated.

Clubs will be invoiced by the Association Treasurer at the end of each week and are required to be paid within seven days of receiving the invoice. Failure to pay by the due day will incur a penalty as determined by the SMCA Committee prior to the start of the season.

The payment rate for official umpires will be determined prior to the start of season and included in the Advice to Committees document sent to all clubs.

61. Square leg umpires

Square leg umpires must be registered members of the club for which they are officiating and the Association. They shall observe Association rules, be neatly dressed and assist the umpire at the bowler's end by maintaining a count of balls each over.

SMCA PROTESTS AND DISPUTES BY-LAWS

62. Protests and disputes

- a. The Protest & Disputes Tribunal (hereafter referred to as the P&D) may consist of up to five (5) persons who will make up a sitting board to hear any matters brought before it. The board members shall be made up of the P&D Chairman and up to two (2) members of the SMCA Executive and two (2) club members from a roster of club nominated P&D representatives. Each club must nominate a P&D representative one (1) week prior to each season starting. Alternate persons may be co-opted to assist this board to carry out its duties if so required.
- b. Upon election of the P&D, the Executive shall appoint one member of the P&D as chairperson.
- c. The P&D shall be coordinated by an Executive member, who shall:
 - i. convene all hearings and determinations of the P&D;
 - ii. at any hearing or determination of the P&D, supply the P&D with any written testimony of any person connected with the hearing or determination;
 - iii. introduce all parties and other persons present at any P&D hearing or determination, and call witnesses as required.
 - iv. where possible, assist the P&D by providing it with any information it may request.
 - v. deliver all determinations of the P&D promptly to the Secretary; and,
- d. The P&D shall be convened by the Executive member referred to in (By-Laws 62.c.i through to and including 62.c.v) to hear and determine the outcome of all disputes,

charges, offences or disciplinary matters arising under the Association Constitution rules or these by-laws.

- e. At any P&D hearing, the matter shall be heard and determined by the Board Chairman and one other appointed or co-opted person.
- f. In the case of a Protest, the protesting identity will present the case as the Complainant and the opposing identity will be the Respondent.
- g. In the case of a Protest or Dispute or Code of Conduct matter:
 - i. a player Respondent may appear at the hearing or be represented by a person other than a legal practitioner or law clerk.
 - ii. Club that is a Complainant or a Respondent may be represented by a member of its committee other than a legal practitioner or law clerk.
- h. The Complainant and the Respondent may call witnesses to support the case. For the avoidance of doubt, the person representing a player or Club may not give evidence, at the hearing they must appear as a witness or a representative of a party, but not both.
- i. The Executive may from time to time prescribe the procedure to be followed prior to, during and after a hearing or determination of the P&D.
- j. In making a determination, the P&D may impose such penalties as it believes appropriate in any case that has been referred to it by the Association. Specific limitations are:
 - i. Fines on individuals may not exceed \$100.00 for each offence.
 - ii. Fines on clubs may not exceed \$1000.00 for each offence
- k. The nature and type of penalties that the P&D may impose will depend upon each individual case but could include, reprimand, good behaviour bond, suspension, fine, for an individual, for a club, the above applicable but other penalties such as loss of points or match may also be appropriate.
- l. Any affiliated person/s of a club or body found guilty of an offence by the P&D, shall pay costs of fifty dollars (\$50.00) per person per charge per hearing. Payment of such costs is the responsibility of the member club as per By-Law 69 of these by-laws.
- m. The P&D may impose a penalty of not more than \$100.00 and/or a six (6) day suspension upon any person or persons who in dealing with the P&D, deliberately obstructs, misleads, or acts in a manner detrimental to the effective or efficient running of a hearing.
- n. A suspended player or official is not permitted to enter the playing field, act or participate as an official in any match day duties during the scheduled hours of play of any SMCA fixtured match. Any breach of this By-Law may incur a further 6 playing day suspension and \$100 fine. In the event of a club playing a player whilst under suspension the player shall receive a further 12 playing day suspension and the club will incur a \$500 and all matches participated in by that club in that round will be forfeited.

- o. Where a player receives a suspension, the penalty shall apply to the grade that the player received the penalty in. For example, if a player is suspended in One Day C and that team does not play finals they cannot use other grades that their club may be participating to reduce the date that that player can return to play.

63. Disciplinary hearings and procedure for reporting

- a. Any affiliated member of a club or body can be reported by an Umpire, member of the opposing team, Club Official, Association Official or Scorer for disciplinary action, using the following procedure:
 - i. The umpire, member of the opposing team, club official, Association Official or scorer shall make every effort to notify the captain and/or the alleged offending person verbally as to the nature of the report. Should the person making the report not be an appointed official umpire the details of the report must be conveyed by email to the Association Secretary by 10pm on the day of the match. A SMCA appointed official umpire shall advise the Umpires Advisor immediately after the match.
 - ii. The alleged offending player/s club will be notified of the report/s by a member of the Association Executive by email or SMS by 1pm on the day after the match. It shall be the alleged offending player/s club's responsibility to ensure the alleged offending player/s and the team captain attend the P&D hearing.
 - iii. A copy of the report documents shall be handed to each of the P&D members and the reported player/s by the Convenor prior to the commencement of the P&D hearing and/or forwarded to P&D members and relevant Clubs prior to the hearing as appropriate.
 - iv. If satisfied that extenuating circumstances existed, the Protests, Disputes and Appeals Board may proceed with the reported case.
 - v. Should the SMCA Executive become aware of a matter involving an offence under these By-Laws, that matter may be referred to the P&D for consideration and determination. Notification to the Secretary must be submitted by a Club Executive or SMCA Executive member and must be received by the Secretary before 7pm on the second day after the completion of the day's play.
 - vi. Should the P&D whilst presiding over a hearing become aware of evidence that a player(s) and/or official(s) other than those currently before the P&D have committed an action that breaches the By-Laws then they can refer the matter to the SMCA Executive for them to decide whether to refer matter to another P&D to be heard at later date.
- b. If any person reported under these rules is unwilling or unable to attend a board hearing on a specified date or fails to tender written evidence in the form of a Detailed Written Statement, that person will be automatically suspended until such time as the board be next convened to hear a case. At that time the board may suspend the person until such time as is convenient for the board to meet, and the case be resolved under Rule 62.
- c. Any club that is required to attend a board hearing and is unable or unwilling to attend on the specified date, will be fined \$500.00, unless at the next sitting of the board they can show good reason for lack of attendance.

- d. In the event the scheduled hearing following the match falls on a public holiday, the Executive may re-schedule the hearing to a later date.

64. Cautions

- a. The umpire(s) may issue a caution to any player who has committed a minor breach of the code of conduct, spirit of cricket or the playing rules of the SMCA in a club competition match.
- b. The umpire shall notify the captain, club official or the player at the time of the offence. The umpire shall request the notified person to sign the Player Caution Form to signify his notification of the caution. The charges and By-laws will be listed on the Caution Form.
- c. Refusal to sign the Player Caution Form will invoke an immediate four (4) playing date suspension on the player cautioned and the offending player's team captain.
- d. The umpire shall submit the Player Caution Form to the Umpires Advisor by email or verbal notification before 6pm on the Sunday. The Umpires Advisor shall advise the Association Secretary who will register the caution and confirm to the offending players club of that registration.
- e. If a player receives a second caution within a period of 12 months from the date of a previous caution the player will be suspended from the next four playing date competition matches for which he is eligible. Any player receiving a third caution within a period of 12 months will automatically receive a doubling of the previous four playing date penalty and a doubling of any penalty for each subsequent caution received.
- f. Any appeal is subject to appeal conditions in the By-Laws (67.a through to and including 67.h)
- g. At the completion of the match where a player has been issued with a second caution, the player and or his club must advise the umpire of their intent to defer the matter to the P&D or have the automatic four playing date penalty apply. The umpire is to record this advice on the Player Caution Form and notify the Umpires Advisor. If the player or his club does not advise the umpire, the Association Administrator will apply the automatic four playing date penalty. Any player receiving a third caution during the same season will automatically receive a doubling of the previous four playing date penalty and a doubling of any penalty for each subsequent caution received.

This does not dilute the right of the association to reject this acceptance and have the matter heard by the P&D if it deems appropriate to have the matter heard.

- h. The Caution system applies only to matches that have an official SMCA sanctioned umpire appointed by the Umpires Advisor and does not dilute the umpire's ability to report a player for any offence as deemed outside the spirit of the match and the laws of cricket.
- i. Where there is no official umpire/s and the two participating teams provide their own umpires the Caution system does not apply.

65. Prescribed penalties

- a. Any player offered a Prescribed Penalty may elect to accept the penalty for the offence which that player is reported. Should a player wish the matter to be heard by the Protest & Disputes Tribunal, notification should be made to the Association Secretary by email prior to 2.00pm on the day after play in which the player was reported. A lack of notification to the Association by the deadline will automatically invoke the penalty for the offence which that player was reported for. The umpire shall leave a copy of the Prescribed Penalty Form with the player, his captain or other player/official.

The umpire must advise the Association Secretary, through the Umpires Advisor, before 10am on the day after play in which the player was reported.

This does not dilute the right of the association to reject this acceptance and have the matter heard by the Protest & Disputes Tribunal if it deems appropriate to have the matter heard.

If a player elects to take the prescribed penalty to a Protest & Disputes Tribunal the penalty will be increased if the prescribed penalty is upheld.

- b. Reportable offences and penalties:
 - i. Refusing to give name to an umpire - Two (2) playing dates ban,
 - ii. No action taken by captain to control players after being requested by an umpire - Two (2) playing dates ban,
 - iii. Dissent towards an umpire's decision, Minor Dispute - Two (2) playing dates ban,
 - iv. Throwing bat, gloves helmet or other equipment in an aggressive manner - Two (2) playing dates ban,
 - v. Kicking or knocking stumps over deliberately - Two (2) playing dates ban,
 - vi. Deliberate time wasting - Two (2) playing dates ban,
 - vii. Fieldsmen making disparaging remarks about a batsman's ability - Two (2) playing dates ban,
 - viii. Batsman making disparaging remarks about a bowler's or fieldsmen's ability - Two (2) playing dates ban,
 - ix. Persistent sledging of opposition players - Two (2) playing dates ban,
 - x. Fieldsmen making ridiculous appeals - Two (2) playing dates ban,
 - xi. Misconduct -Two (2) playing dates ban,
 - xii. Changing the condition of the ball - Two (2) playing dates ban,
 - xiii. Minor Inappropriate physical contact between players - four (4) playing dates ban,
 - xiv. Fieldsmen directing batmen off the ground by gestures or words - Two (2) playing dates ban,
 - xv. Disputing of an umpire's decision by gestures or words - Four (4) playing dates ban,
 - xvi. Abusing or swearing at an opposition player, teammate or spectator - Four (4) playing dates ban,

- xvii. Medium Inappropriate physical contact between players - six (6) playing dates ban,
- xviii. Intimidating an umpire by gestures or words - Six (6) playing dates ban,
- xix. Abusing or swearing at an umpire - Six (6) playing dates ban.

All other breaches of the Code of Conduct are to be heard by the Tribunal at a properly convened hearing.

- c. In all cases penalties involving suspension should be taken to imply suspension from all matches conducted under the auspices of the SMCA and affiliated cricket bodies during the period of the suspension. The Administrator will advise Clubs as to the inclusive dates of the suspension, as determined by the Tribunal.
- d. If a player, who has been found guilty of an offence in the past, is found guilty of another offence then his past indiscretions will be taken into consideration in the penalty handed down at the Protest & Disputes Tribunal. If no offence has been committed in the previous five years the penalty will be a standalone penalty based on the Protest & Disputes Tribunal finding of a guilty verdict in the current case before the Protest & Disputes Tribunal and be based on current guidelines.

66. Disputes and Appeals

- a. If any dispute shall arise between one club and another club, or between a member of a club and the committee of such club, it may be referred to the Review Committee. The club or person aggrieved shall give notice to the Association Secretary, by email, setting forth the grounds of the dispute or difference, which has occurred.
- b. Any appeal to a fine/penalty/suspension imposed by the SMCA Administrator on items listed in By-Law 69 must be submitted by email to the Review Committee through the SMCA Secretary. The Review Committee will consider the appeal and give their decision, by email, to the SMCA Secretary. Any appeal made must be submitted within 24 hours of the notification of fine. The decision of the Review Committee shall be final.
- c. In items other than those listed in By-Law 69, any club which has been suspended, expelled or upon which a fine or penalty has been imposed or any person who has been suspended, fined or penalised by the Association, without recourse to the Protests & Disputes Tribunal for any offences under these rules has the right to appeal to the Review Committee. Notice of such appeal, signed by the appellant and stating the grounds upon which it is made, must be delivered to the Association Secretary within two (2) days from the time that the club or person shall have received notice of such fine, suspension, penalty or refusal of permit, or the name of such person as defaulting member has been furnished to the Association. All conditions covered in this by-law are also subject to By-Laws 67.a, 67.b, 67.c and 69.
- d. Any appeal will require a deposit of \$100.00 which may be forfeited if the appeal is deemed frivolous, vexatious, groundless or lost.
- e. All penalties/findings and board proceedings concerning other disputes are covered by previous regulations.

67. Appeals Tribunal

- a. Any person or club affected by a decision of the Protests & Disputes Tribunal shall have the right of to the Review Committee provided one of the following applies:
 - i. That new evidence can be provided; this specifically precludes evidence that was given at a previous sitting and upon which a club believes not enough weight was placed.
 - ii. It is the responsibility of the defendants to present a full case when given the opportunity to do so. If new witnesses are to be presented, they must show reason why they were not available to present that evidence at the initial hearing.
 - iii. There has been an incorrect interpretation of the Constitution and its Bylaws.
- b. An appeal against a decision of the Protests & Disputes Tribunal shall be lodged in writing with the Association Secretary who shall place the appeal by email, before the Review Committee. In every case of appeal to the Review Committee under these rules, the club or person making such appeal shall deposit with the Association when lodging such appeal, the sum of \$100.00, which shall be forfeited to the Association if it be decided by the Review Committee that such protest, appeal or reference was frivolous, vexatious, groundless or is lost.
- c. Any appeal against a decision of the Protests & Disputes Tribunal must be lodged within 24 hours of the hearing and the appeal, where necessary, be heard before the next playing date.
- d. The executive's representative, may make a submission, by email to an appeal before the Review Committee.
- e. The Review Committee shall be provided all necessary information by email. This information should include the original report, decision of the Protests & Disputes Tribunal and written information involved in the appeal as well as other information deemed necessary. Legal representation is not allowed – only club officials and players are allowed to submit information to the Review Committee. The result of any appeal to the Review Committee shall be final.

SMCA FINANCIAL BY-LAWS & FINES

68. Financial By-Laws

- a. Any club failing to pay the 'Club Affiliation Fee' by the due date Constitution Rule 12.1.a. shall not be entitled to any points earned in any matches, in any grades in which the offending club may have played, or may be currently playing in, prior to the receipt by the Treasurer of the said "Club Affiliation Fee".
- b. Any club failing to pay the 'Team Affiliation Fee' by the due date Constitution Rule 12.1.b, shall not be entitled to any points earned in any grades in any matches, in which the offending club may have played, or may be currently playing in, between the date on which the said 'Team Affiliation Fee' was due and the date on which the said fee was received by the Treasurer.

- c. When the association treasurer becomes aware that a club will be penalised through not complying with any of these rules, then that official shall immediately contact the Club President or Administrator and advise them of the impending penalty. Such contact shall be immediately confirmed by email by the Association Administrator.
- d. The financial year of the Association shall end on the 30th April each year.
- e. Any club withdrawing the nomination of a team or teams subsequent to the date set at the Annual General Meeting shall be fined in accordance with By-Law 69.4. (also Refer By-Law 68.f).
- f. Any team withdrawn must be the lowest grade fixtured for that club for that season.
- g. Where a Club forfeits a match in any grade, they will be fined the sum of fifty dollars (\$50.00) for the first offence with this fine doubling with any subsequent offences. The Clubs forfeited against to be compensated by fifty dollars (\$50.00) for lost revenue and to reimburse their players. Payment will be made at the completion of the season.
- h. Where exceptional circumstances exist, the Executive has the discretionary power to waive the above fines.
- i. All monies shall be paid to the Treasurer within 35 days of the date of invoice. Except for the months of February and March. An invoice will be issued to inform the club of money owed. Any club neglecting to pay by the due date, as shown on the invoice, shall be disqualified from taking part in any matches until the money is paid.
- j. All clubs must be financial prior to the commencement of all finals, and the 30th April each year.
- k. All payments by the Association shall be made by Electronic Funds Transfer (EFT). EFT transaction is to be enacted by the Association Treasurer and Association Administrator.
- l. Any member of the Association may inspect the books of accounts of the Association at any Association Council or Executive Meeting, providing that twenty-four (24) hours' notice, in writing, be given to the Treasurer.
- m. Honorariums shall be fixed and authorised for payment by the Executive prior to the Annual General Meeting.
- n. Proposed remuneration for contracted staff is to be detailed in the budget presented at the Annual General Meeting.
- o. A fine in accordance with By-Law 69 may be imposed in respect of any offence committed under these rules. In cases where no specific fine or penalty is prescribed in the Constitution the Executive is empowered to prescribe the penalty.
- p. Where there is a fine provided for in the By-Laws that fine provided for in By-Law 69.11, 69.12 and 69.13, that fine will be doubled and then remain at this amount for any offence occurring after this.
- q. Each club shall update their office bearers using the SMCA website administration area

prior to 31st July each calendar year. Non-compliance will result in a fine as per By-Law 69.1

- r. Annual General Meetings, General Meetings and Special General Meetings are compulsory for clubs to attend. Non-attendance will result in a fine as per By-Laws 69.2 & 69.3.

69. Fines

See By-Law 66b for appeal process

Rule	Description	Penalty
1	Non-return of office bearers to the Association at or before 31 st July	\$100
2	Non-attendance of member club at a General meeting – first occurrence	\$50
3	Non-attendance of member club at General meeting – second consecutive occurrence	\$100
4	Withdrawal of team after nomination (per team)	\$200
5	Failure to follow correct transfer and/or permit procedures, playing an unapproved player	\$50 & loss of game points. Player suspended for 4 playing days
6	Playing an unregistered or unqualified player (per player)	\$50 & loss of match/points
7	Failure to submit player scores by deadline - first offence doubling with any subsequent offence to a maximum of \$100.00	\$50
8	Playing a player in a grade in which that player is not entitled to play (per player)	\$50 & loss of match/points
9	Late submission of completed match report on PlayHQ	\$20
	A further \$10 fine per week applies for each week this report remains outstanding.	\$10
10	Late submission of completed match report on PlayHQ – not submitted within five (5) days after the completion of the match	Loss of match/points
11	Non-return or late return of captain's report on umpire - 8pm Monday – PlayHQ	\$20
	A further \$10 fine per week applies for each week this report remains outstanding	\$10
12	Forfeiture of match – first offence doubling with any subsequent offence to a maximum of \$100.00	\$50
13	Late notification of forfeiture - first offence doubling with any subsequence offence to a maximum of \$200.00	\$100
14	Failure to notify of forfeiture - first offence doubling with any subsequence offence to a maximum of \$400.00	\$200

15	Players wearing incorrect attire (per player)	\$20
16	Inadequate pitch or ground markings (home team)	\$50
17	Failure to advise of venue change	\$50
18	Failure to submit team list on PlayHQ before the commencement of the match - first offence doubling with any subsequent offence to a maximum of \$100.00	\$50
19.	Failure to supply a team list prior to the toss - first offence doubling with any subsequent offence to a maximum of \$100.00	\$50 & loss of match/points
20	Any other contravention of Association rules or by-laws	\$50
21	Consuming alcohol not purchased on the premises or not within the licensed area	\$200
22	Playing a player whilst under suspension	\$500 and all matches participated in by that club in that round will be forfeited.
23	Failure to name Captain in selected team in PlayHQ	\$20

SMCA ASSOCIATION AWARDS BY-LAWS

70. Pennants and Trophies

Finals shall be played in accordance with Bylaw 8 and each team winning a grade final shall be awarded pennants and individual medallions to the winning teams and the umpires, for that particular grade.

71. – Fairest and Best Awards

The Jim McKenna Medal is presented to the person adjudged as the fairest and best player in the First-Grade competition. Votes are allocated by the umpires, using PlayHQ, on a 3, 2 and 1 basis. Any player who incurs a match suspension or prescribed penalty during the season is ineligible for the Fairest and Best award.

The Ian Hale Medal is presented to the person adjudged as the fairest and best player in the Second-Grade competition. Votes are allocated by the umpire/s, using PlayHQ on a 3, 2 and 1 basis. Any player who incurs a match suspension or prescribed penalty during the season is ineligible for the Fairest and Best award.

72. Individual awards

The Association Administrator shall determine the winners of individual trophies from the information entered on PlayHQ. The onus is on the clubs to make sure it is correct.

73. Batting averages and aggregates

To qualify, batsmen must have played more than half the fixtured playing days in that grade and have scored a minimum of two hundred (200) runs.

74. Bowling averages and aggregates

To qualify, bowlers must have played more than half the fixtured playing days in that grade and have taken a minimum of twenty (20) wickets.

75. Club championship – Brian Waterer Shield

On completion of the qualifying rounds, each season, the Club Championship award shall be decided in accordance with the following:

- a. To be eligible each club must have at least three teams participating in the competition.
- b. The formula for calculation of the championship is:

First and Second Grade: 6 x points received,

Third and Fourth Grade: 4 x points received,

Fifth Grade to One Day B: 3 x points received,

One Day C and below.

Only the top three scoring teams of each club in the above categories will be considered for the Champion Club award.

- (i) .10 of a point deducted to the Club for each week a player is suspended by the P&D this includes any weeks that may have been suspended.
- c. In the event of a tie between two or more clubs, then the club whose top side is closest to top position of the First Grade shall be the winner.

OTHER MATTERS

76. Suspect Bowling Action

An umpire, or a member of a club committee, may report a bowler deemed to have a suspect bowling action by email to the SMCA Secretary.

The SMCA Secretary shall, as soon as possible, arrange for a person authorised by the SMCA Executive to observe the bowler in question. Upon this review the observer shall report back to the SMCA Secretary. Should this report confirm the bowler appears to have a suspect action the SMCA Secretary shall advise the bowlers Club that the bowler in question has been banned from bowling in any match until remedial action is undertaken.

A person approved by the SMCA Executive may undertake remedial action. The bowler or his Club shall pay all costs.

A banned bowler shall only be allowed to again bowl in a match after the approved person reports to the SMCA Secretary that the remedial action has been successful. The SMCA

Secretary shall then advise the bowlers club that the ban has been withdrawn and the bowler is again able to bowl in a match.

77. Responsible Alcohol Practices

Responsibility for players, officials and supporters

- a) Each club will be held responsible for ensuring its players, officials, members and supporters do not breach this by-law, and will be held liable for any penalties imposed by the Board.
- b) This By-Law shall apply to any ground where SMCA matches are played and shall cover the entire ground including but not limited to the playing area, surrounds, carparks and changerooms in addition to any licensed area.
- c) The club will ensure its players, officials, members and supporters do not bring alcohol into the ground at which they are guests of a club that has a licensed bar.
- d) The club will ensure that all alcohol consumed by its players, officials, members and supporters at the ground has been purchased from the bar of the host club and is consumed within the confines of the host club's licensed area.
- e) Failure to comply may result in a fine as per By-Law 69.21.

78. SMCA Executive Appointed Positions

The positions of Administrator, Secretary, Treasurer and Umpires Advisor are not subject to election and the SMCA Executive shall make the appointment(s) prior to the Annual General Meeting each year.

Any expressions of interest in any of the roles must be received by the SMCA President no later than 5.00pm on the 15th April to be considered for the role.

79. Replacing A District Player

A District Player may be replaced according to the following:

- a) If a District Player is known to possibly become available after the match has commenced, they should be named on the team sheet along with the player that will be replaced. The SMCA Secretary should be notified of the replacement players and how it affects the other grades by 10.00am on the day before the start of the match and notification to the other team and umpires that the district / replacement and replaced players have been included on the team list prior to the start of the first day's play.
- b) If a District player becomes unavailable after the commencement of a match they may be replaced with a "like for like" player. The SMCA Secretary should be notified of the replacement players and how it affects the other grades by 10.00am on the day before the match restarts and notification to the other team and umpires that the district / replacement player has been added to the team list prior to the start of the relevant day's play.

- c) Any player that replaces another player under this Rule shall be deemed to continue in that match for that other player, with no more and no less rights than the other player. Once the District Player begins to participate in the match, they will play under their own name for statistical purposes.
- d) A player who, due to District match duties, arrives late on a day of a match in which they are nominated to play or is playing, shall not be limited as to when and how they may take part or resume in the match.
- e) A player who, due to District match duties, is a not out batter and is unable to resume their innings shall be treated as retired owing to unavoidable cause and recorded as "retired, not out."
- f) A player who, due to District match duties, is a not out batter shall replace/be replaced by the district player or the nominated replacement player at the crease.
- g) A team shall be allowed a substitute fielder for any District Player taking part in a sanctioned District match.
- h) In all other respects the replacement or substitution of a player is to occur in accordance with the Laws of Cricket, except for Law 1.2.2, where the opposing Team Captain shall not have permission to give consent to change the nomination of the team after the beginning of play.

80. Use of Live Streaming Footage, Images and Sound

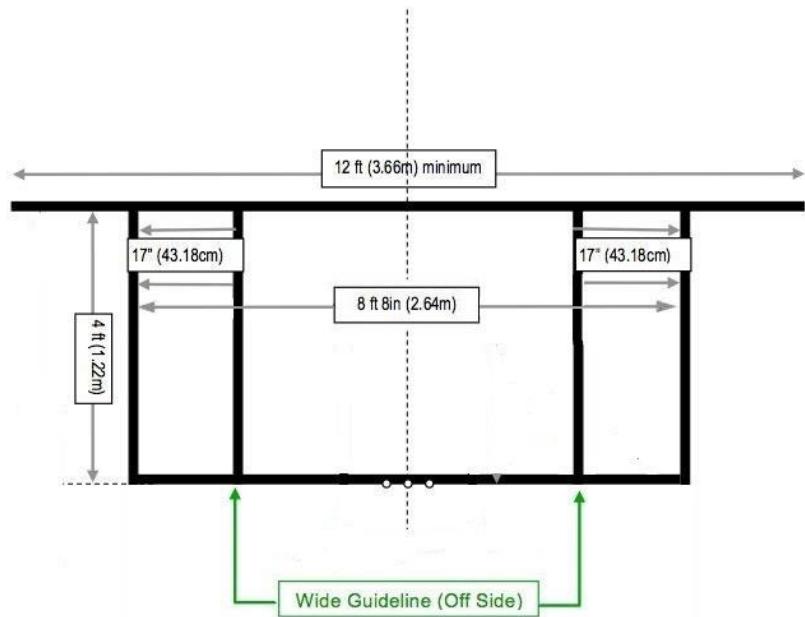
For the purposes of this By-Law all clubs are to assume that all matches played within the SMCA Competition will be live streamed using Frogbox. Footage and images obtained from such videos can and will be used by clubs for their own purposes.

If any registered player's do not consent to being filmed, photographed or to having their images used by any club then it should be the responsibility of that member's club to inform all other clubs.

All clubs should include a mandatory question in their PlayHQ registration process relating to the use of such recordings and images, so that all players have the opportunity to give that consent automatically when registering. All clubs should provide a list of any player's that do not give consent to all the other clubs and the SMCA Secretary prior to the season starting and then update as required.

Unless otherwise advised it will be assumed that consent has been given.

Annexure A



Annexure B

Level One Offences - Guidelines	
Equipment abuse.	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary markers or any part of, or contents of, any building or structure at the ground.
Excessive appealing.	Excessive shall mean repeated appealing when the bowler/fielder knows the batter is not out, with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.
Dissent towards an umpire's decision.	<p>Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the field</p> <p>This rule does not prohibit the bowler involved in the decision or a team captain from respectfully asking the umpire to provide an explanation for a decision, or the captain from commenting respectfully on the umpires' performance in their Captains' Report</p>

Sending a batsman off	This includes pointing or gestures towards the pavilion.
Changing the condition of the ball.	'Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for roughening up the ball and the application of moisture to the ball other than perspiration.
Refusing to give name to umpire.	Self-explanatory.

Annexure C

Level Two Offences - Guidelines	
Attempted assault or light contact with another player.	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official.
Threatening or intimidating behaviour towards an umpire, official or player	Includes, appealing in an aggressive or threatening manner, abusive language, snatching cap from the umpire, running aggressively towards the batsman or non-striker when a wicket has fallen, pointing to the pad or bat in an angry manner. Serious dissent towards an umpire's decision.
Deliberately and maliciously distract or obstruct another player or official on the field of play.	Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batter while running or attempting to run between the wickets.
Disrespecting an SMCA official.	This includes but is not limited to dissent, abuse and aggressive behaviour towards a SMCA official whilst they are performing their duties.

Annexure D

Level Three Offences - Guidelines	
Bringing the game into disrepute.	<p>This may include failure to control a player, official or spectator behaviour resulting in loutish or anti-social behaviour, and which may cause the SMCA or the game of cricket's reputation to be tarnished in the eyes of the member clubs, the general public or WA Cricket as the governing body of cricket in Western Australia.</p> <p>This is intended to include serious or repeated acts of cheating during play, consuming alcohol during play and playing whilst under suspension.</p>
Vilification of a major nature	This includes but is not limited to racial, religious, colour, ethnic origin, cultural, disability, sexuality or severe personal nature.
Physical assault	Physically assault a player, official, umpire or spectator.
Serious threatening or intimidating behaviour towards an umpire	<p>This includes a fieldsman leaving his position in the field to approach an umpire for any reason.</p> <p>This rule does not prohibit the bowler involved in the decision or a team captain from respectfully asking the umpire to provide an explanation for a decision, or the captain from commenting respectfully on the umpires' performance in their Captains' Report</p>
Web participation by members of the SMCA	As defined in By-Law 1 Code of Conduct
Harassment or bullying of members of the SMCA Executive	This can be by phone, email or other communication. This generally involves, but is not limited to, obscenities, derogatory and defamatory comments to Executive members for decisions that a member(s) may have made.