



**CRICKET
ACT**

JUNIOR CRICKET HANDBOOK

FOREWORD

JUNIOR CRICKET COUNCIL TERMS OF REFERENCE

GENERAL RULES

- 1 [PREAMBLE](#)
- 2 [AGE GROUPS AND COMPETITIONS](#)
- 3 [COMPETITION DESIGN](#)
- 4 [ELIGIBILITY TO PLAY](#)
- 5 [SCORERS](#)
- 6 [UMPIRES](#)
- 7 [SUBSTITUTION OF PLAYERS](#)
- 8 [MATCH TIMES](#)
- 9 [COMPETITION CANCELLATION - EXTREME HEAT AND WEATHER](#)
- 10 [INTERRUPTIONS TO PLAY](#)
- 11 [INTERVALS FOR INNINGS COMPLETION AND FOR DRINKS](#)
- 12 [SLOW PLAY AND OVER RATES](#)
- 13 [DISPUTES](#)
- 14 [REPORTING OF MATCH RESULTS AND GROUND CONDITIONS](#)
- 15 REMOVED
- 16 [FORFEITS](#)
- 17 [GROUND ARRANGEMENTS](#)
- 18 [FINALS AND PREMIERSHIPS](#)

GENERAL GUIDELINES

- 19 [SAFETY](#)
- 20 [HEAT INJURY](#)
- 21 [CONDUCT](#)
- 22 [CODE OF ETHICS](#)
- 23 [CODES OF BEHAVIOUR](#)
- 24 [RACIAL, RELIGIOUS, GENDER AND DISABILITY VILIFICATION](#)
- 25 [THE CHILD PROTECTION \(PROHIBITED EMPLOYMENT\) ACT 1988](#)
- 26 [SMOKING AND DRINKING AT JUNIOR CRICKET MATCHES](#)
- 27 [DRESS](#)

28	GROUNDS
29	PLAYER OR PARTICIPANT INJURY
30	CRICKETER OF THE WEEK AND YEAR AWARDS
31	CHAMPION CLUB
Annex A	Match Day Ground Check List
Annex B	Cricket ACT Code of Conduct
Annex C	Playing in the Heat Guidelines

FOREWORD

As Chairperson of the ACT Junior Cricket Council. We have an exciting season ahead filled with positivity, comradery and of course lots of cricket.

It takes many people to ensure that the experience for all our participants but particularly for our boys and girls, is positive and long lasting. I thank the many volunteers involved including, parents, grandparents, carers, coaches, umpires, scorers, managers and club officials. Without all of you, it would not be possible to have a thriving cricket community in Canberra.

The competition rulebook includes the spirit of how the game should be played. Our objective is to provide an environment that increases participation and ensures our young cricketers continue to play the game. The rules set out the Junior Council's mission and objectives and the standards which all those involved in the game should uphold in relation to behaviour and expectations. It is important to remember that at all levels from parents to coaches to players we remain respectful of everyone and that poor behaviour and bad sportsmanship will not be tolerated.

Should issues arise during the season in relation to rules, they should initially be raised with your Club or School delegate. The Club and School delegates are the single points of contact to Cricket ACT and the Junior Cricket Competition Manager.

I hope to see you on the sidelines of the field throughout the season and wish everyone a fun and rewarding cricketing experience.

*Paul Singer
Chairperson ACT Junior Cricket Council*

JUNIOR CRICKET COUNCIL TERMS OF REFERENCE

1. PURPOSE

The Junior Cricket Council (JCC) is a sub-committee of the Board of the ACT Cricket Association.

The objective of the JCC is to provide strategic direction and leadership to affiliated junior cricket clubs and schools to ensure increased participation and sustainability of junior cricket in the ACT

This is to be achieved by:

- Always being focused on decision making that will maximise the participation opportunity for junior cricketers
- Setting the strategic direction via the Cricket ACT Board for the Cricket ACT junior cricket competition
- Discuss and deliberate on competition rules and policies
- Supporting the engagement and connectivity of community clubs and schools
- Taking strategic decisions in the best interests of the development of junior cricket
- Being prepared to innovate and adopt best practise for the betterment of the game

2. TERM

The membership of the JCC may change the Terms of Reference during by a majority vote at a JCC meeting.

3. MEMBERSHIP

The JCC will comprise of:

- One representative (i.e. delegate) from each of the junior clubs and schools competing in the junior competitions

An Executive comprised of:

- the Chairperson;
- the Deputy Chairperson;
- an Executive Council Member;
- A Cricket ACT employee directly associated with the management of Junior Cricket (the Competition Manager (CM)). He/she will act as JCC Executive Officer.
- The ACT Cricket Manager

The Chairperson is appointed annually by the Cricket ACT Board.

- *If the Cricket ACT Board endorsed Chairperson is unable to attend a meeting, the Deputy Chairperson will conduct the meeting and, in the event, that the Deputy Chairperson is unable to the JCC Executive Officer will conduct the meeting.*

The Deputy Chairperson is elected by the JCC members annually before the Cricket ACT Annual General Meeting.

- *If an election is required, a ballot will be conducted across the delegates of the council. Nominations for the role of Deputy Chairperson must be received by the Executive Officer via the official nominations form and 24 hours prior to the scheduled meeting when the election will occur. The selected candidate (if an election is required) will be by majority.*

An Executive Council member elected by the JCC members annually before the Cricket ACT Annual General Meeting.

- *If an election is required, a ballot will be conducted across the delegates of the council. Nominations for the role of Executive Council Member must be received by the Executive Officer via the official nominations form and 24 hours prior to the scheduled meeting when the election will occur. The selected candidate (if an election is required) will be by majority.*

5. ROLES AND RESPONSIBILITIES

The Junior Cricket Chairperson is accountable for:

- Convening and chairing all meetings of the Junior Council.
- Being informed of current trends in junior cricket participation within the ACT and broader Australian landscape
- Representing the interests of the Junior Cricket Council at CACT Board meetings
- Championing the importance of junior cricket to the CACT Board and to the wider community.

The role of the Deputy Chairperson will be to stand in for the Chairperson whenever they are unavailable.

The role of JCC junior club or school club delegate is to:

- attend and actively participate in all Junior Cricket Council meetings, from the position first and foremost of improving junior cricket in the ACT, and if necessary, nominate a proxy.
- Put aside club biases to make collective decisions for the wholistic benefit of junior cricket
- Pre-read all materials and be prepared and informed for discussion on all relevant matters at meetings
- wholeheartedly champion the Junior Cricket Council within and outside of individual clubs and schools.
- share all communications and information to their constituency.
- making timely decisions and acting to not hold up the effective delivery of junior cricket competitions.
- notifying the CM and JCC, as soon as practical, if any matter arises which may be deemed to affect the operations of junior cricket in the ACT.

The Executive Officer/CM of the JCC will:

- Provide agendas and supporting papers at least 5 days before meetings.
- Provide meeting minutes within a week of meetings.
- Manage all aspects of the conduction of junior cricket in the ACT region.
- Provide delegates with complete, accurate and meaningful information in a timely manner and allow reasonable time to make key decisions.
- Act as the first point of contact for delegates on issues relating to junior cricket.
- Alert delegates to potential risks and issues that could impact junior cricket, as they arise.
- Conduct ongoing 'health checks' to verify the overall status and 'health' of the JCC.

The Executive of the Junior Council will:

- Provide leadership and strategic direction to the JCC
- Decide season awards after completion of the nominations process
- Decide on contentious issues (eg. rules breaches) with the advice of the CM in the first instance, before advising on any further course of action in line with current Cricket ACT procedures.

6. MEETINGS

A meeting quorum will be nine (9) delegates of the JCC.

Decisions are made by consensus (i.e. delegates are satisfied with the decision even though it may not be their first choice).

If a consensus is not possible, the JCC Chairperson will adjudicate and make the final decision.

Meetings will be held at least every 2 months for no more than 2 hours at Cricket ACT offices and/or online via Microsoft Teams. If required subgroup meetings will be arranged outside of these times at a time convenient to subgroup delegates.

GENERAL RULES

1. PREAMBLE

Games are to be conducted within the Laws of Cricket unless otherwise specified in this handbook or the Game Day Rules. The Laws of Cricket can be found at the following website:

<https://www.lords.org/mcc/laws>

2. AGE GROUPS AND COMPETITIONS

Competitions and programs are arranged for boys and girls in the following indicative age-groups and stages:

Stage 1	Under 10 & 11	T20
	Stage 1 Girls	
Stage 2	Under 12 & 13	T20 & 30 over
	Stage 2 Girls	T20
Stage 3	Under 14 & 15	T20 & 30 over
	Colts – Under 16 to under 18	T20 & 40 over
	Stage 3 Girls	T20

- 2.1 Stage 1 competitions will be administered using the Stage 1 provisions of the Australian Cricket Junior Formats. Finals are not applicable to Stage 1 competitions.
- 2.2 The Stage 2 competitions will be administered using the Stage 2 provisions of the Australian Cricket Junior Formats.
- 2.3 Stage 2 Div 1 and Div 2, Stage 3 competitions will play one day matches and T20 matches. Participation in T20 matches is not mandatory, and clubs are required to advise the CM when this is the case **at the team nominate stage**.
- 2.4 Teams are arranged into graded divisions with Division 1 being the highest, Division 2 the next highest and so on. In Stage 1 there are graded competitions, with the remaining teams divided into ungraded competitions based on location. Grading of players into teams is the responsibility of Clubs/Schools.

3. COMPETITION DESIGN

- 3.1 Draws for each Stage will be arranged by the Cricket ACT Junior Cricket Competition Manager (CM) and displayed on PlayHQ as early as possible before the start of the season. An interim draw may be necessary initially.
- 3.2 As far as practicable, the competitions will be played as 'home-and-away.' A 'home' match will generally be located within a Club/School zone, but each team is not necessarily designated a 'home' ground.
- 3.3 Teams are nominated by clubs/schools for the CM to create draws. Priority will be given to establishing even draws in Division 1 for each age-group. In Stage 3 and Colts, clubs/school can only nominate one team to Division 1, although if a club/school is particularly strong, they apply to the CM for another team to be included. The Junior Council Executive (JCE) will make the final decision with the aim of even teams across competitions.

4. ELIGIBILITY TO PLAY

- 4.1** To be eligible to play in the competition, a player must be registered with an affiliated club: an affiliated club is either a District Cricket Club or School affiliated with the Cricket ACT Junior Council or other organisation approved by the Council.
- 4.2** Any player that has been selected for Comets/Meteors or selected in U19's national squads is not automatically eligible to play in any competition covered in this document. Under certain circumstances the CM may provide an exemption for players in U19s national squads.
- 4.3** Players can only play for a single club/school.
 - 4.3.1** The CM may provide an exemption for players where the club/school does not provide an equivalent Stage and/or Division that a player would otherwise qualify for.
 - 4.3.2** The competitions are Club and School based and as such a player is only permitted to be registered, or play, with one affiliated club at any one time in the competition during the same season.
 - 4.3.3** Players who are members of a combined team retain their original Club or School registration and as such may only substitute to play in teams from their own Club or School.
 - 4.3.4** Any transfer of player registration from one club or school to another during the same season shall be advised to the CM. The club or school for which the player is currently registered may refuse a transfer to another club whether within or between seasons. This may be overruled by the CM if the refusal is deemed unreasonable by the releasing club/school.
 - 4.3.5** Clubs/Schools should be aware of the impact of deliberately inducing players away from their existing Clubs/Schools whether during or outside the playing season. The poaching of players will not be accepted by the Executive as it detracts from the ideals under which the competition operates.

4.4 In an Age Group

- 4.4.1** All junior competitions administered by CACT are competency based, and each Stage is under-age indicative.
- 4.4.2** Indicative under-ages for each stage are:
 - Stage 1: U10 – U11
 - Stage 2: U12 – U13
 - Stage 3: U14 – U15 (Colts: U16 – U18)
- 4.4.3** The eligible under-age for a player is determined by the player's age on 1 September in the year the season commences (for example if the player turns 12 on 31 August the eligible age group is Under 13. If the player turns 12 on 1 September, the eligible age group is Under 12).
- 4.4.4** Girls participating in the mixed competition are permitted to be up to two years older than the indicative under-age.
- 4.4.5** For any player that identifies as Transgender or Gender Diverse the Cricket Australia guidelines for inclusion of Transgender and Gender Diverse people will be followed. They can be found on the CACT website
- 4.4.6** In special circumstances the CM may approve in writing that a player or team can play in a lower age group, different stage, or qualify for inclusion. Before the start of competition, the CM will publish a list in the JCC Teams channel, of players where exemptions apply, detailing the players' names, correct age group and approved age group and/or stage. During the season, the CM will update lists as required and publish the JCC Teams channel. In cases where the CM has approved a player to play in a lower stage and/or division the representative player rule in clause 4.4.8.1 may apply.

4.4.7 A player is eligible to play in a higher age group, but Clubs/Schools should carefully assess the benefits for the player. Players who are 2 or more years below the indicative under-age of a competition will need to be approved in writing by the CM to be eligible to play in the desired competition. Refer to Point 2 for Competition Indicative Age Guidelines.

4.4.8 Representative players can only play in a division 2 mixed competition in any indicative age group above their current representative level, e.g. an U13 representative player can play U14 Div 2. Refer to Point 2 for Competition Indicative Age Guidelines

1. A representative player is one who has been selected in Academy/Pathway squads in the previous or current years or any other higher honours selection.

4.4.8.1 The player must adhere to the following clauses:

- a) The representative player(s) **cannot** bat above number six in the order
- b) The representative player(s) **cannot** bowl for the first ten overs of an innings, six overs for T20 matches.
- c) The representative player(s) **must** be clearly nominated on the team sheet prior to commencement of the game
- d) Two of these players maximum are allowed as replacements per team.

4.4.8.2 Any failure to comply with the above clauses will result in the forfeiture of the match against the team in breach of the preceding clauses.

4.5 For a Different Team in the same club/school

A player may play for two different teams for the same club. The following provisions apply:

4.5.1 Players may not play more than one game within the same playing window on any given day, i.e. a player may not play in two matches where the playing times for those matches overlap.

4.5.2 Players are only permitted to play for more than one team in the same age group in the same round, if they are a regular player in the lower division team. The player in question must have played more games in the lower division than the higher division in the current season.

4.5.3 If a team has a bye in a round or forfeits a match, no player from that team may play for a team in a lower division in the same age group for that round, except if the player has played more games in the current season for the lower graded team.

4.5.4 A player graded in a higher division may not play in a lower division of the same age group without the permission of the CM. A player is deemed to be graded in the higher division once they have played three games in that grade, unless they have played more games in the lower division.

4.5.5 In special circumstances the CM may approve alternatives to these arrangements.

5. SCORERS

5.1 Each team in a match must have a device for eScoring in PlayHQ, or a scorebook and a scorer. If both teams choose to eScore then they do so under the understanding that there is no redundancy if eScoring fails. Customised scorebooks will only be provided by Cricket ACT to clubs/teams that preorder prior to the season commencement. Scorers sit together to score the match, usually square to the wicket or where they have best vision to communicate with the umpires. One of the scorers must eScore in PlayHQ.

5.2 Team lists must be provided to scorers for exchange, and/or entered into PlayHQ, prior to game commencing.

5.3 Teams should nominate Team Lists in PlayHQ prior to matches commencing (preferably at least one day prior to the match) so that the eScoring program can be used.

6. UMPIRES

6.1 Cricket ACT will appoint umpires from the ACT Umpires & Scorers Council for applicable matches.

- 6.2** If 6.1 cannot occur, or is not applicable, each team will provide an umpire, preferably with Level 1 (Community Officiating) accreditation. Umpires should be adults however mature teenagers with a Community Officiating accreditation are acceptable.
- 6.3** Both umpires are responsible for the effective management of junior matches **including ensuring matches commence and finish on time**, overs are bowled within the time parameters set out in Rule 8, appropriate behaviours are demonstrated both on and off the field of play and the match is played in the right spirit. Both umpires are also responsible for resolving any disputes that arise during a match, and if the dispute is not resolved, record it writing to the respective club delegates.
- 6.4** The umpire must not score or coach on the field (Stage 2 Division 1 and above).
- 6.5** During grand final matches, wherever possible, neutral umpires may be allocated by Cricket ACT.
- 6.6** In matches where only one umpire is appointed or available, the batting team is to provide the square leg umpire.

7. SUBSTITUTION OF PLAYERS

7.1. Frequency

Time must not be wasted in the substitution of fielders.

7.2. Substitute Fielders

- 7.2.1. Registered players not included in a team list for a match can field as a substitute for a player who is incapacitated at any time during a match. Replacement fielders must be eligible to play for that team in terms of age and club registration. Opposing coaches/captains should be informed out of courtesy.
- 7.2.2. Opposing coaches/captains cannot object to the placement of a substitute fielder except as wicketkeeper.

8. MATCH TIMES

8.1 Start and finish times

Following are the scheduled times for matches.

Age	Day	Start	Finish
Stage 1 Girls	Friday	4.45pm	7.15pm
Stage 2 Girls	Wednesday	4.45pm	7.15pm
Stage 3 Girls	Friday	4.45pm	7.15pm
Stage 1 Ungraded	Friday	4.45pm	7.15pm
Stage 1 Graded	Saturday	8:15am	10:45pm
Stage 1 Ungraded	Saturday	8:15am	10:45pm
Stage 2 Friday Ungraded	Friday	4.45pm	7.15pm
Stage 2 Divisions	Saturday	8:15am	12:05pm
Stage 2 Divisions	Sunday	8.15am	12:05pm
Stage 3 Divisions	Saturday	8:15am	12:05pm
Stage 3 Divisions	Sunday	8:15am	12:05pm
Colts Division 1	Sunday	10:00am	3:10pm
Colts Divisions 2 and 3	Sunday	8.50am	2:00pm
Mid-Week T20s	Tue/Wed	4.45pm	7.15pm

8.2 Rescheduling Specific Matches

- 8.2.1 With the permission of the CM and the agreement of both teams, a match may be scheduled to a different time or date to that specified in the draw. Notification of the change and the reason for the change should be advised to the delegates of all affected Clubs/Schools in the relevant age group and division prior to the game commencing.
- 8.2.2 Once a decision is made, the CM must be notified of the new date and venue, no later than 48 hours prior to the original scheduled match.
- 8.2.3 For matches involving points, teams which do this should in no way gain any points advantage over teams whose matches were played when scheduled, but due to weather intervening, a result was not obtained.
- 8.2.4 If all other matches during that round that are not re-scheduled are abandoned due to weather, the rescheduled match will be allocated the same points as the abandoned matches. A game can still go ahead as a social match.

9. COMPETITION CANCELLATION – EXTREME HEAT, SMOKE AND WET WEATHER

- 9.1 The CM may cancel competition matches due to wet weather, heat, smoke or other special circumstances. If there is a decision made by the CM to cancel competition matches, the CM will:
 - Notify the delegate (or alternate representative) of every Club/School of the cancellation by email and/or Teams message.
 - If time permits, arrange for a notice to be posted on the Cricket ACT Facebook and additional Social Media platforms as early as possible prior to the scheduled commencement of play.
- 9.2 Due to varied conditions across the ACT and surrounding areas, if there is no blanket cancellation by the CM, coaches/managers at each location must make the decision about play commencing. Unless otherwise notified, teams should proceed to the ground with the intention of commencing play with coaches and managers to assess the conditions at the ground. If cricket can be played safely, it should go ahead where possible. Refer to the Match Day Grounds Checklist at Annex A.
- 9.3 If ACT Sportsgrounds closes all ACT government-controlled sportsgrounds for any reason all games regardless of venue the controlling authority (e.g. Private schools, Queanbeyan council) will be cancelled.
- 9.4 It is important to note that as there are different scheduled commencement times on each weekend for different age groups, each playing window may be the subject of separate decisions and announcements.

10. INTERRUPTIONS TO PLAY

10.1 Play delayed by rain, heat, smoke or other factors

- 10.1.1 Coaches or captains may agree on a later scheduled close of play, up to a maximum of 15 minutes each day of a match to make up for lost time. This may only apply if there is no match scheduled immediately after this match. Play may commence up to 15 minutes early on any day, or added to the end of any day, or any combination of the two as determined by the officials in consultation.
- 10.1.2 The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Each team must have the opportunity to face at least 8 overs to constitute a match for 30 over matches (5 for T20 matches & 10 for 40 over matches). If either team fails to bowl the revised required number of overs in their allotted time, play shall be extended as per Rule 10.1. Fractions are to be ignored in all calculations regarding the number of overs.
- 10.1.3 If there is a delay in the innings of the team batting first, there is to be no alteration in the time agreed to for the interval. If there is a delay in play during the second innings, there shall be no changes to the agreed finishing time for the second innings. Divide the remaining time by 3.5 to

calculate how many overs will be bowled after play resumes. It may still be necessary to determine a target score. See rule 10.1.5.

- 10.1.4 If rule 10.1.3 is not applicable, taking into consideration the time that will be recovered, umpires will be able to determine how much playing time was lost. The first innings batting entitlement of both teams is then reduced by the playing time lost divided by seven. (This number is rounded up to allow time for drinks and change of innings.)
- 10.1.5 If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting last to receive at least 8 overs for 30 over matches (5 overs for T20 matches & 10 for 40 over matches), then a target for first inning points shall be determined by using the Duckworth Lewis Stern method to calculate a target score, Scorers must use either:
- a) the PlayHQ Duckworth Lewis Stern Calculator; or
 - b) if the PlayHQ Duckworth Lewis Stern Calculator is not available, another computer or smart phone Duckworth Lewis Stern calculator application agreed by the teams to do so.
- 10.1.6 If a DLS program under rule 10.1.5 is not available, then a target score is to be calculated based on the following formula:
- (Runs scored by the team which has completed their overs divided by the maximum number of overs available to that team) multiplied by number of overs available to the team batting last, plus one run.
- 10.1.7 If smoke is impacting play the Cricket ACT Air Quality Guidelines will be enforceable. See Appendix D (can also be found on the Cricket ACT website). A measurement of PM 2.5 >107 is the threshold for when play needs to be suspended. Any delay caused by smoke should be treated the same as if rain is impacting play

11. INTERVALS FOR INNINGS COMPLETION AND FOR DRINKS

11.1 Innings Completed

An interval of 10 minutes only is taken when an innings is completed during play but if the innings is completed within 10 minutes of the scheduled close of play, the game finishes at that time. The interval is included in the scheduled playing time.

11.2 Drinks Breaks

- 11.2.1 A drinks break is not applicable in T20 matches. A drinks break is to be taken halfway through the innings, for 30 and 40 over matches but is not taken when an innings is completed within the previous 30 minutes, nor are drinks breaks to be taken within 30 minutes of the close of play. The interval is included in the scheduled playing time and must be **no longer than five minutes** and where possible, drinks should be brought onto the field rather than players leaving the field.
- 11.2.2 In extremely hot conditions coaches/captains can agree to further drinks intervals of two minute's duration which are considered as interruptions to play. In such cases, drinks should be brought onto the field rather than players leaving the field.

12. SLOW PLAY AND OVER RATES

12.1 Responsibility

Both umpires are responsible for monitoring the time taken by the bowling team to complete its overs, taking account of legitimate interruptions and the fall of wickets. Umpires are encouraged to monitor the rate of overs in 15-minute segments and confer with the fielding Captain (and coach in younger age groups or lower divisions) to ensure that the appropriate rate of overs is maintained. Match timing provisions are provided on the CACT website, [here](#). The provisions are to be used to ensure matches are completed on or before time, even if that means a reduction in overs.

Reporting slow play

Teams are encouraged to report slow play (i.e. not getting through their overs in the allotted time, except for reasons not in their control) by an opposing team by submitting the complaint in writing to the CM.

- 12.2.1 The Club/School of a team which is reported for slow play will be called to account by the CM and, if the team is found to have engaged in slow play without reasonable cause, or failed to speed up play when falling behind:
 - a) In the case of Under 12 to 18 age groups competitions, any points awarded to that team for the match may be forfeited.
 - b) In the case of other age groups, the CM may take such action as it considers appropriate.

13. DISPUTES

13.1 Avoiding Disputes

- 13.1.1 It is the duty of coaches, umpires and captains, to become familiar with these Competition Rules and the Laws of Cricket. Disputes will rarely arise if this is done and play is conducted within the correct spirit of the game.
- 13.1.2 Umpires, and coaches/team managers, should discuss any concerns they may have regarding the interpretation of these rules as well as the conduct of a match **before the commencement of play**.
- 13.1.3 It is important that umpires/coaches/players always try and resolve a matter on the field when it happens — it is very difficult for third parties to decide matters later, particularly if the facts are then disputed.

13.2 Recording Disputes

Any disputes occurring during play, that are unable to be resolved by the umpires, coaches or captains at the time of the incident, should be recorded in writing to club/school delegates. Scorers should note the scores and times at which the incident occurred, as well as any other relevant information, to better assist the delegates and, if necessary, the CM, with any resolution process it must undertake after the game.

13.3 Club Delegates

If umpires/coaches/managers cannot resolve a dispute on the day, it should be referred by the coaches, at the end of the game to the respective club/school Delegates for resolution. A written submission is to be sent by the Delegate to the Delegate of the opposing team club/school by COB of the next business day. Any dispute forwarded directly by umpires/coaches/managers to the CM or other members of the Executive will be redirected to the respective club/school Delegate.

13.4 Competition Manager Resolution Process

- 13.4.1 Club/school delegates have 21 calendar days from receipt of the written submission to attempt to reach a resolution. If during this time or when the 21-day period has elapsed, and they cannot resolve the dispute, one of the Delegates must forward it by email to the CM for the Executive to resolve.
- 13.4.2 The respective club/school Delegates can agree on one occasion only to extend the 21-day period to reach a resolution of the dispute but must notify the CM of the dispute and the amount of time agreed as an extension. Any agreement must occur before the 21-day period has lapsed. If one or more of the Delegates involved in the dispute does not agree to extend the 21-day period or it has lapsed, they must forward the dispute by email to the CM for the Executive to resolve.
- 13.4.3 If required to make a final decision the Executive will take into consideration any failure by a respective club/school Delegate to engage in meaningful dispute resolution negotiations without a reasonable excuse.
- 13.4.4 The CM may redirect the dispute to delegates after the 21-day period if they consider that any written correspondence between the parties during this period was not received. This clause does

not remove the onus on the parties to ensure communication alternatives in case of delegate absence and to follow up communication if responses are not forthcoming.

13.5 Discipline Committee

If the Executive are unable to resolve a dispute, it shall be referred to the Discipline Committee established under the By-Laws pursuant to the Constitution of the ACT Cricket Association (the Constitution).

13.6 Appeals

If a Club/School is unhappy with a decision of the Executive, it may appeal in writing. The appeal will be heard by the Independent Tribunal established under the By-Laws pursuant to the Constitution.

14. REPORTING OF MATCH RESULTS AND GROUND CONDITIONS

14.1 At the end of each match, the scorers for each team will complete the scorebook (and/or Play HQ where applicable). Unless any qualifications or disputes concerning the result of the match are recorded in PlayHQ, Clubs/Schools will not be permitted to question the results. Every attempt should be made by both teams to resolve any disputes **before completing the match in PlayHQ**.

14.2 Home team to ensure full match results are in PlayHQ by 12.00pm on the Monday following the completion of matches, or on Friday following the completion of midweek matches. Matches in the Stage 1 (and any matches not for competition points) are not required to be recorded on PlayHQ. Away team confirms result on PlayHQ after home team has entered match results.

16. FORFEITS

16.1 A team forfeits a game if it is not ready to commence a game 15 minutes after the scheduled start of play.

16.2 Reasons for forfeit include an inability to field the minimum number of players or there not being a coach or manager in charge of a particular team.

16.3 Before claiming a forfeit, the team must try to contact the opposition, their club/school delegate, and the CM, to outline the situation. A forfeit should be recorded in PlayHQ by the team forfeiting the match.

16.4 Coaches/managers may agree to play a practice or modified game, but such a game does not count for Competition points.

16.5 The CM may determine that a match is not forfeited if it accepts that there were reasonable grounds for a team believing that the match was scheduled at another location or another time.

16.6 Teams claiming a forfeit will be entitled only to the maximum points allocated for that round in the relevant age group and division.

16.7 Any notification by a team that it intends to forfeit a match prior to the scheduled start of that match is conditional upon the Competition not being officially cancelled under Rule 8 - Competition Cancellation and Wet Weather. If all matches are cancelled, then the match is not forfeited.

16.8 Teams that forfeit prior to the match must notify their club/school delegate as soon as possible so attempts can be made to notify the opposition team.

17. GROUND ARRANGEMENTS

17.1 It is a 'home' teams' responsibility to place the stumps and set the boundary markers for the match. The 'home' team is the team nominated first on the draw. If the home team has insufficient equipment the away team should provide one set of stumps and additional boundary markers. It is the home team's responsibility to open the toilets for both teams then lock the toilets at the close of play. Keys to toilets are ordered from ACT Sportsgrounds by CACT and allocated to clubs/schools. It is the responsibility of clubs/schools to allocate the keys their teams.

- 17.2** Boundaries are to be marked by the 'home' team. It is recommended that a sized rope or tape measure be used rather than pacing. A representative of the away team should verify boundary markings before play commences.

18. FINALS AND PREMIERSHIPS

- 18.1** From Stage 2 and upwards, where competition points are allocated, finals will decide a premiership.

Competition points are allocated for each competition match as follows:

Result	Points
Win	4
Draw (including match abandoned)	2
Tie	2
Loss	1
Forfeit win	4
Forfeit loss	0
Bye	4

- 18.2** If two or more teams in the same division are level on points at the end of competition matches, their relative positions shall be determined by calculating a net run rate (NRR) for all junior competitions followed by quotient. The team with the highest NRR/quotient shall be deemed to have a higher position on the ladder.

18.3 Semi Finals

- 18.2.1 Age groups/divisions with six or more teams shall play semi-finals among the top four teams to determine the finalists (Team 1 v 4 and Team 2 v 3). In the event of a tie or a match being abandoned, the higher placed team shall proceed to the final.
- 18.2.2 The remaining teams in the age group/division *may* also play a final round for the season, based on their table position.
- 18.2.3 Semi Finals will be played under the same rules as for finals.

18.5 Finals

- 18.5.1. Age groups/divisions with less than six teams will have a final between the team finishing first and the team finishing second on the competition ladder. For all other competitions, the winner of the two semi-final matches will play in the Final.
- 18.5.2. Notwithstanding Rule 10, in a finals match, the match is deemed to be abandoned unless each team receives a minimum of 5 overs in T20 matches, 8 overs for 30 over matches and 10 overs for 40 matches, unless, in the case of the team batting first, it is dismissed beforehand or, in the case of the team batting second, it is dismissed or passes the total of the team batting first.

18.6 Eligibility to Play in the Finals Round

- 18.6.1. A player must have played a minimum of 6 matches (4 for Stage 2 & 3 girls) with that team across all formats to be eligible to play in a finals match with that team.
- 18.6.2. Only in the cases where a full team of eligible players are not available, the CM may approve alternative arrangements in writing. Request should be made to the CM at least 48 hours prior to the match commencement.

18.7 Premierships

- 18.7.1 If there is no result in the Grand Final (i.e. washout/abandoned), the team which finished higher on the competition ladder will be awarded the premiership.
- 18.7.2 In the event of a tie, Joint Premierships will be awarded.

GENERAL GUIDELINES

19. SAFETY

- 19.1. To instruct young players in the art of cricket and build up cricket skills and confidence, it is essential that a safe environment is always provided. Coaches are urged to ensure that the first training session of the season deals with all aspects of safety both in the nets and on the field of play.
- 19.2. Those responsible for very young age groups are to inform them about this most important aspect before and during every training session and match.
- 19.3. Players should be taught that the basic rule of safety is the basic rule of cricket itself i.e. players should always watch the ball whether batting, bowling, fielding or preparing to take the field.
- 19.4. Attention is especially drawn to the Competition Rules regarding the position of close-in fielders and the use of equipment. Accidents may still happen, and all properly registered players are covered by insurance (details are available from Clubs/Schools). Clubs should inform parents of insurance arrangements covering players so that they can decide if additional cover is necessary.
- 19.5. Concussion guidelines are available on the [Play Cricket website](#).

20. HEAT INJURY

- 20.1. Precautions are to be taken to ensure player safety in hot weather. Additional water and drinks breaks should be taken to satisfy the conditions of the day. Players should always bring adequate water in anticipation of hot weather.
- 20.2. If an announcement has not been made by the CM to cancel/reschedule play, it is the responsibility of coaches/managers/umpires on the day (as with wet weather) to determine if conditions are safe for play to commence/continue by utilising the Cricket Australia Heat Guidelines and Heat Stress Risk Index (can be found on the Cricket ACT website and in Appendix C)

21. CONDUCT

- 21.1. Coaches are to ensure that players are aware that:
 - a) Distracting the striker or any other player is unfair play.
 - b) Bad or obscene language or other misbehaviour is not to be tolerated either on or off the field of play.
 - c) Articles of clothing or equipment are not to be left on the field of play. They are to be handed to an umpire or removed from the field of play.
 - d) There is to be only one captain at any one time.
 - e) Players are to be polite to umpires.
- 21.2. It is the policy of Cricket ACT that abusive language, racial remarks or personal remarks concerning the striker is unfair play. While talk on the field is allowable, and indeed may be encouraged, remarks which are intended to demean a striker are not to be tolerated. On the other hand, remarks which are intended to lift the efforts of the fielding team, or the bowler are permissible, notwithstanding that this may add to the pressure faced by the striker. All talk or action on the part of the fielding team must cease when the striker is in the act of receiving the ball — this usually commences when the bowler starts their run up.

22. CODE OF ETHICS

- 22.1. People who provide coaching and administrative leadership are in an ideal position to help the development of desirable values and attitudes towards the game of cricket. Coaches and leaders, by their attitudes and behaviour, can play an important part in the way young cricketers develop in relation to the playing of cricket.
- 22.2. It is essential that adults should be aware that the participants should enjoy the game.
- 22.3. Parents and other spectators are not to argue over disputes in the presence of any players. The following code of ethics is recommended for the sport at junior levels. This code has been designed to cater for healthy, controlled competition and participation. Junior cricket should provide a source of

fun and satisfaction for all. The coaches and Competition Managers code of ethics is as follows:

- a) Be reasonable on the demands that are made on the young players' time, energy and enthusiasm. (Parents are to be discouraged from forcing an unwilling young person to play cricket.)
- b) Teach the players that rules are mutual agreements which no one should evade or break. Always play by these rules and the Laws of Cricket.
- c) Try to group players according to size, age and skill whenever possible.
- d) Do not overplay talented players.
- e) Remember that young people play for fun and enjoyment and that winning is only part of it.
- f) Never ridicule or yell at a young person for making mistakes or losing a competition.
- g) The playing conditions, provisions in these rules regarding equipment, pitch and ground dimensions are designed to be appropriate to the various ages of players. Ensure that they are followed.
- h) Develop respect for umpires and the ability of opponents.
- i) Remember that young people need a coach they can respect. Be generous with praise when it is deserved.

23. CODES OF BEHAVIOUR

23.1. Coaches Code of Behaviour

- a) Remember that young people participate for pleasure and winning is only part of the fun.
- b) Never ridicule or yell at a young player for making a mistake or not coming first.
- c) Be reasonable in your demands on players' time, energy and enthusiasm.
- d) Operate within the rules and Spirit of Cricket and teach your players to do the same.
- e) Ensure that the time players spend with you is a positive experience.
- f) Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- g) Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
- h) Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, Competition Managers, parents and spectators. Encourage your players to do the same.
- i) Show concern and caution towards sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- j) Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- k) Any physical contact with a young person should be appropriate to the situation and necessary for the players' skill and development.
- l) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- m) Adapted by Cricket Australia from Sport Australia's Codes of Conduct.

23.2 Players Code of Behaviour

- a) Play by the rules.
- b) Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.
- c) Control your temper. Verbal abuse of officials and sledging of other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviour in cricket.
- d) Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you. Be a good sport. Applaud all good plays whether made by your team or the opposition.
- e) Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.
- f) Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- g) Participate for your own enjoyment and benefit, not just to please parents and coaches.
- h) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

- i) Adapted by Cricket Australia from Sport Australia's Codes of Conduct.

23.3. Parents Code of Behaviour

- a) Do not force an unwilling child to participate in cricket. Remember, children are involved in cricket for their enjoyment, not yours.
- b) Encourage your child to play by the rules.
- c) Focus on the child's efforts and performance rather than winning or losing.
- d) Never ridicule or yell at a child for making a mistake or losing a game.
- e) Remember that children learn best by example. Appreciate good performance and skilful plays by all participants.
- f) Support all efforts to remove verbal and physical abuse from sporting activities.
- g) Respect officials' decisions and teach children to do likewise.
- h) Show appreciation for volunteer coaches, officials and managers. Without them your child could not participate.
- i) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- j) Adapted by Cricket Australia from Sport Australia's Codes of Conduct.

23.4. Umpires Code of Behaviour

- a) Place the safety and welfare of participants above all else.
- b) In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people.
- c) Compliment and encourage all participants.
- d) Be consistent, objective and courteous when making decisions.
- e) Condemn unsporting behaviour and promote respect for all opponents.
- f) Emphasize the spirit of the game rather than the errors.
- g) Encourage and promote rule changes which will make participation more enjoyable.
- h) Be a good sport yourself — actions speak louder than words.
- i) Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people.
- j) Remember, you set an example. Your behaviour and comments should be positive and supportive.
- k) Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion.
- l) Adapted by Cricket Australia from Sport Australia's Codes of Conduct.

24. RACIAL, RELIGIOUS, GENDER AND DISABILITY VILIFICATION

- 24.1.** Cricket is a game where polite interaction between participants and with spectators has always been an essential component. It is part of each coach and/or manager's role to ensure that the behaviour of all players in the team meet the expectations of the community generally and the cricket community. The cricket community ensures that people of all ethnic backgrounds, religions, gender identity, sexual orientation and physical ability enjoy playing and watching the game of cricket. No person who is participating in a match under the jurisdiction and auspices of Cricket ACT or its affiliates shall engage in any conduct, act towards or speak to any other person in a manner which offends, insults, humiliates or vilifies such person based on that person's race, religion, colour, descent or ethnic origin, gender or disability.

24.2. Procedures following an allegation

Any allegation of a breach of this clause made against a player should be directed by the complainant either verbally or in writing to the team coach and/or manager of the accused who shall:

- a) Immediately request the player/s involved to apologise to the complainant, or
- b) If the allegation is not admitted, undertake an investigation of the matter at the conclusion of the match.

- 24.3.** Any person found to be in breach of this clause because of an investigation by the team coach and/or

manager will be required to apologise to the complainant before being permitted to play in any future match.

- 24.4.** Where a breach of this clause is alleged against a player who has previously breached this clause, the team coach and/or manager will again attempt to resolve the matter. However, if the team coach and/or manager consider the allegation to be more serious than the earlier incident, they shall, through their affiliated Club/School delegate report the matter to the Competition Manager who will refer the complaint to the Discipline Committee established under the By-Laws pursuant to the Constitution.
- 24.5.** Where a complainant has alleged a breach of this clause to the team coach and/or manager and is not satisfied with the outcome of the Discipline Committee hearing, the complainant is entitled to request a review by the Independent Tribunal established under the By-Laws pursuant to the Constitution.
- 24.6.** The complaint shall be dealt with under the Cricket ACT Code of Conduct (see Annex B, at the end of this document).

25. THE CHILD PROTECTION (PROHIBITED EMPLOYMENT) ACT 1988

- 25.1.** Under the Act: It is an offence for a prohibited person to apply for or remain in child related employment (including acting as a volunteer).
- 25.2.** Within one month of its commencement, all employees (including volunteers) must inform the association if they are a prohibited person.
- 25.3.** All coaches, assistant coaches and team managers are to hold a current (ACT) [Working with Vulnerable People](#) (WWVP) card or (NSW) [Working with Children Check](#) (WWCC).
- 25.4.** Clubs/Schools are responsible for keeping a register and confirm to the CM that all their coaches, assistant coaches and team managers are compliant.

26. SMOKING AND DRINKING AT JUNIOR CRICKET MATCHES

- 26.1.** Clubs/Schools are asked to encourage the following guidelines by advising their member families accordingly.
- 26.2.** To meet our obligations to some of our sponsors and purely from a socially accepted point of view the following guidelines should be followed always.
- 26.3.** An adults' right to smoke is accompanied by their obligations to others, especially children. No adults should smoke within the vicinity of children at any time. Team officials should be strongly encouraged not to smoke in public during a match. Smoking by umpires on the field is not acceptable.
- 26.4.** Drinking alcohol during a junior match is to be strongly discouraged always. It does not set an appropriate example for young athletes.

27. DRESS

- 27.1** Cricket is a team game and players who dress uniformly are more likely to feel and function as a team. Players can wear white pants in all competition matches, however, with the move to white ball cricket and coloured shirts in the 2025/26 season, a transition to coloured pants is recommended if all players in the team are wearing them. In the 2026/27 season, it will mandatory that coloured clothing is worn. Players may wear their club hat, cap or helmet but ACT Representative Squad players participating outside of their representative responsibilities are not to wear any representative apparel in Junior Competition matches.

28. GROUNDS

- 28.1.** Cricket ACT is responsible for booking grounds for match-play.
- 28.2.** Most grounds are hired through the ACT Government Sportsgrounds Office and are required to be booked in advance by Cricket ACT.
- 28.3.** All coaches, managers and players are asked to leave their respective match grounds tidy and free

from litter and to lock the toilets. It is ultimately a 'home' team responsibility.

- 28.4.** All requests for training grounds by clubs are to be booked and paid for by clubs with ACT Government Sportsgrounds.

29. PLAYER OR PARTICIPANT INJURY

- 29.1.** When a player sustains an injury, the player's name and the nature of the injury must be advised to the club Delegate as soon as practicable by the team manager or coach. Clubs/Schools need to keep a record of reported injuries to assist with injury claims.
- 29.2.** Should the player wish to lodge an insurance claim details can be obtained on the internet [here](#) or by contacting their club secretary.
- 29.3.** Cricket ACT shall accept no insurance liability for injury or incident beyond that provided for under the national club insurance scheme.

30. CRICKETER OF THE WEEK AND YEAR AWARDS

- 30.1.** Awards are made to a Cricketer of the Week each week during the season and presented at season's end, along with the following awards:
- a. Cricketer of the Year (Under 14 – Under 18)
 - b. Junior Cricketer of the Year (Under 10 – Under 13)
 - c. Female Cricketer of the Year (Under 14 – Under 18)
 - d. Junior Female Cricket of the Year (Under 10 – Under 13)
 - e. Spirit of Cricket Award
 - f. Encouragement Award

30.2. Cricketer of the Week

The Cricketer of the Week will be awarded having regard to the best performance in the relevant round. The Cricketer of the Week will be chosen by the Competition Manager considering all nominations submitted by Clubs/Schools for that round. Delegate is to submit one nomination for their Club/School by COB Tuesday each week, using the online CACT nomination form, with reasons for the nomination outlined in a paragraph.

30.3. Individual Awards

At the end of the season, the Executive will call for nominations from clubs/schools for several individual awards. These awards and the selection criteria follow:

30.3.1. Cricketer of the Year

The Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 14 through Under 18 age groups throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.2. Junior Cricketer of the Year

The Junior Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 10 through Under 13 age groups throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.3. Female Cricketer of the Year

The Female Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.4. Junior Female Cricketer of the Year

The Junior Female Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 10 through Under 13 age groups throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.5. Spirit of Cricket Award

The Spirit of Cricket Award will be presented to that player who is considered by the Executive to have made a significant contribution through their involvement in junior cricket.

The Executive will consider how the nominated player has shown leadership and embodied the 'Spirit of Cricket' in a particular occurrence or during their contribution over the season.

The Spirit of Cricket Award is intended to recognise standout contributions that are not related to on field performance and act as an example to others into the future.

30.3.6. Encouragement Award

The Encouragement Award will be presented to that player who is considered by the Executive to have made a significant contribution through their involvement in junior cricket.

The Executive will consider the type of contribution nominees have made to the game, their team and club/school. While performances on the field may be considered, more general contributions to the game, team and club/school and their profile as role models will have greater weighting.

The Encouragement Award is intended to recognize standout contributions and act as an incentive for continued good work into the future.

31. CHAMPION CLUB

31.1. To be eligible for the Champion Club, Clubs/Schools must commence the season with more than four teams represented in three different Age Groups in any age groups where matches are played for competition points. The award is made to the club or school attaining the highest Club Champion point's average. Such average is calculated in accordance with the following method:

31.1.1 For each division within each age group, moderate the points received by each team in the Competition Points Table following the completion of the Home-and-Away Series.

- a) This is done by dividing 100 by the number of points received by the team finishing first in the division in question (rounded to two decimal places). The result is the 'moderating factor.'
- b) The team finishing first is given 100 Club Champion points.

- c) The competition points for each other team are multiplied by the 'moderating factor' (and then rounded to two decimal points). The resulting value is a team's Club Champion points score.

31.1.2 For example, in a competition where the top team receives 45 points, the second team gets 43 and the last team receives 13, the resulting 'moderating factor' is 2.22 (100 divided by 45 = 2.22). The Club Champion points will be:

- a) First team — 100.
- b) Second team — 95.46 (43 multiplied by 2.22).
- c) Last team - 28.86 (13 multiplied by 2.22).

31.2. For Division 1 teams, multiply their Club Champion points score by 1.3. For Division 2 teams multiply their Club Champion points score by 1.2. For Division 3 teams multiply their Club Champion points score by 1.1.

31.3. Sum the Club Champion points for a Club/ School teams ('Sum Points')

31.4. Divide each Club/School's 'Sum Points' by the number of teams fielded by that Club/School.

ANNEX A

Game Venue:		
Date & Time:		
Home Team:		
Away Team:		
	YES (Acceptable)	NO (Action Required)
1. Weather Conditions		
1.1 In regard to player safety, are the weather conditions satisfactory for play to commence?		
2. Field of Play		
2.1 In regard to player safety, are the playing surfaces satisfactory for play to commence?		
2.2 Has all visible debris been removed?		
2.3 Are all sprinkler covers intact and level with the playing field?		
2.4 Are perimeter fences and/or signs free from visible hazards?		
3. Facilities		
3.1 Is there First Aid Facilities (e.g. First Aid Kit) available?		
3.2 Are there shaded areas, sunscreen and drinking water available?		
4. Other Factors		
4.1 Please list below any other factors that may impact the commencement of play.		
5. Please provide below details of actions taken to address your safety concerns.		

6. Declarations	
6.1 Home Team Declaration	6.2 Away Team Declaration
Home Team Authorised Representative's Name:	Away Team Authorised Representative's Name:
☐ I declare that after reasonable inquiry, the following statements are true and accurate:	☐ I declare that after reasonable inquiry, the following statements are true and accurate:
A. The above inspection was complete as per the above date and time B. All hazards, risks and safety concerns have been recorded on this form C. Both teams are satisfied that the playing conditions are acceptable	D. The above inspection was complete as per the above date and time E. All hazards, risks and safety concerns have been recorded on this form F. Both teams are satisfied that the playing conditions are acceptable
Home Team Authorised Signature Below:	Away Team Authorised Signature Below:

Junior Cricket Game Day Checklist Guidelines

YES ☒
(Acceptable)

If you are satisfied the conditions are safe to start play please tick (☒) the "YES" column .

No ☒
(Action Required)

If you find a safety concern please tick (☒) the "NO" column and record your actions in the space provided.

What Are You Looking For?

The Checklist is a visual inspection tool only. It will help you to identify safety concerns, such as:

Extreme Weather

such as lightning, heat, rain, visibility (fog), etc.

Hazards

On or near pathways , exits or change rooms such as debris, protrusions, etc.

Playing Surfaces

such as holes, cracks, debris (glass, syringes), etc.

First Aid

including qualified personnel, first aid kits, ice, etc

Game Formats

as per Cricket Australia's Policies and Guidelines
www.cricket.com.au

Other Factors

such as sun protection, spectator behaviour, signs, etc.

Action Stations!

Safety concerns should be addressed to an acceptable level and recorded before you start play. Here's some examples of actions you might take...

- **Control/reduce the outcome with** caution signs, witches hats, roping off hazards, modifying the rules/game, etc.
- **Avoid harm by** removing the risk/hazard/object from the area, delay/postpone the game, etc.
- **Transfer responsibility by** written notice to players, spectators, the Council or the Insurer. Ultimately, this should be done prior to game day.
- **Accept and Monitor when** there is little chance an incident will occur. All safety concerns should be monitored throughout the day.

IMPORTANT NOTE: IF SAFETY CONCERNS CAN NOT BE ADDRESSED TO AN ACCEPTABLE LEVEL, THE CHECKLIST SHOULD NOT BE SIGNED. PLAY SHOULD NOT COMMENCE UNTIL CONDITIONS ARE ACCEPTABLE TO BOTH TEAMS.

Who's responsible?

All teams competing at the ground on game day should take part in the completion of the checklist. If the conditions are acceptable, an authorised representative [18+ years old] from each team should sign the Declaration.

When should the checklist be completed?

The checklist should be completed before commencement of play. If conditions change, review checklist as necessary.

Working together

Teams should work together to identify risks including changing conditions (e.g. heat, lightning). If this occurs, teams should meet to decide if it's too dangerous to continue.

This checklist does not identify everything

This checklist does not take into account subjective concepts such as ground hardness, drought conditions, etc. For these matters, teams should discuss and determine the best course of action.

Duty of Care

Clubs owe a duty of care to players, spectators and volunteers on game day. Insurance cover may not exist for clubs and/or officials who show deliberate negligence or disregard for these responsibilities.

Note

This information is of a general nature and does not constitute legal advice.

Code of Conduct

1.1 Purpose

- 1.1.1 The adoption of this Code of Conduct (the **Code**) by Cricket ACT and all Clubs is to ensure that the spirit and traditions of the game of cricket are observed.
- 1.1.2 By the adoption of the Code, Cricket ACT and the Clubs undertake that they will act appropriately to ensure that the spirit and traditions of the game of cricket are maintained.
- 1.1.3 In this regard, Cricket ACT and the Clubs formally recognise the **Preamble** to the Laws -The Spirit of Cricket to be an integral part of the Code.

1.2 The Preamble - the Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

1.3 General behaviour

All Players, Umpires and Officials need to be aware that their actions have an effect on the enjoyment others receive from the game of cricket.

Players, Umpires and Officials should therefore make a deliberate effort to only make a positive effect on others and their enjoyment of the game.

This is particularly the case when interacting with younger Players, Umpires and Officials, whose enjoyment of the game of cricket is integral to the growth and development of the game, now and into the future,

Accordingly, Players, Umpires and Officials must:

- use language that is appropriate in the circumstances and which does not disrespect or demean others or make others feel uncomfortable or embarrassed
- not use gestures or body language that could reasonably be understood to be disrespectful or demeaning to others or to make others feel uncomfortable or embarrassed
- understand that how they appropriately interact with other Players, Umpires and Officials will vary depending on the age and maturity of those Players, Umpires and/or Officials, the grade or level of cricket being played and other circumstances
- support and encourage Players, Umpires and Officials to act positively to encourage appropriate behaviour of others in ways appropriate for the circumstances.

1.4 The Code

1.4.1 The Code of Conduct complements and is in addition to:

- (a) Law 42.1 and the Preamble to the Laws of Cricket (as it relates to the Captains always being responsible for ensuring that play is conducted within the spirit of the game);

(b) Law 42.9 and Law 42.10

(c) Law 42.18.

1.4.2 The Code applies to Players, Umpires and Officials.

1.4.3 Ignorance of the requirements of any of the provisions set out in the Code (including ignorance of the Laws of Cricket) is not a valid or justifiable excuse for players or officials, nor is it a reason for the Disciplinary Committee not finding a player guilty of any charge(s) or not imposing a penalty after finding a player guilty.

1.5 Breach of Code

1.5.1 Alleged breaches of the Code and Law 42 (Part 18) of the Laws of Cricket by players or officials may be reported by:

- (a) any Player or Official participating in a match (where the breach is alleged to have occurred);
- (b) an Umpire officiating in a match where the breach is alleged to have occurred;
- (c) the CEO of Cricket ACT; or
- (d) any member of the Cricket ACT Board.

1.5.2 Any report of an alleged breach must be made in writing to the Competitions Manager by noon on the first working day after the end of the Match.

1.5.1 The Competitions Manager must consider any report received under Rule 1.5.2 and determine whether to charge the player or official the subject of the report.

1.5.2 Nothing in Rule 1.5.1 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when determining whether or not to charge a player or official under Rule 1.5.1.

1.5.3 A Player, Umpire or Officials past conduct may be considered by the Competitions Manager when deciding whether to charge a player or determining the Level of the offence;

1.5.4 The Competitions Manager must:

- (a) forward a copy of any report received under Rule 1.5.2 (whether or not a charge is laid);
- (b) provide details of any charge made against the relevant player or official, including the Level of the offence; and
- (c) provide details of any proposed penalty to be imposed upon the relevant player or official (with or without reference to the Penalty Guidelines set out in Rule 1.7);
in writing to the secretary of the Club of the reported player or official before 5:00pm on the first working day after the end of the Match.

1.5.5 The Club of the reported Player or Official, through the Club's secretary, or a representative of the ACTCU&SC may respond to any report and inform the Competitions Manager whether the charge and proposed penalty:

- (a) is accepted by the relevant Player, Umpire or Official; or
- (b) is disputed

before 5:00pm on the second working day after the end of the match in which the report arose.

1.5.6 If the Club or ACTCU&SC does not respond before 5:00pm on the second working day after the end of the match in which the report arose, or the charge is accepted, the Discipline Committee will impose the proposed penalty.

1.5.7 If a charge or proposed penalty is disputed, the charge will be heard by the Discipline Committee at a hearing convened for that purpose.

1.6 Powers of Discipline Committee

1.6.1 Upon hearing a charge, the Discipline Committee may:

- (a) dismiss the charge; or

(b) uphold or vary the charge and:

- i. require the Player, Umpire or Official to be counselled by a specific member or members of the Discipline Committee;
- ii. officially reprimand the Player, Umpire or Official;
- iii. suspend the Player or Umpire from participating in any number Matches for a specified period or from participating in one or more specified Matches (with or without reference to the Penalty Guidelines set out in Rule 1.7);
- iv. impose a monetary penalty on the Player, Umpire or Official not exceeding \$500 or a higher fee set by the Cricket ACT Board prior to the commencement of the current season; and/or
- v. recommend to Cricket ACT that the Player, Umpire or Official be disqualified from the Association.

1.7 Penalty Guidelines

Level of Offence	Penalty Guideline
Level 1	Reprimand and/or a suspension of 1 Match which may be suspended and in the case of Officials a fine of up to \$500.
Level 2	Suspension of 1 or 2 Matches and in the case of Officials a fine of up to \$500
Level 3	Suspension of 2 to 4 Matches and in the case of Officials a fine of up to \$500.
Level 4	Suspension of 5 or more Matches or a life ban and in the case of Officials a fine of up to \$500 and/or suspension from Cricket ACT.

ANNEX B:
CODE OF CONDUCT

Level	Offence	Description of offence	Examples of offending conduct*
1	Abuse of equipment	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings, including but not limited to actions which are intentional, irrespective of whether any damage is caused or the extent of any damage caused	Hitting or kicking the wickets outside the ordinary course of the Match Hitting a scoreboard, sightscreen, boundary fence and/or advertising boards Kicking or hitting over cones when leaving the field of play Throwing a cricket bat or protective helmet Hitting or kicking doors, walls or windows in a pavilion or change room
1	Dissent	Show dissent at an Umpire's decision	Excessive, obvious disappointment with an Umpire's decision or with an Umpire making the decision Obvious delay in resuming play or leaving the wicket
<i>Note: The Code does not make it an offence for a bowler or a Captain to ask an Umpire to provide an explanation for a decision, or for the Captain to comment on the Umpires' performance in a Captain's Report</i>			
1	Use of bad or inappropriate language or behaviour	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture. Use language that is not appropriate in the circumstances, and which is disrespectful or demeaning of others or which makes another or others feel uncomfortable or embarrassed Use gestures or body language that could reasonably be understood to be disrespectful or demeaning to others or to make others feel uncomfortable or embarrassed	Swearing not directed at another person such as swearing in frustration at one's own poor play or misfortune
<i>Note: The Code is not intended to penalise trivial behaviour. The extent to which behaviour is likely to give offence be disrespectful, demeaning or make others feel uncomfortable in the circumstances (and considering the age and maturity of the Players and/or Officials present and affected) shall be taken into account when deciding to report the behaviour as an offence and when assessing the seriousness of the breach</i>			
1	Excessive and/or presumptive appealing	Engage in excessive or unnecessary appealing Presume a decision before it has been made	Continued and/or repeated appealing that may have the effect of placing an Umpire under pressure Celebrating or assuming a dismissal before the decision has been given Bowler not turning to face an Umpire when appealing for a decision such as an LBW or caught behind
<i>Note: The Code is not intended to prevent loud or enthusiastic appealing.</i>			
1	Unnecessary aggressive behaviour	Point or gesture towards the pavilion or boundary in an aggressive manner, or behave aggressively or derisively towards either batter, upon the dismissal of a batter	Running towards and getting unnecessarily close to a batter following a dismissal
2	Serious dissent	Show serious dissent at an Umpire's decision by action or verbal abuse	Level 1 Dissent behaviour that includes anger and/or abuse directed at an Umpire or an Umpire's decision; Excessive delay by bowler and/or fielder in resuming play following an Umpire's decision Excessive delay by batter leaving the wicket following an Umpire's decision Pointing at the bat when given out LBW

Level	Offence	Description of offence	Examples of offending conduct*
			Pointing or rubbing protective equipment, clothing or the body when given out caught;
		<i>Note: The Code does not make it an offence for a bowler or a Captain to ask an Umpire to provide an explanation for a decision, or for the Captain to comment on the Umpires' performance Captain's Report</i>	
2	Causing inappropriate physical contact	Cause and/or engage in inappropriate and deliberate physical contact with Players or Umpires in the course of play.	Deliberately walk or run into a Player or official, or bump or hit a Player or official with a shoulder during play in a Match or during the periods before or after play at the ground where the Match is being or has been played.
2	Aggressive appealing	Engage in aggressive appealing	Bowler or fielder charge or advance towards the umpire in an aggressive manner when appealing
2	Deliberate distraction and/or obstruction of a Player	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Player deliberately attempts to distract a batter by words or gestures Fielder deliberately obstructs a batter while running or attempting to run between wickets
		<i>Note: This is in addition to and does not replace anything in Law 41 or Law 42</i>	
2	Throwing ball at Player or official	Deliberately throw a ball at or near a Player or official in an inappropriate and/or dangerous manner	Bowler throwing the ball at the striker's end with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter Fielder throwing the ball at the wicket with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter or Umpire
2	Use of obscene, offensive or insulting language or behaviour	Use language that is obscene, offensive or of a seriously insulting nature directed at a Player, official or spectator	A Player swearing at or insulting another Player or Umpire In exercising judgement as to whether the behaviour has fallen below an acceptable standard, the umpire (s) seeking to lay the charge shall be required to consider the context of the particular situation and whether the words or gestures are likely to: • be regarded as obscene, or • give offence, or • insult another person.
		<i>Note: In exercising judgement as to whether a person's conduct is the use of obscene, offensive or insulting language or behaviour, the Umpire reporting the behaviour should take into account the context of the particular situation and whether the words or gestures are likely to be regarded as obscene, or give offence, or be insult another person, including persons other than the person being spoken to</i>	
2	Ball tampering	Change the condition of the ball in breach of Law 42.3	Picking the seam Deliberately throwing the ball into the ground for the purpose of roughening its surface Rubbing the ball against a fence, sight screen etc Deliberately damaging the ball Applying moisture to the ball, other than perspiration or saliva
2	Manipulating a result	Manipulate or attempt to manipulate a Match in regard to the result, quotient, net run rate, bonus points or otherwise	A side batting in such a way as to either adversely affect its own, or improve its opponent's, net run rate or bonus points
3	Intimidatory conduct towards an Umpire	Intimidate an umpire whether by language or conduct.	Appealing in an aggressive or intimidatory manner. Intimidatory language directed to an Umpire or about an Umpire
3	Threatening to assault	Threaten to assault a Player, official (other than an Umpire) or spectator	

Level	Offence	Description of offence	Examples of offending conduct*
3	Intolerant conduct and/or language	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person based on that person's race, sexuality, religion, colour, descent or national or ethnic origin	
4	Bring game into disrepute	Engage in behaviour unbecoming to a Premier Cricket Player or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket.	Cheating during play The making of public or media (this includes social media) comment, which is detrimental to the game, including - Publicly denigrating or criticising another Player, official, Umpire, referee, or Club, whether in relation to incidents which occurred in the match or otherwise. - Publicly denigrating or criticising another Player, official, Umpire, referee, or Club by inappropriately commenting on any aspect of their or its performance, abilities or characteristics
4	Threatening an Umpire	Threaten to assault an Umpire or referee	
4	Physical assault	Physically assault another player, umpire, referee, official or spectator	
4	Committing a violent act	Engage in any act of violence on the field of play or the surrounding area	
4	Seriously Intolerant conduct and/or language	Use language or gestures that seriously, offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent, sexuality or national or ethnic origin	
<i>*Each of the Examples of offending conduct are intended as an illustrative guide only and should not be read as an exhaustive list of offences or prohibited conduct under this code.</i>			

CA - Community Cricket Playing in the Heat Guidelines

INTRODUCTION

This document is aimed at providing community cricket organisers with a scientific method of managing cricket in extreme heat conditions.

1 SCOPE

This Guideline provides guidance to all players and umpires (**Participants**) involved in any organised community (that is, non-professional cricket including Premier Cricket) cricket competitions, matches or training (collectively, **Community Cricket**).

2 RELATED DOCUMENTS

Australian Cricket Heat Policy for community cricket is available via the Play Cricket website <https://play.cricket.com.au/community/clubs/resources?#australian-cricket-heat-guidelines>

3 HEAT STRESS RISK INDEX (HSRI)

The cricket-specific HSRI tool has been developed specifically by CA to be used in determining the heat stress risk to Participants in Community Cricket. The current HSRI tool is available on the Play Cricket website and saved versions should not be used.

<https://play.cricket.com.au/community/clubs/resources?#australian-cricket-heat-guidelines>

Calculation of the HSRI

The following key values are needed to calculate the HSRI:

- air temperature in the shade (°C);
- wind speed (in km/h);
- relative humidity (%);
- sun radiation (clear sky, partly cloudy, overcast or night)

Air temperature, wind speed and relative humidity can be obtained from credible weather data sources. We recommend the following weather sources (use the weather station closest to the ground):

- Bureau of Meteorology (BOM) (<http://www.bom.gov.au>).

Sun radiation is determined by the person entering the data into the HSRI by observing for one of the four available options (clear sky, partly cloudy, overcast & night).

4 HEAT STRESS PROTOCOL

Club Representatives (any person appointed by the club), Tournament Organisers (local association officials) or Match Officials (umpires or referees) should be responsible for applying the Heat Stress Protocol.

Matches

- **Pre-Match:** the day before, or morning of a game, check the forecasted HSRI and plan for appropriately (see recommended Heat Stress Management Interventions below).
- **During the match:** If weather conditions are expected to be 4 or higher on the HSRI, regular (possibly hourly) HSRI measures should be performed and the recommended in Heat Stress Management Interventions outlined below.

Training Sessions

The HSRI Tool should be used to guide how training sessions should be managed in hot conditions. Consider suspending, cancelling or delaying training sessions if the HSRI is >10.

5 HEAT STRESS MANAGEMENT INTERVENTIONS

- i. **HSRI rating is between 0 to 3** (inclusive): conditions not extreme, manage heat as usual (drinks, wear hats, long sleeve shirts, apply sunscreen etc).
- ii. **HSRI rating is between 4 to 7** (inclusive): consider extra, or more regular, drinks breaks (e.g. every 20-30 mins).
Once HSRI is >5 be extra vigilant in monitoring Participants that exhibit signs of heat stress illness such as muscle cramping, dizziness, excessive fatigue etc.
- iii. **HSRI rating is between 8 to 10** (inclusive): have longer drinks breaks to allow Participants to come off the field to cool down and rehydrate (e.g. 15-20 mins).
- iv. **HSRI rating is above 10**: consideration to suspend or abandon the match until conditions have improved (<10)

Note: Implementation of the Heat Stress Management Interventions must take a common-sense approach and are provided by way of guidance. In situations when there is concern for Participants welfare due to heat, consider implementing the strategies outlined above, regardless of the HSRI.

If the weather data is available to calculate the HSRI, the Match Officials, Tournament Organisers and Club Representatives should make a common-sense decision about the likelihood of heat stress illness and apply the Heat Stress Management Interventions outlined above (e.g. if the temperature is very high and / or very humid then suspend play).

6 JUNIOR PARTICIPANTS

Junior and adolescent players are at a higher risk of heat illness, compared to adult and elite players. As such a more conservative approach to playing in the heat is required for those under the age of 18 years of age, especially the very young players.

7 REVIEW OF HEAT GUIDELINES

This AC Playing in the Heat Guidelines will be reviewed annually by Cricket Australia. The current version is available via the [Play Cricket website](#)