



WAVC
WESTERN AUSTRALIAN
VETERANS CRICKET

WAVC/Focus Cricket League

Rules & Playing Conditions

2024/2025

Ethos of Veterans Cricket demands that...

- We will not place winning before enjoyment,
- We respect our opponents, team mates and supporters at all times,
- We always play within the laws, spirit and values of the sport of cricket,
- We provide a hospitable and friendly environment for our guests,
- We acknowledge that health and well-being are of paramount importance,
- We will display the maturity and leadership that befits our status as elder statesmen of our great sport

Preamble: Where these Playing Rules do not cover a specific issue, the Laws of Cricket, located at <http://www.lords.org/laws-and-spirit/laws-of-cricket/> shall apply.

1.TEAM REGISTRATION

1.1. Clubs must nominate if they wish to participate in the over 60's, 50's or 40's grade.

All participating clubs must be registered and financial with the WA Veterans Cricket (WAVC) Association prior to commencement of Round 1 in the current season.

1.2. The WAVC may consider late inclusions/payments on written application.

1.3. Team registration fees will be determined yearly at the Veterans pre-competition meeting.

1.4. Ideally the team/Club must have access to a Turf Cricket Wicket for their home fixtures. If a Turf wicket can not be found, then they may be fixtured to play on a Synthetic Wicket.

2.PLAYER ELIGIBILITY AND REGISTRATION

2.1 To be eligible to play in an age group, the participant must be turning that age during the 2025 Calander year. ie to be in the over 40's grade, you must turn 40 before 31st of December 2025 and therefore eligible to compete in the National Carnival in 2025.

2.2 During the 2024/2025, over 50's teams may apply to the Committee of Management for a permit to play up to three(3) underage players (45-50 years). A 45-50 year old player must not have played in 1st or 2nd grade of any WACA Affiliated competition in the preceding 12 months.

2.3 Players shall be registered by their club through the WAVC and PlayHQ prior to the commencement of the game. Where this is not possible the player must be registered prior to the entry of match data

2.4 A player may play with their WAVC team of choice irrespective of any other senior club or Association affiliation.

2.5 Any player suspended or disqualified by any other WACA Affiliated competition during the season will be ineligible to play in the WAVC Competition for the duration of that suspension.

3.PLAYING Conditions

3.1 Unless specifically scheduled, play shall commence no later than 1.00 p.m. (unless previously agreed by both opposing captains). If a ground is not available on the date of a scheduled fixture, the fixture can be delayed, but must be completed before the date of the next round of fixtures.

3.2 Following conclusion of the first batting innings (i.e. 32 Overs or team is dismissed) an afternoon tea shall be taken for a period of 15 mins. The Home team shall provide Afternoon Tea. (NB over 60's will play 40 Over matches)

3.3 A match shall continue until a result is achieved.

4.TEAM REQUIREMENTS

4.1 A team can play 13 players with only 11 players being allowed to bat and only up to 11 players being able to bowl (i.e. the 12th and 13th players may either bat or bowl but not both).

4.2 The minimum number of players required for a team to commence a match shall be 8. In the event of a team playing short, their opposition will not be required to provide substitute fieldsmen. (Note: At the agreement of the opposing Captain, a spectator(s) in attendance may play as a substitute fielder but will not be allowed to bat or bowl. Only two (2) substitute fieldsmen will be allowed and must be over 45 years of age).

4.3 All players named in the team on PlayHQ, must physically take the field at some stage during the match.

5.PLAYER ATTIRE

5.1 Players may wear coloured shirts, shorts or pants where they form the basis of a common club uniform (i.e. where all players are like attired), in all other cases black (WAVC) pants shall be worn due to the use of white cricket balls(an exception shall be substitute fieldsmen as per 4.2).

5.2 Footwear may include coloured stripes. **Spiked shoes are mandatory when batting, bowling or wicket keeping on TURF WICKETS.**

6.MATCH PLAY CONDITIONS(Over 40's and 50's)

6.1 A maximum of 32 overs shall be bowled by either team. Overs are bowled in 4 blocks of 8 overs alternating from each end. Each 32 over innings should take no longer than 130 minutes to complete(2 x 60 minutes for 16 overs and up to 10 minute drinks break). It is anticipated that the scorers and captains will take note of when each innings commences and if the fielding side is taking too long to complete the innings(generally through too many fielding or bowler changes), then the following penalties will apply. For each over commenced after the 130 minute time period, the fielding side will be limited to only 4 fieldsmen outside the inner fielding circle(30 metre), and 5 runs added to the opposition score.

6.2 A minimum of six (6) players will be required to bowl at least one (1) over each and are restricted to a maximum of six (6) overs each in a completed 32 over innings.

6.3 The maximum number of balls per over shall be nine (9) irrespective of the number of legal balls bowled. Except in the last over when 6 legal balls must be bowled.

6.4 A four piece WHITE Focus cricket ball is to be used.

6.5 A No ball shall be called where a bowler (irrespective to speed) delivers a full toss above waist height or bounces a ball that passes above shoulder height to a batsman standing in a regular batting stance. The standard No ball rules of cricket shall apply for any other No balls. ALL NO BALLS will result in a free-hit. The fieldsmen are not permitted to change their fielding position prior to the free-hit delivery.

6.6 A delivery with which the striker has not made contact, not being a no ball, shall be called a wide if it passes to either side of the wicket so that the striker, whether he moves from his normal stance at the crease or not, does not have a reasonable opportunity to score.

6.7 A Batsman must retire immediately following the ball on which they reached their 40th run and may bat again in the innings once all other batsmen(11) have batted. (Note: "retired – not out" is to be recorded in MyCricket so that a player's average is not effected).

6.8 It is desirable that an official umpire is provided by the home team to officiate at the bowlers end and the batting side provides a square leg umpire. Where appointed match officials are not in attendance, each team must provide two umpires during their batting innings. It is a requirement that players sent out to umpire must be experienced as far as possible in the laws of cricket.

6.9 The maximum number of fielders on the leg side is five (5), including a maximum of two (2) behind square leg. Three(3) fielders are permitted outside the 30 metre circle in the first 11 over, Four(4) in the next 11 overs, and Five(5) in the final 10 overs.

6.10 The wearing of helmets by batsmen, wicketkeepers up to the wicket and fielders within 7 metres of the bat (slips to gully exempt) is mandatory.

7.MATCH COMPLETION

7.1 When the second batting team passes the runs required to win the match, or loses their 10 wickets, the match will cease.

7.2 Match results shall be lodged electronically on PlayHQ no later than 6.00pm on the Tuesday following the completion of the match. Both sides must accurately lodge their named players and match scores (including catchers names on the opposition scorecard). The winning club is responsible to confirm the result and claim their match points. It is important that all clubs adhere to these timelines. Fines for non-compliance may be levied at the discretion of the WAVC Over 45's Committee of Management.

7.3 Match points shall be awarded as follows... Win 2 Points Forfeit Win 2 Points Bye 0 Points (Where all teams receive a scheduled Bye) Tie 1 Point (Both Teams) Abandonment/Wash-out 1 Point (Both Teams)

7.4 In the event of a tie on match points for finals participation, teams will be separated by run rate (i.e. (Total Runs Scored divided by Total Wickets Lost) divided by (Total Runs Conceded divided by Total Wickets Taken).

7.5 Any disputes regarding match results should be reported to the Committee of Management by email to _____ or by phoning _____ no later than 6.00pm on the Monday following the match

8.WEATHER RESTRICTIONS

8.1 Play in all match's will be cancelled, if the weather forecast on the Bureau of Meteorology Website (<http://www.bom.gov.au/vic/forecasts/melbourne.shtml>) at 10.00am on the Sunday is for 38C or more. If the forecast temperature exceeds 30oC there must be a minimum of two drinks breaks per session.

8.2 In the event of extreme weather conditions (34-36oC) , Captains may, by mutual consent reduce games to 32 or 24 overs a side with subsequent reductions of maximum overs for bowlers to four and maximum runs for batsmen to 30.

9.FINALS ELIGIBILITY

9.1 To qualify for finals participation a player must have played in a minimum of 2 matches. In order to be considered playing in a match, they must have batted or bowled in that fixture.

9.2 Finals will be scheduled at the grounds of the highest qualifying club.

9.3 In a 2 division season, Semi-finals will be played between the team finishing first in one division and the team finishing 2nd in the other division. In the event of a washout, the team finishing higher will qualify for the grand final.

9.4 In the event of a Grand Final Reserve washout, the team that finished with the highest ladder position based on points and net run rate, shall be awarded the winner.

10. INJURY CODE

10.1 Each team shall have in their possession a properly stocked first aid kit.

10.2 Where a player suffers an injury during the game which causes bleeding, then the umpire or team captain or manager must ask the player to leave the field until appropriate first aid has been administered to prevent further bleeding.

10.3 The player cannot resume playing until the bleeding has stopped or the wound has been securely covered. A batsman who is injured is deemed to have temporarily retired and may return on the fall of the next wicket.

10.4 If the batsman injured is the last wicket, a small break of up to 10 minutes shall be taken and the batsman resume at that time. If the bleeding cannot be stemmed or injury overcome in this period, then the batsman shall be ruled ""Retired Hurt"" and the innings closed.

10.5 There shall be no reduction in the number of overs to be bowled due to injury.

10.6 Where an umpire is injured, clause 2 and 3 above shall equally apply. The batting side will provide a temporary umpire to allow the game to continue until the umpire is able to resume.

11. LIGHTNING In the event of a thunderstorm and lightning, play shall cease immediately, and all players and umpires shall retire to safe shelter without delay

12. COMMON SENSE RULE

12.1 Players are expected to play the game in true sportsmanlike manner and not place undue pressure on their team-mates umpiring capabilities or sensibilities.

12.2 It is vital that all captains show leadership and ensure their teams always play within the rules wherein the primary objective shall be the health of the players and their enjoyment of the game