



**WAREHOUSE
CRICKET**
ASSOCIATION QUEENSLAND INC



2025 Winter Handbook



SATURDAY

Senior & Junior Competitions

Valued Sponsors Supporting
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OPERATIONS MANAGER

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469 928

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**Jimboomba
Turf Group**

Email: info@jimboombaturf.com.au
Phone: **(07) 3113 9143**

2025 WINTER SEASON

Laurence Christie

(Competitions)

Postal Address

P.O. Box 488

KALLANGUR Q 4503

PHONE: 3204 2020 or 0415 342 007

Email: admin@warehousecricket.org



Peter Pfeffer

Treasurer/Statistician

Postal Address

P.O. Box 488

KALLANGUR Q 4503

PHONE: 0418 189 702

Email: treasurer@warehousecricket.org

WELCOME TO WAREHOUSE CRICKET

The Warehouse Cricket Association is a non-profit sporting organisation which has offered cricket competitions for Brisbane and Regional Centres since 1921. Warehouse Cricket is played in a competitive, yet enjoyable environment for any individual or group who agree to abide by the rules of the Association and who wish to play our great game.

The Executive Committee welcomes your Club's active participation in the coming season. Our aim is to provide each Club with the administrative support necessary for you and all your players to have a successful and enjoyable cricket season.

Whilst this handbook contains most of the necessary information that your players will require, you are welcome to make further suggestions on how it can be improved. In return the Committee requests your support and co-operation in ensuring that:

- PlayHQ**
www.playhq.com
1. All Fixture results are **TO BE POSTED ON "PlayHQ"** (*the new website*) within **72 hours** or points may not be allocated.
 2. All fees are paid promptly ie: Wicket Fees are paid at the first break each match.
 3. **All Grounds are left in a clean and tidy state after the end of each game.** If not, a \$ fine may be imposed as our grounds are subject to lease provisions of the Brisbane City Council.

Enjoy your Cricket

Laurence Christie
for the Executive Committee

PAYMENT OF FEES:

Payment of fees after each game is required. Match fees are to be paid to the Host club or the relevant Warehouse Cricket Canteens. Teams may pay fees in advance by contacting the Treasurer, Peter Pfeffer as above.

**WET WEATHER
GO TO
WAREHOUSE
FACEBOOK PAGE**



Warehouse Cricket expects
that all Players, Officials
and Spectators comply
with the existing
COVID-19 Health direction.



www.warehousecricket.org

ABN: 25 899 291 401

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www.playhq.com

Official results to be entered on **PlayHQ** within **72 hours** to ensure game results and individual player scores are entered for statistical purposes.

However, at the end of each day, teams are encouraged to enter brief game results to the Warehouse Cricket Facebook page. These results should especially be entered where there has been a significant result such as a hat-trick, century or other interesting outcome from your game that would be of interest to your colleagues and others who follow Warehouse Cricket regularly.



Users of **Facebook** can find the Warehouse Cricket Facebook Page by searching **Warehouse Cricket Association Queensland** in the Facebook search bar.

Alternatively, teams can enter in the following URL:

<https://www.facebook.com/pages/Warehouse-Cricket-Association-Queensland/212952648724581?ref=hl>

FOR YOUR ASSISTANCE

Warehouse Cricket Executive Committee – 2025	After Hours
CHAIRMAN: Warren Finegan _____	0417 668 162
DEPUTY CHAIRMAN: Troy Burns _____	0401 142 885
STATISTICIAN TREASURER: Peter Pfeffer _____	0418 189 702
SECRETARY: Hitesh Rathod (HR) _____	0412 784 102
COMMITTEE MEMBERS FROM CLUBS: Allan Donovan _____	0429 336 985
Jason Bentley _____	0458 364 628
Bhaskar Bitra _____	0425 557 679
Haroon Khan _____	0423 636 299
Lincoln Jones _____	0466 186 176
Yateendra Mishra _____	0452 219 274
Tahir Sheikh _____	0425 529 333
Brad Wease _____	0481 382 868
UMPIRE REPRESENTATIVE: Peter Mathieson _____	0413 423 757
DEVELOPMENT OFFICER: Laurence Christie _____	3204 2020 or 0415 342 007
SECRETARY OF UMPIRE ASSOCIATION: Neil Simpson _____	0414 878 605

HELPFUL HINTS – A number of important hints are listed below to help answer some of the regular questions that arise from Clubs.

Game Results & Team Lists in Play HQ	MUST BE ENTERED ON “Play HQ” WITHIN 72 HOURS OF THE END OF EVERY GAME – (including: WIN/LOSS/FORFEIT BY EITHER SIDE/WASHED OUT GAME)
Playing in a Lower Grade	If a player has played 5 games in a higher grade, PRIOR approval from the STATISTICIAN must be obtained.
Team List of Players	It is the responsibility of the Captain to complete and provide Player Lists. If this is not done, then no complaint will be sustained.
Privacy Legislation	Under Privacy Legislation, Warehouse Cricket can only use the information provided in this publication for the primary purposes of operating cricket competitions. Acceptable purposes includes: contacts for Insurance, Representative Team Selection. (Note: addresses for club secretaries may be provided to sponsors of Warehouse Cricket, as deemed appropriate.)
Public Liability Insurance – Signing of “Waivers”	Refer to memo on Public Liability Insurance in the centre pages of this handbook. In the interest of your players, Captains are to ensure that EVERY player has signed a “Waiver” PRIOR to playing for the Club during the current season. You can use the form provided or the club may have an alternate method for players to sign a waiver.

HANDBOOK CONTENTS INCLUDE:

CODE OF CONDUCT	It is the responsibility of all Captains to ensure that players read & comply with this Code and be aware of the Judiciary Process. It is there for the benefit of all players.	
CLUB SECRETARY CONTACTS	Please check the information as listed in the Club Secretary contact page. Please advise the Association of any information, which is outdated or incorrect.	
Other Information	<ul style="list-style-type: none"> • BY-LAWS (PARTS 1-2-3) • GROUND ADDRESSES 	<ul style="list-style-type: none"> • DATES OF COMPETITIONS • CLUB CONTACTS



Official results to be entered on **PlayHQ** within **72 hours** to ensure game results and individual player scores are entered for statistical purposes.



WAREHOUSE CRICKET
Suncorp Account
BSB = 484-799
A/C = 043622355



Email advice to Peter Pfeffer:
treasurer@warehousecricket.org
when paid above

All Credit Card details will be destroyed by Warehouse Cricket Officials after processing of the bank reconciliation which contains this payment. No other payment will be made on this authority.

POLICY OF WAREHOUSE CRICKET IN RESPECTS TO CALLING OFF GROUNDS

In respect to Warehouse Cricket Complexes at **Marchant Park, 7th Brigade Park and Kianawah Park**, (unless in exceptional circumstances) play on these grounds will not be called off until the day of play. Every effort is made to ensure that play can commence within a reasonable time. Clubs are asked also to follow this policy.

When calling off a Club ground, the Secretary of that club must notify:

- 1. Laurence Christie – 3204 2020 or 0415 342 007**
- 2. The Opposition Team**
- 3. The Secretary of the Warehouse Cricket Umpires Association – (Neil Simpson – 0414 878 605)**

Timing

Please do not call Laurence **before 7.30 a.m.**



Kianawah Park	3890 1900
Marchant Park	3350 3477
Match Days Only	

The Gabba Aussie

Ball is the exclusive cricket ball bowled in Warehouse Cricket competitions.



CHECK OUT THE WAREHOUSE WEBSITE AT
www.warehousecricket.org



2025 Winter Season Finance Summary



All costs below **INCLUDE GST** where applicable

Competition	SATURDAY (Weekly – Commencing) 3rd May	SUNDAY (alternate weeks) 4th May Group “A” 11th May Group “B”
Hours of Play:	11.30 am - 4.20 pm Senior 1-day games = 11.00am	10.00 a.m. start
Frequency:	(Each Sat)	(Alternate Sundays)
Team Nomination: Juniors	\$ 300.00	\$ 475.00
Team Nomination: Seniors	\$ 625.00	\$ 325.00
Team Nomination: T20 Kianawah Pk		<i>Combined T20 & 50 Over Nomination</i>
Bonds (All New Teams) \$200.00		\$675.00

All Players (across Australia) playing in **Cricket Australia** affiliated competitions, must be registered on **PlayHQ** and pay the prescribed **Insurance Fee** which covers each player for 12 months (over consecutive seasons i.e. Winter/Summer or Summer/Winter).

Wicket Type	Match Format	Saturday	Sunday (50 Over)	Juniors	Sunday T20
Synthetic	1 day	\$ 145.00	\$ 145.00	\$ 110.00	\$85.00
	2 day	\$ 230.00		\$ 160.00	
Turf	1 day	\$ 170.00	\$ 170.00	\$ 135.00	
	2 day	\$ 310.00		\$ 220.00	



Monday 28th April

6.30pm

Brisbane Women’s Hockey Club
Downey Pk - WINDSOR

- Collection of **HANDBOOKS &**
- Purchase Balls
- All Clubs will be able to buy Balls at this Meeting.



Clubs can also contact **Gabba** Sporting Products **DIRECT** to order balls. on 3394-4200 Or info@gabba.com.au

The **Gabba Aussie Ball** is the exclusive ball for Warehouse Cricket Competitions.



PAYMENT OF UMPIRE EXPENSES

\$70.00 per team

(unless T20 - \$35 per team)

MUST be paid to your Umpire/s by the end of the Tea-Break (Sat) or by end of the Lunch break for Sunday games.

PAYMENT OF WICKET FEES

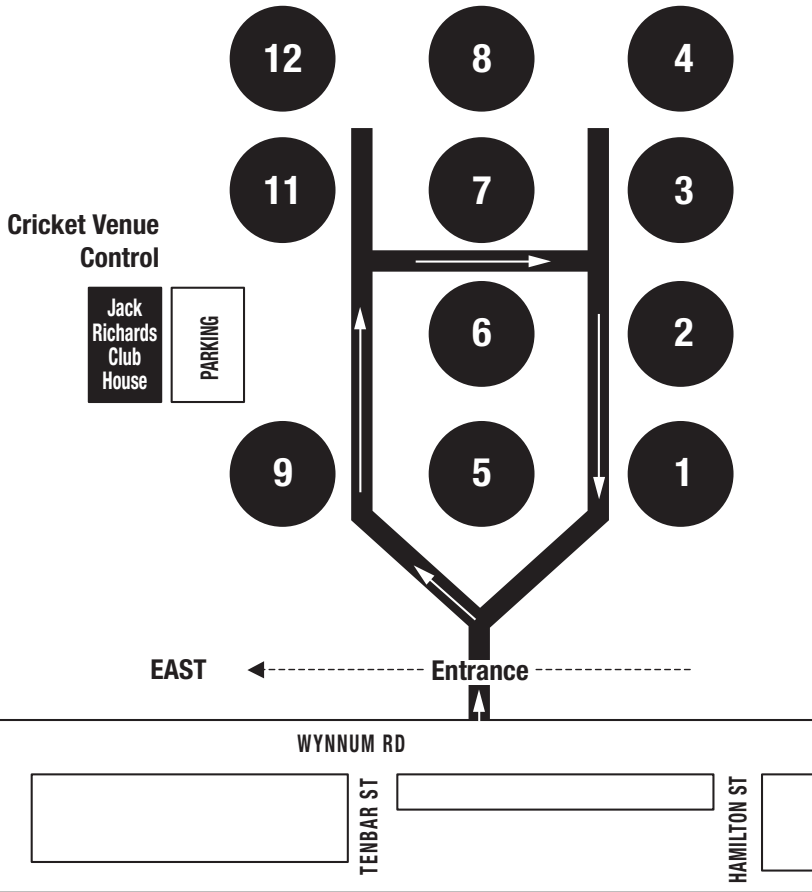
Wicket (ground) fees are payable for days when play commences, unless your team receives a forfeit.

Teams can pay in advance, by EFT or to the Ground canteen/club each game.

WAREHOUSE CRICKET SOUTHSIDE GROUNDS

Phone on Match Days only 3890 1900

Kianawah Park Tingalpa

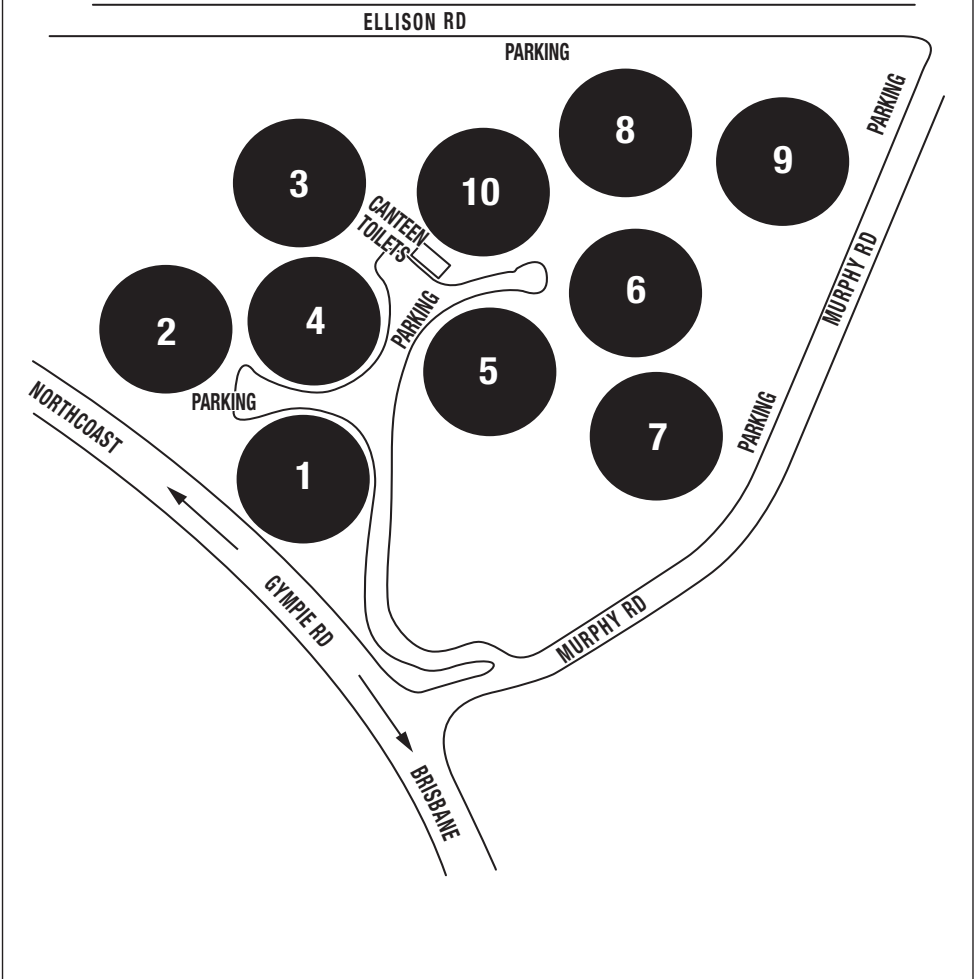


**Approximately 1.2 km East along Wynnum Road,
from the Gateway**



WAREHOUSE CRICKET NORTHSIDE GROUNDS

Marchant Park Chermside Ground Phone 3350 3477





RULES APPLYING TO ALL WAREHOUSE CRICKET COMPETITIONS GENERAL RULES

Specific Rules for playing Summer and Winter Competitions
Saturday and Sunday are found on separate pages.

RACIAL AND RELIGIOUS VILIFICATION CODE

- UNDER AUSTRALIAN LAW, WAREHOUSE CRICKETERS ARE SUBJECT TO THE RACIAL AND RELIGIOUS VILIFICATION CODE.
- WAREHOUSE CRICKET HAS ADOPTED IN PRINCIPLE THE QLD CRICKET CODE OF PRACTICE ON THE RACIAL AND RELIGIOUS VILIFICATION CODE.

1. AFFILIATION OF CLUBS

1.1 General Information

- (a) The Association shall consist of affiliated clubs as approved by the Executive Committee.
- (b) A club shall be deemed to be the formation of any number of persons, which shall have not less than twelve cricket playing members.
- (c) The Executive Committee reserves the right, for any reason, to refuse acceptance of affiliation of any club or any member of a club and to cancel or suspend such affiliation of a club or any member of a club at any time during the season.
- (d) The Executive Committee will not accept an application for affiliation from a club on condition that the club plays in a particular grade as nominated by the club.
- (e) At the time of lodging an application for affiliation, clubs are required to provide information on their players' previous cricket experience, Grades, Association and the Club's preferred grade. This information will be considered in conjunction with the grading of team's process.

1.2 Affiliation Fees

- (a) No Club shall be accepted for affiliation prior to the payment of affiliation fees as determined by the Executive Committee. However, the Executive Committee may, at its discretion, accept unfinancial Clubs, subject to negotiated assurances being honored by the club.
- (b) No competition points are to be awarded to any affiliated club until it is financial. (*subject to (a)*).
- (c) Clubs, or playing members of a Club, who are in arrears at the commencement of a new season will be ineligible for affiliation with the Association until such arrears are paid. (*see Schedule of Fees*).

2. REGISTRATION

2.1 Players

- (a) Applications for registration of players must be accompanied by name in full, together with Grade and Division or Association with which that person last played.

- (b) (No registered player shall be eligible to play with the Warehouse Cricket Association (Qld), in any season whilst a registered player of any other division or Association, without first receiving the consent of the Club, Division or Association that the person is leaving, and of this Association.
- (c) Brisbane District Clubs that enter team/s in Warehouse Cricket competitions shall be able to promote or demote players from the highest graded Warehouse Cricket team, provided always that the provisions of By-Law 2.2 are complied with.
- (d) Each season, Clubs must notify the Association of their unfinancial registered players. Such unfinancial players are not to be registered with any other club within the Association until their obligations have been met with the first Club. (*see also By-Law 2.7*).

2.1.1 Eligibility to Play

- (a) To be eligible to play in a match, a player must be registered on or before the day set down for such match to start and be currently eligible for cover for existing Warehouse Cricket Player Accident Insurance & Public Liability Insurance cover. (*see also 2.2*).
- (b) To be eligible to play in the finals (both semi-finals and finals), a player must have played in 40% (rounded up to the next whole number) of the number of matches for their club in that competition during the current season.
- (c) The following Schedule will guide the Executive Committee:

Winter Saturday	4 matches	Summer Saturday	6 matches
Winter Sunday	3 matches	Summer Sunday	4 matches

Note: If the Secretary of a club wishes to seek exemption from the previous paragraph, an application in writing must be submitted to the Secretary (or Statistician) of this Association by the Wednesday before the first day of the Semi-Final or Final in which the player is required to play. (*The discretion to vary the previous clause shall remain with the Executive Committee of Warehouse Cricket, which shall exercise this discretion in circumstances including but not limited to serious or sudden illness to several players in the relevant team*.)

- (d) To be eligible to commence play in a match, prior to the toss:
 - each captain must provide a team list (including substitutions) to the opposing captain and
 - must have at least seven (7) players present at the scheduled time for commencement on Day 1.

Otherwise, the opposing team may claim a forfeit.

If for any reason after play commences, the number of players in a team is reduced to less than seven players, the game shall continue. (*Note: a minimum number of seven (7) players are deemed to constitute a team.*)

- (e) (i) **Saturday Teams:** If both teams fail to satisfy the requirement of having seven (7) registered players of each team present at the time for the commencement of play, the match shall be a Draw. However the Captains (with the approval of the Secretary of Warehouse Cricket) may agree to play a one-day game the following week.
- (ii) **Sunday Teams:** A new game could be played at a time convenient to all parties: i.e. the opposition team and the Executive Committee.
- (f) After the toss, a team list can only be amended with the approval of the opposition Team Captain and notification to the officiating umpire. No further changes shall be permitted (*except where a player is selected in a Representative Teams*).

(SUBSTITUTES)

- (ii.) Substitutes are not permitted to bat or bowl under Law 2 of the rules of cricket, **except** where in a two (2) day match:
 - a player is selected in Representative Teams or if a member of a team of a District Club team who is required for selection in a higher grade or subject to:
 - **Prior to the Toss, Written notification** has been given to the opposition captain requesting up to 3 substitutes be permitted to play in that game. (See note 2 on next page).

NOTES:

It is the intent of the rule that where a player (up to maximum of three players) are not able to play both days of a two (2) day game, that the substitution rule be allowed. (Substitutes may act as a wicket keeper if approved by the Umpire).

TERMINOLOGY:

Priority Player	The player that plays on Day 1.
Substitute Player	The player that replaces the priority player.

PARAMETERS:

- 1 A maximum of three (3) players can be substituted.
- 2 Prior to the toss of each two day game, Captain wishing to nominate substitutes must provide a team list of up to 14 players to the opposition captain.
If this is not done, the opposition captain can refuse to allow the substitute/s.
Note: No player can be substituted on Day 1.
- 3 If a priority player was not out in an innings, or was bowling an over that was not completed, at the end of Day 1, the substitute player must continue the innings or complete the over on Day 2. If a priority player has already batted (and gone out), or has been banned from bowling in the innings that is resumed on Day 2, the substitute player may not bat or bowl in that innings. Otherwise, the substitute player may bat or bowl on Day 2 as if they were the priority player.
- 4 Where a substitute player is named, and the priority player subsequently becomes available on Day 2, the priority player may play. In this case, the substitute player may NOT play on Day 2, except as a substitute fielder.

Super-Sub Rule - All Short Forms of the Game (including Saturday 35/40 over format and Sunday T20 and 50 over format)

- (iii) Substitutes are not permitted to bat, bowl or act as wicket keeper, **except** in games with limited overs format (see above) where:
- prior to the toss, a list of twelve players has been provided to the opposition captain.
 - after the toss, the team captain has identified to the opposition captain and the umpire which player of the twelve named will be substituted out of the game (the priority player), and which player of the twelve named will replace that player (the substitute player).
 - the priority player may be replaced by the substitute player at any stage during the ensuing match, and may not then return to the match, except as a substitute fielder only.
 - if the priority player has already batted, the substitute is not permitted to bat.
 - if the priority player has already bowled the full quota of overs allowed per player, the substitute player is not permitted to bowl.

2.1.1(g) Any affiliated club having more than one team in the current season's competition, may include in a higher grade team, any members of a lower grade team.

2.1.1(h) A player may not participate in two different matches in the one fixture round, unless:

- (i) the player belongs to a club mentioned in 2.1.1(f), and the player is declared as a substitute or priority player under 2.1.1(e)(iii) for a higher grade; or
- (ii) in all other cases, the player is a substitute fielder only in at least one of the matches.

2.2 Clubs with more than one team

2.2.1 Playing down a grade

10 or more fixtures in a season	= five (5) Games
Less than 10 fixtures in a season	= three (3) Games

Subject to the table of fixtures above, a registered player who has played in more matches in a higher grade team in that season, having two or more teams, including as a substitute or priority player under 2.1.1(e)(iii), cannot play in a lower grade team of that club without the approval of the Executive Committee, after consideration of the following matters: (exception of (c) below)

- (a) That the Executive Committee will consider the player's batting and bowling figures for the season, and, if relevant, the previous season.
- (b) The club must provide the name of the player replacing the player in the higher grade. Seven days notice is required.
- (c) Does not apply when rotating players for Saturday A1 20/20 fixtures except that player/s being demoted from A1 must filter down to the next team below in their club for that season. (Prior approval is NOT required by the Statistician who however reserves the right to overrule any such relegation).

2.2.2 Rotation squads

- (a) Subject to the approval of the Executive Committee, clubs with two or more teams can nominate players to form part of a rotation squad. Nominated players in the rotation squad will be able to play in a higher grade as required by their club and then return to their lower grade without having to see approval from the Executive Committee under rule 2.2.1.
- (b) Rotation squads:
 - (i) may consist of up to four players (two from the higher grade and two from the lower grade).
 - (ii) may only be nominated to play in teams in two contiguous grades e.g. A & B grades or B & C grades.
 - (iii) must be nominated before Fixture 5 of any given season.
- (c) Clubs with more than three grades may nominate more than one rotation squad, provided the grade span and players involved are not the same.
- (d) If a player approved for a B/C grade rotation squad plays more than five games in A grade, that player must seek approval to return to a lower grade under 2.2.1.
- (e) The Executive Committee reserves the right to withdraw approval for a player to participate in a rotation squad. If approval is withdrawn, the club may nominate a replacement player in the rotation squad, subject to Executive Committee approval.

2.2.3 Clubs with more than one team in a grade

- (a) If a club has more than one team in any grade, the players in each team in that grade will not be interchangeable without the written permission of the Executive Committee.
- (b) A player who is promoted or demoted (subject to rule 2.2.1) to the grade in which the club has more than one team may play in either team. However, if that player plays 5 or more matches with one of the teams in the grade in which the club has more than one team, the player becomes a part of that team. Such player cannot then play for the other team in that grade, or return to a lower grade, without the written permission of the Executive Committee, in accordance with rule 2.2.1.
- (c) If the club wishes to nominate a rotation squad under rule 2.2.2 that will involve the grade in which the club has more than one team, separate squads must be nominated for each of the teams in that grade.

Note: As a suggestion, it would help those clubs with two (2) or more teams, to keep a record of their players' respective gradings. Contravention of this By-Law will lead to loss of points or a fine, as decided upon by the Executive Committee.

JUNIOR PLAYERS:

- (i) No player under the age of 12 will be permitted to play in Senior Warehouse Cricket fixtures, either as a player or substitute player.
- (ii) No player or substitute under the age of 15 is to be permitted to field within 10 meters of the bat in front of the wicket.

2.3 Penalty for Playing Unregistered and/or Ineligible Players

The penalty for a team playing an unregistered and/or ineligible player, or a player under another name, will be loss of points for that match and/or a fine of not less than \$50.00.

The Executive Committee may require a team or player to confirm a player's identity by completion of a Statutory Declaration and/or photo ID.

2.4 Player's Dress Standards

- (a) Players must appear on the field suitably dressed. Athletic singlets and shorts must not be worn. However male players under the age of fifteen (15) years may wear white or cream trousers of knee length. Sunday Players may wear white shorts.
- (b) Interpretation: "Suitably dressed" shall mean.
 - (i) Shirt of the type known as tennis shirt of woven, woolen, wool and cotton, or similar material of white or cream color or relevant female apparel.
 - (ii) Boots, shoes and socks of any material coloured predominantly white.
 - (iii) In Sunday Competitions, coloured team clothing may be worn as approved by the Warehouse Cricket Executive Committee.)
- (c) Suitable hat/cap/helmet is strongly recommended.
- (d) **Shoes with Metal Spikes** are compulsory for all bowlers in any "A" (Turf) Grade and are strongly recommended for all bowlers on turf wickets. Spikes (metal) shall not project from the soles of boots or shoes to a length greater than 9.5 mm. Shoes with spikes must not be worn on grounds where **synthetic** wickets are in use.
- (e) Sponsor, team or Association logos will be permitted on either (or both) one shirt pocket or one sleeve.
- (f) Umpires may not allow players to take the field unless they are dressed in accordance with By-Law 2.4.

2.5 Player's Code of Conduct and Discipline

- (a) Any affiliated club or member of an affiliated club shall be liable to suspension at, and during, the pleasure of the Association in the event of such club or member violating the By-Laws of the Association, **Code of Conduct** of the Association, or ruling of the Executive Committee.
- (b) Any club or members of a club, under suspension shall forfeit all rights held under the Association. Delegates of any club under suspension shall not be eligible to attend meetings of the Association or serve on the Executive Committee or other committees of the Association.
- (c) Should any players registered with the Association conduct themselves in a disorderly manner during progress of any match under the jurisdiction of the Association, the Conducts Tribunal may fine, suspend, or otherwise deal with the offender/s. The Executive Committee shall have the power to deal with any club or member of a club failing to comply with the ruling of the Conducts Tribunal applying such penalty as deemed necessary.
- (d) The Conducts Tribunal will submit a written report as to their recommendations to the Association Secretary for ratification at the next meeting of the Executive Committee.

2.6 Clearances

- (a) A registered playing cricketer who decides to leave his/her original club and join another club during the current season must produce to his/her new club a written clearance that proves that he/she is financially clear. The clearance is then forwarded to the Association Secretary. The Association Secretary must receive the clearance before the player may participate in any match with her/his new club.

- (b) Normally a player will be allowed only one clearance per season. Any second or subsequent clearance within any season must state clearly the exceptional circumstances giving rise to the application and be approved by the Statistician prior to the player participating in any game for the new club. Registrations are deemed to become void at the end of each season and clearances are not required across seasons subject to *By-law 2.1 (d)*. Registrations do not become subject to clearance requirements until a player actually plays with a club.
- (c) That a limit of one transfer per season be set. (Further transfers must have the Executive Committee approval.)
- (d) Loans allow for a provision to 'loan' a player to another club for one match in special circumstances provided that prior approval has been granted by the statistician.

3. UMPIRES

3.1 Appointment to Matches

- (a) Umpires appointed at matches controlled by the Warehouse Cricket Association must be members of the Warehouse Cricket Umpires Association. The constitution of the Warehouse Cricket Umpires Association and any amendments thereto shall, before adoption, be submitted to the Warehouse Cricket Association for approval. Umpires shall be allowed such expenses as agreed to from time to time by the Executive Committee of the Warehouse Cricket Association.
- (b) The Warehouse Cricket Umpires Association shall appoint umpires for all matches, other than Finals and Representative matches. For Finals and Representative matches, the Warehouse Cricket Umpires Association shall nominate Umpires for appointment by the Executive Committee of the Warehouse Cricket Association.
- (c) Clubs in A1 and A1Res Grades should note that it is a directive of the Executive Committee that Umpires be allocated to all games in these grades. When considered necessary, Umpires may be requested to officiate at specific nominated fixture matches as indicated by the Executive Committee.
- (d) Where an Umpire has been allocated to a match, the teams, players and team Captains participating in that match have no right whatsoever to refuse such Umpire from performing his/her duties in that match. Any reported dissension by the clubs, teams or Team Captains could result in a fine and/or suspension and/or loss of points.
- (e) An Umpire who has been appointed to, and officiated at, a match that has reached an early conclusion may, at that Umpire's discretion, offer services to another match still in progress. The captains of the second match reserve the right to accept or decline the Umpire's services. No Umpire's expenses are liable in this instance resulting from the second match.
- (f) An Umpire who has been appointed to a match which has been called off prior to commencement, but too late for reallocation, may at that Umpire's discretion offer services to another match. The Captains of the second match reserve the right to accept or decline the Umpire's services. Umpire's expenses are liable in this instance resulting from the second match, except as otherwise determined by *By-law 3.2 (d)*.
- (g) Player-Umpires should note that when officiating for their team at Warehouse Cricket Association fixtures, whether a badged Umpire is present or not, they have the full powers and responsibilities of an Umpire as provided for in the Laws of Cricket.

3.2 Expenses

- (a) Each team will pay each registered umpire an expense at the scheduled rate. (See schedule of Fees).
- (b) Umpires' expenses shall be paid to the Umpire by lunchtime on Sundays and Tea-time on Saturdays.
- (c) Should a team fail to pay Umpires' expenses on each day of a match and wicket fees in full before the completion of any match on Association or private grounds, the Executive Committee, may, at its discretion, disqualify the defaulting team from receiving any points for such match and subsequent matches, until the fees are paid in full.
- (d) If a game is called off by the Association, or in the case of private grounds by the Secretary of the club concerned, more than ninety (90) minutes prior to the starting time, no payment will be made to an allocated Umpire by either the Association or teams involved. If a game is called off by the Association, or in the case of private grounds by the Secretary of the club concerned, less than ninety (90) minutes prior to starting time, or if play does not commence, each team involved shall pay Umpires the approved expense.

- (e) If play is cancelled after the game has commenced, full expenses shall be paid to the Umpire.
- (f) Refer to 3.1 (g)

4. FEES

4.1 General

Clubs shall be responsible for the payment of general fees as follows. *(See schedule of fees.)*

- (a) Each club shall pay a fee per team per season, to be determined by the Executive Committee, which covers affiliation and registration of players.
- (b) This payment does not eliminate the responsibility of each club to register additional players as covered by *By-law 2.1*
- (c) In addition to the fees prescribed, each team applying for affiliation with the Association shall be required to pay, simultaneously with its application for affiliation, a bond (as shall be prescribed by the Executive Committee). The bond referred to in this rule will be refunded on application to the Executive Committee at the completion of any season, provided that all financial obligations have been met. Clubs nominating more than three (3) teams will be required to lodge a bond for each of its first three (3) teams only.
- (d) Registration and affiliation of a club and for its teams with the Association shall be deemed incomplete until all fees prescribed hereunder have been paid.
- (e) After the season's program of fixtures has been arranged, payment of wicket fees for all matches allotted to a team, shall be a liability and must be paid by the team.
- (f) In the event of any club, or of any of a club's teams withdrawing from the competition after the completion of grading and/or the drawing of the relevant season's fixtures, the Association shall not under any circumstances refund any fees paid by that club or its teams or players.
- (g) In the event of any club, or any of a club's teams failing to meet their financial commitment to the Association or other clubs, the Executive Committee of the Association may in its absolute discretion forfeit the whole or any part of the monies paid under (a) and (c) hereof. The Executive Committee, may also in its absolute discretion, apportion the monies so forfeited as between the Association and/or any club on whose grounds such club or any of its teams were drawn to play.

4.2 Wicket Fees

- (a) Wicket fees for matches played at grounds controlled by the Association must be paid to the Groundsman or collector at the commencement of each match or by tea-time on the first day of a **Saturday** fixture or by lunch-time during a **Sunday** Fixture.
- (b) All Association fees shall be of a uniform amount as prescribed by the Schedule of Fees.
- (c) Fees payable will be decided by the Executive Committee and advised to clubs at the pre-season delegate's meeting held prior to commencement of each season.
- (d) For the purpose of this rule, fees per team per game for the current season are shown in the prescribed schedule.
- (e) In the event of play being abandoned through wet weather, the usual fees shall be paid. This shall apply also to club grounds.
 - (i) Any Club that forfeits a match shall be levied its opponents fees as well as its own. The club forfeiting the match must notify, at the earliest possible time, the Association Secretary, the Secretary of the opposing team and the Secretary of the Warehouse Cricket Umpires Association.
 - (ii) Any club that is unable to field a team for both Saturdays of a scheduled two-day match, may play a one-day match (unscheduled) on the available Saturday. This is provided that the Secretary of the opposing team agrees and such approvals have been sought at least seven (7) days prior to the scheduled date of the match in question.

- (f) Clubs having private grounds are asked to make certain that clear travel directions are made available to visiting teams.

5. FIXTURES

5.1 Authority to Conduct Competitions

- (a) The Executive Committee shall be empowered to conduct competitions as are approved by the Executive Committee from time to time and to frame such By-laws that may be necessary for the conduct of such fixtures.

(b) Summer Season:

Saturdays: Games may be of two (2) days or one (1) day duration as determined by the Executive Committee. Where possible, a draw of games will be scheduled so that each team plays:

3 rounds	6 Team Grade
2 rounds	8 Team Grade

(c) Winter Season:

Saturdays: Games may be of two (2) days or one (1) day duration as determined by the Executive Committee. Where possible, a draw of games will be scheduled so that each team plays:

2 rounds	6 Team Grade
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- (d) **Sundays:** Where possible, a draw of games will be scheduled so that teams play each other either once or twice.

5.2 Grading

- (a) Grades will consist of the number of teams as decided by the Executive Committee on the recommendation of the Grading Committee.
- (b) The Executive Committee shall have the right to refuse to allow any player to play in any grade, if, in its opinion, such player has a proven record of playing in a higher grade than is registered with Warehouse Cricket. Eg: it is the policy of the Executive Committee that players who regularly play, or recently played
- (c) The Executive Committee may at any time require a club with more than one team to select a player in a higher grade.
- (d) The Grading Committee, where possible, shall grade the premiers team at least one grade higher in the next season's fixtures.
- (e) A forfeit in a higher grade may result in the loss of any points gained by a club's lower grade teams in that round of fixtures.
- (f) A competition of Junior players may be included in the Winter fixtures.

Note: for the purposes of "g", "h" & "i", the following note applies.

Unless an Exemption has been granted by the Executive Committee:

- (g) Premier Players may not participate in B Grade or lower competitions. Premier Players are those who have played:
- (i) five or more games in any one season in 1st and 2nd grade of Queensland Cricket District Cricket competition in the past four years.
 - (ii) five or more games in any one season in A1, Warehouse Cricket in the past two years.
 - (iii) five or more games in any one season in any equivalent competition (e.g. Qld Country, interstate, overseas) in the past four years.

- (h) 'A Grade players' may not participate in C Grade or lower competitions. 'A Grade players' are those that have played:
- (i) five or more games in any one season in 3rd and 4th grade of Queensland Cricket District Cricket competition in the past four years.
 - (ii) five or more games in any one season in an "A" Grade within Warehouse Cricket in the past two years.
- (i) Any Premier Player who is has played in the 1st Grade of the Qld Cricket District Cricket Competition or higher, in the past 2 years must play in the **highest grade** in the Warehouse Cricket competition (irrespective of north or south competitions)

Definition: Players cannot participate in "C" grade or lower competition if they meet the criteria as set out below.

GRADE DEFINITION

- That "A" Grade will consist of all grades between A1 and A4 inclusive.
- That "B" Grade will include consist of all grades between B1 and B4 inclusive.

Note: These definitions are not exhaustive, given the broad range of competitions in Queensland and beyond. The Executive may deem other players not covered by these definitions to be ineligible to play in B or C Grade competitions, based on their recent playing history.

Note: It is the responsibility of each club to inform the Association of all relevant facts pertaining to their prospective players at the time of registering players' names; failure to do so will result in loss of points and/or fine.

Note: If the Secretary of a club wishes to seek exemption for any player to play below that stated in sections "g" and "h", an application in writing must be submitted to the Secretary (or Statistician) of this Association by the Wednesday before the match in which the player is required to play.

6. HELMET POLICY (JUNIOR & SENIOR PLAYERS)



Junior Players (U/18)

[6A] It is mandatory for junior cricketers (those under 18 years of age) to wear a British Standard 7928:2013 compliant helmet at all times when wicket-keeping up to the stumps or batting in any Warehouse Cricket Association Queensland (WCAQ) conducted competitions.

Note: Any player that is aged less than 18 years is prohibited from fielding any closer than 10m from the bat (unless acting as a Wicketkeeper or fielding in the Slips or a Gully position, except when playing in a junior competition and the competition rules explicitly allow the use of protective equipment for close-in fielders (refer to Rule 7 in the Winter Under 15 and Under 16 Rules).

[6B] It is mandatory for senior cricketers to wear a British Standard 7928:2013 compliant helmet in any Warehouse Cricket Association Queensland (WCAQ) conducted competitions as follows:

Batting

- (i) A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against fast, medium or slow-paced bowling.

Wicketkeeping

- (i) At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

Fielding

- (i) A fielder must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven (7) meters from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position between the accepted position gully on the off side to the accepted position leg gully on the leg side, must wear a British Standard 7928:2013 compliant helmet. For all Women's and Junior Girls competitions, the distance is ten (10) meters.

(ii) The umpire(s) are the sole judges of the distance from the stumps in this clause.

[6C] Enforcement (see Policies Appendix – *Helmet Policy Enforcement Procedures for detail*)

(i) The umpire(s) are responsible for ensuring that a helmet is worn when required by Regulation 6 but are not responsible for ensuring that the helmet being worn by the player is compliant with British Standard 7928:2013.

(ii) The umpire(s) must not allow the match to continue during any period in which a player fails to wear a helmet when required by Regulation 6.

(iii) In accordance with the Laws of Cricket, the umpire(s) shall:

- a. Award 5 penalty runs to the opposing team when a batter does not comply with Regulation 6.
- b. If after the action above in (a) the batter continues to not comply with Regulation 6. Time out the batter who fails to wear a helmet when required by Regulation 6.

Note: For the purpose of this Regulation, no time/overs shall be lost to the game after the completion of any of the actions described

(iv) In the event of an extended delay in which either no batter comes to the wicket wearing a helmet (in situations required by Regulation 6) or a batter fails to wear a helmet (in situations required by Regulation 6) and also fails to leave the wicket having been given out in according with Regulation [C](iii)(b), the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)

(v) In the event of an extended delay caused by a wicketkeeper or fielder failing to wear a helmet when required by Regulation 6, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)

(vi) In addition to the above, the umpire(s) will report any breach of Regulation 6 to the WCAQ Statistician. Upon receiving information regarding the incident, the Statistician shall take all reasonable and appropriate measures to investigate the instance(s) and shall take such action as they deem appropriate against the involved participants and Clubs, if applicable.

Notes

- Parents/guardians, coaches and team officials need to ensure that this Regulation is adhered to.
- Association administrators, club coaches, team managers, parents and other volunteers are also encouraged to consider the use of helmets for junior wicket-keepers 'standing-back' if there are concerns about the skill level of the wicket-keeper, bowlers and fielders.
- A list of helmets suitable for Men's, Women's and junior cricket is maintained and regularly updated at <https://play.cricket.com.au/community/clubs/managing-your-club/helmet-recommendations>
- For further information on Cricket Australia's playing policies and guidelines see <https://www.cricket.com.au/integrity/rules-and-regulations>

HELMET POLICY ENFORCEMENT PROCEDURES

Batting

1. After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a helmet as required by Regulation 6.
2. If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with Regulation 6.
3. If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply with Regulation 6, there shall be no loss of time/overs to the match solely due to this delay.

4. If a batter does not to comply with this direction:
 - 4.1 The umpire shall call time, if necessary
 - 4.2 The umpires shall summon and inform the offending players captain of his/her refusal to comply with clause 1.
 - 4.3 The umpire shall award 5 penalty runs to the fielding team
 - 4.4 The umpires together shall report the occurrence as soon as possible after the match to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.
5. If after the action in clause 4 the batter continues to not comply with clause 1 then:
 - 5.1 The batter will be given out, Timed Out
 - 5.2 In the event of a Timed-Out dismissal, the bowler does not get credit for the wicket.
6. In the event of an extended delay in which either no batter comes to the wicket wearing a helmet or a batter fails to wear a British Standard 7928:2013 compliant helmet and also fails to leave the wicket having been given out in accordance with clause 5, the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match). For the purposes of that Law the start of the action shall be taken at end of clause 4.
7. Further to clause 4.4, the umpires shall also report the occurrence of clause 5.1 to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.
8. For the purpose of this law no time/overs shall be lost to the game after the completion of any of the actions described in Clauses 3-5.

Wicketkeeping

1. At any time as required by Regulation 6 a wicketkeeper must wear a helmet.
2. Should a wicketkeeper fail to wear a helmet at any time as required by the Regulation 6, or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the wicketkeeper does one of the following:
 - 2.1 Wears a helmet.
 - 2.2 Moves his/her position to one that does not require him/her to wear a helmet
 - 2.3 The fielding team changes wicketkeeper to a different player who is complying with clause 1.0
3. In the event of an extended delay in which the wicketkeeper fails to wear a helmet and fails to comply with clauses 2.1 - 2.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
4. Further, each wicketkeeper that fails to comply with clause 1 shall be reported to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.

Fielding

1. Should a fielder fail to wear a helmet at any time as required by the Regulation 6 or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the fielder does one of the following:
 - 1.1 Wears a helmet.
 - 1.2 Moves his/her position to one that does not require him/her to wear a helmet.
 - 1.3 The fielding team changes the fielder in the position, to a different player who is complying with clause 1.

2. In the event of an extended delay in which the fielder fails to wear a helmet and fails to comply with clauses 1.1 -1.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).

Further, each fielder that fails to comply with clause 1 shall be reported to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, against each offending fielder.

7. MATCH RESULTS

7.1 Submitting Match Results: via Play HQ (www.PlayHQ.com)

- (a) Clubs are required to enter match results for each match on **Play HQ (www.PlayHQ.com)** within **72 hours** from the completion of the match.
- (b) Captains of all teams are required to complete a ground and Umpire assessment report as per "Play HQ".
- (c) Play HQ must be updated for all scheduled fixtures, including finals; forfeits and rain abandoned games.
- (d) Play HQ must show the names of participating players.
- (e) The Executive Committee may impose a penalty where if (a) above is not complied with. (eg Points may not be allocated).
- (f) For a team receiving a forfeit and/or washed out game, the full list of intended players must be shown. As such those players will be eligible for batting and bowling trophies and finals appearances.
- (g) Play HQ can be updated and submitted by any authorized representative of the club.
- (h) Penalty for non-compliance may lead to loss of points.

8. EQUIPMENT: REQUIRED FOR MATCHES

- (a) **Stumps:** Each competing team shall supply three (3) wooden stumps, suitable for turf pitches (dome shaped except for the bail groove) and two (2) bails.

Note: ***Steel toe and brass ferruled stumps are prohibited.***

- (b) **Cricket Balls:**

- (i) Cricket Balls must be coloured Red, be of Australian origin and be Gabba Brand Aussie 4 Piece balls. (The Executive Committee may authorize a trial, for a particular period, of an alternative colour from time to time).

Summer & Winter Saturday & Sunday A1 teams must use a **4 piece Gabba Brand cricket ball.**

- (ii) The use of a 2nd new ball is permitted in keeping with the Laws of Cricket namely, at any time after the completion of 80 overs in any one innings.

- (c) **Scoring:**

- (i) Where a full-time scorer is **not** available, each team will provide either an electronic device (eg: Scoring Ap) or paper-based scorebook.
- (ii) After each innings and at the end of the match, Captains will ensure that they and the umpire "agree" as to the relevant innings score or the result of the match.
- (iii) The Captains, before tossing, will exchange a list of the players selected to play in the match. These lists cannot be altered except with the consent of the opposing Captain. The Umpire must also be informed.

9. DETERMINING FITNESS OF GROUND

Executive Committee Arrangements

- (a) At any time before the time scheduled for the commencement of play on any day allotted for the playing of a

match, the decision regarding the fitness of the wicket and ground, shall be in the hands of the Groundsman. However, with Warehouse Cricket controlled grounds, that decision may be made in conjunction with the Executive Committee.

If no groundsman is in attendance, or if the ground has been passed to the control of the Umpire, that is presumed to occur 30 minutes prior to the scheduled start of play, then the decision shall be made by an Official Umpire, or in his/her absence, by the Captains or Executive Committee member.

The Executive Committee reserves the right to cancel all matches scheduled, including those at Kianawah Park.

- (b) Provided that, where it is apparent that a turf wicket or wickets may be unduly damaged by play after intervention of rain, the Groundsman or Executive Committee member in attendance may approach the Officiating Umpire with a request that the play be abandoned for the day. Umpires will be requested to carefully consider such requests having regard only for the condition of the wicket.
- (c) In the event of the first Saturday's play of a normal two (2) day game being totally rained out, one-day game conditions will apply to the following Saturday, as **in Part 2, By-Law 2**.
- (d) The following conditions apply:
 - (i) Home Ground Secretaries must advise the Secretary of their Opposition Team, the Secretary of Warehouse Cricket and the Secretary of the Warehouse Umpires Cricket Association as soon as possible if wickets are unplayable.
 - (ii) Wet weather information will be posted on the Warehouse Cricket **Facebook** page where possible.
- (e) Any disputes concerning fitness of a particular ground will be settled by the Warehouse Cricket Umpires Association umpire allocated to that game and if no umpire is allocated, the game will take place only if both captains agree to play.

10. LIGHT APPEALS

Appeals against Light during Play

Laws of Cricket - Fitness and Suspension of Play

(Law 3 Section 8/9)

- (a) It is solely for the umpire/s to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- (b) If at any time the Umpire considers that the conditions of the grounds, whether or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start of recommence.

Weather Circumstances – Thunder/Lightning (30/30 Rule)

If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately. Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash.

If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

Notes of Change:

The Umpires will no longer offer light to the batting side.

- (a) Where a Badged Umpire is not officiating in a match, the Captains have responsibility under the Laws of Cricket and in the spirit of the game, to consult prior to an innings commencing or during play regarding impending weather conditions.

- (b) Their consultations should decide on suspension or termination of play particularly where playing conditions deteriorate. This decision is to be passed on to Player Umpires who are to be directed accordingly. The safety of all players on the field is of paramount importance. Captains or Player-Umpires who act in a manner contrary to the spirit of the game risk a penalty including either/or a fin/suspension and/or loss of points.

Note: It is not acceptable for any person to draw stumps to cause cessation of play other than by agreed decisions of Captains and Player-Umpires.

11. ALLOCATION OF GROUNDS

Control of Grounds: All nominated grounds whether held by the Association or by affiliated clubs shall be under the control of the Executive Committee for the purpose of allocation of fixtures. The responsibility for maintaining the state of the wicket and grounds is with the affiliated club concerned.

12. GROUND SPECIFICATIONS

Details: The basic standard required for any ground nominated for use in a Warehouse Cricket Grade is as follows.

(a) Wicket Dimensions

Length	20.12 meters	Stump to stump
Width	3 meters	Synthetic Turf
Width	2 Strips	Turf

(b) Surface Conditions

Turf	Flat with no weeds
Synthetic Turf	With no tears, patches or cracked base

- (c) **Crease and Danger Area Markings:** These shall be painted on synthetic turf wickets and marked on turf wickets after preparation.

- (d) **Bowler's Approach:** These shall be flat, even with no step up.

- (e) **Outfield:** This shall be well grassed with no holes, posts or other hazards.

- (f) **General:** Easy access to ground with parking, water and toilet facilities.

Note: *A ground, nominated for use in Warehouse Cricket competitions will not be accepted for use until it passes inspection by the Grounds Committee of the Association.*

LAWS OF CRICKET

All matches shall be played under the Laws of Cricket as recognized by Qld Cricket unless otherwise provided for in these By-Laws. In cases of dispute, the Executive Committee, whose decisions shall be final, shall decide the matter in question.

Cricket Australia Bowling Policy (Bowling Restrictions)

Warehouse Cricket adopts Cricket Australia Policy for underage bowlers. Bowling restrictions apply as at current date.

U/12:	A maximum of 4 consecutive overs and 8 overs per day.
U/13:	A maximum of 4 consecutive overs for medium and fast paced bowlers and 8 overs per day
U/14:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 10 overs per day
U/15:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 12 overs per day
U/16:	A maximum of 6 consecutive overs for medium and fast bowlers and 14 per day.
U/17:	A maximum of 6 consecutive overs for medium and fast bowlers and 16 per day.
U/18:	A maximum of 8 consecutive overs for medium and fast bowlers and 18 per day.
U/19:	A maximum of 8 consecutive overs for medium and fast bowlers and 20 per day.

Notes:

- (i) A bowler who has bowled a spell less than listed above may resume bowling prior to the necessary break as defined above, but this will be considered as an extension of the same spell and the limit of overs outlined above will still apply.
- (ii) Rest periods between spells for underage bowlers (other than slow bowlers) will be:
 - Two Day Games = 60 minutes
 - One Day Game = 30 minutes
(Actual time - not playing time).
- (iii) A bowler who has bowled a spell shorter than the Cricket Australia Junior Policy may resume bowling before the 60 minute period has expired. This will be considered as an extension of the same spell and the limits will then apply. The break within the spell is disregarded.
- (iv) Spinners/slow bowlers: May bowl their daily allocation in one spell.

13. RULES OF CRICKET NOTES

Some additional information based on changes to Laws of Cricket in recent years (or as amended)

BATSMAN DAMAGING THE PITCH

In the event of batsman damaging the pitch, the Umpire at the bowler's end shall follow the procedures of caution and final warning etc. Should the warning prove ineffective, the Umpire shall intervene without appeal by calling and signal **"DEAD BALL"** after the completion of one (1) run, disallow any runs and return the batsmen to their original end.

LAW 2.8 FIELDSMAN LEAVING THE FIELD

No fielder shall leave the field or return to the field during a session of play without the consent of the umpire at the bowler's end. The umpire's consent is also necessary if a substitute is required for a fielder at the start of play or when he/she returns to the field after the interval. If a member of the fielding side leaves the field or fails to return after an interval and is absent from the field for longer **than 15 minutes**:

- The player shall not be permitted to bowl in the innings after his return until he/she has been on the field for at least the length of playing time for which he/she was absent. In the event of a follow-on, this restriction will, if necessary continue into the 2nd innings.
- The player shall not be permitted to bat, unless or until, in aggregate, he/she has returned to the field and/or the side's innings has been in progress for at least that length of playing time for which he/she has been absent, or, if earlier, when the side has lost five (5) wickets.

Note: The restriction of (i.) and (ii.) will not apply if the player has suffered an external blow (as opposed to any internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced off the field.

- Nor shall it apply if the player has been absent for exceptional and wholly acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the opposing captain.
- This restriction will not apply at the commencement of a new day's play.

Note: In the event of a fieldsman already being off the field, at the commencement of an interruption in play through ground, weather or light conditions, he/she shall be allowed to count any such stoppage time as playing time, provided that he/she personally informs the Umpire when he/she is fit enough to take the field had play been in progress.

SUBSTITUTES AND RUNNERS

- (a) If the umpires are satisfied that a nominated player has been injured or become ill since the nomination of the players, they shall allow that player to have
 - (i) a substitute acting for him in the field.
 - (ii) a runner when batting.
- (b) Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.
- (c) The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder or a runner to act for a nominated player, at the start of the match, or at any subsequent time.
- (d) A player wishing to change his shirt, boots, etc. shall leave the field to do so. No substitute shall be allowed for him.

RUNNER

A runner may continue to be utilized in the situation where a player has been injured during that game, notwithstanding the rule applying in international cricket and adopted by the Brisbane Grade Committee.

The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings. The runner shall wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat.

UNFAIR PLAY (movement of fielders)

Any significant movement off line (towards the striker) or in depth by a fielder once the Bowler commences his/her run-up should be considered unfair and the Umpire can take action under Law 42.3 (Unfair play).

A wicketkeeper standing “back” who moves up to the stumps would clearly be significant movement.

SCORING OF NO BALLS:

A No Ball shall count as **1 Run** + the runs scored.

SCORING OF WIDES:

A Wide shall count as **1 Run** + the runs scored.

BOUNDARY LINE: (practical effect of rule changes)

Where a “fence” or other object (eg: Sight Screen) is deemed to form part of the boundary, the **boundary line be the base of that object (a line on the ground).**

- If any fielder leans on the fence whilst fielding the ball then a boundary is scored.
- If a fielder leans on the fence whilst taking a catch then a “6” is scored.

(No part of the fielder’s body can touch the fence whilst either catching or fielding a ball).

CATCH OFF THE GLOVE

A batsman may be given out if the ball touches **ANY** part of the glove holding the bat and the ball is then caught.

(Note: whether or not that part of the glove is above the wrist of the hand holding the bat.)

See Summary of changes to Laws of Cricket as published.

JUNIOR PLAYERS (U/16 GRADES AND BELOW)

MINIMUM FIELDING DISTANCES

No junior cricketer is to field closer than 10 meters from the popping crease of the batsman on strike except in the area 90 degrees on the offside from point to the wicket-keeper for ages up to and including U/14 players.

For U/15 & U/16 players, fielders may come within 10 meters but not closer than 7 meters provided they wear protective gear: ie a helmet and a protector.

Note: *If these rules are contravened, a No Ball shall be called.*

BREAKING OF STUMPS BY BOWLER ON DELIVERY

Regulation 29 = NO BALL

Breaking the stumps during the act of a delivery *shall be a no ball.*

(Note: this does not include bowler attempting to run out the non-striker).

15. GENERAL INFORMATION

(e) Owing to fencing arrangements made by the Brisbane City Council at Marchant Park on the perimeter of the grounds, vehicle parking is restricted to outside the park.

Marchant Park No. 9 Park on Ellison Road or Murphy Road

Marchant Park No. 8 Park on Ellison Road

(f) Warehouse Cricket Ground Bookings for other than Fixture matches:

(g) Contact: **Laurence Christie on 3204 2020 or 0415 342 007.**

(h) Club Secretaries are requested to advise members of their club that they should refrain from contacting Association Officers at their places of employment unless the matter is important.



RULES APPLYING TO WAREHOUSE CRICKET

WINTER SATURDAY

SENIOR COMPETITION RULES

1. TWO DAY FIXTURES

1.1 Playing Times

ALL GRADES:

Commence 11.30 a.m.
Finish 4.20 p.m. (two (2) Day games)

- Time Lost:** A penalty of 0.25 points for each four (4) minutes lost will apply to teams who are not ready to commence at the appointed time. (This will only apply when a Badged Umpire is in attendance.) The Statistician will only deduct these points on receipt of a written report from the Officiating Umpire.
- During a match the side batting may declare its innings closed at any time.
- There is **NO** requirement to bowl 20 overs in the final hour of play in a two-day game. A **minimum** number of overs shall be bowled each day.
All Grades 70 Overs per day
- In the event of a bowler being unable to complete an over for any reason the over shall be completed by another bowler, subject always to the Laws of Cricket.

1.2 Tea Breaks and Drinks

- A tea-break of 20 minutes will normally be taken at 2.00 p.m. during a two (2) day game unless an innings is terminated within 30 minutes of the scheduled time, in which case, tea will be taken immediately.
If a tea break is to be taken, there will be two sessions of play. (see 1.3)
- If play does not commence before 1.00 p.m., no tea break will be taken and there will only be one session of play.
- At Marchant Park and Kianawah Park, the normal tea breaks will be:
1.45 p.m. Odd Numbered Grounds
2.00 p.m. Even Numbered Grounds
- If at the agreed time for the tea interval, nine (9) wickets are down, play shall continue for a period not exceeding 30 minutes or until the innings is concluded.
- One drink break of two minutes shall be taken each session. Such a drink break shall be taken between 60 and 90 minutes from the commencement of play in that session.

1.3 Minimum Overs to be bowled in a Day

- On each day the initial minimum number of overs to be bowled shall be:
All Grades 70 Overs.
- When an innings ends and a new innings is to commence before the scheduled finishing time, the minimum number of overs remaining to be bowled shall be determined by dividing the time remaining for play by 4 minutes. A 10 minute break for change of innings will be allowed.

- c. If playing time is lost for other reasons, namely unfit ground, weather or light, or a player leaving the field due to serious injury, the initial minimum number of overs shall be reduced by the rate of one over for each 4 minutes lost.
- d. The umpire/s shall be responsible for determining the minimum number of overs to be bowled and shall advise both captains and scorers. The umpire/s shall record the number of overs to be bowled in the scorebooks.
- e. An over, not completed at the end of the day and subsequently completed on the second day, shall be counted as a complete over on both days for the purpose of calculating the target number of overs.
- f. Should the minimum number of overs not be bowled, a penalty of **0.25** premierships points shall be applied to each of those overs not commenced, at the scheduled finishing time; excepting any overs which
 - (i) The Umpire/s consider would have been commenced but for extenuating circumstances;
 - (ii) Remain when the innings of the batting side is terminated.
 - (iii) Remain when play is abandoned before the scheduled finishing time due to an unfit ground, weather or light conditions.
- g. The Umpire/s shall notify the captains of any penalties following the completion of each day's play. The Statistician will only deduct penalty points arising in (f) on receipt of a written report from the officiating umpire/s.
- h. Fractions of overs are to be ignored in the calculations pertaining to minimum number of overs.
- i. If, at the scheduled finishing time, the minimum number of overs has not been bowled, then play shall continue if playing conditions permit, until the minimum number of overs has been completed.
- j. No reduction of minimum number of overs shall be allowed for drink intervals or player injuries, where these occur during any of the overs which commence after the scheduled finishing time. The Umpire/s shall be responsible for determining the minimum number of overs remaining to be bowled and shall inform the fielding captain and the batsmen of the number required with this number not being subject to reduction.
 - (i) Except that on the first day, when a wicket falls during the last of the required overs and within three (3) minutes of the scheduled finishing time, **STUMPS WILL BE DRAWN IMMEDIATELY**.
 - (ii) Except that on the first day, if at the scheduled finishing time, a suspension of play occurs as a result of playing conditions and/or the players are already off the field of play, **STUMPS WILL BE DRAWN**.
 - (iii) Except that when an innings is completed after the scheduled finishing time on the first day, **STUMPS WILL BE DRAWN**.

1.4 Play on the 2nd Day

If no play is possible on the first day of a match, a One-Day game shall be played on the 2nd day as per Saturday Rule conditions in Section 2.

1.5 NO BALLS

- (a) 21.1 of the Laws of Cricket apply except that a bowler may not deliver the ball underarm.
- (b) Either umpire shall call and signal a "No Ball" in the following instances:
 - (i.) **(For Senior grades)** If more than two balls in one over, passes, or would have passed above the head height of a striker standing upright at the crease, (Law 41.6) or
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)

- (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
- (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

2. ONE DAY FIXTURES

2.1a Scheduled One Day Match - Playing Times (Fixtures 1-5)

All Grades: **Commence 11.00 a.m. Finish 4.40 p.m. Innings Break 20 minutes**

- a. Basis of the game will be: **All Grades = 40 Overs** per innings
- b. If the innings of the side batting first has not been completed, there shall be a compulsory closure at: **Scheduled One Day Games - All Grades** 1.40 p.m.
The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

2.1b Unscheduled One Day Match - Playing Times (Fixtures 6-10)

All Grades: **Commence 11.30 a.m. Finish 4.30 p.m. Innings Break 20 minutes**

- a. Basis of the game will be: **All Grades = 35 Overs** per innings
- b. If the innings of the side batting first has not been completed, there shall be a compulsory closure at: **Unscheduled One Day Games - All Grades** 1.50 p.m.
The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

2.2 Overs

- a. For any match in which the start is delayed by weather or the innings of the team batting first is otherwise interrupted by weather, the compulsory closure time shall be adjusted on a pro rata basis to the available playing time; ie, the interval between innings shall occur midway in the time available for play. The target number of overs shall be reduced on the basis of one over for each 4 minutes or part thereof, lost from the time available for the first innings.
- b. If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second, if not dismissed, shall be entitled to bat for the maximum number of overs, if required. If the last wicket falls at, or after the time for the interval, but during an over commenced before this time, the team batting second shall be entitled to receive the same number of overs as they have delivered; fractions of overs count as full overs for this purpose.
- c. If the team fielding second fails to bowl the target number of overs, (*as defined in 2.1 (b) & 2.2 (a & b)*), by the scheduled time for cessation of play, the hours of play shall be extended until the required number of overs is bowled, a result is achieved or weather conditions intervene.
- d. For any interrupted or delayed match, if it is not possible for each team to bat for at least 15 overs each (all grades), then the game will be abandoned as a DRAW. This does not apply if either team is dismissed in less than 15 overs, or the team batting second achieves the target for victory in less than 15 overs.
- e. Bowlers shall bowl no more than:
 - Scheduled One Day Games - All Grades** 8 overs per bowler
 - Unscheduled One Day Games - All Grades** 7 overs per bowler
 (Subject to pro-rata adjustments as required by 2.2 (a) (eg: pro-rata to 5 bowlers))

- f. Afternoon tea interval of **20 minutes** will be taken between innings. Furthermore, in each innings a two-minute drinks break will be taken after 20 overs (scheduled one day games) or 17 overs (unscheduled one day games) have been bowled. For matches where overs have been reduced, the necessary adjustment would have to be made as in 2.2 (a).

2.3 The Result:

- a. The game finishes when the target score is reached.
- b. A result can only be achieved if each side has batted for at least 15 overs as stated in 2.2 (d). If no result is achieved, or if no play occurs, a drawn match shall be the outcome.
- c. In matches where a result can be achieved and in which the team batting second has not had the opportunity to bat for the target number of overs and has neither been dismissed, nor passed its opponent's score, the result shall be decided on the average run rate throughout each innings.

- d. Eg: **Using a 40 over innings: – 2nd innings reduced to 20 overs**

Note: eg: Where first team bats through innings.

Team batting first = 200 runs in 40 overs = 5.00 Team batting second = 101 runs in 20 overs = 5.05

• **Using a 40 over innings: (Game washed out after 20 overs in 2nd innings)**

Where team does not bat through innings. (all out)

Team batting first = 100 runs in 20 overs = 2.50 Team batting 2nd = 51 runs in 20 overs = 2.55

- e. Where there is no badged umpire in attendance, each captain should sign the opposition's scorebook at the end of the game to confirm the result.

2.4 No Balls

- a. 21.1 of the Laws of Cricket apply except that no bowler may deliver the ball underarm.
- b. Either umpire shall call and signal a No Ball in the following instances:
- If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, (Law 41.6) or
 - If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

A Free-hit (along with relevant fielding and batting provisions) will apply to All No-balls in a restricted over match.

2.5 Wide Ball

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in one-day games in order to prevent negative bowling wide of the wicket.

- LEG-SIDE:** A ball which pitches outside the line of the leg-side danger area indicator (a line drawn 30 cm from the middle stump) and continues to move down the legside, as a guide, should be called a wide.
- OFF-SIDE:** A ball which passes the batsman outside the line of the off-side maker (a line drawn 75 cm from the off Stump), as a guide, should be called a wide.

The above provisions do not apply if the striker makes contact with the ball.

2.6 Leg Side Fielding Limitation

No more than five (5) fielders are allowed on the leg side at the instant of delivery in a one-day game, with not more than two fielders behind the popping crease.

3. DETERMINING OF FINALISTS & SEMI-FINALISTS

a. Order of Merit:

If two teams are equal on points or if more than the set number of semi-finalists are in contention for semi-finals by virtue of their fixture points scores, semi-finalists in order of merit will be determined as follows.

(i) A point score recalculating wickets and runs taken/scored during the season.

- **.25** point for each wicket taken
- **.01** point for each run scored

b. Number of Semi-finals

Size of Grade	Mode of Playing Semi-finals
Grades of 5 teams or higher	4 Teams (1 v 4) & (2 v 3)
Grades of 4 teams	2 Teams only (NO semi-final)

c. Determination of finalists if play takes place in the Semi-Final.

(i) In the event of the first day being washed out, play on the second day shall be under the normal rules of cricket.

(ii) The team securing either an outright or first innings win (with no further result) shall be declared a finalist. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by 3. (a) shall be the finalist. (A tie on the first innings with no further result is merely a draw for this purpose.)

d. Determination of finalists if Semi-Final is abandoned

In the event that the semi-final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by 3. (a) shall be declared a finalist.

e. Venues and Hours: the Executive Committee will determine these. *Refer to By-Law 4. (a) Part 2.*

f. Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.

g. Eligibility: refer to By-Law 2.2 (a)

h. In circumstances where semi-finals cannot be programmed, Teams 1 & 2 will proceed direct to the final. (eg: where 15 rounds are programmed, and/or with the early timing of the Easter break).

4. HOURS OF PLAY – SEMI-FINALS

Playing Times – Semi-Finals

Day 1	Normal Saturday fixture times.	
Day 2	10.00 a.m. to 5.00 p.m.	
	Lunch	12.00 to 12.40
	Tea	2.40 to 3.00

Over Rates: Day 1 – as per normal two day rules

Day 2 – All Grades = 90 overs.

- Refer to Part 2: 1.3 (a) to 1.3 (j)
- Playing conditions are the same as for normal two (2) day Saturday Fixtures as per Part 2.1.

5. HOURS OF PLAY – FINALS

Playing Times – Finals

Day 1	Normal Saturday fixture times.	
Day 2	10.00 a.m. to 5.00 p.m.	
	Lunch	12.00 to 12.40
	Tea	2.40 to 3.00

Over Rates: Day 1 – as per normal two day rules. Day 2 – All Grades = 90 overs.

- Refer to Part 2: 1.3 (a) to 1.3 (j)
- Playing conditions are the same as for normal two (2) day Saturday Fixtures as per Part 2.1.

6. DETERMINATION OF PREMIERS

a. If play takes place in the Final

- In the event of the first day being washed out, play on the second day shall be under the normal rules of cricket.
- The team securing either an outright or first innings win (with no further result) shall be declared premiers. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by 3. (a) shall be declared premiers.
- If the outright result is a tie, then Joint Premiers shall be declared.
- A Tie on the first innings with no further result is merely a draw for this purpose.

b. If Premiers if Final is Abandoned

- In the event that the final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by 3. (a) shall be declared Premiers.
- Venues and Hours: the Executive Committee will determine these. *Refer to By-Law 4. (a) Part 2.*
- Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.

c. Eligibility: refer to By-Law 2.2 (a)

7. PREMIERSHIP POINTS SCORE

In deciding premierships, points shall count as follows.

a. Two (2) day Game

Result	Remarks	Pts
1st innings win	Even if defeated outright	6
Outright win	Lead on 1st innings	16
Outright win	Loss on 1st innings	10
Draw or Tie	On 1st innings	3

Outright win	Tie on 1st innings	13
Tie after 2nd innings	Regardless of 1st innings	8
Loss on 1st innings		0
Outright loss		0
Abandoned game	Weather or other conditions	3

Note: In a two day game, a Tie is only possible where a team batting second has completed its innings.

- b. For a One (1) day Game

Result	Pts	Result	Pts
Win	6	Loss	0
Draw or Tie or abandoned game	3		

- c. Bonus points only apply for non-scheduled one-day games.
- d. Forfeits & Defaults: In the event of a forfeit, the team receiving the forfeit shall be awarded the maximum total number of points scored in that grade in that fixture.
In the event of one team defaulting after play has commenced, maximum points shall be awarded to the non- defaulting team. This means the maximum competition points together with the maximum bonus points scored in that grade in that fixture.
- e. At the discretion of the Executive Committee, bonus points apply to all Saturday grade games (except scheduled one-day games) as follows.
- f. If for any reason, the result of a game is declared void by the Warehouse Executive, the result is not automatically reversed, except at the discretion of the Warehouse Executive.
- g. **.01 for each run scored.**
.25 for each wicket taken.

8. TROPHIES – ELIGIBILITY

BATTING - To be considered for a Saturday competition batting trophy, a player must have been included in the team in 6 innings (that is on **PLAY HQ**). In addition, the player must have scored at least **250 Runs**.

BOWLING - To be considered for a Saturday competition bowling trophy, a player must have been included in the team in 6 innings (that is on **PLAY HQ**). In addition, the player must have bowled at least **35 Overs**.

- a. In the event of a team withdrawing from, or failing to complete the season's program of matches, no player in that team shall be eligible for a trophy.
- b. No player in any club shall be eligible for a trophy if at the end of a season, that club is indebted to Warehouse Cricket, or to any club affiliated with Warehouse Cricket.



Warehouse Cricket Association

P.O. Box 488
KALLANGUR Q 4503

Email: admin@warehousecricket.org

INDEMNITY AND RELEASE FORM NATIONAL PUBLIC LIABILITY INSURANCE

As a condition of affiliation with Qld Cricket Club officials are advised that all players must sign a “waiver” form in respect to Public Liability Insurance prior to participation in cricket competitions this season. This Memorandum seeks to explain the purpose of the new requirements to sign such a waiver as printed in this handbook as well as to make it practical for cricketers to do so. Advice from Queensland Cricket:

Clubs must “insist upon members signing the attached **Indemnity and Release** form when seeking membership. Failure to sign must result in the membership not being accepted and participation denied.”

Queensland Cricket’s lawyers devised the **Indemnity and Release** form so that participants can acknowledge the inherent risks of playing cricket, and thereby agree to share these risks. **It does not and cannot take away participant’s common law rights or the responsibilities of the club under the Trade Practices Act.**

It should be noted that signing of this waiver form relates to Public Liability Insurance and **NOT** the Player Accident Insurance policy that Qld Cricket provides for players.

ACTION REQUIRED BY CLUBS:

In order to assist those clubs who have not taken alternative action, Warehouse Cricket is providing a means for all clubs to practically administer the “signing of waiver forms”. A form is set out in this handbook and it will be the responsibility of EACH CAPTAIN to insist that all members sign this form PRIOR to **playing in that club**.

Vigilant action by Club Officials will ensure the best result for all cricketers as we seek to make cricket both affordable and administratively practical.

**THIS FORM MUST BE SIGNED BY ALL PLAYERS PRIOR TO PLAYING IN A SEASON
INDEMNITY AND RELEASE**

The undersigned in consideration of being allowed to participate in cricket matches, training and associated events ("Activities") organised and/or supervised by Warehouse Cricket Association Qld (Inc) hereby acknowledge, agree and confirm the following:

- There are inherent risks associated with the Activities, which may result in personal injury (even of a serious nature) to participants. I fully accept and agree to bear these risks.
- To the full extent permitted by law I absolve, release, discharge and indemnify the Association, its officers, employees, representatives and agents ("Indemnities") from any and all liability for any injury, loss or damage suffered by me however caused arising out of my participation in the Activities, including without limitation, where caused by any acts of negligence by the Indemnities.

We have read, understood, acknowledge and agree to all the matters referred to in this statement including the warning, release and indemnity.

	Printed Name	Signature	Date:
1			/ / 2025
2			/ / 2025
3			/ / 2025
4			/ / 2025
5			/ / 2025
6			/ / 2025
7			/ / 2025
8			/ / 2025
9			/ / 2025
10			/ / 2025
11			/ / 2025
12			/ / 2025
13			/ / 2025
14			/ / 2025
15			/ / 2025
16			/ / 2025

THIS FORM MUST BE SIGNED PRIOR TO PLAYING IN A SEASON BY THE PARENT/GUARDIAN OF PLAYERS UNDER THE AGE OF 18

INDEMNITY AND RELEASE

The undersigned being a parent or legal guardian of the player indicated (my child). I agree to my child applying to and being allowed to participate in the Activities. In consideration of the Association allowing my child to take part in the Activities, I acknowledge, agree and confirm the following:

- a. That there are inherent risks associated with the Activities which may result in my child being injured including in a serious manner. I fully accept and agree to bear those risks.
- b. To the full extent permitted by law I agree both on behalf of my child and in my own right to absolve, indemnify, release and discharge the Association, its officers, employees, representatives and agents ("**Indemnities**") from any and all liability for any injury, loss or damage to my child however caused arising out of my child's participation in the Activities including without limitation as a result of acts of negligence by the Indemnities.

I have read, understood, acknowledge and agree to all the matters referred to in this statement, including the warning, release and indemnity.

	Printed Name	Signature	Date:
1			/ / 2025
2			/ / 2025
3			/ / 2025
4			/ / 2025
5			/ / 2025
6			/ / 2025
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14			/ / 2025
15			/ / 2025

WINTER GROUNDS - ADDRESSES & CONTACT INFO – SYNTHETIC GROUNDS

GROUND	CLUB NAME	STREET ADDRESS	SUBURB	PHONE
Bray Park State School	Albany Creek	Hopetoun Street	STRATHPINE	0418 878 212
Deception Bay Sports Fields	The Lakes Knights	Maine Terrace	DECEPTION BAY	0417 017 282
DM Hendersen Park	Macgregor	Grandilla Road	MACGREGOR	0425 529 333
Ducie Street Park	Wolston Park Centenary	58 Ducie Street	DARRA	0434 088 037
EGW Wood (Tigers 4)	Wellington Point Junior	Anson Road	WELLINGTON POINT	0466 437 071
Ellen Ferris	Wolston Park Centenary	Orford Drive	WOLSTON PARK	0434 088 037
Fenwick Park	Telestrem TV	Crn Samford & Glenretreat Roads	MITCHELTON	0410 314 645
Finsbury Park 2	Gold Crest Cobras	Finsbury Street	NEWMARKET	0402 240 639
Forest Lake State School	Brisbane Superkings	Kauri Place	FOREST LAKE	0402 240 639
Glenlogan Park	Jimboomba	Henderson Road	JIMBOOMBA	0439 870 217
Gregory Park	University of Qld	128 Baroona Road	MILTON	0433 844 865
Heathwood Oval	Brisbane Superkings	140 Parkwood Drive	HEATHWOOD	0433 922 733
Homestead Park 2	Springwood Suns	Jodie Street	SHAILER PARK	(07) 3209 4208
Ian Gill Oval	Kuraby Knights	Daw Road (UBD B3)	KURABY	0448 852 708
Jack Gilliland Oval	Pine Rivers	Marsden Road	DAKABIN	0402 240 639
Jack Lihou Oval	Sandgate Redcliffe (W)	Racecourse Road	SANDGATE	0402 888 505
Kalinga Park	Wilston Norths	Kalinga Street	WOOLOOWIN	0431 412 441
Kianawah Park	Warehouse Cricket	Wynnum Road	TINGALPA	(07) 3890 1900
Kimberley Park State School	Springwood Suns	6 Floret Street	SHAILER PARK	0422 409 341
Langdon Park	Peninsula	Mabel Street	MARGATE	0417 632 897
Leo Petnakis Oval (Whites Hill)	Holland Park Juniors	Whites Hill Reserve	WHITES HILL	0408 007 358

Limestone Park PCYC	Strollers	Griffith Road (next to PCYC)	IPSWICH	0429 893 717
Lindsay Road Hockey Fields	Waraba	Lindsay Road	BURPENGARY	0425 220244
Malling Street No. 2	Greenbank	Malling Street	WATERFORD	0411 129 952
Margaret Paige Oval	Kuraby Knights	Crn of Daw Rd & Leopardwood Rd	RUNCORN	0448 852 708
Martin Kent Oval	Sandgate Redcliffe (S)	Racecourse Road	DEAGON	0430 353 425
Mat Thornhill Oval	Tewantin-Noosa	Butler Street	TEWANTIN	0406 957 554
Moggill Dist Sports Park	University of Qld	3662 Moggill Road	MOGGILL	0433 844 865
Moorooka State School	Souths Juniors	Sherley Street	MOOROOKA	0408 208 006
Newport Park	The Lakes Knights	Spinaker Pde	NEWPORT	0414 017 282
Norman Buchan Park	Valley District	53 Rainworth Road	BARDON	0410 314 645
Nundah State School	Hounds	Boyd Road	NUNDAH	0431 817 379
Peter Scala Oval	The Lakes Knights	54 Findlay Street	BURPENGARY	0414 017 282
Pincally Oval	Coomera Hope Island	Pincally Crescent	ORMEAU	0426 240 332
Rod Gibson	Everton District	White Street	WEST CHERMSIDE	0401 888 396
Ron Hall Oval (Whites Hill)	Holland Park Juniors	Whites Hill Reserve	WHITES HILL	0408 007 358
Sam Loxton (3,4,5,& 6) Ovals	Gold Coast Marlins	Sports Drive	RUNAWAY BAY	0415 650 575
Silver Jubilee Park (Fathy)	Springfield Sports Club	Silver Jubilee Pk Entrance Road	SPRING MOUNTAIN	0434 287 257
South Pine Sports Reserve	Albany Creek	South Pine Road	BRENDALE	0418 878 212
Tansey Oval	Loganholme Cobras	108 Tansey Drive	TANAH MERAH	0499 252 215
Tramway Street	Ferny Juniors	Tramway Street	FERNY GROVE	0418 335 434
Wally Tate Park 2	Kuraby Knights	Jacob's Lane (off Beenleigh Road)	KURABY	0448 852 708
Watson Road State School	Souths Juniors	210 Watson Road	ACAC RIDGE	0408 208 006
William Taylor Memorial 2	Wellington Point	Ivy Street	THORNSIDE	0466 437 071
Wittonga	Telestream TV	Hilder Road	THE GAP	0402 749 094

WINTER GROUNDS - ADDRESSES & CONTACT INFO - TURF GROUNDS

GROUND	CLUB NAME	STREET ADDRESS	SUBURB	PHONE
7th Brigade Park	Warehouse Cricket Association	Delaware Street	GEEBUNG	0415 342 007
Col Westaway Oval	Moggill	Priors Pocket Road	MOGGILL	0432 813 530
Eddie Gilbert Field	Wolston Park Centenary	Orford Drive	WOLSTON PARK	0423 022 230
Filmer Park	Peninsula	Hornbrook Esplanade	WOODY POINT	0417 632 897
Forest Lake Sports Field	Brisbane Superkings	60 College Ave (Top Oval)	FOREST LAKE	0402 240 639
George Watts Oval	Indooroopilly	27 Russell Tce (Moore Park)	INDOOROOPILLY	0427 488 366
Henzell Oval	Caloundra	2 Lewis St	CALOUNDRA	0420 351 242
Homestead Park 1	Springwood Suns	Jodie St	SHAILER PARK	0422 409 341
Judy Holt Park 1	Muddies	crn Randall & Bailey Roads	BIRKDALE	0412 664 521
Judy Holt Park 2	Muddies	crn Randall & Bailey Roads	BIRKDALE	0412 664 521
Malling Street	Greenbank	Malling Street	WATERFORD	0411 129 952
Marchant Park	Warehouse Cricket Association	Gympie Road	CHEMERSIDE	0415 342 007
McPherson Park	Bracken Ridge	Denham Street	BRACKEN RIDGE	0411 671 972
Mt Crosby Sportsground	Marburg - Mt Crosby Thunder	Allawah Road	MT CROSBY	0411 435 673
Paul Jackson Oval	Pine Rivers	Marsden Road	DAKABIN	0402 240 639
Peter Gallagher Oval	Everton District	Kenna Street	WEST CHERMSIDE	0401 888 396
Ray Little Oval	Holland Park Juniors	Whites Hill Reserve	CAMP HILL	0408 007 358
Read Park	Tewantin-Noosa	Crn Goodwin & Poincianna Ave	TEWANTIN	0400 300 575
Ron Porter Oval	Souths Juniors	221 Venner Road	FAIRFIELD	0408 208 006
Sam Loxton (1 & 2) Ovals	Gold Coast Marlins	Sports Drive	RUNAWAY BAY	0415 650 575
Somerfields	Souths Juniors	49 Macbarry Place	ROCKLEA	0433 208 380
Tansey Oval	Loganholme Cobras	108 Tansey Drive	TANAH MERAH	0499 252 215
Vince Herbert Oval	Carina	(Off) Stanley Street East	CARINA	(07) 3324 9943
Wally Tate Park 1	Kuraby Knights	Jacob Lane (off Beenleigh Road)	KURABY	0448 852 708

SATURDAY - CLUB CONTACT LIST

CLUB NAME	CONTACT	MOBILE	EMAIL
Albany Creek	Steve Casey	0418 878 212	sandkcasey@bigpond.com
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Brisbane Superkings	Sathish Rajendran	0433 922 733	brisbanesuperkings@gmail.com
Brisbane United	Umesh Gupta	0418 485 704	umeshgupta.bww@gmail.com
Bulimba	Michael Dulaway	0404 155 844	registrar@bulimbacricknet.com.au
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Carina Juniors	Millan Agarwal	0404 692 504	coachingdirector@carinacricknet.com.au
Coomera Hope Island	Michael Ponsonby	0426 240 332	mickpono@live.com.au
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Greenbank	Shane Harris	0411 129 952	greenbankcricket@gmail.com
Holland Park Juniors	Darren Sonter	0432 259 804	darrensonter69@gmail.com
Ish Backyard XI	Tracie Pecic	0404 013 147	tracie@insafehands.net.au
Jimboomba	Melissa Benstead	0439 980 210	jimboombacricknetclub@hotmail.com
Kenmore Juniors	Sunil Jugulkar	0425 396 335	Secretary@kenmorecricket.com.au
Kuraby Knights	David Eastgate	0412 225 468	david.eastgate72@gmail.com
Macgregor	Matthew Windsor	0408 344 298	mlwindsor@bigpond.com
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Muddies	Nathan Patterson	0435 129 220	playcricket@muddies.com.au
Northside Roosters	Darren McArthur	0434 585 008	darren@mcarthurrealestate.com.au

SATURDAY - CLUB CONTACT LIST

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Pine Rivers	Darryn Fowler	0402 240 639	pineriverscricket@gmail.com
Queensland Lions	Himal Silva	0432 043 463	himalsilva@hotmail.com
Redlands Sharks	Daniel Hardie	0408 988 509	president@redlandsharkscricket.com
Sandgate Redcliffe (W)	Red Bunter	0402 888 505	rodbunter1@gmail.com
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Souths Juniors	Alan Goodair	0408 208 006	sjjccsecretary@gmail.com
Springfield Sports Club	Lakbir Mehrok	0434 287 257	springfieldsportsandculturalclub@hotmail.com
Springwood Suns	Garry Connors	0422 409 341	President@springwoodsuncricket.club
Strollers	Jono Gibbs	0429 893 717	strollerscricketclub@gmail.com
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Vattolis	Rajat Vashistha	0466 108 323	rajat.mae@gmail.com
Waraba	Jeremy Donahoo	0407 792 105	cricket@warabasportsclub.com.au
Wellington Point	Steven Collett	0466 437 071	wpcc_president@hotmail.com
Wilston Norths	Angela Salvestrin	0431 412 441	cricket@wnjcc.com.au
Wolston Park Centenary	Greg White	0423 022 230	gregoryrosswhite@yahoo.com.au
Wynnum Manly	Dale Hansen	0427 750 453	dalehansen09@outlook.com
Wynnum Manly Juniors	Tony Green	0407 632 817	wmdccjuniorpresident@gmail.com

SENIOR TEAMS BY GRADE

Grade	Club Name	Team Number
A3N	Carina	1
A3N	Kuraby Knights	1
A3N	Springwood Suns	1
A3N	Valley District	1
A3N	Vattolis	
A3N	Wynnum Manly	1
B1	Brisbane United	
B1	Ish Backyard XI	
B1	Northside Roosters	
B1	South Brisbane	
B1	Toowong	
B1	Valley District	2
B2	Carina	2
B2	Greenbank	1
B2	Jimboomba	
B2	Kuraby Knights	2
B2	Redlands Sharks	
B2	Wellington Point	1
B2	Wynnum Manly	2
B3	Albany Creek	1
B3	Ashgrove	
B3	Ferny Districts	1
B3	Macgregor Mongrels	
B3	Muddies	
B3	Valley District	3
C1N	Bracken Ridge	
C1N	Carina	3
C1N	Queensland Lions	
C1N	TTC Tigers Junior	
C1N	Valley District	4
C1N	Waraba	1
C1S	Carina	4
C1S	Greenbank	2
C1S	Kuraby Knights	2
C1S	Springwood Suns	2
C1S	Wellington Point	2
C1S	Wynnum Manly	3
C2	Albany Creek	2
C2	Ferny Districts	2
C2	Ones & Twos	
C2	Sandgate Redcliffe (W)	
C2	Valley District	5
C2	Waraba	2

JUNIOR TEAMS BY GRADE

Grade	Club Name	Team Name
U12-A	Albany Creek	Night Hawks
U12-A	Brisbane Superkings	Force
U12-A	Holland Park Juniors	Koalas
U12-A	Holland Park Juniors	Kookaburras
U12-A	Kuraby Knights	Hawks
U12-A	Souths Juniors	Jets
U12-A	Souths Juniors	Vikings
U12-A	Wilston Norths	Blue
U12-B1N	Albany Creek	Eagle Hawks
U12-B1N	Albany Creek	Falcon Hawks
U12-B1N	Ferny Juniors	White
U12-B1N	The Lakes Knights	
U12-B1N	The Lakes Knights	
U12-B1N	Valley District	Navy
U12-B1N	Wilston Norths	Green
U12-B1N	Wilston Norths	Purple
U12-B1S	Brisbane Superkings	Blasters
U12-B1S	Holland Park Juniors	Pythons
U12-B1S	Kuraby Knights	Eagles
U12-B1S	Souths Juniors	Titans
U12-B1S	Strollers	Blue
U12-B1S	Wellington Point	Jaguars
U12-B1S	Wolston Park Centenary	Bulls
U12-B1S	Wynnum Manly Juniors	Gold
U12-B2S	Bulimba	Bazley
U12-B2S	Carina Juniors	Eagles
U12-B2S	Holland Park Juniors	Kangaroos
U12-B2S	Souths Juniors	Colts
U12-B2S	Springfield Sports Club	
U12-B2S	University of Qld	Heat
U12-B2S	Wolston Park Centenary	Heat
U12-B2S	Wynnum Manly Juniors	White
U12-C1S	Brisbane Superkings	Fireballs
U12-C1S	Brisbane Superkings	Heroes
U12-C1S	Brisbane Superkings	Super Stars
U12-C1S	Bulimba	McDermott
U12-C1S	Carina Juniors	Eagles
U12-C1S	Springwood Suns	Supernovas
U12-C1S	Strollers	White
U12-C1S	Wellington Point	Panthers
U13N -2	Albany Creek	Night Hawks
U13N -2	Bulimba	Symonds

JUNIOR TEAMS BY GRADE

Grade	Club Name	Team Name
U13N -2	Carina Juniors	Eagles
U13N -2	Sandgate Redcliffe (W)	Liebke
U13N -2	Valley District	Navy
U13N -2	Wilston Norths	Aqua
U13N-1	Everton District	
U13N-1	Tewantin-Noosa	
U13N-1	The Lakes Knights	
U13N-1	TTC Tigers Junior	
U13N-1	University of Qld	Saints
U13N-1	Valley District	White
U13N-1	Wilston Norths	Gold
U13N-1	Wilston Norths	Orange
U13S-1	Brisbane Superkings	Winter Soldiers
U13S-1	Coomera Hope Island	
U13S-1	Kuraby Knights	Hawks
U13S-1	Souths Juniors	White
U13S-1	Springwood Suns	Phoenix
U13S-1	University of Qld	Scorchers
U13S-1	Wolston Park Centenary	Bulls
U13S-1	Wynnum Manly Juniors	
U13S-2	Brisbane Superkings	Storm Breakers
U13S-2	Brisbane Superkings	Sunshine
U13S-2	Holland Park Juniors	Sisoggers
U13S-2	Kuraby Knights	Eagles
U13S-2	Souths Juniors	Blue
U13S-2	Souths Juniors	Red
U13S-2	Strollers	
U14N-1	Albany Creek	Falcon Hawks
U14N-1	Kenmore Juniors	Krokodiles
U14N-1	The Lakes Knights	
U14N-1	TTC Tigers Junior	
U14N-1	University of Qld	Thunder
U14N-1	Wilston Norths	Silver
U14N-2	Albany Creek	Seahawks
U14N-2	Ferny Juniors	Green
U14N-2	Valley District	Navy
U14N-2	Wilston Norths	Teal
U14S-1	Brisbane Superkings	Warriors
U14S-1	Gold Coast Marlins	
U14S-1	Holland Park Juniors	Thunder

Grade	Club Name	Team Name
U14S-1	Macgregor Souths	Bulls
U14S-1	Souths Juniors	Maroon
U14S-1	Wynnum Manly Juniors	
U14S-2	Brisbane Superkings	Titans
U14S-2	Holland Park Juniors	Cyclones
U14S-2	Holland Park Juniors	Lightning
U14S-2	Kuraby Knights	Falcons
U14S-2	Springwood Suns	Mercury
U14S-2	Wellington Point	Pumas
U15-2	Carina Juniors	Eagles
U15-2	Everton District	Comets
U15-2	Muddies	
U15-2	Springwood Suns	Heat
U15-2	Wolston Park Centenary	Bulls
U15N-1	Caloundra	
U15N-1	Sandgate Redcliffe (W)	Seaton
U15N-1	The Lakes Knights	
U15N-1	Toombul District	
U15N-1	Valley District	Navy
U15N-1	Wilston Norths	Yellow
U15-S-1	Carina Juniors	Eagles
U15-S-1	Gold Coast Marlins	Red
U15-S-1	Gold Coast Marlins	White
U15-S-1	Souths Juniors	Black
U15-S-1	Souths Juniors	Flanders
U15-S-1	Wynnum Manly Juniors	
U16-N	Albany Creek	Falcon Hawks
U16-N	Kenmore Juniors	Komodos
U16-N	Peninsula	
U16-N	Pine Rivers	
U16-N	Souths Juniors	Gold
U16-N	Souths Juniors	Green
U16-N	University of Qld	Hurricanes
U16-N	Valley District	
U16-S	Albany Creek	Eagle Hawks
U16-S	Brisbane Superkings	Kingdom
U16-S	Holland Park Juniors	Big Bass
U16-S	Macgregor Souths	Hawks
U16-S	Souths Juniors	Silver
U16-S	Wynnum Manly Juniors	

SATURDAY - TEAMS BY CLUB

Grade	Club Name	Team Name
B3	Albany Creek	
C2	Albany Creek	
U12-A	Albany Creek	Night Hawks
U12-B1N	Albany Creek	Eagle Hawks
U12-B1N	Albany Creek	Falcon Hawks
U13N-2	Albany Creek	Night Hawks
U14N-1	Albany Creek	Falcon Hawks
U14N-2	Albany Creek	Seahawks
U16-N	Albany Creek	Falcon Hawks
U16-S	Albany Creek	Eagle Hawks
B3	Ashgrove	
C1N	Bracken Ridge	
U12-A	Brisbane Superkings	Force
U12-B1S	Brisbane Superkings	Blasters
U12-C1S	Brisbane Superkings	Fireballs
U12-C1S	Brisbane Superkings	Heroes
U12-C1S	Brisbane Superkings	Super Stars
U13S-1	Brisbane Superkings	Winter Soldiers
U13S-2	Brisbane Superkings	Storm Breakers
U13S-2	Brisbane Superkings	Sunshine
U14S-1	Brisbane Superkings	Warriors
U14S-2	Brisbane Superkings	Titans
U16-S	Brisbane Superkings	Kingdom
B1	Brisbane United	
U12-B2S	Bulimba	Bazley
U12-C1S	Bulimba	McDermott
U13N -2	Bulimba	Symonds
U15N-1	Caloundra	
A3N	Carina	
B2	Carina	
C1N	Carina	
C1S	Carina	
U12-B2S	Carina Juniors	Eagles
U12-C1S	Carina Juniors	Eagles
U13N -2	Carina Juniors	Eagles
U15-2	Carina Juniors	Eagles
U15-S-1	Carina Juniors	Eagles
U13S-1	Coomera Hope Island	
U13N-1	Everton District	
U15-2	Everton District	Comets
B3	Ferny Districts	
C2	Ferny Districts	

Grade	Club Name	Team Name
U12-B1N	Ferny Juniors	White
U14N-2	Ferny Juniors	Green
U14S-1	Gold Coast Marlins	
U15-S-1	Gold Coast Marlins	Red
U15-S-1	Gold Coast Marlins	White
B2	Greenbank	
C1S	Greenbank	
U12-A	Holland Park Juniors	Koalas
U12-A	Holland Park Juniors	Kookaburras
U12-B1S	Holland Park Juniors	Pythons
U12-B2S	Holland Park Juniors	Kangaroos
U13S-2	Holland Park Juniors	Sisoggers
U14S-1	Holland Park Juniors	Thunder
U14S-2	Holland Park Juniors	Cyclones
U14S-2	Holland Park Juniors	Lightning
U16-S	Holland Park Juniors	Big Bass
B1	Ish Backyard XI	
B2	Jimboomba	
U14N-1	Kenmore Juniors	Krokodiles
U16-N	Kenmore Juniors	Komodos
A3N	Kuraby Knights	
B2	Kuraby Knights	
C1S	Kuraby Knights	
U12-A	Kuraby Knights	Hawks
U12-B1S	Kuraby Knights	Eagles
U13S-1	Kuraby Knights	Hawks
U13S-2	Kuraby Knights	Eagles
U14S-2	Kuraby Knights	Falcons
B3	Macgregor	Mongrels
U14S-1	Macgregor Souths	Bulls
U16-S	Macgregor Souths	Hawks
B3	Muddies	
U15-2	Muddies	
B1	Northside Roosters	
C2	Ones & Twos	
U16-N	Peninsula	
U16-N	Pine Rivers	
C1N	Queensland Lions	
B2	Redlands Sharks	
C2	Sandgate Redcliffe (W)	
U13N-2	Sandgate Redcliffe (W)	Liebke
U15N-1	Sandgate Redcliffe (W)	Seaton

SATURDAY - TEAMS BY CLUB

Grade	Club Name	Team Name
B1	South Brisbane	
U12-A	Souths Juniors	Jets
U12-A	Souths Juniors	Vikings
U12-B1S	Souths Juniors	Titans
U12-B2S	Souths Juniors	Colts
U13S-1	Souths Juniors	White
U13S-2	Souths Juniors	Blue
U13S-2	Souths Juniors	Red
U14S-1	Souths Juniors	Maroon
U15-S-1	Souths Juniors	Black
U15-S-1	Souths Juniors	Flanders
U16-N	Souths Juniors	Gold
U16-N	Souths Juniors	Green
U16-S	Souths Juniors	Silver
U12-B2S	Springfield Sports & Cultural Club	
A3N	Springwood Suns	
C1S	Springwood Suns	
U12-C1S	Springwood Suns	Supernovas
U13S-1	Springwood Suns	Phoenix
U14S-2	Springwood Suns	Mercury
U15-2	Springwood Suns	Heat
U12-B1S	Strollers	Blue
U12-C1S	Strollers	White
U13S-2	Strollers	
U13N-1	Tewantin-Noosa	
U12-B1N	The Lakes Knights	
U12-B1N	The Lakes Knights	
U13N-1	The Lakes Knights	
U14N-1	The Lakes Knights	
U15N-1	The Lakes Knights	
U15N-1	Toombul District	
B1	Toowong	
C1N	TTC Tigers Junior	
U13N-1	TTC Tigers Junior	
U14N-1	TTC Tigers Junior	
U12-B2S	University of Qld	Heat
U13N-1	University of Qld	Saints
U13S-1	University of Qld	Scorchers
U14N-1	University of Qld	Thunder
U16-N	University of Qld	Hurricanes
A3N	Valley District	
B1	Valley District	

Grade	Club Name	Team Name
B3	Valley District	
C1N	Valley District	
C2	Valley District	
U12-B1N	Valley District	Navy
U13N -2	Valley District	Navy
U13N-1	Valley District	White
U14N-2	Valley District	Navy
U15N-1	Valley District	Navy
U16-N	Valley District	
A3N	Vattolis	
C1N	Waraba	
C2	Waraba	
B2	Wellington Point	
C1S	Wellington Point	
U12-B1S	Wellington Point	Jaguars
U12-C1S	Wellington Point	Panthers
U14S-2	Wellington Point	Pumas
U12-A	Wilston Norths	Blue
U12-B1N	Wilston Norths	Green
U12-B1N	Wilston Norths	Purple
U13N -2	Wilston Norths	Aqua
U13N-1	Wilston Norths	Gold
U13N-1	Wilston Norths	Orange
U14N-1	Wilston Norths	Silver
U14N-2	Wilston Norths	Teal
U15N-1	Wilston Norths	Yellow
U12-B1S	Wolston Park Centenary	Bulls
U12-B2S	Wolston Park Centenary	Heat
U13S-1	Wolston Park Centenary	Bulls
U15-2	Wolston Park Centenary	Bulls
A3N	Wynnum Manly	
B2	Wynnum Manly	
C1S	Wynnum Manly	
U12-B1S	Wynnum Manly Juniors	Gold
U12-B2S	Wynnum Manly Juniors	White
U13S-1	Wynnum Manly Juniors	
U14S-1	Wynnum Manly Juniors	
U15-S-1	Wynnum Manly Juniors	
U16-S	Wynnum Manly Juniors	



RULES APPLYING TO WAREHOUSE CRICKET WINTER SATURDAY JUNIOR U12 COMPETITION RULES

ONE DAY FIXTURES - ALL MATCHES WILL BE ONE DAY GAMES (35 OVERS)

1.1 PLAYING TIMES

Commence: 11.30 a.m. Finish: 4.30 p.m. Innings Break: 15 minutes

- a. Basis of the game will be: 35 Overs per innings
- b. If the innings of the side batting first has not been completed, there shall be a compulsory closure at: 1.50pm. The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

1.2 OVERS

- a. For any match in which the start is delayed by weather or the innings of the team batting first is otherwise interrupted by weather, the compulsory closure time shall be adjusted on a pro rata basis to the available playing time; ie, the interval between innings shall occur midway in the time available for play. The target number of overs shall be reduced on the basis of one over for each 4 minutes or part thereof, lost from the time available for the first innings.
- b. If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second, if not dismissed, shall be entitled to bat for the maximum number of overs, if required. If the last wicket falls at, or after the time for the interval, but during an over commenced before this time, the team batting second shall be entitled to receive the same number of overs as they have delivered; fractions of overs count as full overs for this purpose.
- c. If the team fielding second fails to bowl the target number of overs, (as defined in 1.1 (b) & 1.2 (a & b)), by the scheduled time for cessation of play, the hours of play shall be extended until the required number of overs is bowled, a result is achieved or weather conditions intervene.
- d. For any interrupted or delayed match, if it is not possible for each team to bat **for at least 15 overs** each, then the game will be abandoned as a DRAW. This does not apply if either team is dismissed in less than 15 overs, or the team batting second achieves the target for victory in less than 15 overs.
- e. Bowlers shall bowl no more than 7 overs. Subject to pro-rata adjustments as required by 1.2 (a) (eg: pro-rata to 5 bowlers)

1 Notes: Refer to Bowling Restrictions 6.1

2 Spinners/slow bowlers: May bowl their daily allocation in one spell

- f. Afternoon tea interval of **15 minutes** will be taken between innings. Furthermore, in each innings a two-minute drinks break will be taken after 17 overs have been bowled. For matches where overs have been reduced, the necessary adjustment would have to be made as in 1.2 (a).

1.3 The Result:

- a. A win/loss result is affected when either the target score is reached, or the team batting second is all out. Matches can also be played for the full duration.

Notes:

- (i) This will allow increased player participation: eg, When a team that bats second achieves the target score, that team can bat out the full number of overs under the guidance of Coaches.
- (ii) Bonus points are **NOT** applicable for any game.
- b. In any interrupted or delayed match, a result can only be achieved if each side has batted for at least 15 overs as stated in 1.2 (d). If no result is achieved, or if no play occurs, a drawn match shall be the outcome.
- c. In matches where a result can be achieved and in which the team batting second has not had the opportunity to bat for the target number of overs and has neither been dismissed, nor passed its opponent's score, the result shall be decided on the average run rate throughout each innings.

d. Eg: **Using a 35 over innings: - 2nd innings reduced to 20 overs**

Note: eg: Where first team bats through innings.

Team batting first = 175 runs in 35 overs = 5.00 Team batting second = 101 runs in 20 overs = 5.05

• **Using a 35 over innings: (Game washed out after 30 overs in 2nd innings)**

Where team does not bat through innings. (all out)

Team batting first = 105 runs in 30 overs = 3.00 Team batting 2nd = 106 runs in 30 overs = 3.53

e. Where there is no badged umpire in attendance, each captain should sign the opposition's scorebook at the end of the game to confirm the result.

1.4 No Balls: (One Day Game)

- a. 21.1 of the Laws of Cricket apply except that no bowler may deliver the ball underarm.
- b. Either umpire shall call and signal a No Ball in the following instances:
 - (i.) If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, (Law 41.6) or
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

A Free-hit (along with relevant fielding and batting provisions) will apply to All No-balls in a restricted over match.

1.5 Wide Ball

Number of balls per over - an over shall consist of 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)

Umpires are instructed to apply a consistent interpretation in regard to this law in one-day games in order to prevent negative bowling wide of the wicket.

- **LEG-SIDE:** A ball which pitches outside the line of the leg-side danger area indicator (a line drawn 30 cm from the middle stump) and continues to move down the legside, as a guide, should be called a wide.
- **OFF-SIDE:** A ball which passes the batsman outside the line of the off-side maker (a line drawn 75 cm from the off Stump), as a guide, should be called a wide.

The above provisions do not apply if the striker makes contact with the ball.

1.6 Leg Side Fielding Limitation

No more than five (5) fielders are allowed on the leg side at the instant of delivery in a one-day game, with not more than two fielders behind the popping crease.

1.7 Retirement of a Batter

A minimum of 25 balls must be faced before any player can be retired. If the player is retired after facing a minimum of 25 balls, that player will be "retired not out".

1.8 Batting Restrictions

A batter is to retire at the end of the over in which he/she reaches 50 runs.

Notes:

- (i) A not out batsman can resume his/her innings once all other players have retired or are all out in the order in which they were retired.
- (ii) Wides and no-balls do not constitute a ball faced for the purpose of counting minimum balls faced per batsman.
- (iii) No batter can be retired without facing a minimum of 25 balls.

1.9 Numbers in a Team

A Team will consist of 9 players with an innings concluding at the fall of **the 8th wicket**.

Notes:

- (i) Up to 11 players may participate in the game with only 9 players on the Field at one time, all of whom may bat and bowl. However, an innings shall conclude **at the fall of the 8th wicket**.
- (ii) A minimum of 7 players is required to **start** the game.
- (iii) General By-Laws 2.1.1 (e) ii applies

2. DETERMINING OF FINALISTS & SEMI-FINALISTS

ORDER OF MERIT:

- (a) If two (2) teams are equal on points or if more than the set number of semi-finalists are in contention for the semi-finals by virtue of their fixture point scores, semi-finalists in order of merit will be determined as follows:
 - (i) net run rate (as outlined on PlayHQ)
- (b) Number of Semi-finals

Size of Grade	Mode of Playing Semi-finals
Grades of 5 teams or higher	4 Teams (1 v 4) & (2 v 3)
Grades of 4 teams	2 Teams only (NO semi-final)

3. PREMIERSHIP POINTS SCORE

- a. In deciding premierships, points shall count as follows.

Result	Pts	Result	Pts
Win	6	Loss	0
Draw or Tie or abandoned game	3		

- b. Forfeits & Defaults: In the event of a forfeit, the team receiving the forfeit shall be awarded the maximum total number of points scored in that grade in that fixture.
In the event of one team defaulting after play has commenced, maximum points shall be awarded to the non-defaulting team.
- c. If for any reason, the result of a game is declared void by the Warehouse Executive, the result is not automatically reversed, except at the discretion of the Warehouse Executive.

4. TROPHIES – ELIGIBILITY

BATTING - To be considered for a Saturday competition batting trophy, a player must have been included in the team list for three (3) fixtures in that season or 60% of matches scheduled (rounded down). In addition, the player must have scored at least 120 runs.

BOWLING - To be considered for a Saturday competition bowling trophy, a player must have been included in the team list for three (3) fixtures in that season or 60% of matches scheduled (rounded down).

In addition, the player must have bowled at least **150 balls (25 Overs)**.

- a. In the event of a team withdrawing from, or failing to complete the season's program of matches, no player in that team shall be eligible for a trophy.
- b. No player in any club shall be eligible for a trophy if at the end of a season, that club is indebted to Warehouse Cricket, or to any club affiliated with Warehouse Cricket.

5. MINIMUM FIELDING DISTANCES

Players are not to field closer than 10 metres from the popping crease of the batter on strike except in the area 90 degrees on the offside from Point to the wicketkeeper with or without a helmet.

Note: If these rules are contravened, a No Ball shall be called.

6. OTHER CONDITIONS

6.1 Bowling Restrictions - Cricket Australia Bowling Policy (Bowling Restrictions)

Warehouse Cricket adopts Cricket Australia Policy for underage bowlers. Bowling restrictions apply as at current date.

U/12: A maximum of 4 consecutive overs and 8 overs per day.

U/13:	A maximum of 4 consecutive overs for medium and fast paced bowlers and 8 overs per day
U/14:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 10 overs per day
U/15:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 12 overs per day
U/16:	A maximum of 6 consecutive overs for medium and fast bowlers and 14 per day.
U/17:	A maximum of 6 consecutive overs for medium and fast bowlers and 16 per day.
U/18:	A maximum of 8 consecutive overs for medium and fast bowlers and 18 per day.
U/19:	A maximum of 8 consecutive overs for medium and fast bowlers and 20 per day.

Notes:

- (i) A bowler who has bowled a spell less than listed above may resume bowling prior to the necessary break as defined above, but this will be considered as an extension of the same spell and the limit of overs outlined above will still apply.
- (ii) Rest periods between spells for underage bowlers (other than slow bowlers) will be:
 - Two Day Games = 60 minutes
 - One Day Game = 30 minutes (Actual time - not playing time).
- (iii) A bowler who has bowled a spell shorter than the Cricket Australia Junior Policy may resume bowling before the 60 minute period has expired. This will be considered as an extension of the same spell and the limits will then apply. The break within the spell is disregarded.
- (iv) Spinners/slow bowlers may bowl their daily allocation in one spell.

6.2 CRICKET BALLS

The Gabba Aussie Cricket ball (142 gm) is the only ball that can be used.

6.3 HELMETS

Helmets must be worn by all junior players when batting or wicket-keeping up to the stumps (within 1.5m).

6.4 ELIGIBILITY

- a. Subject to sub-sections (b) below, a player is eligible to play in an underage team provided the player's age at 1 September in the previous year is under the age group specified.
- b. Players may be permitted to play in a lower age group than their age requires if:
 - (i) the player is female, in which case, she may play in an age group that is two years below her chronological age group.
 - (ii) the player has a significant physical or other disability, in which case application can be made to the WCAQ executive to approve that player to play in an age group up to two years below the player's chronological age group.
 - (iii) in other circumstances, in which case application can be made to the WCAQ executive to approve that player to play in an age group six months below the player's chronological age group.

6.5 MAXIMUM FIELD BOUNDARIES

Subject to field restrictions, the following maximum field boundaries will apply in all age groups:

U/12: 45 metres U/13: 50 metres U/14: 50 metres

6.6 LENGTH OF PITCH

The pitch shall be 18 metres in length measured from stump to stump.

7. ELIGIBILITY

- a. Subject to sub-sections (b) below, a player is eligible to play in an underage team provided the player's age at **1 September** in the previous year is under the age group specified.
- b. Players may be permitted to play in a lower age group than their age requires if:
 - (i) the player is female, in which case, she may play in an age group that is two years below her chronological age group.
 - (ii) the player has a significant physical or other disability, in which case application can be made to the WCAQ executive to approve that player to play in an age group up to two years below the player's chronological age group.
 - (iii) in other circumstances, in which case application can be made to the WCAQ executive to approve that player to play in an age group six months below the player's chronological age group.



RULES APPLYING TO WAREHOUSE CRICKET WINTER SATURDAY JUNIOR U13 & U14 COMPETITION RULES

1. TWO DAY FIXTURES

1.1 Playing Times

ALL GRADES:

Commence	11.30 a.m.
Finish	4.20 p.m.

- Time Lost:** A penalty of 0.25 points for each four (4) minutes lost will apply to teams who are not ready to commence at the appointed time. (This will only apply when a Badged Umpire is in attendance.) The Statistician will only deduct these points on receipt of a written report from the Officiating Umpire.
- During a match the side batting may declare its innings closed at any time.
- There is **NO** requirement to bowl 20 overs in the final hour of play in a two-day game. **A minimum** number of overs shall be bowled each day.
All Grades = minimum of 70 Overs per day
- In the event of a bowler being unable to complete an over for any reason the over shall be completed by another bowler, subject always to the Laws of Cricket.

1.2 Tea Breaks and Drinks

- A tea-break of 20 minutes will normally be taken at 2.00 p.m. during a two (2) day game unless an innings is terminated within 30 minutes of the scheduled time, in which case, tea will be taken immediately.
At Marchant Park & Kianawah Park, the normal tea breaks will be:
1.45 p.m. Odd Numbered Grounds
2.00 p.m. Even Numbered Grounds
- If a tea break is to be taken, there will be two sessions of play. (*see 1.3*)
- If play does not commence before 12.45 p.m., no tea break will be taken and there will only be one session of play.
- If at the agreed time for the tea interval, nine (9) wickets are down, play shall continue for a period not exceeding 30 minutes or until the innings is concluded.
- One drink break of two minutes shall be taken each session. Such a drink break shall be taken between 60 and 90 minutes from the commencement of play in that session.

1.3 Length of 1st Innings

In a match without interruptions to weather or other factors, the first innings of either side will be concluded at the end of **70 overs**, unless all 10 wickets have fallen or a declaration is made. (**For Result of Game - See 1.10**)

Interruptions: If play does not commence on the first scheduled day of a match, then the second scheduled day will be conducted as a One day game.

When an innings ends and a new innings is to commence before the scheduled finishing time, the minimum number of overs remaining to be bowled shall be determined by dividing the time remaining for play by 4 minutes.

A 10 minute break for change of innings will be allowed.

The second innings, provided time permits, shall be played to an outright result. No limit shall apply to the total number of overs but normal individual bowling restrictions apply.

Time Lost and 70 overs not bowled.

If play commences and **less than 60 over** have been completed, the first innings of each team will be shortened so that the same number of overs are bowled to each team.

The first innings of each team will be limited to the number of overs completed on the first day, plus 70, divided by 2 and rounded up. eg: $(62 + 70)/2 = 66$ overs to be bowled to each side.)

If play commences and **more than 60, but less 70 overs**, have been bowled to the team batting first due to time lost and providing that team is not all out at the conclusion of the day's play, the innings shall be deemed to have been **completed** and the team batting second cannot receive for its first innings any more overs than that bowled to the opposition.

1.4 Minimum Overs to be bowled in a Day.

- a. On each day the initial minimum number of overs to be bowled shall be 70 overs.
- b. The umpire/s shall be responsible for determining the minimum number of overs to be bowled and shall advise both captains and scorers. The umpire/s shall record the number of overs to be bowled in the scorebooks.
- c. An over, not completed at the end of the day and subsequently completed on the second day, shall be counted as a complete over on both days for the purpose of calculating the target number of overs.
- d. Should the minimum number of overs not be bowled, a penalty of **0.25** premierships points shall be applied to each of those overs not commenced, at the scheduled finishing time; excepting any overs which
 - (i) The Umpire/s consider would have been commenced but for extenuating circumstances;
 - (ii) Remain when the innings of the batting side is terminated.
 - (iii) Remain when play is abandoned before the scheduled finishing time due to an unfit ground, weather or light conditions.
- e. The Umpire/s shall notify the captains of any penalties following the completion of each day's play. The Statistician will only deduct penalty points arising in (f) on receipt of a written report from the officiating umpire/s.
- f. Fractions of overs are to be ignored in the calculations pertaining to minimum number of overs.
- g. If, at the scheduled finishing time, the minimum number of overs has not been bowled, then play shall continue if playing conditions permit, until the minimum number of overs has been completed.
- h. No reduction of minimum number of overs shall be allowed for drink intervals or player injuries, where these occur during any of the overs which commence after the scheduled finishing time. The Umpire/s shall be responsible for determining the minimum number of overs remaining to be bowled and shall inform the fielding captain and the batsmen of the number required with this number not being subject to reduction.
 - (i) Except that on the first day, when a wicket falls during the last of the required overs and within three (3) minutes of the scheduled finishing time, **STUMPS WILL BE DRAWN IMMEDIATELY.**
 - (ii) Except that on the first day, if at the scheduled finishing time, a suspension of play occurs as a result of playing conditions and/or the players are already off the field of play, **STUMPS WILL BE DRAWN.**
 - (iii) Except that when an innings is completed after the scheduled finishing time on the first day, **STUMPS WILL BE DRAWN.**

1.5 Play on the 2nd Day.

If no play is possible on the first day of a match, a One-Day game shall be played on the 2nd day as per Saturday Rule conditions in Section 2.

1.6 No Balls: (Two Day Game)

- (a) 21.1 of the Laws of Cricket apply except that a bowler may not deliver the ball underarm.
- (b) Either umpire shall call and signal a "No Ball" in the following instances:
- (i.) If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, or
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

1.7 Numbers in a Team

A team may bat & bowl 12 players with an innings being concluded on fall of 10th wicket. (**Note:** In addition, General By-laws 2.1.1 (e) ii applies.)

1.8 Retirement of a Batsman

A minimum of 40 balls must be faced before any player can be retired. If the player is retired after facing a minimum of 40 balls, that player will be "retired not out".

1.9 Batting Restrictions

A batsman is to retire at the end of the over in which he/she reaches the following: (note in the Grade, (not age of player): U/13 = 75 runs U/14 = 100 runs

Notes:

- (i) A not out batsman can resume his/her innings once all other players have retired or are all out in the order in which they were retired.
- (ii) Wides and no-balls do not constitute a ball faced for the purpose of counting minimum balls faced per batsman.
- (iii) No batter can be retired without facing a minimum of 40 balls.

1.10 Bowling Restrictions

When an innings ends and a new innings is to commence before the scheduled finishing time on the 1st Day, (as per Rule 1.3) all bowlers in that innings will be restricted to the same number of overs that apply to a Day's play, as per table 8.1.

(ONLY APPLIES FOR THE 1st INNINGS OF EACH TEAM)

U/12	A maximum of 4 consecutive overs and 8 overs per day.
U/13	A maximum of 4 consecutive overs for medium and fast paced bowlers and 8 overs per day
U/14	A maximum of 5 consecutive overs for medium and fast paced bowlers and 10 overs per day

(Note, this only applies for the 1st innings of each team and is to avoid the situation where top line bowlers can receive an advantage if the innings is spread over two days).

1.11 The Result

When the innings of the team batting first is concluded, the runs scored plus 1 will be the Target Score. Then the Team batting second has a maximum of 70 overs to reach that Target Score.

- (i) A first innings win will apply to the team which scores the highest runs after the completion of the first innings of each team.
- (ii) Where the team batting second is unable to receive its allotted overs, nor has been dismissed, then the result **will be a draw**.
- (iii) At the completion of the 1st innings, teams can commence a 2nd innings where time permits.

2. ONE DAY FIXTURES

2.1 Playing Times

	ALL GRADES:
Commence	11.30 a.m.
Finish	4.30 p.m.
Innings Break	15 minutes

- a. Basis of the game will be:
All Grades 35 Overs per innings
- b. If the innings of the side batting first has not been completed, there shall be a compulsory closure at:
All Grades 1.50 p.m.
The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

2.2 OVERS

- a. For any match in which the start is delayed by weather or the innings of the team batting first is otherwise interrupted by weather, the compulsory closure time shall be adjusted on a pro rata basis to the available playing time; ie, the interval between innings shall occur midway in the time available for play. The target number of overs shall be reduced on the basis of one over for each 4 minutes or part thereof, lost from the time available for the first innings.
- b. If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second, if not dismissed, shall be entitled to bat for the maximum number of overs, if required. If the last wicket falls at, or after the time for the interval, but during an over commenced before this time, the team batting second shall be entitled to receive the same number of overs as they have delivered; fractions of overs count as full overs for this purpose.
- c. If the team fielding second fails to bowl the target number of overs, (as defined in 2.1 (b) & 2.2 (a & b)), by the scheduled time for cessation of play, the hours of play shall be extended until the required number of overs is bowled, a result is achieved or weather conditions intervene.
- d. For any interrupted or delayed match, if it is not possible for each team to bat **for at least 15 overs** each, then the game will be abandoned as a DRAW. This does not apply if either team is dismissed in less than 15 overs, or the team batting second achieves the target for victory in less than 15 overs.
- e. Bowlers shall bowl no more than 7 overs. Subject to pro-rata adjustments as required by 2.2 (a) (eg: pro-rata to 5 bowlers)

1 Notes: Refer to Bowling Restrictions 7.1

2 Spinners/slow bowlers: May bowl their daily allocation in one spell

- f. Afternoon tea interval of **15 minutes** will be taken between innings. Furthermore, in each innings a two-minute drinks break will be taken after 17 overs have been bowled. For matches where overs have been reduced, the necessary adjustment would have to be made as in 2.2 (a).

2.3 The Result:

- a. The game finishes when the target score is reached.
- b. In any interrupted or delayed match, a result can only be achieved if each side has batted for at least 15 overs as stated in 2.2 (d). If no result is achieved, or if no play occurs, a drawn match shall be the outcome.
- c. In matches where a result can be achieved and in which the team batting second has not had the opportunity to bat for the target number of overs and has neither been dismissed, nor passed its opponent's score, the result shall be decided on the average run rate throughout each innings.
- d. Eg: **Using a 35 over innings: - 2nd innings reduced to 20 overs**

Note: eg: Where first team bats through innings.

Team batting first = 175 runs in 35 overs = 5.00

Team batting second = 101 runs in 20 overs = 5.05

• **Using a 35 over innings: (Game washed out after 30 overs in 2nd innings)**

Where team does not bat through innings. (all out)

Team batting first = 105 runs in 30 overs = 3.00

Team batting 2nd = 106 runs in 30 overs = 3.53

- e. where there is no badged umpire in attendance, each captain should sign the opposition's scorebook at the end of the game to confirm the result.

2.4 No Balls: (One Day Game)

- a. 21.1 of the Laws of Cricket apply except that no bowler may deliver the ball underarm.
- b. Either umpire shall call and signal a No Ball in the following instances:
- (i.) If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, (Law 41.6) or
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

A Free-hit (along with relevant fielding and batting provisions) will apply to All No-balls in a restricted over match.

2.5 Wide Ball

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in one-day games in order to prevent negative bowling wide of the wicket.

- **LEG-SIDE:** A ball which pitches outside the line of the leg-side danger area indicator (a line drawn 30 cm from the middle stump) and continues to move down the legside, as a guide, should be called a wide.
- **OFF-SIDE:** A ball which passes the batsman outside the line of the off-side maker (a line drawn 75 cm from the off Stump), as a guide, should be called a wide.

The above provisions do not apply if the striker makes contact with the ball.

2.6 Leg Side Fielding Limitation

No more than five (5) fielders are allowed on the leg side at the instant of delivery in a one-day game, with not more than two fielders behind the popping crease.

2.7 Retirement of a Batsman

A minimum of 25 balls must be faced before any player can be retired. If the player is retired after facing a minimum of 25 balls, that player will be "retired not out".

2.8 Batting Restrictions

A batsman is to retire at the end of the over in which he/she reaches the following: (note in the Grade, (not age of player):

U/13 = 75 runs U/14 = 100 runs

Notes:

- (i) A not out batsman can resume his/her innings once all other players have retired or are all out in the order in which they were retired.
- (ii) Wides and no-balls do not constitute a ball faced for the purpose of counting minimum balls faced per batsman.
- (iii) No batter can be retired without facing a minimum of 25 balls.

3. DETERMINING OF FINALISTS & S-FINALISTS

a. Order of Merit:

If two teams are equal on points or if more than the set number of semi-finalists are in contention for semi-finals by virtue of their fixture points scores, semi-finalists in order of merit will be determined as follows.

- (i) A point score recalculating wickets and runs taken/scored during the season.
 - **.25** point for each wicket taken
 - **.01** point for each run scored

b. Number of Semi-finals

Size of Grade	Mode of Playing Semi-finals
Grades of 5 teams or higher	4 Teams (1 v 4) & (2 v 3)
Grades of 4 teams	2 Teams only (NO semi-final)

c. Determination of finalists if play takes place in the Semi-Final.

- (i) In the event of the first day being washed out, play on the second day shall be under the normal rules of cricket.
- (ii) The team securing either an outright or first innings win (with no further result) shall be declared a finalist. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by 3. (a) shall be the finalist. (A tie on the first innings with no further result is merely a draw for this purpose.)

d. Determination of finalists if Semi-Final is abandoned

In the event that the semi-final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by 3. (a) shall be declared a finalist.

e. Venues and Hours: the Executive Committee will determine these. Refer to By-Law 4. (a) Part 2.

- f. Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.
- g. Eligibility: refer to By-Law 2.2 (a)
- h. In circumstances where semi-finals cannot be programmed, Teams 1 & 2 will proceed direct to the final. (eg: where 15 rounds are programmed, and/or with the early timing of the Easter break).

4. PREMIERSHIP POINTS SCORE

In deciding premierships, points shall count as follows.

- a. Two (2) day Game

Result	Remarks	Pts
1st innings win	Even if defeated outright	6
Outright win	Lead on 1st innings	16
Outright win	Loss on 1st innings	10
Draw or Tie	On 1st innings	3
Outright win	Tie on 1st innings	13
Tie after 2nd innings	Regardless of 1st innings	8
Loss on 1st innings		0
Outright loss		0
Abandoned game	Weather or other conditions	3

Note: In a two day game, a Tie is only possible where a team batting second has completed its innings.

- b. For a One (1) day Game

Result	Pts	Result	Pts
Win	6	Loss	0
Draw or Tie or abandoned game	3		

- c. Bonus points only apply for non-scheduled one-day games.
- d. Forfeits & Defaults: In the event of a forfeit, the team receiving the forfeit shall be awarded the maximum total number of points scored in that grade in that fixture.

In the event of one team defaulting after play has commenced, maximum points shall be awarded to the non- defaulting team. This means the maximum competition points together with the maximum bonus points scored in that grade in that fixture.

- e. At the discretion of the Executive Committee, bonus points apply to all Saturday grade games (except scheduled one-day games) as follows.
- f. If for any reason, the result of a game is declared void by the Warehouse Executive, the result is not automatically reversed, except at the discretion of the Warehouse Executive.
- g. **.01 for each run scored.**
.25 For each wkt taken.

5. TROPHIES – ELIGIBILITY

BATTING - To be considered for a Saturday competition batting trophy, a player must have been included in the team list for three (3) fixtures in that season or 60% of matches scheduled (rounded down). In addition, the player must have scored at least 120 runs.

BOWLING - To be considered for a Saturday competition bowling trophy, a player must have been included in the team list for three (3) fixtures in that season or 60% of matches scheduled (rounded down).

In addition, the player must have bowled at least **150 balls (25 Overs)**.

- a. In the event of a team withdrawing from, or failing to complete the season's program of matches, no player in that team shall be eligible for a trophy.
- b. No player in any club shall be eligible for a trophy if at the end of a season, that club is indebted to Warehouse Cricket, or to any club affiliated with Warehouse Cricket.

6. MINIMUM FIELDING DISTANCES

Players are not to field closer than 10 metres from the popping crease of the batter on strike except in the area 90 degrees on the offside from Point to the wicketkeeper with or without a helmet.

Note: If these rules are contravened, a No Ball shall be called.

7. OTHER CONDITIONS

8.1 Bowling Restrictions

Cricket Australia Bowling Policy (Bowling Restrictions)

Warehouse Cricket adopts Cricket Australia Policy for underage bowlers. Bowling restrictions apply as at current date.

U/12:	A maximum of 4 consecutive overs and 8 overs per day.
U/13:	A maximum of 4 consecutive overs for medium and fast paced bowlers and 8 overs per day
U/14:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 10 overs per day
U/15:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 12 overs per day
U/16:	A maximum of 6 consecutive overs for medium and fast bowlers and 14 per day.
U/17:	A maximum of 6 consecutive overs for medium and fast bowlers and 16 per day.
U/18:	A maximum of 8 consecutive overs for medium and fast bowlers and 18 per day.
U/19:	A maximum of 8 consecutive overs for medium and fast bowlers and 20 per day.

Notes:

- (i) A bowler who has bowled a spell less than listed above may resume bowling prior to the necessary break as defined above, but this will be considered as an extension of the same spell and the limit of overs outlined above will still apply.
- (ii) Rest periods between spells for underage bowlers (other than slow bowlers) will be:
 - Two Day Games = 60 minutes
 - One Day Game = 30 minutes(Actual time - not playing time).
- (iii) A bowler who has bowled a spell shorter than the Cricket Australia Junior Policy may resume bowling before the 60 minute period has expired. This will be considered as an extension of the same spell and the limits will then apply. The break within the spell is disregarded.
- (iv) Spinners/slow bowlers may bowl their daily allocation in one spell.

Balls per over: For U/13 Players, a bowler shall bowl in any one over, a maximum of 8 deliveries or 6 fair balls, whichever comes first.

For U/14 Players, a bowler shall bowl in any one over, a maximum of 10 deliveries or 6 fair balls, whichever comes first.

7.3 CRICKET BALLS:

The Gabba Aussie Cricket ball (156 gm) is the only ball that can be used.

7.4 HELMETS:

Helmets must be worn by all junior players when batting or wicket-keeping up to the stumps (within 1.5m).

7.5 ELIGIBILITY

- a. Subject to sub-sections (b) below, a player is eligible to play in an underage team provided the player's age at 1 September in the previous year is under the age group specified.
- b. Players may be permitted to play in a lower age group than their age requires if:
 - (i) the player is female, in which case, she may play in an age group that is two years below her chronological age group.
 - (ii) the player has a significant physical or other disability, in which case application can be made to the WCAQ executive to approve that player to play in an age group up to two years below the player's chronological age group.
 - (iii) in other circumstances, in which case application can be made to the WCAQ executive to approve that player to play in an age group six months below the player's chronological age group.

7.6 THE FOLLOW ON:

A lead of seventy-five (75) runs will be required to endorse the follow-on.

7.7 MAXIMUM FIELD BOUNDARIES

Subject to field restrictions, the following maximum field boundaries will apply in all age groups:

- U/12: 45 metres
- U/13: 50 metres
- U/14: 50 metres



RULES APPLYING TO WAREHOUSE CRICKET

WINTER SATURDAY

U15 & U16 COMPETITION RULES

1. TWO DAY FIXTURES

1.1 Playing Times

ALL GRADES:

Commence

11.30 a.m.

Finish

4.20 p.m. (two (2) day games)

- Time Lost:** A penalty of 0.25 points for each four (4) minutes lost will apply to teams who are not ready to commence at the appointed time. (This will only apply when a Badged Umpire is in attendance.) The Statistician will only deduct these points on receipt of a written report from the Officiating Umpire.
- During a match the side batting may declare its innings closed at any time.
- There is **NO** requirement to bowl 20 overs in the final hour of play in a two-day game. A **minimum** number of overs shall be bowled each day.
All Grades 70 Overs per day
- In the event of a bowler being unable to complete an over for any reason the over shall be completed by another bowler, subject always to the Laws of Cricket.

1.2 Tea Breaks and Drinks

- A tea-break of 20 minutes will normally be taken at 2.00 p.m. during a two (2) day game unless an innings is terminated within 30 minutes of the scheduled time, in which case, tea will be taken immediately. If a tea break is to be taken, there will be two sessions of play. (*see 1.3*)
- If play does not commence before 12.45 p.m., no tea break will be taken and there will only be one session of play.
- At Marchant Park & Kianawah Park, the normal tea breaks will be:
1.45 p.m. Odd Numbered Grounds **2.00 p.m.** Even Numbered Grounds
- If at the agreed time for the tea interval, nine (9) wickets are down, play shall continue for a period not exceeding 30 minutes or until the innings is concluded.
- One drink break of two minutes shall be taken each session. Such a drink break shall be taken between 60 and 90 minutes from the commencement of play in that session.

1.3 Minimum Overs to be bowled in a Day.

- On each day the initial minimum number of overs to be bowled shall be:
All Grades 70 Overs.
- When an innings ends and a new innings is to commence before the scheduled finishing time, the minimum number of overs remaining to be bowled shall be determined by dividing the time remaining for play by 4 minutes. A 10 minute break for change of innings will be allowed.
- If playing time is lost for other reasons, namely unfit ground, weather or light, or a player leaving the field due to serious injury, the initial minimum number of overs shall be reduced by the rate of one over for each 4 minutes lost.
- The umpire/s shall be responsible for determining the minimum number of overs to be bowled and shall advise both captains and scorers. The umpire/s shall record the number of overs to be bowled in the scorebooks.

- (e) An over, not completed at the end of the day and subsequently completed on the second day, shall be counted as a complete over on both days for the purpose of calculating the target number of overs.
- (f) Should the minimum number of overs not be bowled, a penalty of **0.25** premierships points shall be applied to each of those overs not commenced, at the scheduled finishing time; excepting any overs which
 - (i) The Umpire/s consider would have been commenced but for extenuating circumstances;
 - (ii) Remain when the innings of the batting side is terminated.
 - (iii) Remain when play is abandoned before the scheduled finishing time due to an unfit ground, weather or light conditions.
- (g) The Umpire/s shall notify the captains of any penalties following the completion of each day's play. The Statistician will only deduct penalty points arising in (f) on receipt of a written report from the officiating umpire/s.
- (h) Fractions of overs are to be ignored in the calculations pertaining to minimum number of overs.
- (i) If, at the scheduled finishing time, the minimum number of overs has not been bowled, then play shall continue if playing conditions permit, until the minimum number of overs has been completed.
- (j) No reduction of minimum number of overs shall be allowed for drink intervals or player injuries, where these occur during any of the overs which commence after the scheduled finishing time. The Umpire/s shall be responsible for determining the minimum number of overs remaining to be bowled and shall inform the fielding captain and the batsmen of the number required with this number not being subject to reduction.
 - (i) Except that on the first day, when a wicket falls during the last of the required overs and within three (3) minutes of the scheduled finishing time, **STUMPS WILL BE DRAWN IMMEDIATELY.**
 - (ii) Except that on the first day, if at the scheduled finishing time, a suspension of play occurs as a result of playing conditions and/or the players are already off the field of play, **STUMPS WILL BE DRAWN.**
 - (iii) Except that when an innings is completed after the scheduled finishing time on the first day, **STUMPS WILL BE DRAWN.**

1.4 Play on the 2nd Day

If no play is possible on the first day of a match, a One-Day game shall be played on the 2nd day as per Saturday Rule conditions in Section 2.

1.5 No Balls

- (a) 21.1 of the Laws of Cricket apply except that a bowler may not deliver the ball underarm.
- (b) Either umpire shall call and signal a "No Ball" in the following instances:
 - (i.) **(For Junior grades e.g. U15/16)** If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

1.6 Bat – Bowl 12 Players

A team may bat and bowl 12 players with an innings being concluded on the fall of the 10th wicket.

Note: In addition, General By-laws 2.1.1 (e) ii applies.

1.7 Retirement of a Batsman

A minimum of 40 balls must be faced before any player can be retired. If the player is retired after facing a minimum of 40 balls, that player will be "retired not out".

2. ONE DAY FIXTURES

2.1a Scheduled One Day Match - Playing Times (Fixtures 1-5)

All Grades: **Commence 11.00 a.m.** **Finish 4.40 p.m.** **Innings Break 20 minutes**

- a. Basis of the game will be: **40 Overs** per innings
- b. If the innings of the side batting first has not been completed, there shall be a compulsory closure at:
Scheduled One Day Games 1.40 p.m.
The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

2.1b Unscheduled One Day Match - Playing Times (Fixtures 6-10)

All Grades: **Commence 11.30 a.m.** **Finish 4.30 p.m.** **Innings Break 20 minutes**

- a. Basis of the game will be: **35 Overs** per innings
- b. If the innings of the side batting first has not been completed, there shall be a compulsory closure at:
Unscheduled One Day Games 1.50 p.m.
The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

2.2 Overs

- a. For any match in which the start is delayed by weather or the innings of the team batting first is otherwise interrupted by weather, the compulsory closure time shall be adjusted on a pro rata basis to the available playing time; ie, the interval between innings shall occur midway in the time available for play. The target number of overs shall be reduced on the basis of one over for each 4 minutes or part thereof, lost from the time available for the first innings.
- b. If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second, if not dismissed, shall be entitled to bat for the maximum number of overs, if required. If the last wicket falls at, or after the time for the interval, but during an over commenced before this time, the team batting second shall be entitled to receive the same number of overs as they have delivered; fractions of overs count as full overs for this purpose.
- c. If the team fielding second fails to bowl the target number of overs, (*as defined in 2.1 (b) & 2.2 (a & b)*), by the scheduled time for cessation of play, the hours of play shall be extended until the required number of overs is bowled, a result is achieved or weather conditions intervene.
- d. For any interrupted or delayed match, if it is not possible for each team to bat for at least 15 overs each, then the game will be abandoned as a DRAW. This does not apply if either team is dismissed in less than 15 overs, or the team batting second achieves the target for victory in less than 15 overs.
- e. Bowlers shall bowl no more than:
Scheduled One Day Games 8 overs per bowler
Unscheduled One Day Games 7 overs per bowler
(Subject to pro-rata adjustments as required by 2.2 (a) (eg: pro-rata to 5 bowlers))
- f. Afternoon tea interval of **20 minutes** will be taken between innings. Furthermore, in each innings a two-minute drinks break will be taken after 17 overs have been bowled. For matches where overs have been reduced, the necessary adjustment would have to be made as in 2.2 (a).

2.3 The Result:

- a. The game finishes when the target score is reached.
- b. A result can only be achieved if each side has batted **for at least 15 overs** as stated in 2.2 (d) . If no result is achieved, or if no play occurs, a drawn match shall be the outcome.

- c. In matches where a result can be achieved and in which the team batting second has not had the opportunity to bat for the target number of overs and has neither been dismissed, nor passed its opponent's score, the result shall be decided on the average run rate throughout each innings.
- d. Eg: **Using a 40 over innings: – 2nd innings reduced to 20 overs**
Note: eg: Where first team bats through innings.
 Team batting first = 200 runs in 40 overs = 5.00 Team batting second = 201 runs in 20 overs = 5.05
- **Using a 40 over innings: (Game washed out after 20 overs in 2nd innings)**
 Where team does not bat through innings. (all out)
 Team batting first = 100 runs in 20 overs = 2.50 Team batting 2nd = 51 runs in 20 overs = 2.55
- e. Where there is no badged umpire in attendance, each captain should sign the opposition's scorebook at the end of the game to confirm the result.

2.4 No Balls

- a. 21.1 of the Laws of Cricket apply except that no bowler may deliver the ball underarm.
- b. Either umpire shall call and signal a No Ball in the following instances:
- (i.) If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, (Law 41.6) or
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

A Free-hit (along with relevant fielding and batting provisions) will apply to All No-balls in a restricted over match.

2.5 Wide Ball

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in one-day games in order to prevent negative bowling wide of the wicket.

- **LEG-SIDE:** A ball which pitches outside the line of the leg-side danger area indicator (a line drawn 30 cm from the middle stump) and continues to move down the legside, as a guide, should be called a wide.
- **OFF-SIDE:** A ball which passes the batsman outside the line of the off-side maker (a line drawn 75 cm from the off Stump), as a guide, should be called a wide.

The above provisions do not apply if the striker makes contact with the ball.

2.6 Leg Side Fielding Limitation

No more than five (5) fielders are allowed on the leg side at the instant of delivery in a one-day game, with not more than two fielders behind the popping crease.

2.7 Retirement of a Batsman

A minimum of 25 balls must be faced before any player can be retired not out.

3. DETERMINING OF FINALISTS & SEMI-FINALISTS

a. Order of Merit:

If two teams are equal on points or if more than the set number of semi-finalists are in contention for semi-finals by virtue of their fixture points scores, semi-finalists in order of merit will be determined as follows.

- (i) A point score recalculating wickets and runs taken/scored during the season.
 - **.25** point for each wicket taken
 - **.01** point for each run scored

b. Number of Semi-finals

Size of Grade	Mode of Playing Semi-finals
Grades of 5 teams or higher	4 Teams (1 v 4) & (2 v 3)
Grades of 4 teams	2 Teams only (NO semi-final)

- c. Determination of finalists if play takes place in the Semi-Final.
 - (i) In the event of the first day being washed out, play on the second day shall be under the normal rules of cricket.
 - (ii) The team securing either an outright or first innings win (with no further result) shall be declared a finalist. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by 3. (a) shall be the finalist. (A tie on the first innings with no further result is merely a draw for this purpose.)
- d. Determination of finalists if Semi-Final is abandoned
 In the event that the semi-final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by 3. (a) shall be declared a finalist.
- e. Venues and Hours: the Executive Committee will determine these. *Refer to By-Law 4. (a) Part 2.*
- f. Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.
- g. Eligibility: refer to By-Law 2.2 (a)
- h. In circumstances where semi-finals cannot be programmed, Teams 1 & 2 will proceed direct to the final. (eg: where 15 rounds are programmed, and/or with the early timing of the Easter break).

4. DETERMINATION OF PREMIERS

a. **If play takes place in the Final.**

- (i) In the event of the first day being washed out, play on the second day shall be under the normal rules of cricket.
- (ii) The team securing either an outright or first innings win (with no further result) shall be declared premiers. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by 3. (a) shall be declared premiers.
- (iii) If the outright result is a tie, then Joint Premiers shall be declared.
- (iv) A Tie on the first innings with no further result is merely a draw for this purpose.

b. **If Premiers if Final is Abandoned**

- (i) In the event that the final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by 3. (a) shall be declared Premiers.
- (ii) Venues and Hours: the Executive Committee will determine these. *Refer to By-Law 4. (a) Part 2.*
- (iii) Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.

c. **Eligibility:** refer to By-Law 2.2 (a)

5. PREMIERSHIP POINTS SCORE

In deciding premierships, points shall count as follows.

- a. Two (2) day Game

Result	Remarks	Pts
1st innings win	Even if defeated outright	6
Outright win	Lead on 1st innings	16
Outright win	Loss on 1st innings	10
Draw or Tie	On 1st innings	3
Outright win	Tie on 1st innings	13
Tie after 2nd innings	Regardless of 1st innings	8
Loss on 1st innings		0
Outright loss		0
Abandoned game	Weather or other conditions	3

Note: In a two day game, a Tie is only possible where a team batting second has completed its innings.

- b. For a One (1) day Game

Result	Pts	Result	Pts
Win	6	Loss	0
Draw or Tie or abandoned game	3		

- c. **Bonus points only apply for non-scheduled one-day games.**

- d. Forfeits & Defaults: In the event of a forfeit, the team receiving the forfeit shall be awarded the maximum total number of points scored in that grade in that fixture.

In the event of one team defaulting after play has commenced, maximum points shall be awarded to the non- defaulting team. This means the maximum competition points together with the maximum bonus points scored in that grade in that fixture.

- e. At the discretion of the Executive Committee, bonus points apply to all Saturday grade games (except scheduled one-day games) as follows.
- f. If for any reason, the result of a game is declared void by the Warehouse Executive, the result is not automatically reversed, except at the discretion of the Warehouse Executive.
- g. **.01** for each run scored. **.25** for each wkt taken.

6. TROPHIES – ELIGIBILITY

BATTING - To be considered for a Saturday competition batting trophy, a player must have been included in the team list for three (3) fixtures in that season or 60% of matches scheduled (rounded down). In addition, the player must have scored at least 120 runs.

BOWLING - To be considered for a Saturday competition bowling trophy, a player must have been included in the team list for three (3) fixtures in that season or 60% of matches scheduled (rounded down).

In addition, the player must have bowled at least **150 balls (25 Overs)**.

- a. In the event of a team withdrawing from, or failing to complete the season's program of matches, no player in that team shall be eligible for a trophy.
- b. No player in any club shall be eligible for a trophy if at the end of a season, that club is indebted to Warehouse Cricket, or to any club affiliated with Warehouse Cricket.

7. MINIMUM FIELDING DISTANCES

No junior cricketer is to field closer than 10 meters from the popping crease of the batsman on strike except in the area 90 degrees on the offside from point to the wicket-keeper for ages up to and including U/14 players.

For U/15 & U/16 players, fielders may come within 10 meters but not closer than 7 meters provided they wear protective gear: ie a helmet and a protector. Note: ***If these rules are contravened, a No Ball shall be called.***

8. OTHER CONDITIONS Authority = Cricket Australia

8.1 Bowling Restrictions

Warehouse Cricket adopts the Cricket Australia Policy for underage bowlers. Bowling restrictions apply as at the current date.

U/12:	A maximum of 4 consecutive overs and 8 overs per day.
U/13:	A maximum of 4 consecutive overs for medium and fast paced bowlers and 8 overs per day
U/14:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 10 overs per day
U/15:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 12 overs per day
U/16:	A maximum of 6 consecutive overs for medium and fast bowlers and 14 per day.
U/17:	A maximum of 6 consecutive overs for medium and fast bowlers and 16 per day.
U/18:	A maximum of 8 consecutive overs for medium and fast bowlers and 18 per day.
U/19:	A maximum of 8 consecutive overs for medium and fast bowlers and 20 per day.

Notes:

- (i) A bowler who has bowled a spell less than listed above may resume bowling prior to the necessary break as defined above, but this will be considered as an extension of the same spell and the limit of overs outlined above will still apply.

1 Notes: Rest periods between spells for underage bowlers (other than slow bowlers) will be:

- Two Day Games = 60 minutes
- One Day Game = 30 minutes (Actual time – not playing time).

A bowler who has bowled a spell shorter than the Cricket Australia Junior Policy may resume bowling before the 60 minute period has expired.

This will be considered as an extension of the same spell and the limits will then apply. The break within the spell is disregarded.

Spinners/slow bowlers may bowl their daily allocation in one spell

Balls per over: For **U/15 Players**, a bowler shall bowl in any one over, a maximum of **10 deliveries** or 6 fair balls, whichever comes first. Bowling restrictions will apply from the start of a day's play.

9. ELIGIBILITY

- a. Subject to sub-sections (b) below, a player is eligible to play in an underage team provided the player's age at **1 September** in the previous year is under the age group specified.
- b. Players may be permitted to play in a lower age group than their age requires if:
- (i) the player is female, in which case, she may play in an age group that is two years below her chronological age group.
 - (ii) the player has a significant physical or other disability, in which case application can be made to the WCAQ executive to approve that player to play in an age group up to two years below the player's chronological age group.
 - (iii) in other circumstances, in which case application can be made to the WCAQ executive to approve that player to play in an age group six months below the player's chronological age group.

RULES APPLYING TO ALL WAREHOUSE CRICKET COMPETITIONS CODE OF BEHAVIOUR



JUDICIARY

- a. The Executive Committee shall appoint a Judiciary Committee comprised of members recommended by clubs at the Annual General Meeting and one (1) member of the Executive Committee. A Judiciary Committee Panel shall normally be comprised of three (3) members, with a minimum of two (2) members including a member of the Executive Committee. The Judiciary Committee will only have power to hear complaints in relation to the misconduct of players and/or clubs, as directed by the Executive Committee. The Executive Committee shall settle all other matters relating to Warehouse Cricket which may be submitted for adjudication.
- b. Any Club referring a dispute to the Executive Committee for adjudication, shall forward a clear statement in writing, signed by the Club Secretary or accredited Club representative, to the Secretary of the Association, setting out the matter of the dispute. This may also be in the form of a statement on the team abstract. The statement should include details which specifically state names of offending players, nature of the incident, names of witnesses, date, time and if possible, should be corroborated by statements from officiating Umpires. This statement must be forwarded to the Secretary of the Association as soon as possible after the completion of the match in which the incident occurred. The Secretary of the Association immediately upon receipt of such notice of dispute shall refer the matter to the Commissioner for subsequent attention and if required shall notify all relevant parties when the matter may be dealt with. Should a player, member of a club or a club, be requested to attend a Judiciary Committee meeting as an alleged offender or to give evidence, it will be compulsory for such entity to attend a hearing. If the alleged offender fails to attend, a penalty involving a fine or suspension may be imposed and remain in effect until the Judiciary Committee or Executive Committee request is complied with.
- c. In the event of a member of the Executive Committee or Judiciary Committee being a member of any of the clubs involved in any complaint or dispute, this member shall withdraw from the Committee while the dispute is being dealt with. In the event of such withdrawal from the Judiciary Committee, the Secretary in liaison with the Chairperson of the Executive Committee will arrange for a replacement from the Panel accepted by the Executive Committee following the Annual General Meeting.
- d. Any person, team or club upon whom a penalty is imposed by the Judiciary Committee, and ratified by the Executive Committee of Warehouse Cricket, has the right of appeal to the Warehouse Cricket Association (Qld). Such appeals must be lodged within fourteen (14) days of the written notification received from the Secretary of the Warehouse Cricket Association (Qld).
- e. It is the policy of the Executive Committee to hear disputes and charges as soon as possible after a report is received.

1.1 CODE OF BEHAVIOUR

The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as the Laws of Cricket.

DEFINITION OF ASSAULT

“A person who strikes, touches or moves, or otherwise applies force of any kind to the person of another either directly or indirectly, without consent, or who by any bodily act or gesture attempts or threatens to apply force of any kind to the person of another without his/her consent, under such circumstances that the person making the attempt or threat is actually or apparently a person of ability to effect his/her purpose, is said to assault that other person and the act is called assault”.

- a. Players, officials or club members must not assault or attempt to assault an umpire, another player or a spectator.
- b. Players, officials or club members must not react with unnecessary obvious dissention, displeasure or disapproval towards an umpire, his/her decision, or generally, following an umpiring decision.
- c. Players, officials or club members must not use crude, racist and/or abusive language, or otherwise engage in conduct commonly known as “sledging”. An umpire would be expected to caution the player and advise the captain of his/her concern before reporting any player for this type of behaviour.
- d. Players, officials or club members must not indulge in conduct detrimental to the game, or the spirit of the game.
- e. Players, officials or club members must in no way use crude or abusive hand signals whether directed to another player or an umpire or a member of the public.
- f. Players, officials or club members must not engage in public acts of misconduct, or unruly public behaviour whilst representing their club or the Association.
- g. A player must not consume alcohol during the actual hours of play during the match in which he or she plays. Play is not deemed finished until bails have been lifted to signal the end of a day's play. Umpires, badged or otherwise, will report offending players and clubs to the Executive Committee so that disciplinary action can be taken.
- h. Players must only wear and use approved clothing, equipment, and standard of dress and footwear. The wearing or display of an unauthorized logo is not permitted. An umpire would be expected to caution a player and advise the captain of his/her concern as to the player's standard of dress and use of equipment before reporting any players for a breach of this rule.

1.2 Method of Handling Breaches of the Code of Behaviour

- a. An alleged breach of the Code of Behaviour may be reported by:
 - (i) A player participating in the particular match in which the alleged breach occurs.
 - (ii) Either or both Umpires.
 - (iii) The Secretary of the club/s participating in the match in which the alleged breach occurs; or
 - (iv) Any member of the Executive Committee.
- b. Where an umpire wishes to report an alleged breach of the Code of Behaviour, he/she shall, at the end of the match, complete the prescribed Umpire's Report Form and shall forward a copy of the report, together with any further written submission, to the Secretary of Warehouse Cricket, not more than 72 hours after the completion of the match.
- c. Where a player or official as outlined above wishes to report an alleged breach of the Code of Behaviour, he/she shall forward a written submission to the Secretary not later than 72 hours after the end of the day's play.
- d. The Executive Committee will, at its August meeting each year and at such other times as may be necessary to fill a casual vacancy, appoint a person to the position of Warehouse Cricket Commissioner (“The Commissioner”) who will be responsible for receiving and investigating any alleged breach of the Code of Behaviour. The Commissioner shall take such action, as he/she considers appropriate on any alleged

breach including the referral of any matters to the Conduct Committee, in which event, the Commissioner will prosecute the matter before the Conduct Committee. The Commissioner may decide not to prosecute what he/she considers a minor matter, but will notify the person reported of the receipt of the report. The Commissioner will furnish a report to each regular meeting of the Executive Committee.

- e. Members of the Conduct Committee shall not be representative of the club or clubs involved in the hearing.
- f. Non-adherence to the foregoing regulations does not preclude the Conduct Committee from hearing any case, whether reported or not, providing that in all such cases the principles of natural justice apply and the player/s alleged to have committed a breach of the Code of Behaviour is/are not in any way unfairly disadvantaged by the failure to adhere to the regulations.
- g. The Conduct Committee may impose any penalties it may think fit in accordance with Section 11.4 of these rules. The player or players are not permitted to participate in any Warehouse Cricket competition and/or any Warehouse Representative Fixtures until the penalty has been met, or an appeal against such finding and/or severity of the sentence has been adjudged by the Appeals Committee which shall meet with all due haste.
- h. There shall be an Appeals Committee which is a sub-committee of the Executive Committee:
 - (i) The membership of the Appeals Committee shall be appointed from time to time by the Executive Committee.
 - (ii) The Appeals Committee shall be responsible for receiving all appeals from the decision of the Conduct Committee;
 - (iii) The Appeals Committee shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conduct Committee and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before an initial hearing;
 - (iv) The appeal shall not constitute a rehearing;
 - (v) Any new or additional evidence shall be received by the Appeals Committee only at the discretion of the Appeals Committee;
 - (vi) There shall be no right of appearance before the Appeals Committee by the player and/or his/her representative. However, the player and/or his/her representative shall only have the right to call any additional oral evidence by being given leave to do so by a majority of the Appeals Committee;
 - (vii) The Appeals Committee shall, in each case, refer its decision and recommendation to the next meeting of the Executive Committee for ratification.
- i. Should an appeal subsequently be upheld, any suspension or penalty shall be deemed to be invalid.
- j. In the event that a Conduct Committee hearing cannot be completed before the start of a relevant match, the Conduct Committee may make such interim rulings as it deems appropriate including the interim suspension of a player.

1.3 Formation of the Conduct Committee and Appeals Committee

- a. The Conduct Committee shall consist of three members, at least two of whom are drawn from outside the Executive Committee.
- b. A pool of not less than twelve (12) club representatives shall be nominated at the Annual General Meeting each year and then appointed by the Executive Committee at its August meeting, to form the Conduct Committee as and when that Committee shall be required to meet. Any club with two or more teams in any Warehouse Cricket competition shall be required to nominate a Representative to sit on the Conduct Committee.
- c. A current member of the Executive Committee shall chair the Conduct Committee. However, should there be an appeal to the Appeals Committee from any decision of the Conduct Committee, the Chairman of such Conduct Committee shall be ineligible to sit on any hearing of any such appeal.

- d. The Conduct Committee shall consist of the chairman and two others who are drawn from the clubs participating in the Warehouse Cricket competition and are selected in accordance with the procedure set out in paragraph b above.
- e. In selecting the Conduct Committee for a particular hearing, in any case involving the charge of assault, the Secretary shall where possible, select from club Representatives who have previously been involved in Conduct Committee hearings.
- f. No member of a club or clubs involved in a hearing, shall be qualified to sit on the Conduct Committee and/or Appeals Committee involved in that particular hearing, nor shall any member of the Conduct Committee and/or the Appeals Committee be qualified to sit on a particular hearing should he/she feel that they are unable for any particular reason to deliberate on the matter impartially and with absolute objectivity.
- g. The Appeals Committee shall consist of not less than five members, all of whom shall be drawn from the Executive Committee.
- h. The Appeals Committee shall appoint a Chairman at the commencement of the hearing of an appeal.

1.4 Penalties

- a. Should any player, official or club member commit any breach of the Code of Behaviour, the Conduct Committee may fine the offender, suspend him/her from further play, or otherwise deal with the person at its discretion. No player, official or club member who is found guilty of a breach of the Code of Behaviour shall receive penalties in excess of those maximum penalties which are set out in the schedule at the end of these rules.
- b. It shall be open to the Conduct Committee in the exercise of its discretion to hand down a suspended sentence in appropriate circumstances.

1.5 Time for Appeals

Any player, official or club member upon whom a penalty is imposed by the Conduct Committee, must lodge an appeal within fourteen (14) days of the date of the decision should the player concerned have been present when the decision was given, or within fourteen (14) days of the date of the letter from the Secretary advising of the decision should the player concerned not have been present at the hearing before the Conduct Committee.

A fee of \$50.00 is to accompany the lodgment of any such appeal. This fee will only be refunded in the event of the appeal being successful.

1.6 Procedure Prior to Hearings before the Conduct Committee

- a. The Commissioner shall advise the Secretary that a hearing before the Conduct Committee is required and the Secretary shall select a Conduct Committee for a hearing.
- b. The player charged with a breach of the Code of Behaviour will be advised of the date the report was received by the Secretary and of the precise nature of the alleged breach of the Code of Behaviour and will be supplied with copies of all reports and other written material being relied upon by the Commissioner.
- c. The Secretary will set the place, date and time of the hearing and will advise the player and the members of the Conduct Committee of such details in writing. If at all possible, the date of the hearing will be the Wednesday before the start of next fixture.
- d. In advising the player as to the place, date and time of the hearing, the Secretary will also inform the player that if he/she intends to defend the charge he should arrange for the attendance of witnesses. In appropriate cases, the Conduct Committee shall consider a request by the player for an adjournment of the hearing, but before considering such request the player should be made aware of the power of the Conduct Committee to impose an interim ruling pursuant to Section 11.2 sub-paragraph (k) of these rules.

1.7 Procedure at Hearings before the Conduct Committee

1.7.1 Representation:

- a. The Commissioner will prosecute the charge. It is the Commissioner who will receive the initial complaint in the form of the report and carry the responsibility of investigation and determine whether the matter should be prosecuted before the Conduct Committee.
- b.
 - (i) The player shall be automatically entitled to representation by a member of the Executive Committee of his club (provided that person is not a Solicitor or Barrister)
 - (ii) There will be no automatic entitlement to representation by a Solicitor or Barrister or para-legal person, though, in appropriate circumstances, the Chairman of the committee may permit such representation.
 - (iii) A determination of “appropriate circumstances” shall be at the discretion of the Chairman of the Committee, in consultation with other members of the committee. Any serious allegation involving potential civil action, criminal charges or circumstances of aggravation which are likely to impact on the ability of any professional or semi-professional player to earn income, are examples (though this is not an exhaustive list) of circumstances where the player, may with the leave of the Chairman of the committee, appear with legal representation.
 - (iv) The Umpire involved in reporting the incident shall be entitled to be represented by an advocate appointed by the Executive Committee of the Warehouse Cricket Umpires Association, provided such advocate is not a solicitor or barrister or para-legal person.
- c. Umpires advocate – any umpire involved in the hearing shall be entitled to have present throughout the hearing an umpire’s advocate whose role shall be:
 - (i) To advise and assist the reporting umpire and particularly any new an/or inexperienced umpire during the course of the hearing and in preparation for it:
 - (ii) To provide expert comment as required in relation to the Laws of Cricket; and
 - (iii) To report back to the Warehouse Cricket Umpires Association on the outcome of hearings.

1.7.2 Procedure:

- a. The Commissioner and members of the Committee will be introduced to the player.
- b. The issue of representation will be discussed.
- c. The player will be advised that the proceedings are conducted pursuant to the Code of Behaviour and procedures under Section 11.1 and 11.2 of the Rules of the Warehouse Cricket Association and of all relevant requirements specified by those sections with regard to:
 - (i) who may report an alleged breach;
 - (ii) what that person must do to properly lodge the report; and
 - (iii) The role of the Commissioner and the role of the Conduct Committee.
- d. The player appearing before the Conduct Committee will be advised as to the date the report was received by the Commissioner and of the precise nature of the alleged breach of the Code of Behaviour.
- e. The player will be advised of any club allegiances of the members of the Conduct Committee hearing the matter and will be asked to comment as to whether he/she has any specific objection to the composition of the committee.
- f. The player will be advised of the procedure to be adopted.

- (i) The report will be formally presented by the Commissioner as will any other written material submitted to the Commissioner.
 - (ii) The player will be asked by the chairman of the Conduct Committee to plead the charge.
- g. In the event that the player charged with a breach of the Code of Behaviour pleads "not guilty":-
- (i) The Commissioner presents the evidence and expands upon, to the extent necessary, the matters raised in the report.
 - (ii) The player (or his/her representative) then presents his/her evidence and calls such witnesses as he/she requires.
 - (iii) Those giving evidence shall be subject to questioning from any member of the Conduct Committee. There shall be no cross-examination from the player and/or his/her representatives to any umpire or other witnesses presented by the Commissioner nor shall there be any cross examination by the Commissioner and/or Umpire's advocate to the player or his/her witnesses, unless in either case this is permitted by the authority of the Conduct Committee. If cross-examination is not permitted a player or his/her representatives or the Commissioner or Umpires Advocate may request the Chairman to submit questions to any witness. Such a matter will be at the discretion of the Chairman of the Conduct Committee.
 - (iv) The player (or his/her representative) then makes his/her submissions and summarizes his/her case. Any such submissions are to include submissions on penalty.
 - (v) The Commissioner makes his/her final submissions and summarizes his/her case. Any such submissions are to include submissions on penalty.
 - (vi) The Conduct Committee then decides whether a breach of the Code of Behaviour has been established.
 - (vii) If the Committee decides that a breach of the Code of Behaviour has been established, then submissions on penalty will be invited as if the player had pleaded "guilty";
 - (viii) The Secretary, Warehouse Cricket Association will provide a summary of the player's (playing) history in Warehouse Cricket to the Commissioner and the Conducts' Committee. This summary will then be taken into account, when deciding penalty.
 - (ix) The Conducts' Committee will advise the player of its decision and if found guilty, the player is advised of what penalty is being considered. The Conducts Committee shall provide a short time (approximately 5 minutes) to the player who has the opportunity to provide feedback to the Committee, including the extent of penalty, and reasons to agree and/or disagree with the penalty being considered.
 - (x) The Secretary, Warehouse Cricket Association shall record content of point (viii) and (ix) for future reference.
 - (xi) The Conducts Committee advises the player of its decision and as to player's rights of appeal.
- h. At the conclusion of the hearing, the Conduct Committee through its Chairman will furnish a report to the Executive Committee. The report will consist of the following details.
- Date of the Hearing
 - Name of the person reported
 - Committee composition
 - Charge
 - Result.

WAREHOUSE CRICKET CODE OF CONDUCT & PENALTIES

NOTE (REPEAT OFFENDING)

SHOULD A PLAYER BE FOUND TO HAVE BREACHED THE CODE OF BEHAVIOUR AT THE SAME LEVEL MORE THAN ONCE IN A SEASON, THEN THE PLAYER SHALL BE SUBJECT TO A HIGHER LEVEL OF PENALTY.

LEVEL 1 OFFENSES

Level of Offence & Penalties

LEVEL 1 PENALTY

Official reprimand and ban of up to:

1 * Two Day Match or 2 limited over (50 over, 35 over and T20) matches.

All players, and where applicable, officials must not:

Rule	Guidelines
Number 1.1 Abuse Cricket equipment or clothing, ground equipment or fixtures and fittings	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions intentionally or negligently result in damage to advertising boards, boundary fences, dressing rooms or changing facilities, or any other fixtures and fittings.
Number 1.2 Show dissent at an umpire's decision by action or verbal abuse	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 wicket. Note – This rule does not prohibit the bowler involved in the decision or the team captain from asking the umpire to provide an explanation for a decision or a team official from making a formal complaint.
Number 1.3 Use Language that is obscene, offensive, insulting and/or the making of an obscene gesture	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor performance Note – This offence is not intended to penalize trivial behavior. The extent as to which such behavior is likely to give offense shall be taken into account when assessing the seriousness of the breach.
Number 1.4 Engage in excessive appealing	Excessive appealing shall mean repeated appealing when the bowler/fielder knows the batsman 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.
Number 1.5 Point or gesture towards the pavilion/changing area in an aggressive manner upon the dismissal of the batsman	Self explanatory.

LEVEL 2 OFFENSES

Level of Offence & Penalties

LEVEL 2 PENALTY

**Ban of a minimum of 1 * Two Day Match or
2 * Limited over matches (as defined in Level 1 Penalties).**

All players, and where applicable, officials must not:

Rule	Guidelines
<p>Number 2.1 Show serious dissent at an umpire's decision by action or verbal abuse</p>	<p>Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching of cap, glasses or jumper from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket. Note – This rule does not prohibit the bowler involved in the decision or the team captain from asking the umpire to provide an explanation for a decision or a team official from making a formal complaint.</p>
<p>Number 2.2 Engage in inappropriate and deliberate physical contact with other players or officials in the course of play</p>	<p>Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder or push another player or official or match official.</p>
<p>Number 2.3 Charge or advance towards the umpire in an aggressive manner when appealing</p>	<p>Self explanatory.</p>
<p>Number 2.4 Deliberately and maliciously distract or obstruct another player or official on the field of play</p>	<p>Without limitations, players will breach this rule if they deliberately attempt to distract the striker by words or gestures or deliberately shepherd a batsmen who is attempting to run between wickets.</p>
<p>Number 2.5 Throw the ball at or near a player or an official in an inappropriate and or dangerous manner.</p>	<p>This rule does not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.</p>
<p>Number 2.6 Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator</p>	<p>This is language or gestures which are directed at another person. See Rule 1.3 above in relation to the seriousness of the breach.</p>
<p>Number 2.7 Change the condition of the ball in breach of Law 41.3.2</p>	<p>Prohibited behavior includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening up and the application of moisture to the ball, apart from perspiration.</p>

<p>Number 2.8 Attempt to manipulate a match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.</p>	<p>Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponents, bonus points, net run rate or quotient.</p>
<p>Number 2.9 No player participating in a game, competition or carnival under the control of Warehouse Cricket Association is allowed to consume alcohol during playing hours, unless the game the player is competing in has ceased play.</p>	<p>Legal & Insurance outcomes will be put in a prejudiced position as a result.</p>
<p>Number 2.10</p>	<p>Repeat Level 1 Offences: Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then the player shall be subject to a higher Level of Penalty.</p>

LEVEL 3 OFFENSES

Level of Offence & Penalties

<p>LEVEL 3 PENALTY Ban of a minimum of 2 * Two Day Matches or 4 * Limited over matches (as defined in Level 1 Penalties).</p>

All players, and where applicable, officials must not:

Rule	Guidelines
<p>Number 3.1 Intimidate an umpire whether by language or conduct.</p>	<p>Includes appealing in an aggressive or threatening manner.</p>
<p>Number 3.2 Threaten to assault another player, team official or spectator.</p>	<p>Self explanatory.</p>
<p>Number 3.3 Use language or gestures that offend, insult, humiliate, intimidate, threaten, or disparage another person on the basis of that person's race, religion, colour, descent, or national or ethnic origin.</p>	<p>Self explanatory.</p>

Number 3.4	Repeat Level 2 Offences: Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then the player shall be subject to a higher Level of Penalty.
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LEVEL 4 OFFENSES

Level of Offence & Penalties

LEVEL 4 PENALTY

Ban of a minimum of 5 Two Day Matches or 10 Limited over Matches (as defined in Level 1 Penalties) and up to a Life ban.

All players, and where applicable, officials must not:

Rule	Guidelines
Number 4.1 Threaten to assault an umpire.	Self Explanatory.
Number 4.2 Physically assault another player, umpire, official or spectator.	Self Explanatory.
Number 4.3 Engage in any act of violence on or off the field of play, whilst engaged in any match under the control of the Warehouse Cricket Association, including Carnivals.	Self Explanatory.
Number 4.4 Use language or gestures that offend, insult, humiliate, intimidate, threaten, or disparage another person on the basis of that person's race, religion, colour, descent, or national or ethnic origin.	Self Explanatory.
Number 4.5	Repeat Level 3 Offences: Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then the player shall be subject to a higher Level of Penalty.

DEFINITION OF ASSAULT

“A person who strikes, touches or moves, or otherwise applies force of any kind to the person of another either directly or indirectly, without consent, or who by any bodily act or gesture attempts or threatens to apply force of any kind to the person of another without his/her consent, under such circumstances that the person making the attempt or threat is actually or apparently a person of ability to effect his/her purpose, is said to assault that other person and the act is called assault”.

OTHER OFFENCES

Level of Offence & Penalties

LEVEL 5 PENALTY

One or more of the following penalties will apply –

- **A ban from playing for a period to be determined by the Commissioner.**
- **Direct that the person make reparation for damage caused by that person to any property**
- **Require that person to perform voluntary service to Warehouse Cricket**
- **Reprimand the individual or club or team involved**
- **Impose a fine**

Players, and where applicable, officials must not:

Rule	Guidelines
<p>Number 5.1 Players must obey the Laws of cricket and play within the spirit of the game.</p> <p>The captain (or coach/manager of teams in the WCA junior competition) must use his best efforts to ensure his team and individual members of his team comply with this rule.</p>	<p>This is meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in the Offences of level 1-4 as set out above.</p> <p>Conduct which will be prohibited under this clause includes using an illegal bat, time wasting, and any conduct which is considered “unfair play” under Law 42 of the Laws of Cricket.</p> <p>This rule is not intended to punish unintentional breaches of the Laws of Cricket Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket</p> <p>Nothing in this rule alters of the onus on the captain (or the coach/ manager of teams in the WCA junior competition) to ensure that the Spirit of Cricket is adhered to as stated and defined in the preamble of the Laws of Cricket</p> <p>Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket</p> <p>Nothing in this rule alters of the onus on the captain (or the coach/ manager of teams in the WCA junior competition) to ensure that the Spirit of Cricket is adhered to as stated and defined in the preamble of the Laws of Cricket</p>

<p>Number 5.2 Without limiting any other rule, players and officials must not at any time engage in any behavior unbecoming a player, or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket</p>	<p>This is also meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1.4 above.</p> <p>It is intended to include serious or repeated acts of misconduct, unruly behavior, and cheating</p>
<p>Number 5.3 Without limiting any other Rule, players and officials must not make public or media comment which is detrimental to the interests of the game</p>	<p>Guideline</p> <p>Without limitation, players and officials will breach this Rule if by making any public or media comment they:</p> <ul style="list-style-type: none"> Publicly denigrate another player, or publicly denigrate or criticize an umpire or team against which they have played or will play, whether in relation to incidents in a match or otherwise Denigrate another player or official by inappropriately commenting on any aspects of his performance, abilities or characteristics Comment on the likely outcome of a hearing or a report of an appeal Criticize the outcome of a hearing or an appeal Criticize any evidence, submission or other comment made by any person at the hearing of a report or any appeal
<p>Number 5.4</p>	<p>Repeat Level 4 Offences:</p> <p>Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then:</p> <p>The player shall be subject to a higher Level of Penalty</p>

LEVEL OF OFFENCE & PENALTIES

Level 1 Penalty

Official reprimand and ban of up to 1* Two Day Match or 2* limited over (50 over, 35 over and T20) matches

Level 2 Penalty

Ban of a minimum of 1* Two Day Match or 2* Limited over matches (as defined in Level 1 Penalties)

Level 3 Penalty

Ban of a minimum 2* Two Day Matches or 4* Limited over matches (as defined in Level 1 Penalties)

Level 4 Penalty

Ban of a minimum 5* Two Day Matches or 10* Limited over matches (as defined in Level 1 Penalties) and up to a life ban

Level 5 Penalty

One or more of the following penalties will apply –

- A ban from playing for a period to be determined by the Commissioner
- Direct that the person make reparation for damage caused by that person to any property
- Require that person to perform voluntary service to Warehouse Cricket
- Reprimand the individual or club or team involved
- Impose a fine

NOTES ON PENALTIES

- The Commissioner has the right to impose a penalty based on the information provided by umpires and witnesses, if a player is reported for any of these breaches.
- If a player chooses to ignore the findings of the Commissioner and take the matter to the judiciary and is found guilty, the penalty will be doubled, compared to the original penalty imposed by the commissioner.
- All players, in all competitions or carnivals run by Warehouse Cricket Association must abide by these playing conditions. It is the duty of all club presidents, secretaries, administrators, managers, coaches and captains to make all players in all of their teams, aware of these conditions. Ignorance of the rules and conditions will not be tolerated as an excuse for breaching these conditions.

CAPTAIN'S TEAM LIST

(List to be exchanged with Opposition Captain)

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CAPTAIN'S TEAM LIST

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CAPTAIN'S TEAM LIST

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CAPTAIN'S TEAM LIST

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CAPTAIN'S TEAM LIST

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CAPTAIN'S TEAM LIST

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